Changelog

Updates

Updates, July 19, 2016

- Side Quests added to Far Harbor DLC section.
- Acadia Quests added to Far Harbor DLC section.

Updates, June 20, 2016

- Far Harbor DLC content added and includes an overview of all new items, mods, weapons, **workshop** items added by the Far Harbor **DLC** expansion.
- **Main quests** section added for Far Harbor DLC.

Updates, May 11, 2016

- Complete coverage for **Wasteland Workshop** added. Includes information on Cages, Weapons and Arena tactics.

Updates, April 13, 2016

- Added an inventory list for **Wasteland Workshop**.

Updates, April 12, 2016

- Added the following for the Automatron DLC: **Radiant Quests**, **Inventory**, Mods, and various other inventory items.

Updates, March 29, 2016

- Added the following quests for the Automatron DLC: Mechanical Menace, A New Threat, Headhunting, and Restoring Order.

Updates, January 8, 2016

- Adjusted content for The Railroad Quests, Underground Undercover.
- Minor icon placement issues for **Quincy and Southern Commonwealth, 6.17B**.
- Fixed linking issues for **Charleston** Primary Locations, [8.03] U.S.S. Constitution.
- Updated content for **Coastal Commonwealth**, Secondary Locations, **[4.11] Sunken Fishing Boat**.

Updates, December 13, 2015

- Updated starting location of **"**Kid in a Fridge**"** side quest
- Updated content for **"Message in a Bottle – Trapped for Days"** mission
- Updated content for **"**The Molecular Level**"** mission in Act II

Updates, December 15, 2015

- Updated miscellaneous information for **"Tessa's Fist"** unique apparel item
- Updated content for **"**Vault 81 and Hole in the Wall**"** side quest mission

Updates, November 18, 2015

- Updated requirements to obtain the **Flare Gun** weapon
- Minor text changes to Weapons chapter
- Minor text changes to Mods chapter

Updates, September 25, 2017

- Updated the guide to include all updated DLC content:
    - DLC Automatron
    - DLC Wasteland Workshop
    - DLC Far Harbor
    - DLC Contraptions Workshop
    - DLC Vault-Tec Workshop
    - DLC Nuka-World
- Far Harbor Map added.
- Nuka-World Map added.
- World Map updated to include locations added by additional DLC.

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Status

Introduction: Training for the Commonwealth

Start your exploration

Taking the time to learn

Augment your attributes

Terrifying abominations lurk on the surface

READ THIS FIRST!

Vault-Tec recommends you familiarize yourself with the Main menu and seek out the “Help” option. This provides a complete basic training in the arts of survival and allows this guide to focus on more involved tactical knowledge. If you need to know about Action Points, different types of Damage, changing your Difficulty level, Experience Points (XP), Fast-Travel, **Power Armor**, your Pip-Boy, and other areas of interest, read this before continuing!

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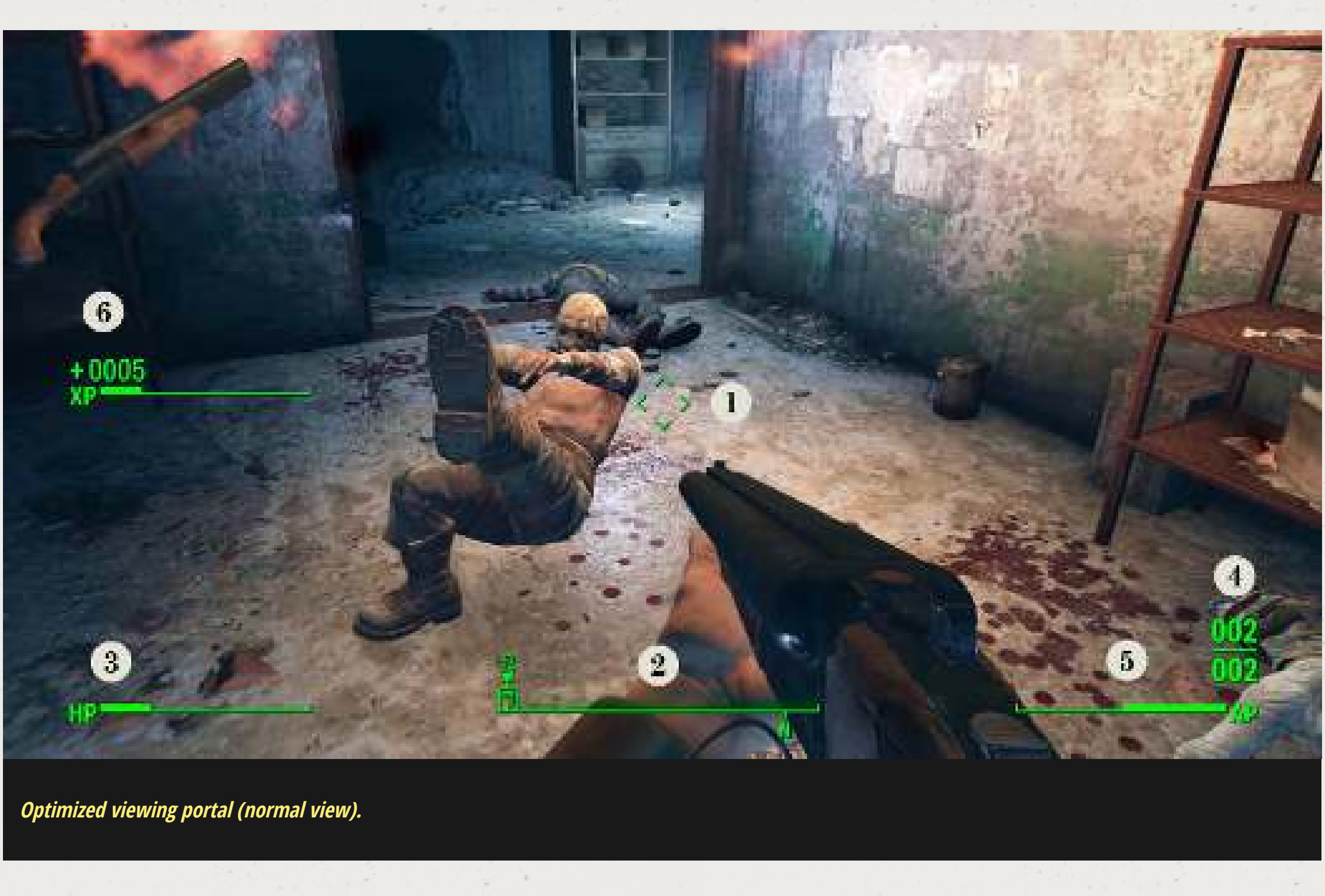
Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Status

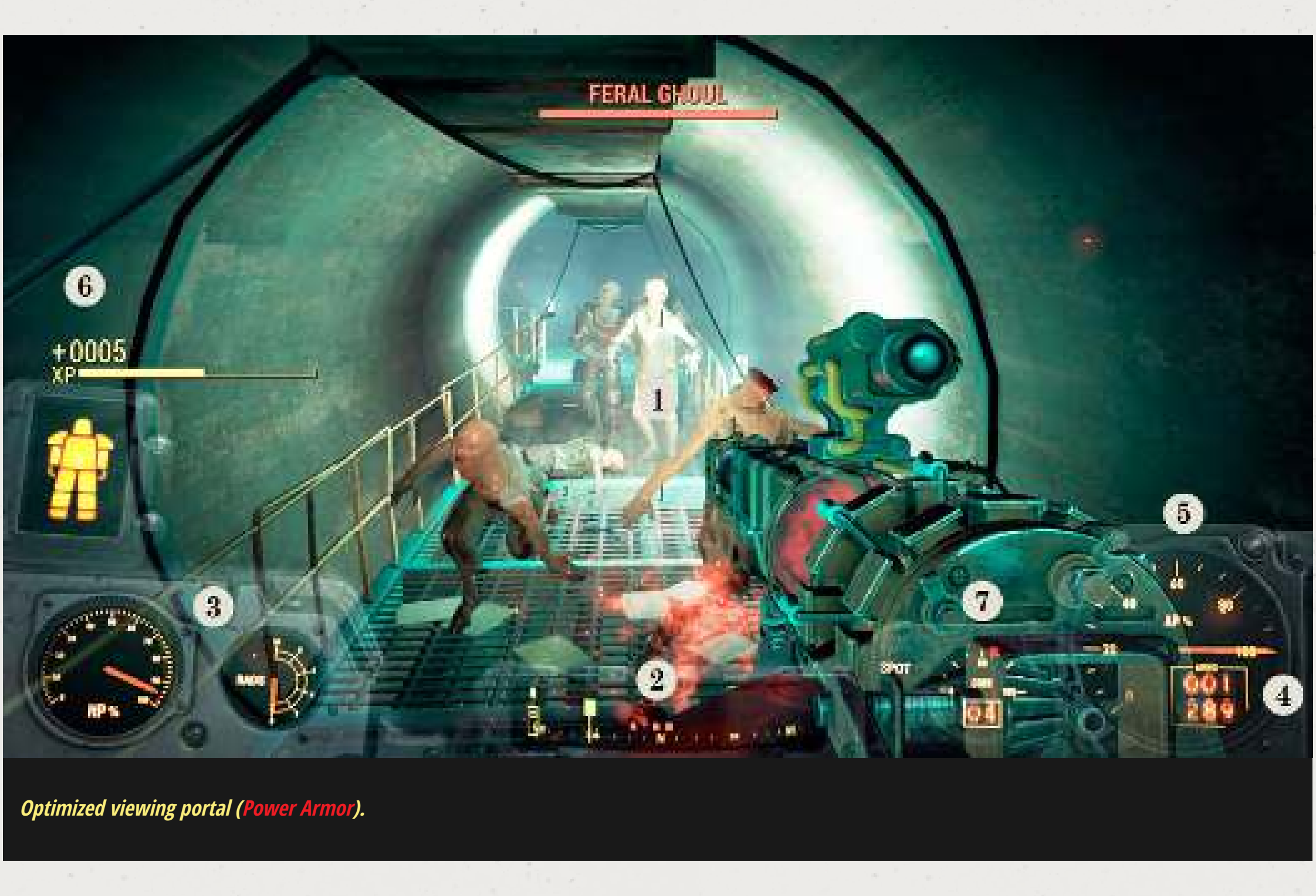
The Pip-Boy: A RobCo Industries Technological Wonder!

Knowing your way around your Pip-Boy is one of the first lessons you learn after entering a vault, assuming nuclear obliteration hasn't hastened acclimatization activities. Study the following indicators and near-field enhancements, as your life may well depend on the wealth of important information contained within this wondrous device!

OPTIMIZED VIEWING PORTAL



Optimized viewing portal (normal view).



Optimized viewing portal (Power Armor).

This is your optimized viewing portal, where Pip-Boy functionality helps you navigate the hostile environment outside the safety of Vault 111.

Both views detail the following:

[1] **Target/Dot:** This changes from a dot to a target of varying dimensions, depending on the weapon you are carrying or have unholstered. Use this to point yourself in the correct direction or aim when firing from the hip.

[2] **Compass:** Spin around to view all directions. Use your **World Map** menu to add markers that show up on your compass. Quest objectives appear as the same square-shaped markers. **Enemies** appear as red dots. **Primary locations** appear as icons that are the same as the **world map** in both your Pip-Boy and this guide.

[3] **Health and Radiation:** This shows the percentage of your Health left, regardless of the number of Health Points you have (in **Power Armor**, this also shows the state of your **armor** sections). Any time you take radiation damage, the bar always shows how many of the 1000 rads you can take are left. Employ **chems** or medical treatment to alleviate any radiation poisoning or trauma you may be experiencing.

Damage Type (not shown): This appears if you're struck by radiation damage, although sometimes poison damage has an accompanying visual effect.

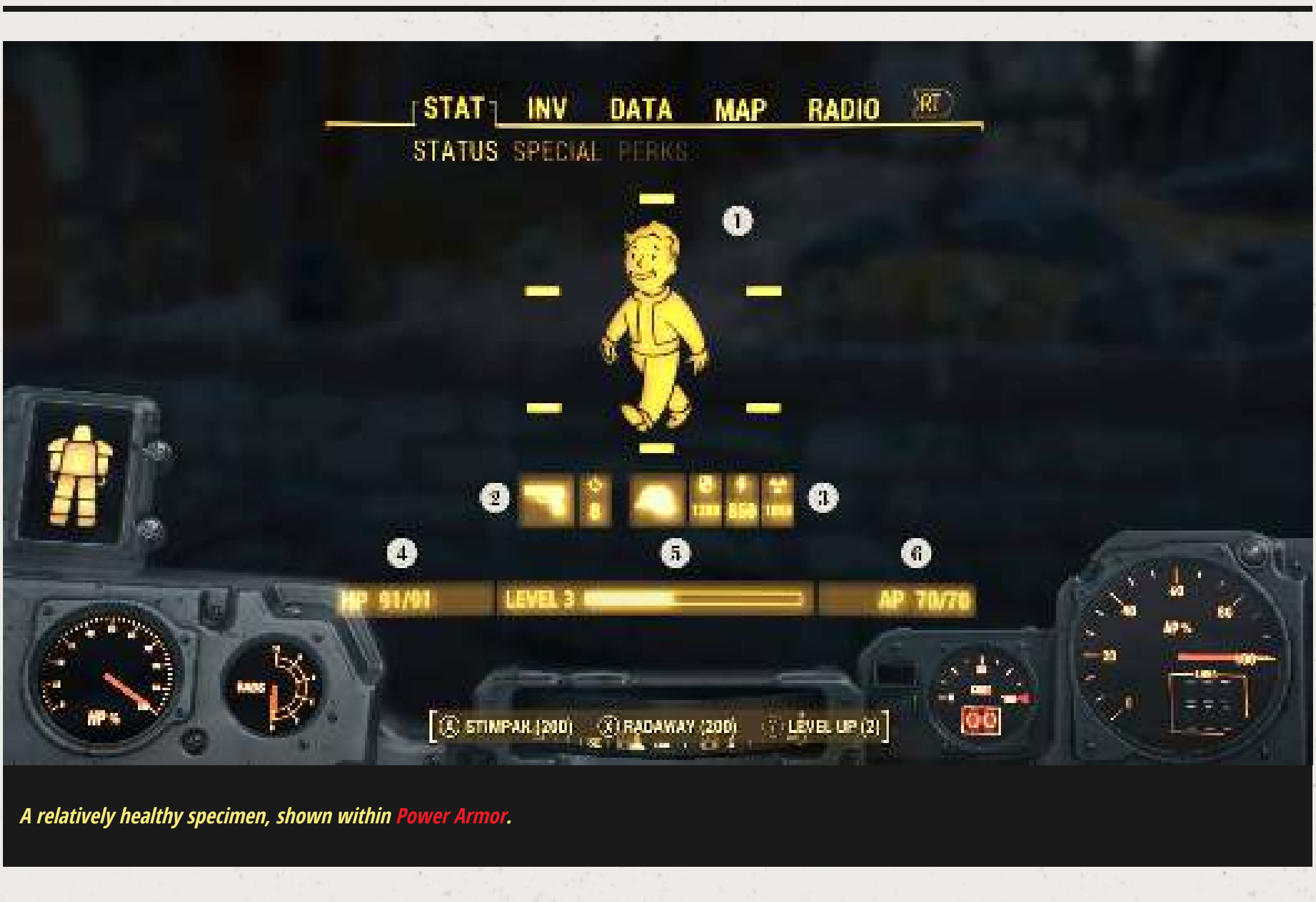
[4] **Ammunition:** This shows the number of total bullets, shells, or ammunition you have for the weapon you're using, along with the current number left in your chamber. Reload manually during brief periods of down-time in **combat**.

[5] **Action Points:** Every time you sprint or utilize a weapon in **combat**, you use Action Points, and this bar shows the percentage of your total that you have available. They refill when you refrain from attempting either activity. Keep an eye on this bar to determine how long you can sprint before tiring out or fire (or swing) a weapon.

[6] **Information:** Occasionally, your Pip-Boy may relay pertinent information in this corner of your viewing portal. It is usually a warning, hint, or quest activity to perform.

[7] **Core (Power Armor only):** This measures the remaining energy in the Fusion Core that provides the "juice" your **Power Armor** requires to function normally. Continuously locate Fusion Cores to keep your **Power Armor** recharged, or face an impeding lack of maneuverability (and no Action Points to sprint with). Fusion Cores are automatically swapped, so always carry a spare. Or six.

STATUS SCREENS



A relatively healthy specimen, shown within Power Armor.

Your personal **status** is measured on your Pip-Boy. It reveals the following:

[1] The condition of your various appendages (head, both arms and legs, and entire Health). If the Vault Boy is looking less than healthy (ghoulish or with a bandaged appendage), seek **chems** or medical attention. Check the Help menu for more information on penalties you receive while crippled.

[2] Your offensive capabilities, which is the damage your current weapon inflicts. Some **weapons** inflict additional radiation, energy, or poison damage and are listed as appropriate. Change your weapon, and this value changes.

[3] Your defensive capabilities, which is the Damage Resistance of the **armor** you are currently wearing. **Power Armor** obviously provides an impressive level of protection. If your **apparel** also offers resistance against radiation, energy, and poison, it is also listed here.

[4] **Health Points:** This shows the current and maximum Health Points you have. This is useful if you are, for example, administering a stimpak. You know the stimpak increases your Health by 30% of your health, so you may wish to use it when you're a little closer to death (when it is more effective). So you don't waste the additional Health Points, you may wish to then wait to heal yourself.

Remember your Health increases every time you level up.

[5] **Level:** This reveals your current level and a progression bar that fills up as you edge closer to your next level.

[6] **Action Points:** This shows your current and total number of Action Points. Simply rest to increase this back to the maximum total.

OTHER SCREENS

Your SPECIAL screen details your attributes. This is detailed in the next section.

Your **PERKS** screen details any **perks** you have uncovered or unlocked. This is also detailed in the next section.

The **INV** chapter has more details regarding the associated Pip-Boy screens, but if you wish to know your Carry Weight and Caps total, look to the bottom left and bottom middle of this menu screen.

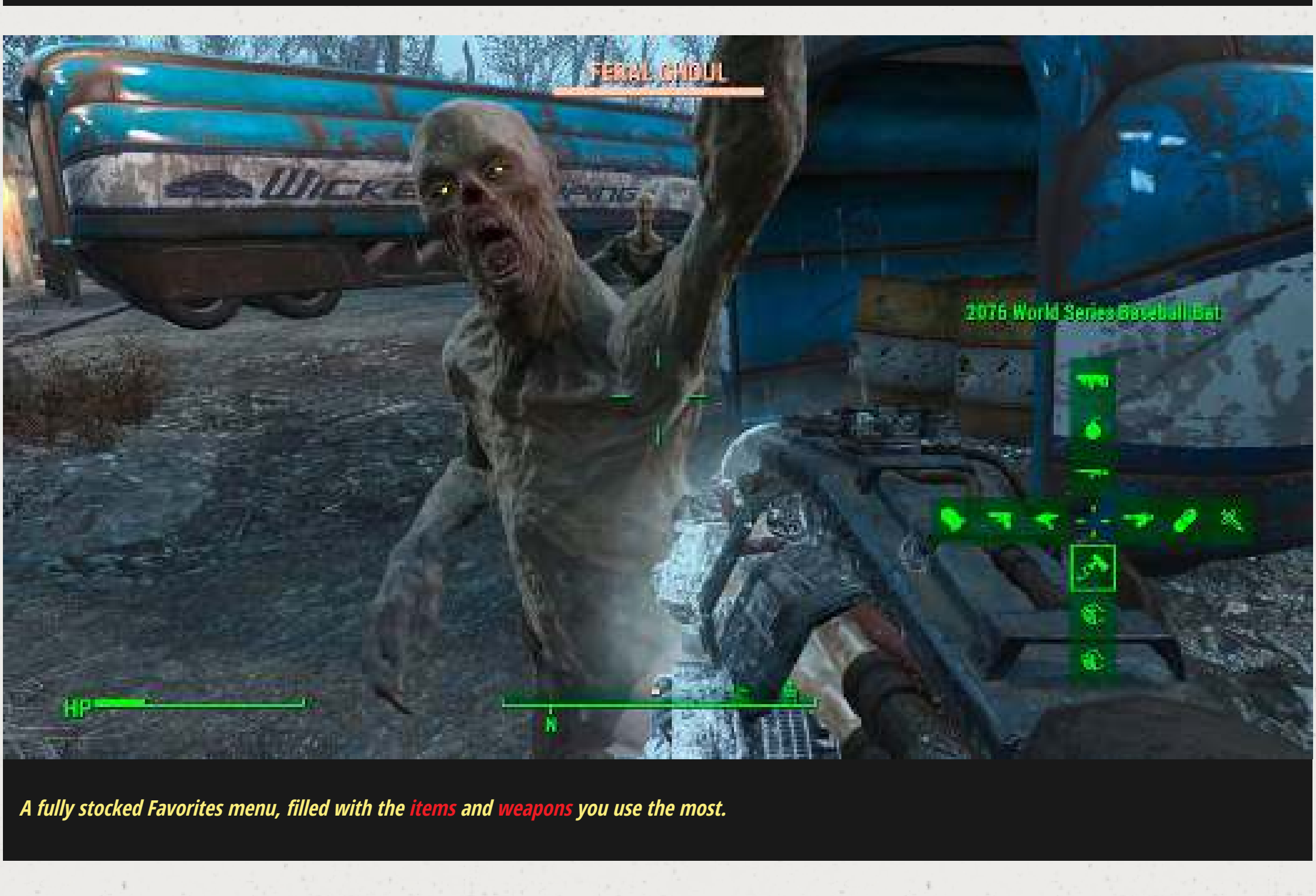
The **DATA** chapter has information on the Quests, **Workshops**, and Stats menus.

The **MAP** chapter has information on the **world map** and local **map** functionality, as well as marker and settlement information.

If you wish to know the date and current time, look to the bottom left and bottom middle of either of these menu screens.

The **RADIO** menu plays any current music or transmitting station within a specific radius. Aside from a variety of pleasant music, you can use the **radio** to locate distress calls from numerous sources and even track adversaries during specific quests. The available **radio** stations appear on your main screen as you near their range. As **radio** stations reveal locations already detailed in this guide's **Map** chapter, they aren't listed.

FAVORITES



A fully stocked Favorites menu, filled with the items and weapons you use the most.

To ease and quicken the act of swapping between often-used **items**, be sure to access your Favorites menu every time you wish to switch between **items**. A total of 12 **items** can be given "Favorite" **status** within your **INV** menu. These include **weapons**, **apparel**, and **aid**. The objects you highlight as favorites are given a heart icon. Simply highlight them again and change to a new favorite as you wish.

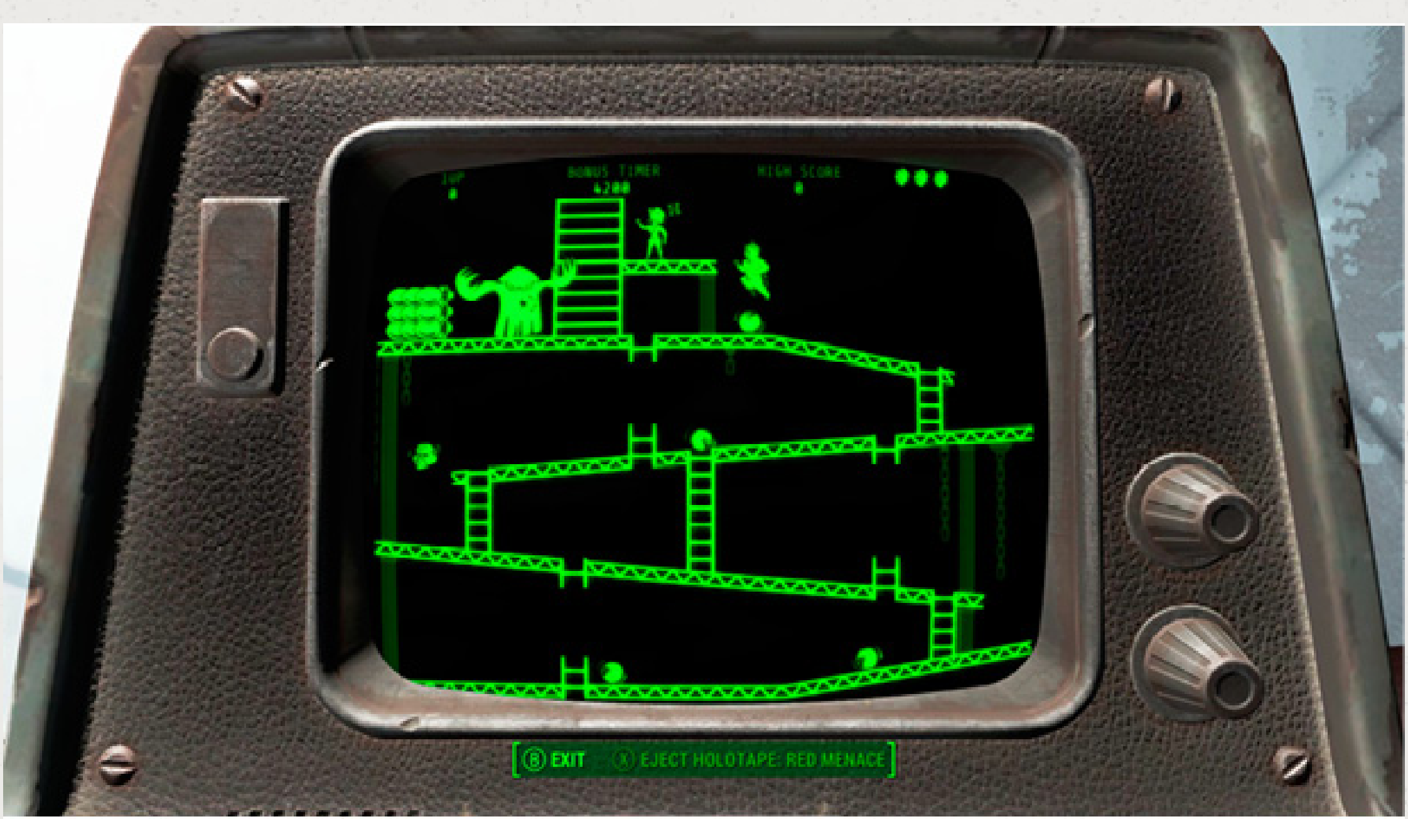
HELPFUL HINT FROM VAULT BOY!

How about choosing your top three melee **weapons**, top three long-range **guns**, three most-used **chems**, your best grenades, or even a trio of important **apparel items** for different occasions? Utilize the built-in versatility of this at-a-glance menu.

SORTING ITEMS BY STATISTIC

As you gather more and more **items**, drop them off at a workbench or owned home, or make your own **weapons** or objects, you may wish to compare the potency of similar **items**. This is where the sorting part of your **INV** comes into play. Change the order of your times by their different statistics (also displayed on the screen) so you can, for example, compare fire rates, range, or weight of your **weapons**, and choose the one best-suited to your needs.

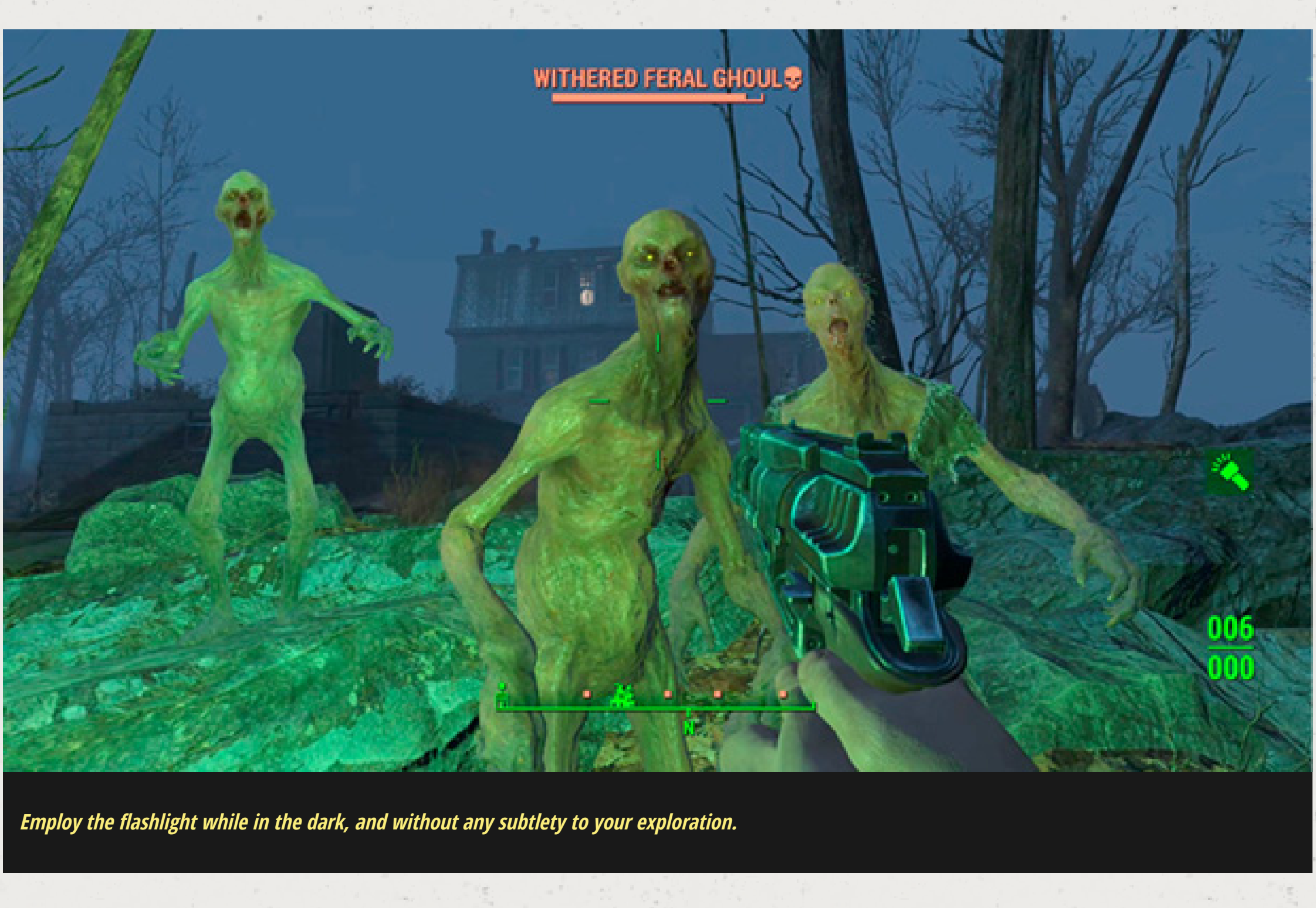
HOLOTAPES



A classic Holotape Game; one is found in Vault 111, and the others are free in every copy of RobCo Fun! Magazine.

Remember your Pip-Boy (and terminals) can play most Holotapes, which usually have audio recordings on them. Certain rare Holotapes have some classic video games to play. Have you found all five? You will if you check the **Radio** chapter of this guide.

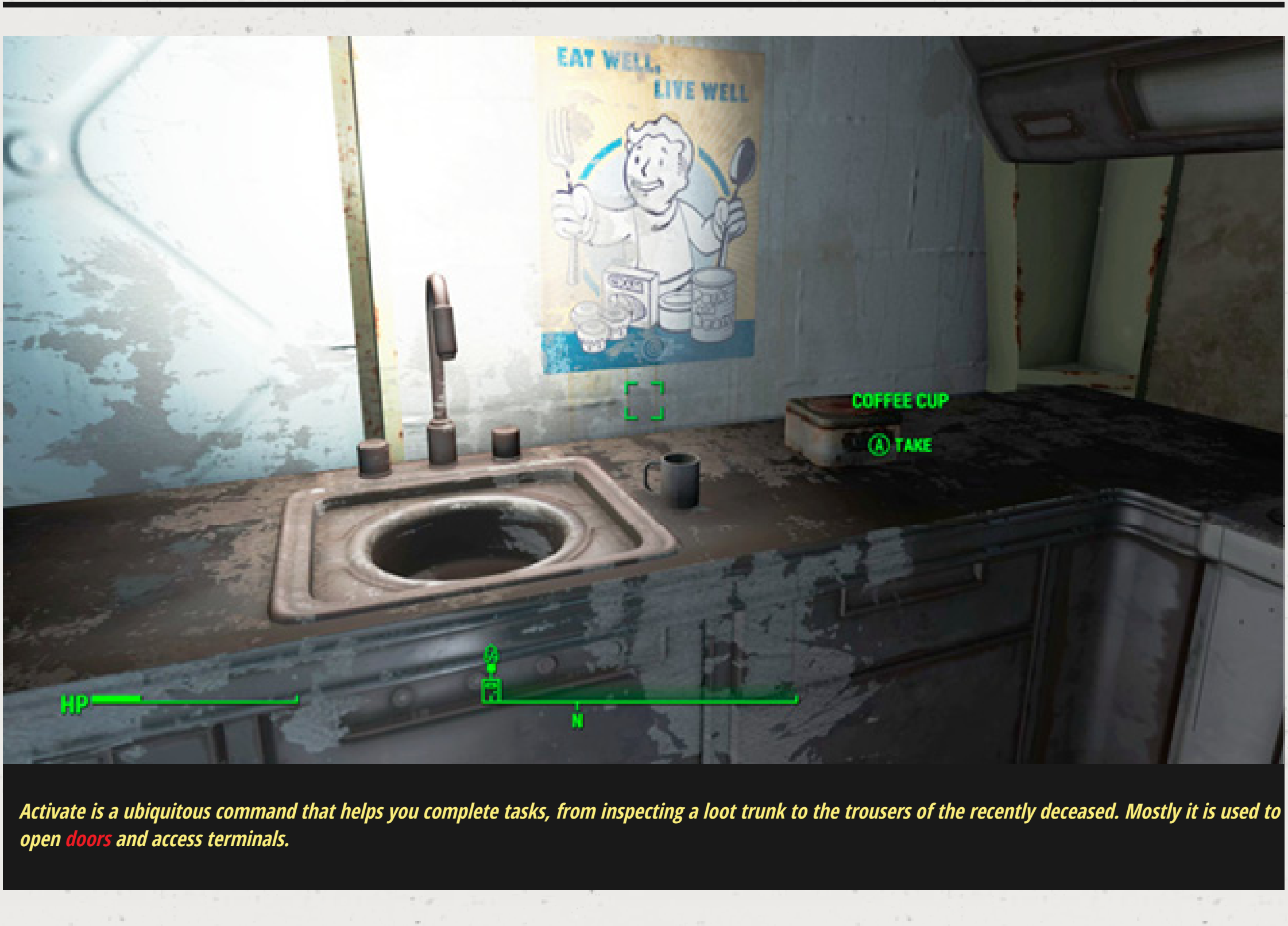
FLASHLIGHTS



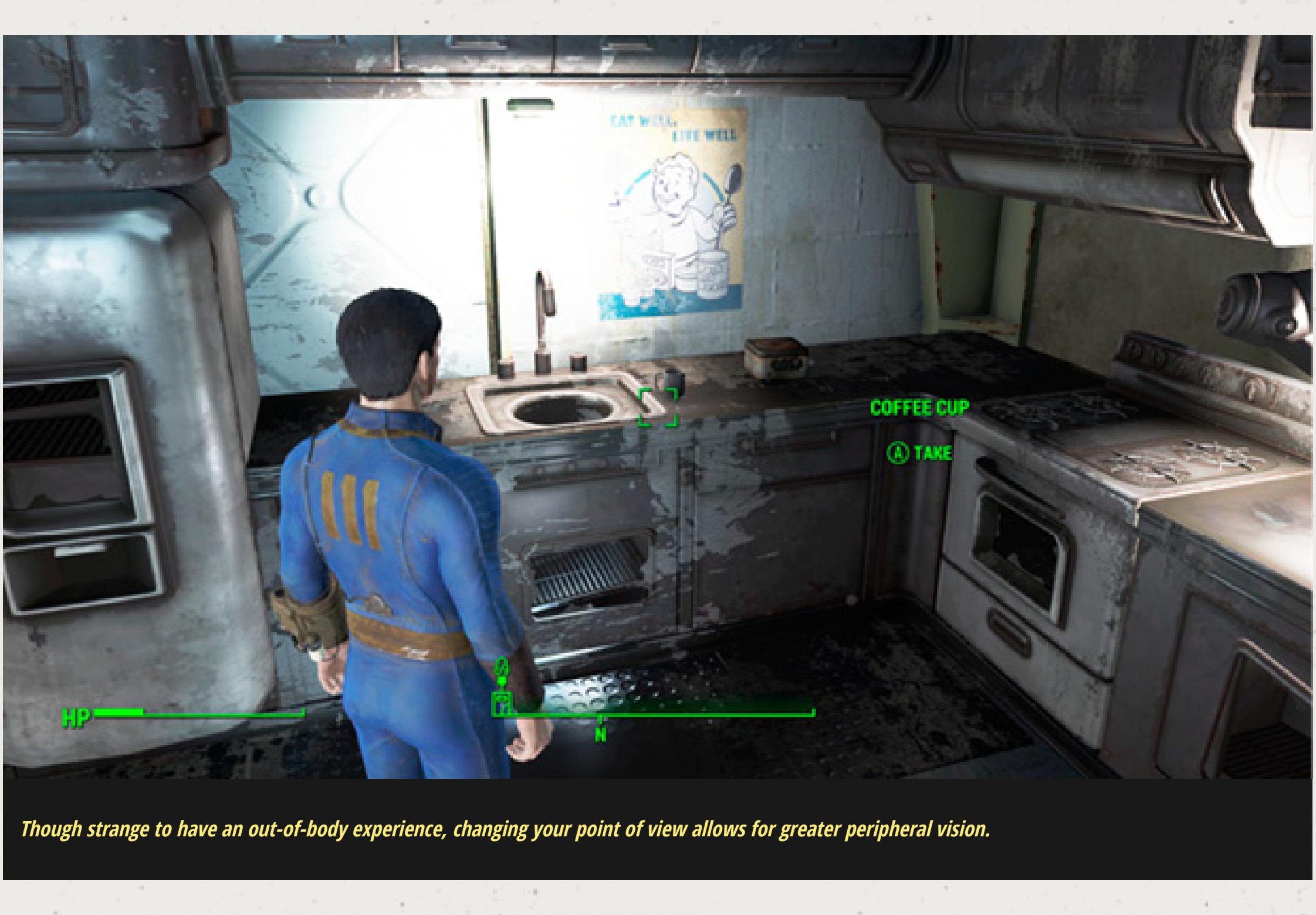
Employ the flashlight while in the dark, and without any subtlety to your exploration.

Remember your Pip-Boy, certain mining helmets, and **Power Armor** all have flashlight capabilities for adventuring in dark and gloomy locations. Though you're more easily spotted (making this a less-than-ideal plan for the stealth expert), you're far less likely to get turned around, miss loot or foes, or remain in the dark for long.

PRACTICE MAKES PERFECT



Activate is a ubiquitous command that helps you complete tasks, from inspecting a loot trunk to the trousers of the recently deceased. Mostly it is used to open doors and access terminals.



Though strange to have an out-of-body experience, changing your point of view allows for greater peripheral vision.

You may have woken from a period of enforced isolation. It is normal to feel a little light-headed and groggy. As your coordination returns, it is worth remembering the basic maneuvers you took for granted. Why not stay in the relative safety of Vault 111 and rid the corridors of the minor Radroach infestation while you familiarize yourself with the most basic of passive controls?

Activate

Whether you're inspecting the contents of a desk, unlocking a door, activating a terminal, or disarming a trap, use this function.

Reload Or Transfer

If you want to transfer a large amount of loot, this is the function to complete. Otherwise, this reloads or holsters your weapon (if held).

Toggle POV

Need to see behind you? That's a good idea, as you're able to enhance your peripheral vision quite considerably, while at the expense of completing more complex and pinpoint-accurate maneuvers (especially jumping).

Jump

Leaping over low walls and across gaps and climbing rocky slopes is made not only more easy, but also actually possible if you jump.

Pausing

Need to take a breather? Don't worry, we all need a little time to pause, check the Main menu, and perhaps look at the large number of incredibly astute hints in the Help menu.

HELPFUL HINT FROM VAULT BOY!

In need of a real challenge? Try Survival difficulty! Health restoration is severely reduced, though there's a greater chance of finding Legendary **items**.

SCAVENGING AND TAGGING ITEMS FOR SETTLEMENTS

Are you scavenging for component parts to help build **items** in a Workshop? Then employ Activate when scavenging for **items** used to build workshop components. Certain areas of scenery not usually of interest to past explorers, such as trees, tires, and **junk items**, now become incredibly important. Learn where the best **junk** is, head there and gather what you need, then return more than three days later and gather more.

If you are searching for scavengable **items** to break down into components for your settlement **workshops**, a small magnifying glass appears when you look at an object with the component you're after. This makes searching for components much less taxing. For more information, check the WORKSHOP chapter.

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Status

Social Status: How to React If the Worst Happens

After surviving a nuclear blast, it is important to remain calm and wait for Vault-Tec (or other proper authorities) to contact your overseer. Should circumstances degenerate from optimal, you may be called upon to ascertain the situation from beyond the confines of your vault. At this point, the manner in which you conduct yourself in the chaotic topside environment becomes of paramount importance.

HELPFUL HINT FROM VAULT BOY!

Remember, you only need to brandish a weapon if you spot an immediate threat. Otherwise, holster your weapon, as your movement speed is slower with a weapon out; the heavier the weapon, the slower you move; and you're slowest of all while looking down the sights of a weapon.

OPTION 1: FRIEND OR FOE?

This grotesque ghoulish face of flapping skin may be terrifying to witness, but it belongs to a friendly sort. Appearances can sometimes be deceptive.

Many surface dwellers are simply attempting to eke out an existence and are little threat to you. They appear with a green health bar in V.A.T.S. if accidentally targeted and are sometimes gathered with other friendly sorts in (usually barricaded) settlements. Some like to converse with you, and some have tasks—quests—for you to complete. Others are traders.

Begin a conversation, and you have four different choices to make, which can lead to a multitude of outcomes. Think about what you're about to say, as sometimes you can't take back a rude utterance or threat. Some friendly citizens have secrets or enjoy bantering with you. If this is the case, your conversations are color-coded with Speech Challenges. Such challenges are yellow (easy), orange (medium), or red (hard). Are you having problems convincing people and failing these challenges? Then increase your Charisma attribute or wear some Charisma-enhancing clothing.

HELPFUL HINT FROM VAULT BOY!

Criminal activity just isn't stood for in the Commonwealth. Commit a crime (picking a lock, container, or door; hacking an owned terminal; attacking an innocent; trespassing; or pickpocketing), and previously friendly folk immediately turn hostile. Learn more about this in the Help menu.

Traders

The easiest way to accrue Caps is selling scavenged loot while wearing a Charisma-improving bathrobe.

To get some of the best gear going and start acquiring more than a meager collection of Caps, it is worth finding one of the many traders plying their wares across the Commonwealth. Simply find a trader, barter with them (the higher your Charisma, the better your deals), and come back another day for a different selection of items. There are different types of traders to find:

Major Settlement Traders

Seek out Deb in Bunker Hill, the vendors of Diamond City market, and the good folks of Goodneighbor for the very best (and rarest) items.

Minor Settlement Traders

Dealing in scrap, armor, and other bits and bobs, there are Commonwealth settlers attempting to trade from their own static locations—such as the scrap merchant perched by the freeway off-ramp near Forest Grove Marsh.

Randomly Encountered Traders

Did you happen to spot a small girl and a large Sentry Bot while wandering? Then flag her down; she's a trader appearing as one of the multitude of random encounters.

Trading Caravans

There are four traders who wander the Commonwealth with an armed guard, pack Brahmin, and a sense of purpose. They take the main thoroughfares between inhabitable locations, wait a few hours, and move on. Here's where they might be:

TRADERS

TRADER CARAVAN	LOCATION 1	LOCATION 2	LOCATION 3	LOCATION 4
TRADER NAME	FIRST LOCATION	SECOND LOCATION	THIRD LOCATION	FOURTH LOCATION
Doc Weathers	County Crossing	Finch Farm	Salem	The Slog
Trashcan Carla	Sanctuary Hills	Drumlin Diner	—	—
Cricket	Diamond City	Vault 81	Warwick Homestead	—
Lucas Miller	Covenant	Tenpines Bluff	Greentop Nursery	—

HELPFUL HINT FROM VAULT BOY!

Don't just saunter up to a trader wearing **Power Armor** and expect to close a great deal: Collect an outfit specifically for bartering. Even if your Charisma is mediocre, putting on a bathrobe (CHR +2), trilby hat (CHR +1), and some fashionable glasses (CHR +1) can really take your vendor-fleecing to the next level!

Trading caravans get a bolster to their available Caps if you've made strides in your settlements.

Finally, do you desperately need to trade with one of these hard-to-find merchants? Then head to Bunker Hill, where there's a (random) chance one of the Caravans will be here, as this is where they resupply.

OPTION 2: JUST FOE

SUPER MUTANT

There is little doubt that this lumbering specimen isn't here to sell you stimpaks. A more offensive posture is therefore called for.

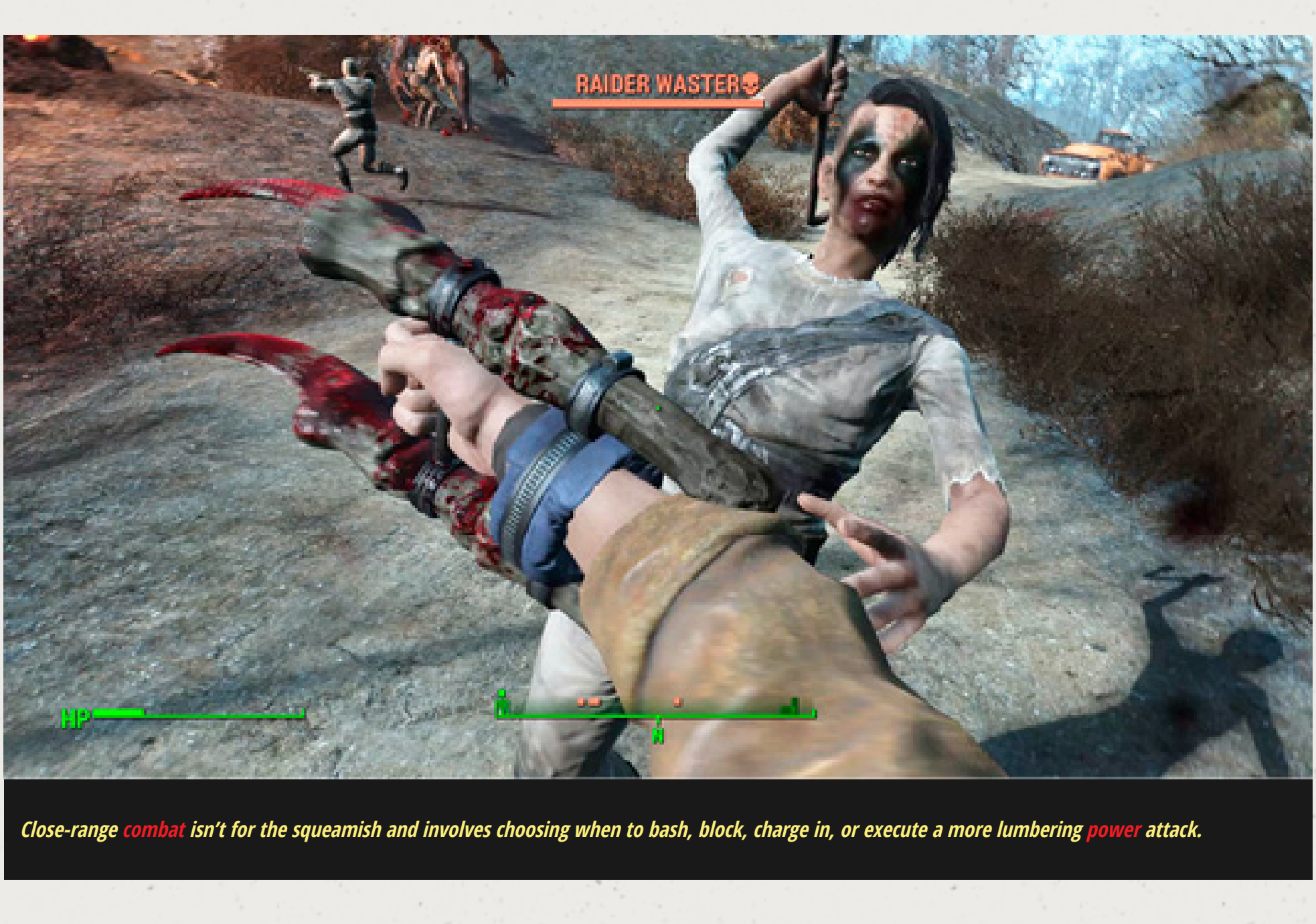
The vast majority of the time, you should be able to spot the telltale signs of a hostile encounter. Foes have red health bars. They usually have warnings to strangers, impaled skulls adorning their place of business, or a wild glint to their eye. There could be

blood or sacks of unpleasant entrails. Shots may be fired. At this point, it is wise to take action from the following options:

General Hostile Actions

The situation has escalated. You should have prepared an offensive tool with which to calm the situation down. Early into your explorations, experiment with different weapon types—punching, melee, and the variety of ranged guns. Then choose perks that help you make the most of the weaponry you've chosen.

Melee Combat



Close-range combat isn't for the squeamish and involves choosing when to bash, block, charge in, or execute a more lumbering power attack.

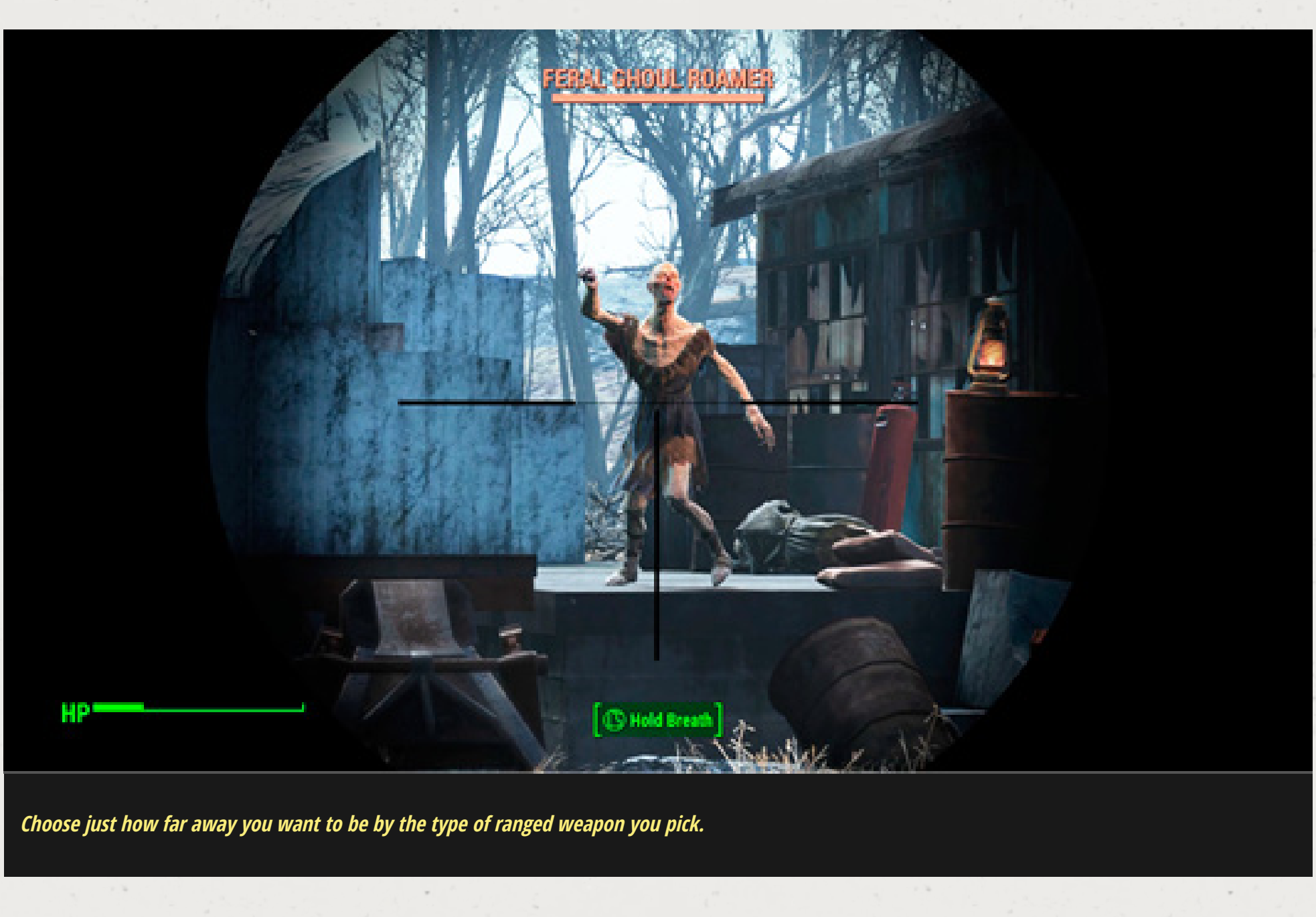
If you're using a punching or melee weapon, you must close the gap to the enemy and perform a "dance of death," countering your foe if they employ similar weapons or quickly cutting or bludgeoning the enemy if they're still carrying a gun. Remember you can:

- Bash: Attack normally to inflict the normal damage for the close-range weapon you're using and to quickly hit them if they're trying a slower power attack with a melee weapon. This can lead to them being staggered.
- Power Attack: Break a foe's block with a power attack (and hopefully stagger them), which takes a longer time but provides more devastating damage. Or just batter them senseless as you close in by starting a power attack early.
- Block: If a foe takes a swing at you (using a melee strike, as you can't block projectiles), quickly block just before the swing connects.
- Charge!: Sprint into the fray if your opponent is reloading, confused, hasn't seen you, is preoccupied in some way, or has been staggered. then bring them down with a bump if you have the Pain Train perk, or strike with melee or punching attacks before they can react.

HELPFUL HINT FROM VAULT BOY!

Unless you're wielding a silenced weapon, melee implements are much quieter to use and are excellent for sneaking. Conversely, their potency is increased with the Strength attribute or while wearing **Power Armor**.

Ranged Combat



Choose just how far away you want to be by the type of ranged weapon you pick.

Hip fire is any shooting done without pressing the aiming button. The crosshairs are wide when hip firing and tight when aiming. Aiming is more accurate, but you move slowly while aiming.

Firing from the hip is another option when neutralizing a situation that has gotten completely out of hand. This involves using your own mettle, manual dexterity (usually with a firearm or something that launches projectiles), and copious bullets. Are you focusing mainly on hip firing with no V.A.T.S. combat? Then Agility, Perception, and Luck are worth considerably less. The beauty of hip firing is you can now avoid those three stats and wind up with a devastating focused character.

However, if you're planning a focus on V.A.T.S., those stats are all vital. If you're pouring points into Luck, you also need high Agility and Perception to help the probability you'll score some crazy criticals!

The plan for hip firing is simple: Look for the most pertinent threats and nullify them. You can hip fire, but your accuracy is improved if you zoom in or look down the sights of a weapon. However, this comes at the cost of speed. Crouching and firing is even more accurate, though you're obviously a sitting duck. Also remember that the heavier the weapon, the more carry weight you'll need and the slower you'll be to react.

Both you and your enemies can inflict different types of damage:

- Ballistic: Bullet, shell, or normal projectile damage.
- Energy: Powerful blasts of electricity or laser fire.
- Radiation: damage with a radioactive element, usually environmental or when being struck by radioactive creatures.
- Poison: Usually attacks from certain types of unclean enemy claws.

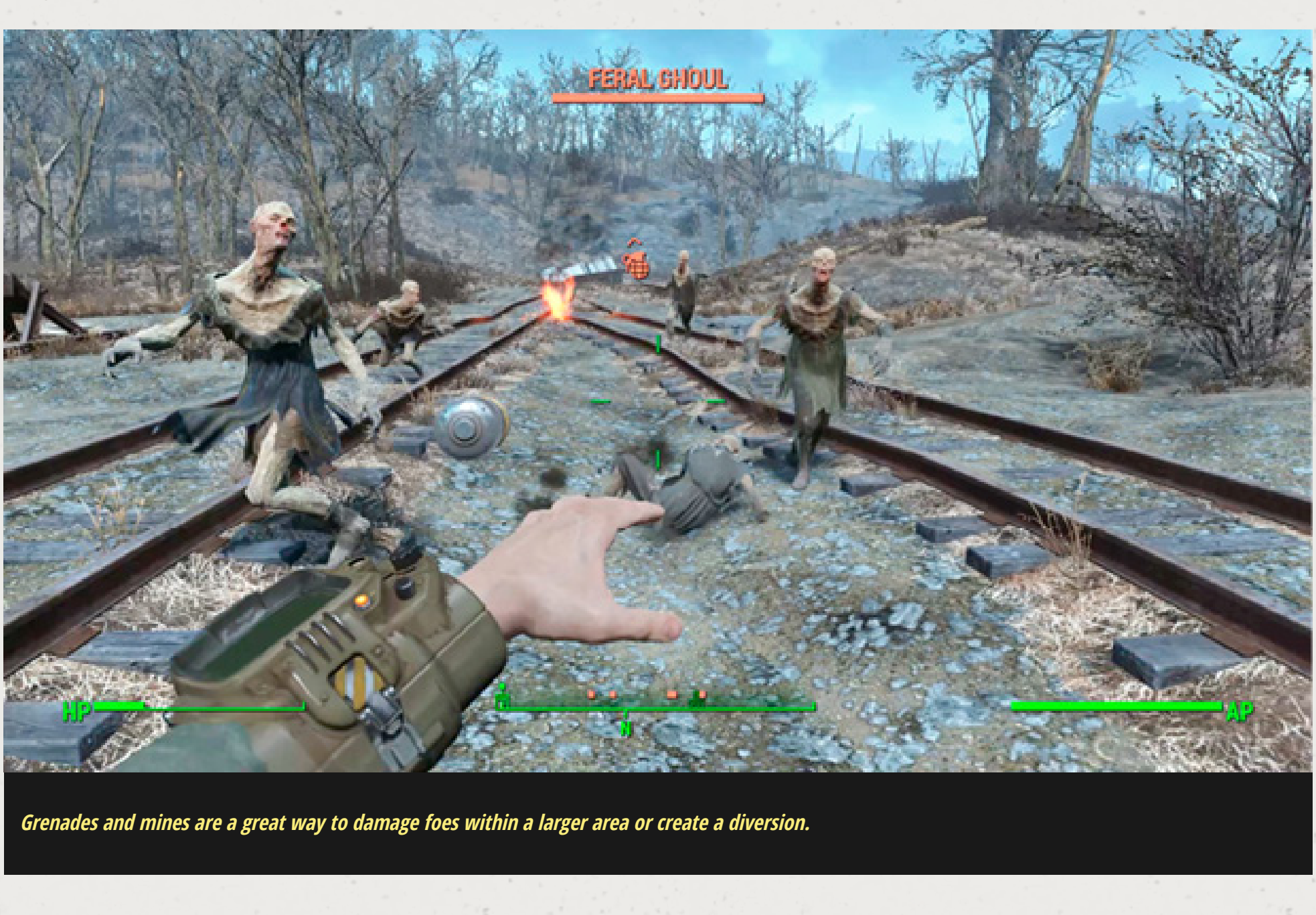
It's worth consulting the Combat chapter to see if the foes you're facing have resistance to any of these damage types and to plan to exploit their weaknesses instead.

Now simply fire on your foes until only one of you is standing. Let's hope it's you. Is the foe running? Aim for the legs. Better to earn some XP for your expended bullets by killing your target.

GUN BASHING AND BACKPEDALING

Remember, foes that are too close for comfort can be physically battered using the weapon you're wielding; this usually allows you to step back afterward and fire.

Projectile Combat

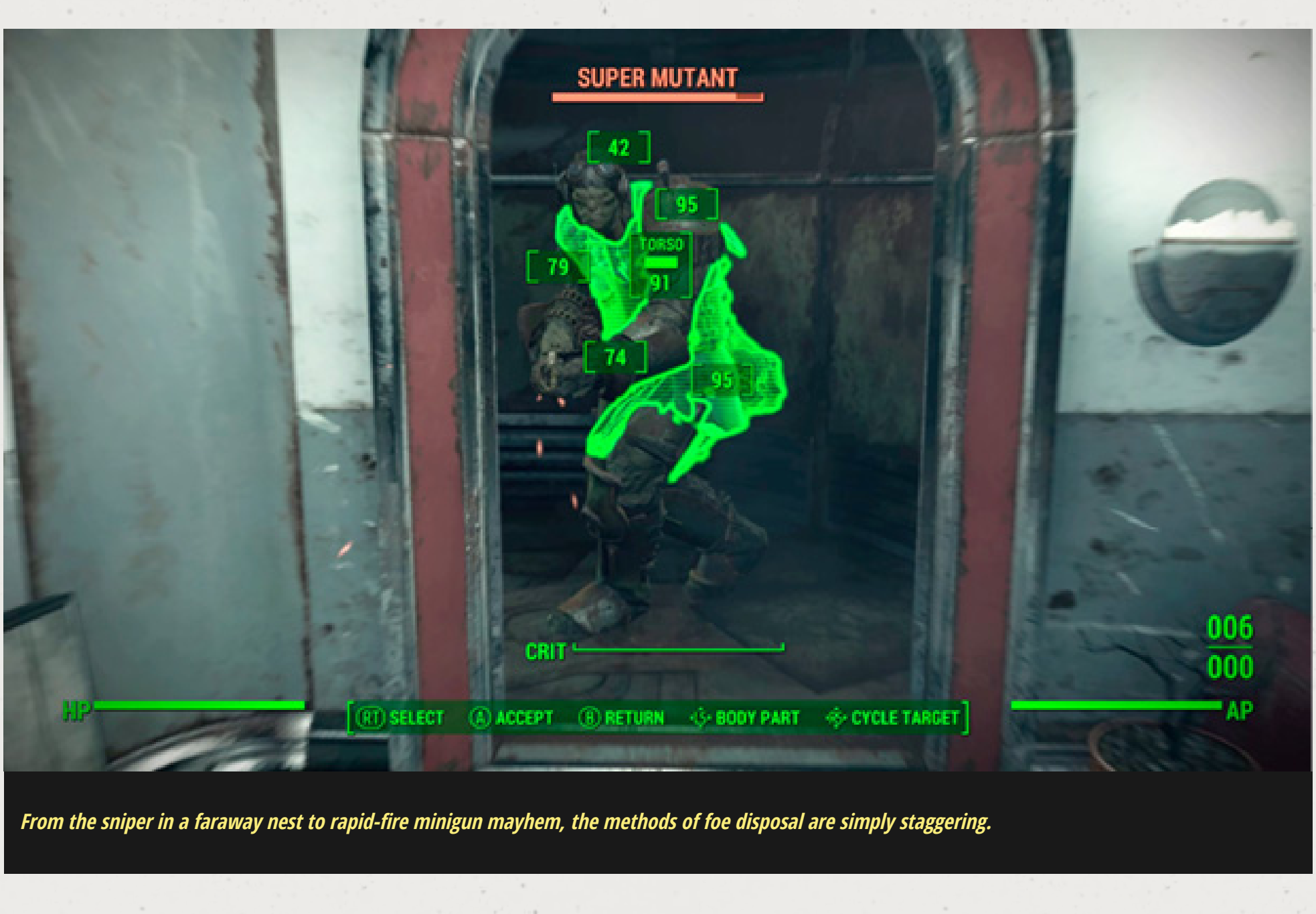


Grenades and mines are a great way to damage foes within a larger area or create a diversion.

Remember to utilize grenades at every possible opportunity to soften up the enemy as you close in (or if you have the Pickpocket perk, to place on a person you've snuck up to for an amusing and explosive demise). Remember to hold down to throw, and aim just in front of an enemy who is moving toward you, so the projectile explodes on them, not behind them.

Mines are another option, albeit a more stealthy plan. Place them on enemy patrol paths, in choke points, or at the perimeter of your settlements. And remember both grenades and mines can harm you (though mines only blow up on you when triggered by a foe), so don't drop one at your feet and stand there.

Vault-Tec Assisted Targeting System (V.A.T.S.) Combat



From the sniper in a faraway nest to rapid-fire minigun mayhem, the methods of foe disposal are simply staggering.

V.A.T.S. allows you to slow down the lunacy of combat into more manageable time chunks. Use the targeting system to mark multiple enemies (or multiple areas of an enemy or enemies). This continues until you wish to stop choosing pieces of a foe to shoot at or you run out of bullets or Action Points. Remember! The larger the weapon, the more Action Points it is likely to use up for each hit. Successfully strike a foe, and your Critical meter is partly filled. Once completely full (and the speed of this depends on your Luck attribute), you can launch a critical hit—a high-powered and usually impressively messy attack.

HELPFUL HINT FROM VAULT BOY!

Need to know the best ways to improve your V.A.T.S.? The higher your agility, the more action points you have. The higher your perception, the more accurate you are in VATS. The higher your luck, the more quickly your critical meter fills. V.A.T.S. is preferred over firing from the hip if you have a target area that's particularly troublesome to hit manually (such as a fast-moving Deathclaw, or distant foe who's difficult to aim at). You can also shoot grenades out of the air, once thrown by a foe (but not out of their hands on or their person).

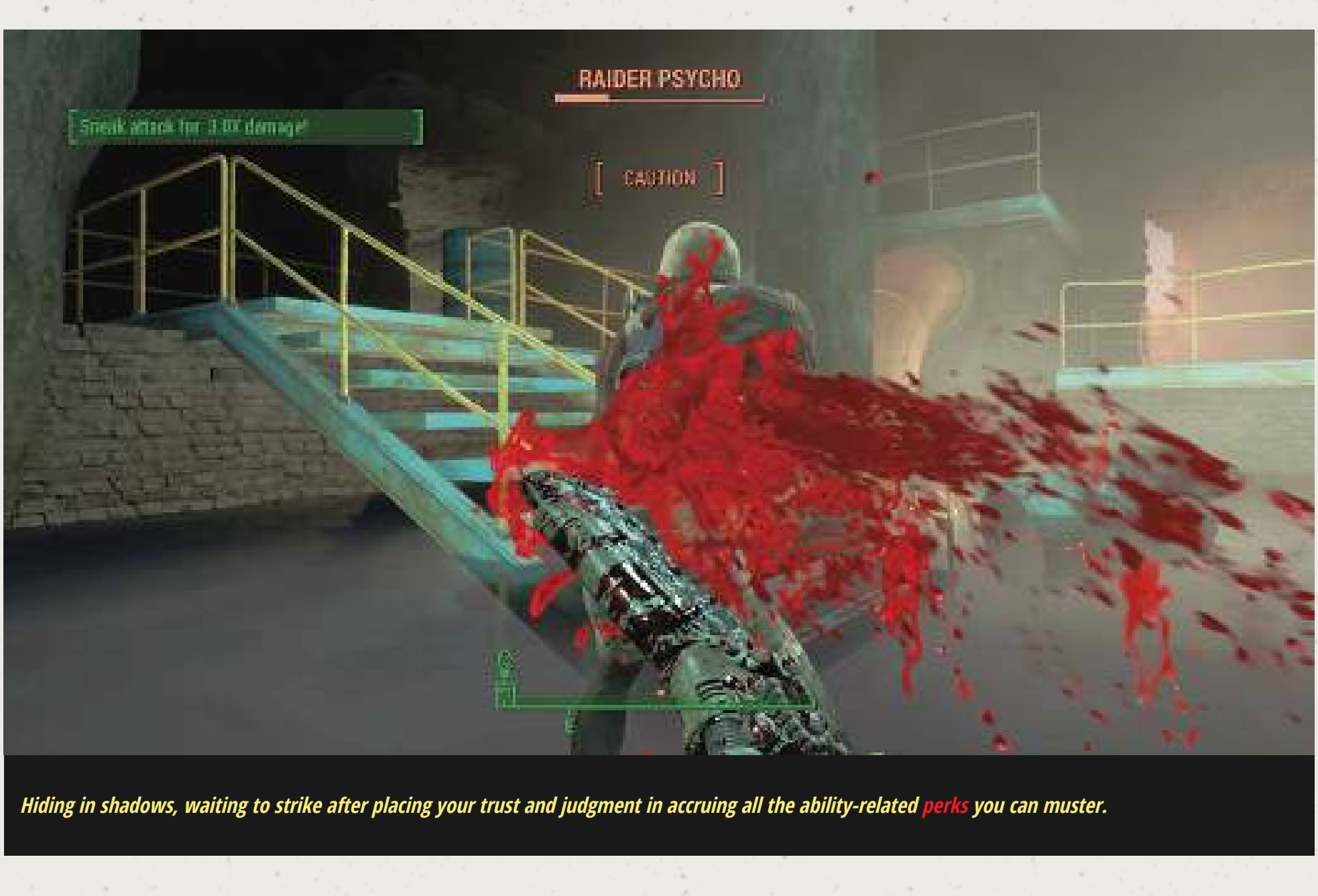
Need to maximize your V.A.T.S. potential? Then utilize a weapon with low Action Point use (such as the Deliverer, the silenced pistol favored by the Railroad faction). Build your Critical meter with this, then quickly swap it for a weapon with a large base damage value (like a fully charged laser musket), and execute the critical with that weapon.

Is your foe far away or very difficult to score a hit on? Then build up your critical on easy-to-target foes, and unleash the critical on the far target, as criticals always hit!

Worried about mines? Then enter V.A.T.S. and you'll automatically spot any that are nearby.

Don't sprint just before entering V.A.T.S. **combat**; you need all the Action Points you can get!

Stealthy Combat And Sneaking



Hiding in shadows, waiting to strike after placing your trust and judgment in accruing all the ability-related perks you can muster.

Those with the necessary Agility and attire suitable for such antics may wish to try a spot of sneaking. This involves crouching, after which the level of detection appears.

Hidden: This means no nearby entities have detected you. Feel free to maneuver and attack with special damage bonuses, though you are at risk of being discovered. You may wish to try long-range takedowns with silenced weaponry instead. The farther apart the brackets are between the word "Hidden," the more successful your sneaking is.

Detected: A non-hostile entity has spotted you. The only immediate danger you face is possible embarrassment.

Caution: Enemies have detected but not pinpointed you. Evade them by watching the brackets around the word "Caution" expand, and return to Hidden status. Sneak attacks are still counted.

Danger: You have been spotted, and another type of combat is usually called for. Or run away.

HELPFUL HINT FROM VAULT BOY!

What makes a good sneaking specialist? Someone who stays in the shadows, switches off any illumination, sneaks on **enemies** of a lower level, and has made numerous perk purchases in the Agility section of the Perk Chart. Remove **Power Armor** and don **apparel** that grants you bonuses to your Agility (usually lightweight in nature). Stay out of a foe's line of sight. Move slowly. Use silenced weaponry. Employ misdirection by exploding traps or scenery in areas where you aren't located. And watch the brackets; if they move, you can be alerted before you even see an enemy.

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S.P.E.C.I.A.L.

What Makes You S.P.E.C.I.A.L.?

Your Strength, Perception, Endurance, Charisma, Intelligence, Agility, and Luck, of course! These primary statistics, also known as attributes, are the bedrock from which you're chiseled. They range in value from 1 (woefully inadequate) to 10 (outlandishly prodigious). Each affects a different aspect of you and allows a specific list of 10 perks to be unlocked.

THE VAULT-TEC REGISTRATION FORM: PRIMARY STATISTICS

Tell us about yourself! Vault-Tec needs to know what kind of citizen you are to ensure your future happiness. A Vault-Tec representative should have visited you recently, and you should have chosen the values of your primary statistics. You begin with a total of 28 points, 21 of which can be spent however you wish. You can also gain an additional point by locating the "You're S.P.E.C.I.A.L.!" book in your house in Sanctuary Hills (once you leave Vault 111).

HELPFUL HINT FROM VAULT BOY!

Ronnie has a Charisma of 9. Even though he's Level 1, he can choose any of the Charisma **perks**, from 01 (Cap Collector) to 09 (Wasteland Wanderer). The only Charisma perk he can't get yet is 10 (Intimidation), but he's working on it!

HELPFUL HINT FROM VAULT BOY!

Stanley thinks he made a mistake on his registration form and wants to change the value of his S.P.E.C.I.A.L. attributes. Fortunately, he can do this before leaving Vault 111 for the first time. He's also encouraged to investigate the Perk Chart (on his Pip-Boy), which shows the **perks** that unlocked based on the value of each attribute.

HELPFUL HINT FROM VAULT BOY!

Gail Ann has an Endurance of 3 and has been having trouble running up hills. Looking in the Perk Chart on her Pip-Boy, she wants to get fit and increase her Endurance (to add to her Health and lessen her Action Point drain rate from sprinting). She can spend points as she wishes, increasing her Endurance (or any other attribute) every time she levels up.

NAME	ICON	DESCRIPTION
Strength		Strength is a measure of your raw physical **power**. It affects how much you can carry and the damage of all melee attacks. Since every item you scavenge has a weight associated with it, the stronger you are, the more you can carry without becoming overburdened (which doesn't allow you to run).Melee damage is inflicted by **weapons** you brandish with your hands, like a baseball bat. The higher your Strength, the more damage you inflict with such attacks.
Perception		Perception is your environmental awareness and "sixth sense," and it affects weapon accuracy in V.A.T.S. If you employ this **combat** technique, the higher your Perception, the greater your chance of hitting a foe. A higher Perception also reveals detected threats (red dots on your compass) at a greater distance.
Endurance		Endurance is a measure of your overall physical fitness. It affects your total Health and the Action Point drain from sprinting. Health is the amount of damage you can take before dying, and a higher Health is more helpful if you like to charge into battle rather than lurk and shoot from a distance. As Action Points (APs) and sprinting are both incredibly important, having larger reserves of APs (and therefore the ability to sprint greater distances) is most helpful.
Charisma		Charisma is your ability to charm and convince others. It affects your success to persuade in dialogue and prices when you barter. Raise your Charisma if you wish to complete speech challenges—conversations in yellow (Easy), orange (Medium), or red (Hard)—during discussions with others. Better bartering prices also mean Caps you receive from your scavenging and trading goes farther.
Intelligence		Intelligence is a measure of your overall mental acuity and affects the number of Experience Points earned. Intelligence also gives you access to the Hacker perk, allowing you to unlock more difficult terminals. As you receive a Perk Point each time you rise a level (which is spent to either increase an attribute, purchase a perk, or increase a perk by a rank), decreasing the time it takes to level up can only help you. Or can it?
Agility		Agility is a measure of your overall finesse and reflexes. It affects the number of Action Points in V.A.T.S. and your ability to sneak. It is considered a particularly important attribute to those who value stealth as a viable way to maneuver around enemy territories without being seen (while crouching). As you need the largest number of Action Points as possible if you favor V.A.T.S. **combat**, this is another reason to never overlook this attribute.
Luck		Luck is a measure of your general good fortune and affects the recharge rate of critical hits. While searching for loot, your Luck determines the (random) likelihood of receiving a rare item, mod, or high-value item. In **combat**, critical hits help remove targets in quicker, more violently impressive ways, and decreasing the time it takes to inflict such pain is obviously helpful.

The Benefits Of Idiocy

Intelligence is the one attribute you may wish to leave low, if you're interested in the benefits of the Idiot Savant perk, which requires a basic level of stupidity. Remember enemies become tougher as you level up, too, so expect to encounter more frightening foes if you lessen the time it takes to reach higher levels.

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Perks

Vault Life Has Its Perks!

Regularly study your Vault-Tec literature, as the Perk Chart that accompanies your Pip-Boy is the key to augmenting yourself for the better. When you increase a level, you receive a Perk Point. This can be saved, or you can spend them immediately, in one of three ways:

- Perk Points can be spent on raising any attribute (so you can unlock another level of perks).
- Perk Points can be spent on purchasing a new perk, providing the value of the associated attribute has been reached. A few perks require you to be male or female.
- Perk Points can be spent to increase the rank of an already-purchased perk. Perks can have between one and five ranks, denoted by stars on your chart. Rank 1 is always accessible (providing your attribute requirement has been met). Rank 2 and higher requires you to be a particular level.

HELPFUL HINT FROM VAULT BOY!

Dave is dedicated to increasing his raw, physical **power** and is already at Strength 9. Way to go, Dave! But to reach the pinnacle of buffness, he's pondering on spending yet another Perk Point on Strength Training. However, just before deciding, he chanced upon a special Vault-Tec limited-edition Strength Bobblehead, which granted him an immediate +1 to his Strength. Now he can spend his Perk Point on something different! Could Dave technically have raised his Strength to 11? Yes, but the benefits are negligible.

HELPFUL HINT FROM VAULT BOY!

Joey is feeling pretty pleased with himself; he's just reached Level 10! He wants to unlock some cool Agility **perks**, and he's got three Perk Points to spend (one for reaching Level 10 and two previously saved). Currently, he has an Agility of 6. Not bad. He already has the Sneak perk (Rank 1 of 5), so he uses a point to increase Sneak to Rank 2. But to get to Rank 3, he'll need to complete more adventuring and reach Level 12.

Next, he really wants the Ninja perk, but that requires an Agility of 7. So he checks his Agility attribute, and because he's Level 10, he can add a point to Agility. Quick as a flash, he does just that! This opens up the Ninja perk. He unlocks Ninja Rank 1 (Rank 2 requires him to be Level 16, so that's going to take a while).

HELPFUL HINT FROM VAULT BOY!

Molly likes to keep a stealthy distance from her foes and has an Agility of 8. That's amazing, Molly! Recently, while rummaging around, she discovered a set of military fatigues that bestowed a +2 Agility bonus when she wore them. Wow! But that only affected her Agility bonuses in regards to her ability to sneak and the Action Points in V.A.T.S.; it didn't allow her to unlock any Level 9 or 10 Agility **perks**. Rats!

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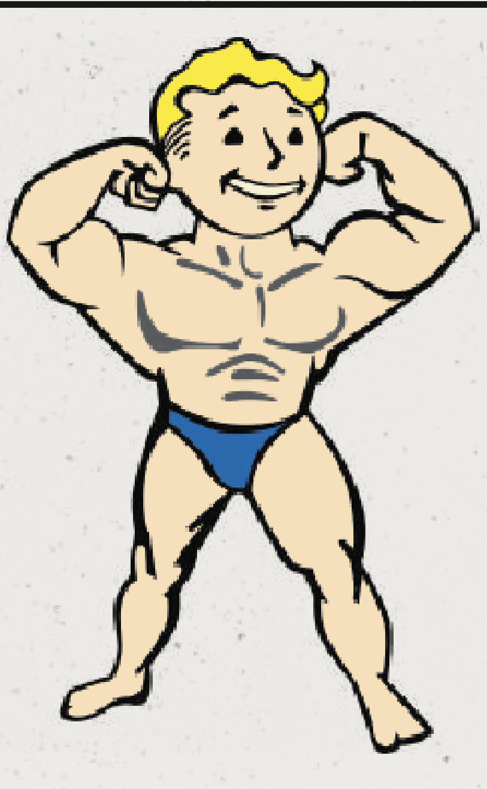
Perks

Strength-Related Perks

STRENGTH TRAINING



Strength is a measure of your raw physical power. It affects how much you can carry and the damage of all melee attacks.

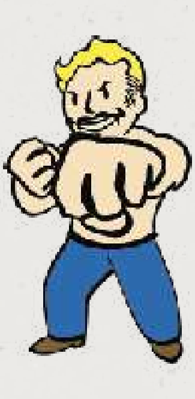
Since every item you scavenge has a weight associated with it, the stronger you are, the more you can carry without becoming overburdened (which doesn't allow you to run).

Melee damage is inflicted by weapons you brandish with your hands, like a baseball bat. The higher your Strength, the more damage you inflict with such attacks.

Build those muscles! Spend a Perk Point and instantly gain 1 point of Strength to a maximum of 10.

There are no requirements for the training in this attribute.

LEVEL 01: IRON FIST



Channel your chi to unleash devastating fury! If you're the pugilistic sort and favor unarmed weaponry to inflict pain and suffering to an ever-more impressive degree, this is the perk for you! Let's not dwell on the slight shortfall of the difficulty in fighting multiple opponents at once; this focuses all your muscle on one hapless fool. Consult the Weapons chapter for the variety of punching weapons available.

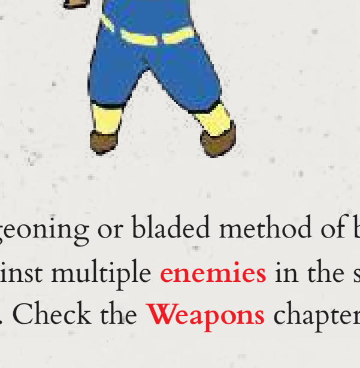
RANK	REQUIREMENTS	DESCRIPTION
1	STR 1	Punching attacks do 20 percent more damage to your opponent.
2	Level 9, STR 1	Punching attacks now do 40 percent more damage and can disarm your opponent.
3	Level 18, STR 1	Punching attacks now do 60 percent more damage. Unarmed **Power** Attacks have a chance to cripple one of your opponent's limbs.
4	Level 31, STR 1	Punching attacks now do 80 percent more damage. Unarmed **Power** Attacks have an increased chance to cripple one of your opponent's limbs.
5	Level 46, STR 1	Punching attacks now do double damage. Criticals in V.A.T.S. will paralyze your opponent.

LEVEL 02: BIG LEAGUES

Swing for the fences! If you design a bludgeoning or bladed method of bringing an end to your foes, this is the perk to take. Though difficult to battle against multiple enemies in the same space, close combat is much more impressive when your damage is increased. Check the Weapons chapter for more information on available melee weapons.

RANK	REQUIREMENTS	DESCRIPTION
1	STR 2	Does 20 percent more melee weapon damage.
2	Level 7, STR 2	You now do 40 percent more melee weapon damage and gain a chance to disarm your opponent.
3	Level 15, STR 2	You now do 60 percent more melee weapon damage and gain an increased chance to disarm your opponent.
4	Level 27, STR 2	You now do 80 percent more melee weapon damage and hit all targets in front of you.
5	Level 42, STR 2	You now do double damage with a melee weapon and gain a chance to cripple your opponent, or grand slam their head clean off!

LEVEL 03: ARMORER



Protect yourself from the dangers of the Wasteland. If you're the sort to tinkerer at an armor workbench and want to craft some impressively protective gear for yourself or your companions, choose this perk.

RANK	REQUIREMENTS	DESCRIPTION
1	STR 3	You gain access to base level and Rank 1 **armor mods**.
2	Level 13, STR 3	You gain access to Rank 2 **armor mods**.
3	Level 25, STR 3	You gain access to Rank 3 **armor mods**.
4	Level 39, STR 3	You gain access to Rank 4 **armor mods**.

This perk enhances your workshop settlements. This allows you to create the Power Armor station (Rank 1, with Local Leader Rank 2).

LEVEL 04: BLACKSMITH

Fire up the forge! If you enjoy swinging a melee weapon into the skulls of your adversaries, it pays to craft modified variants at a weapons workbench, using these perks to make such implements with the very best bonuses.

RANK	REQUIREMENTS	DESCRIPTION
1	STR 4	You gain access to base level and Rank 1 melee weapon **mods**.
2	Level 16, STR 4	You gain access to Rank 2 melee weapon **mods**.
3	Level 29, STR 4	You gain access to Rank 3 melee weapon **mods**.

LEVEL 05: HEAVY GUNNER

Thanks to practice and conditioning, you're able to utilize the weightiest of weapons with an extra degree of precision. Check the Weapons chapter for the different types of heavy guns so you know which ones this perk affects. Combine with other weapon perks so you receive a bonus no matter which weapon you wield.

RANK	REQUIREMENTS	DESCRIPTION
1	STR 5	**Heavy guns** do 20 percent more damage.
2	Level 11, STR 5	**Heavy guns** now do 40 percent more damage and have improved hip-fire accuracy.
3	Level 21, STR 5	**Heavy guns** now do 60 percent more damage. Hip-fire accuracy is increased even more.
4	Level 35, STR 5	**Heavy guns** now do 80 percent more damage and have a chance to stagger your opponent.
5	Level 47, STR 5	**Heavy guns** now do double damage.

LEVEL 06: STRONG BACK

What are you, part pack mule? Though those favoring heavier weapons and armor are likely to take this perk on general principle, it's also hugely beneficial to scavengers; spend more time in the wilderness gathering loot to sell or trade! Carry a greater complement of killing equipment! And at higher levels, have some way of easily maneuvering back to safety without dropping your ill-gotten gains.

RANK	REQUIREMENTS	DESCRIPTION
1	STR 6	Gain +25 to carry weight.
2	Level 10, STR 6	You now have +50 to carry weight.
3	Level 20, STR 6	When overburdened, you can use Action Points to run.
4	Level 30, STR 6	When overburdened, you can Fast-Travel.
5	Level 40, STR 6	When over encumbered, running costs 50% less action points. ** Expanded perk made available with **Far Harbor** DLC*

LEVEL 07: STEADY AIM

Stay on target! If you enjoy the benefits of gunplay without entering V.A.T.S. to accomplish your violent goals, then increase the accuracy of any projectile weapon with this perk. This allows you just a little more leeway when manually firing at foes, and also without aiming down ironsights or scopes.

RANK	REQUIREMENTS	DESCRIPTION
1	STR 7	Hip-fire accuracy is improved when firing any gun.
2	Level 28, STR 7	Hip-fire accuracy is improved even more when firing any gun.

LEVEL 08: BASHER

Get up close and personal! The amount of time you use the butt of your gun to inflict a bloody nose (or worse) at close quarters reflects how important you deem this perk to be. But it does increase the flexibility of more complex combat situations where you may not wish to switch between a favored firearm and a different weapon type (like a punching weapon).

RANK	REQUIREMENTS	DESCRIPTION
1	STR 8	Gun bashing does 25 percent more damage.
2	Level 5, STR 8	Gun bashing now does 50 percent more damage and possibly cripples your opponent.
3	Level 14, STR 8	Gun bashing now does 75 percent more damage and has an increased chance to cripple your opponent.
4	Level 26, STR 8	Gun bashing does double damage and has an increased chance to cripple your opponent. It may also inflict a critical hit.

LEVEL 09: ROOTED

You're part tree! Though ostensibly used when you're standing there trading melee blows with a hapless idiot who's regretting challenging you to a close-quarter fight, this can also be employed if you're sneaking behind a foe, stopping, and delivering a killing blow.

RANK	REQUIREMENTS	DESCRIPTION
1	STR 9	While standing still, you gain +25 Damage Resistance and your melee and unarmed attacks deal 25 percent more damage.
2	Level 22, STR 9	While standing still, you now gain +50 Damage Resistance and your melee and unarmed attacks deal 50 percent more damage.
3	Level 43, STR 9	While standing still, you may automatically disarm **enemies** that use melee **weapons** against you.

LEVEL 10: PAIN TRAIN

Choo-choo! All aboard! Turning Power Armor into an offensive weapon? What an exceptional idea: As long as you have the Action Points to complete a sprint before switching to your favored weapon and you're focusing on Power Armor as a main source of protection, this can prove an excellent deterrent, at any time during combat.

RANK	REQUIREMENTS	DESCRIPTION
1	STR 10	While wearing **Power Armor**, sprinting into **enemies** hurts and staggers them. (Robots and oversized **enemies** are immune to the stagger.)
2	Level 24, STR 10	Sprinting into **enemies** while wearing **Power Armor** now causes severe damage and a more powerful stagger. (Robots and oversized **enemies** are immune to the stagger.)
3	Level 50, STR 10	Sprinting into **enemies** while wearing **Power Armor** now causes massive damage and knocks them down. Impact landing near **enemies** inflicts even more damage.

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Perks

Perception-Related Perks

PERCEPTION TRAINING

Perception is your environmental awareness and “sixth sense,” and it affects weapon accuracy in V.A.T.S. If you employ this combat technique, the higher your Perception, the greater your chance of hitting a foe. A higher Perception also reveals detected threats (red dots on your compass) at a greater distance.

Become more aware! Spend a Perk Point and instantly gain 1 point of Perception to a maximum of 10.

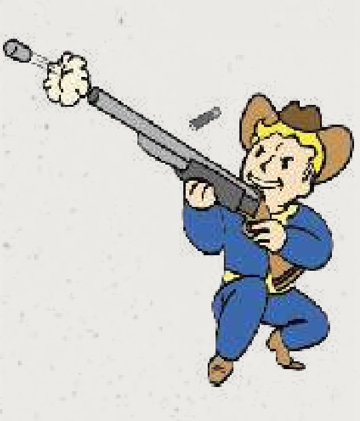
There are no requirements for the training in this attribute.

LEVEL 01: PICKPOCKET

You have quick hands and sticky fingers, and for those favoring a stealthy method of foe disposal (or gathering items such as keys from folks without resorting to gunplay or fast-talking), this is a fine perk to take. Remember Rank 2 is the only way you’re able to drop in a live grenade as a special present, and only if your adversaries haven’t seen you.

RANK	REQUIREMENTS	DESCRIPTION
1	PER 1	Picking pockets is 25 percent easier.
2	Level 6, PER 1	Picking pockets is now 50 percent easier. You can place a live grenade in a person’s inventory.
3	Level 17, PER 1	Picking pockets is now 75 percent easier, and you can steal equipped **weapons**.
4	Level 30, PER 1	Picking pockets is now twice as easy, and you can steal equipped **items**.

LEVEL 02: RIFLEMAN



Keep your distance long and your kill count high. Though this only requires a Perception of 2, increasing this to a much greater degree allows you to spot and remove foes at a greater range, which is what these weapons are designed to do. Be certain you know which weapons nonautomatic rifles are; the Weapons chapter lists them all.

RANK	REQUIREMENTS	DESCRIPTION
1	PER 2	Attacks with nonautomatic rifles do 20 percent more damage.
2	Level 9, PER 2	Attacks with nonautomatic rifles now do 40 percent more damage and ignore 15 percent of a target’s **armor**.
3	Level 18, PER 2	Attacks with nonautomatic rifles now do 60 percent more damage and ignore 20 percent of a target’s **armor**.
4	Level 31, PER 2	Attacks with nonautomatic rifles now do 80 percent more damage and ignore 25 percent of a target’s **armor**. They also have a slight chance of crippling a limb.
5	Level 46, PER 2	Attacks with nonautomatic rifles now do double damage and ignore 30 percent of a target’s **armor**. They also have a slightly higher chance of crippling a limb.

LEVEL 03: AWARENESS

If additional information is what you crave, then this is a most helpful augmentation to your V.A.T.S. combat interface, as it allows you to see what a foe’s resistances are and use weapons they are susceptible to.

RANK	REQUIREMENTS	DESCRIPTION
1	PER 3	To defeat your **enemies**, know their weaknesses! You can view a target’s specific Damage Resistances in V.A.T.S.

The following information is now imparted:

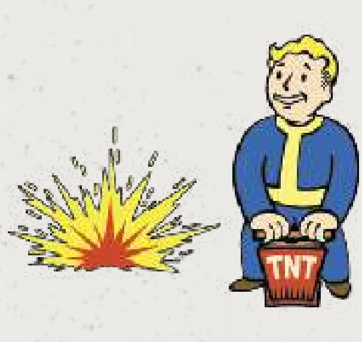
- Level: Your enemy’s level.
- Shield: Your enemy’s resistance to ballistic, explosive, or impact-related damage.
- Lightning: Your enemy’s resistance to energy weapons.
- Radiation: Your enemy’s resistance to weapons that inflict radiation damage.
- Poison Drop: Your enemy’s resistance to weapons that inflict poison damage.

LEVEL 04: LOCKSMITH

You have impressively nimble fingers. As there is a large number of doors that are locked, it is worth considering this perk if you must know what’s behind every closet door, storage door, or secret door. Remember that sometimes a locked door can be opened via other means (a terminal, requiring the Hacker perk) or a key. The Map chapter shows every door’s difficulty rating and the important items behind there, so figure out how important this is. It’s usually better to focus on either Locksmith or Hacker.

RANK	REQUIREMENTS	DESCRIPTION
1	PER 4	You can pick Advanced locks.
2	Level 7, PER 4	You can pick Expert locks.
3	Level 18, PER 4	You can pick Master locks.
4	Level 41, PER 4	Your bobby pins never break during lockpicking.

LEVEL 05: DEMOLITION EXPERT



The bigger the boom, the better! At the highest ranks, a proficient expert can craft a potent bomb or ten and lob them all at even the most dangerous of marauding foes, dropping the enemy before engaging in closer combat. Are you a fan of mines? Do you enjoy using V.A.T.S. to shoot grenades or mines close to or carried on an enemy? Then think about this perk.

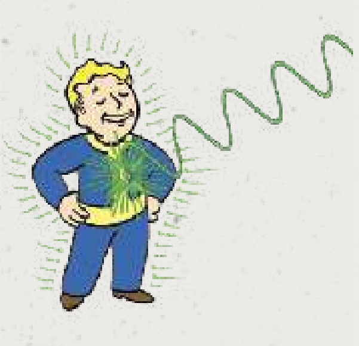
RANK	REQUIREMENTS	DESCRIPTION
1	PER 5	Your **explosives** do 25 percent more damage, and you can craft **explosives** at any chemistry station.
2	Level 10, PER 5	Your **explosives** now do 50 percent more damage, and grenades gain a throwing arc.
3	Level 22, PER 5	Your **explosives** now do 75 percent more damage and affect a larger area.
4	Level 34, PER 5	Your **explosives** now do double damage. Mines and grenades shot in V.A.T.S. explode for double damage, too.

LEVEL 06: NIGHT PERSON

You are a creature of the night! Though this doesn’t allow you to spend Perk Points on perks you don’t have the Intelligence or Perception to unlock, you do receive the impressive enhancements that a higher INT and PER allow you. For example, you have a greater distance to spot enemies and V.A.T.S. enhancements for Perception and the increase in XP that an Intelligence boost gives you.

RANK	REQUIREMENTS	DESCRIPTION
1	PER 6	Gain +2 to Intelligence and Perception between the hours of 6:00 p.m. and 6:00 a.m.
2	Level 25, PER 6	You now have +3 to Intelligence and Perception between the hours of 6:00 p.m. and 6:00 a.m. and night vision when sneaking.

LEVEL 07: REFRACTOR



You must be part mirror! For enemies that favor weapons inflicting this type of damage (such as Institute synths, foes armed with cryo or energy weaponry, and tesla arc traps), this proves to be an impressive defense. To a Raider attempting to hit you with a baseball bat, this offers no protection. Further complement this resistance by taking the Moving Target, Robot Sympathy, and Shield Harmonics perks. The Toughness perk offers all-around protection and might be a better fit.

RANK	REQUIREMENTS	DESCRIPTION
1	PER 7	Instantly gain +10 Energy Resistance.
2	Level 11, PER 7	You now have +20 Energy Resistance.
3	Level 21, PER 7	You now have +30 Energy Resistance.
4	Level 35, PER 7	You now have +40 Energy Resistance.
5	Level 42, PER 7	You now have +50 Energy Resistance.

LEVEL 08: SNIPER

It’s all about focus. Like Gunslinger and Commando (for your other weapon types), this allows further flexibility when utilizing any nonauto scoped rifle. A list of this weapon type is provided in the Weapons chapter. If you favor these type of guns, this is your first perk choice.

RANK	REQUIREMENTS	DESCRIPTION
1	PER 8	You have improved control and can hold your breath longer when aiming with scopes. This reduces wobble.
2	Level 13, PER 8	Nonautomatic, scoped rifles have a chance of knocking down your target.
3	Level 26, PER 8	Nonautomatic, scoped rifles gain +25 percent accuracy to head shots in V.A.T.S.

LEVEL 09: PENETRATOR

There’s no place to hide! This doesn’t allow shooting through impenetrable walls but does allow you to target partially obscured foes (like those behind trees, through windows, or behind barricades) if parts of them are visible. This is another good option to further enhance V.A.T.S. combat.

RANK	REQUIREMENTS	DESCRIPTION
1	PER 9	In V.A.T.S. you can target an enemy’s body parts that are blocked by cover, with a decrease in accuracy.
2	Level 28, PER 9	In V.A.T.S. when you target an enemy’s body parts that are blocked by cover, there is no decrease in accuracy.

LEVEL 10: CONCENTRATED FIRE

Stay focused! This focus only stops when you run out of Action Points, so bolster APs to further enhance this perk. As you’ll know how many APs it takes to fire off the bullets from your weapon, you should surmise that a heavier weapon, or one that fires slower and more damaging projectiles, is more likely to use up your Action Points more quickly and lessen the effectiveness of this perk. So play around with your favorite weapons to see which ones are most effective.

RANK	REQUIREMENTS	DESCRIPTION
1	PER 10	In V.A.T.S. every attack on the same body part gains +10 percent accuracy.
2	Level 26, PER 10	In V.A.T.S. every attack on the same body part gains +15 percent accuracy.
3	Level 50, PER 10	In V.A.T.S. every attack on the same body part gains +20 percent accuracy and does 20 percent more damage.

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Perks

Endurance-Related Perks

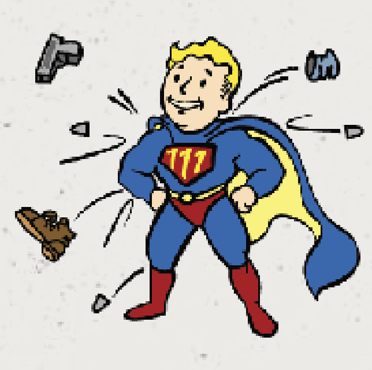
ENDURANCE TRAINING

Endurance is a measure of your overall physical fitness. It affects your total Health and the Action Point drain from sprinting. Health is the amount of damage you can take before dying, and a higher Health is more helpful if you like to charge into battle rather than lurk and shoot from a distance. As Action Points (APs) and sprinting are both incredibly important, having larger reserves of APs (and therefore the ability to sprint greater distances) is most helpful.

Get fit! Spend a Perk Point and instantly gain 1 point of Endurance to a maximum of 10.

There are no requirements for the training in this attribute.

LEVEL 01: TOUGHNESS



If nothing else, you can take a beating! Assuming you'll be dealing with more than simple foul language hurled in your direction, gaining a permanent bolster to your Damage Resistance is just like having a thick skin of armor. A fantastic way to spend a Perk Point or five.

RANK	REQUIREMENTS	DESCRIPTION
1	END 1	Instantly gain +10 Damage Resistance.
2	Level 9, END 1	You now have +20 Damage Resistance.
3	Level 18, END 1	You now have +30 Damage Resistance.
4	Level 31, END 1	You now have +40 Damage Resistance.
5	Level 46, END 1	You now have +50 Damage Resistance.

LEVEL 02: LEAD BELLY

Your digestive tract has adjusted to the weirdness of the Wasteland! Are you sick of stimpaks? Detest chemistry stations and making your own chems, or constantly scavenging for them? Then look for comestibles and water sources throughout the Commonwealth without the usual "distaste"! Take this perk or ones that help you when you use chems (like Chem Resistant or Chemist).

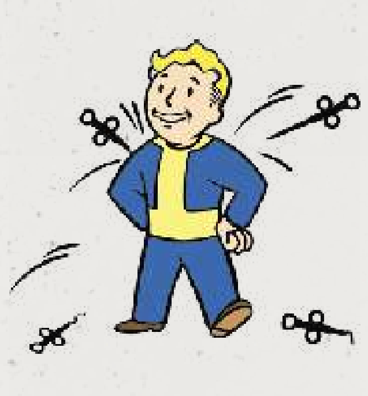
RANK	REQUIREMENTS	DESCRIPTION
1	END 2	Take less radiation from eating or drinking.
2	Level 6, END 2	You take even less radiation from eating or drinking.
3	Level 17, END 2	You take no radiation from eating or drinking.

LEVEL 03: LIFE GIVER

You embody wellness! You also receive an instant Health increase, which has no downsides (except it takes slightly longer to inflict Nerd Rage! on a set of foes). If you need extra Health, this is a must-take perk.

RANK	REQUIREMENTS	DESCRIPTION
1	END 3	Instantly gain +20 maximum Health.
2	Level 8, END 3	You instantly gain another +20 maximum Health.
3	Level 20, END 3	You instantly gain another +20 maximum Health and slowly regenerate lost Health.

LEVEL 04: CHEM RESISTANT



All the rush without the hassle! Can't get enough of Jet, Psycho, or Buffout (or any other chem, including the ones you've made yourself at a chemistry station)? Then lessen (and finally remove) the downside of chem addiction completely. This is essential if you plan on enhancing your routines with chems.

RANK	REQUIREMENTS	DESCRIPTION
1	END 4	You're 50 percent less likely to get addicted when consuming **chems**.
2	Level 22, END 4	You gain complete immunity to chem addiction.

LEVEL 05: AQUABOY / AQUAGIRL

Water is your ally. The Commonwealth has an impressive amount of it. Whether you're swimming the lakes or exploring the depths of the ocean, having the ability to use stealth and not suffer any ill effects from water is a most impressive feat indeed. It allows escape in any direction and sneak attacks on shoreline strongholds.

RANK	REQUIREMENTS	DESCRIPTION
1	END 5	You no longer take radiation damage from swimming and can breathe underwater.
2	Level 21, END 5	You become totally undetectable while submerged.

LEVEL 06: RAD RESISTANT

Exposure to the Wasteland has made you more resilient. It also makes you less keen on consuming Rad-X, as this chem isn't anywhere near as necessary; so trade any you find before marching off into irradiated ponds or the infamous Glowing Sea.

RANK	REQUIREMENTS	DESCRIPTION
1	END 6	You are instantly granted +10 Radiation Resistance.
2	Level 13, END 6	You now have +20 Radiation Resistance.
3	Level 26, END 6	You now have +30 Radiation Resistance.
4	Level 35, END 6	You now have +40 Radiation Resistance. ** Expanded perk rank made available with **Far Harbor** DLC*

LEVEL 07: ADAMANTIUM SKELETON

Your skeleton has been infused with indestructible metal, which lessens the hobbling problems associated with crippling injuries. Sometimes your limbs are struck by foes, but most of the time such damage is caused by falling. Seek medical attention (or a bed) far less often than normal by choosing this perk.

RANK	REQUIREMENTS	DESCRIPTION
1	END 7	Your limb damage is reduced by 30 percent.
2	Level 13, END 7	Your limb damage is now reduced by 60 percent.
3	Level 26, END 7	Your limb damage is completely eliminated.

LEVEL 08: CANNIBAL

Feast on mortal flesh to heal your wounds! But don't do it around any polite folk (including companions, who aren't fans of chowing down on humans, Ghouls, or greenskin flesh), as you aren't seen in the best of lights. This is a good alternative to other forms of sustenance, though it requires you to be less caring in the way others perceive you. There's a chance you'll be openly attacked if you're gnawing on a citizen who lived in the establishment you're feasting at, too. So have some decorum, please!

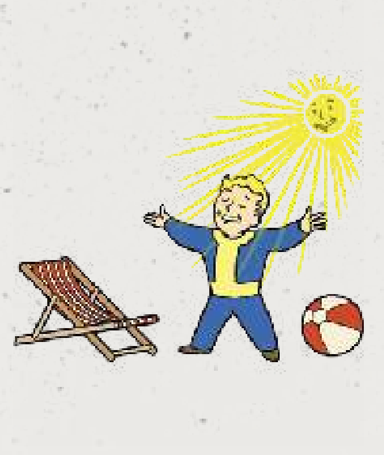
RANK	REQUIREMENTS	DESCRIPTION
1	END 8	Eating human corpses restores Health.
2	Level 19, END 8	Eating Ghoul or Super Mutant corpses restores Health.
3	Level 38, END 8	Eating human, Ghoul, or Super Mutant corpses now restores a significant amount of Health.

LEVEL 09: GHOULISH

Sure, you're still human—on the outside! Inside, though, you're seemingly part Ghoul, which doesn't have a downside, except that the perk doesn't function away from radiation. This negates any Rad-X you may need to take (allowing you to sell it instead), and you can venture into the Glowing Sea in just your skivvies if you wish. Simply reference locations in this guide's Map chapter that mention radiation (especially severe) and you have an additional "recharge" point!

RANK	REQUIREMENTS	DESCRIPTION
1	END 9	Radiation now regenerates your lost Health.
2	Level 24, END 9	Radiation now regenerates even more of your lost Health.
3	Level 48, END 9	Radiation now regenerates even more of your lost Health, and some Feral Ghouls will randomly become friendly.

LEVEL 10: SOLAR POWERED



Catch some rays! A good perk for the extra melee damage, carry weight, Health, and Action Points you receive. When you're finally able to regenerate Health, combine this with Adamantium Skeleton (which heals limb damage) and snoozing on a bed during the night. Focus all your exploration during daytime hours.

RANK	REQUIREMENTS	DESCRIPTION
1	END 10	Gain +2 to Strength and Endurance between the hours of 6:00 a.m. and 6:00 p.m.
2	Level 27, END 10	Sunlight slowly heals your radiation damage.
3	Level 50, END 10	Sunlight regenerates your lost Health.

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Fallout 4 G.O.T.Y.
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Perks

Charisma-Related Perks

CHARISMA TRAINING

Charisma is your ability to charm and convince others. It affects your success to persuade in dialogue and prices when you barter. Raise your Charisma if you wish to complete speech challenges—conversations in yellow (Easy), orange (Medium), or red (Hard)—during discussions with others. Better bartering prices also mean Caps you receive from your scavenging and trading goes farther.

Enhance your natural charm! Spend a Perk Point and instantly gain 1 point of Charisma to a maximum of 10.

There are no requirements for the training in this attribute.

LEVEL 01: CAP COLLECTOR

25% off
big sale!

You've mastered the art of the deal! This perk enhances your workshop settlements with better bartering power. It allows you to create the following:

- Trading Emporium (Rank 2, with Local Leader perk Rank 2)
- Armor Emporium (Rank 2, with Local Leader perk Rank 2)
- Weapons Emporium (Rank 2, with Local Leader perk Rank 2)
- Restaurant (Rank 2, with Local Leader perk Rank 2)a
- Clothing Emporium (Rank 2, with Local Leader perk, Rank 2)

Choose this if trading is your favored way to accrue wealth, and you have a bustling community of traders (including those you've attracted to any settlements you own).

RANK	REQUIREMENTS	DESCRIPTION
1	CHR 1	Buying and selling prices at vendors are better.
2	Level 20, CHR 1	Buying and selling prices at vendors are now much better.
3	Level 41, CHR 1	You can now invest a total of 500 Caps to raise a store's buying capacity.

LEVEL 02: BLACK WIDOW / LADY KILLER

"Come into my parlor," said the Black Widow. You're charming . . . and dangerous to those of the opposite sex. Though the gender of the Commonwealth's population is about evenly split, this perk won't affect those sporting a similar undercarriage to you. Don't forget the Intimidation perk; both of these perks in unison allows almost any situation to be handled your way, without (or with) violence.

RANK	REQUIREMENTS	DESCRIPTION
1	CHR 2, Female	The opposite gender suffers +5 percent damage in **combat** and is easier to persuade in dialogue.
1	CHR 2, Male	
2	Level 7, CHR 2, Female	The opposite gender now suffers +10 percent damage in **combat** and is even easier to persuade in dialogue. They are also easier to pacify with the Intimidation perk.
2	Level 7, CHR 2, Male	
3	Level 22, CHR 2, Female	The opposite gender now suffers +15 percent damage in **combat** and is much easier to persuade in dialogue. They are now even easier to pacify with the Intimidation perk.
3	Level 22, CHR 2, Male	

LEVEL 03: LONE WANDERER

Who needs friends anyway? If you prefer a solo exploration, you can add value that would normally require Endurance and Strength bonuses at lower ranks. The relatively low CHR requirement means the first rank of this is an extremely attractive proposition.

RANK	REQUIREMENTS	DESCRIPTION
1	CHR 3	When adventuring without a companion, you take 15 percent less damage and carry weight increases by 50
2	Level 17, CHR 3	When adventuring without a companion, you take 30 percent less damage and carry weight increases by 100
3	Level 40, CHR 3	When adventuring without a companion, you do 25 percent more damage.
4	Level 50, CHR 3	When adventuring without a companion, you have 25 more action points. ** Expanded perk rank made available with **Far Harbor** DLC*

LEVEL 04: ATTACK DOG

If you're wandering the Commonwealth with Dogmeat, these improvements in his training allow him to help savage any foes you both come across. For the dog lover.

RANK	REQUIREMENTS	DESCRIPTION
1	CHR 4	Your faithful canine companion can hold an enemy, giving you a greater chance to hit them in V.A.T.S.
2	Level 9, CHR 4	When your dog holds an enemy, there's a chance he'll cripple the limb he's biting.
3	Level 25, CHR 4	When your dog holds an enemy, there's a chance he'll cause them to bleed.

LEVEL 05: ANIMAL FRIEND

Commune with beasts! But only if you're successful and aim your gun at the animal in question; you may wish to check the level of your target first in V.A.T.S. with the Awareness perk. The higher ranks allow you to use more interesting commands, allowing you to chance upon, say, a Yao Guai lair and bringing the beast with you into a nearby Raider camp. At Rank 3, the beast acts a little like a dumber pet, with more control over where you can send it, usually into areas to cause a distraction. Animals are beasts that were naturally occurring before the bombs dropped.

RANK	REQUIREMENTS	DESCRIPTION
1	CHR 5	With your gun, aim at any animal below your level and gain a chance to pacify it.
2	Level 12, CHR 5	When you successfully pacify an animal, you can incite it to attack.
3	Level 28, CHR 5	When you successfully pacify an animal, you can give it specific commands.

LEVEL 06: LOCAL LEADER

This perk enhances your workshop settlements. It allows you to create the following:

- Trading Stand, Shop, Emporium*, (Rank 2)
- Armor Stand, Stop, Emporium* (Rank 2)
- Weapons Stand, Shop, Emporium* (Rank 2)
- Drink Stand, Bar, Restaurant* (Rank 2)
- First Aid Station**, Clinic**, Surgery Center** (Rank 2)
- Armor Workbench, Chemistry Station Type 1 & 2, Cooking Station Type 1 & 2, Cooking Stove, Power Armor Station***, Weapons Workbench 1 & 2 (Rank 2)
- (* Requires Cap Collector Perk, Rank 2)
- (** Requires Medic, Rank 1)
- (*** Requires Armorer, Rank 1)

As the ruler everyone turns to, this is a critically important perk to unlock as you work on improving the settlements you are running. Both ranks of this perk enhance your settlements, but Rank 2 is most dramatic. Consult the Workshop chapter for the specific benefits.

RANK	REQUIREMENTS	DESCRIPTION
1	CHR 6	You are able to establish supply lines between your **workshop settlements**.
2	Level 14, CHR 6	You can build stores and workstations at **workshop settlements**.

LEVEL 07: PARTY BOY / PARTY GIRL

Nobody has a good time like you! Simply look up the effects of your favorite wine, beer, vodka, or other alcoholic beverages, and employ them when you need to without the unpleasant side effects afterward. As Luck influences how quickly your critical hits recharge, fighting while drunk at Rank 3 now becomes even more beneficial, rather than an embarrassing kerfuffle.

RANK	REQUIREMENTS	DESCRIPTION
1	CHR 7	There's no chance you'll get addicted to **alcohol**.
2	Level 15, CHR 7	The effects of **alcohol** are doubled.
3	Level 37, CHR 7	Your Luck is increased by 3 while you're under the influence of **alcohol**.

LEVEL 08: INSPIRATIONAL

Because you lead by example, your companions gain benefits from your methods of exploration. If you're concentrating on keeping a follower with you for the foreseeable future, it's well worth augmenting them as much as possible, though this always comes at the expense of spending points purely on yourself. But that's selfish.

RANK	REQUIREMENTS	DESCRIPTION
1	CHR 8	Your companion does more damage in **combat** and cannot hurt you.
2	Level 19, CHR 8	Your companion resists more damage in **combat** and can't be harmed by your attacks.
3	Level 43, CHR 8	Your companion can carry more **items**.

LEVEL 09: WASTELAND WHISPERER

Master the post-apocalypse! This targets any critter you aim your gun at; you may wish to check the level of your target first in V.A.T.S. with the Awareness perk. The higher ranks allow you to seek more interesting commands, giving you the opportunity to, say, encounter a Feral Ghoul Glowing One and bring it with you into a nearby Gunner camp. At Rank 3, the creature acts a little like a dumber pet, with more control over where you can send it, usually into areas to cause a distraction.

RANK	REQUIREMENTS	DESCRIPTION
1	CHR 9	With your gun, aim at any Wasteland creature below your level and gain a chance to pacify it.
2	Level 21, CHR 9	When you successfully pacify a Wasteland creature, you can incite it to attack.
3	Level 49, CHR 9	When you successfully pacify a Wasteland creature, you can give it specific commands.

LEVEL 10: INTIMIDATION

When you successfully pacify someone, you can give them specific commands. In the same way that Wasteland Whisperer and Animal Friend gave you the ability to control certain wild animals and critters, this ability is now available to any human you meet! Now you can turn Raiders on one another, make them enter areas they'd rather avoid falling into, and order them around like a subjugated follower, usually as a form of distraction to gain the upper hand on other enemies.

RANK	REQUIREMENTS	DESCRIPTION
1	CHR 10	Time to show everyone who's boss! With your gun, aim at any human opponent below your level and gain a chance to pacify them.
2	Level 23, CHR 10	When you successfully pacify someone, you can incite them to attack.
3	Level 50, CHR 10	When you successfully pacify someone, you can issue them specific commands.

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Fallout 4 G.O.T.Y.
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Perks

Intelligence-Related Perks

INTELLIGENCE TRAINING

Intelligence is a measure of your overall mental acuity and affects the number of Experience Points earned. Intelligence also gives you access to the Hacker perk, allowing you to unlock more difficult terminals. As you receive a Perk Point each time you rise a level (which is spent to either increase an attribute, purchase a perk, or increase a perk by a rank), decreasing the time it takes to level up can only help you. Or can it?

Keep learning! Spend a Perk Point and instantly gain 1 point of Intelligence to a maximum of 10.

There are no requirements for the training in this attribute.

LEVEL 01: V.A.N.S.

Let Vault-Tec guide you! The path to your closest quest target is displayed in V.A.T.S. In actuality, let Vault-Tec's Documentation Department guide you; learn your quest targets by checking this book instead, though without the compass flag to help. You could simply refer to this book and use a map marker on your world map, though.

RANK	REQUIREMENTS	DESCRIPTION
1	INT 1	The path to your closest quest target is displayed in V.A.T.S.

LEVEL 02: MEDIC

This perk enhances your workshop settlements. This allows you to create the following:

- First Aid Station, Clinic, Surgery Center (Rank 2, with Local Leader, Rank 2)

Is there a doctor in the house? Also employ the Chemist perk, this allows additional potency. Everyone needs a bit of extra Health (and radiation abatement), but to maximize this perk, make sure you're administering those chems, rather than using other perks to gain Health and negate radiation.

RANK	REQUIREMENTS	DESCRIPTION
1	INT 2	Stimpaks restore 40 percent of lost Health, and RadAway removes 40 percent of radiation.
2	Level 18, INT 2	Stimpaks now restore 60 percent of lost Health, and RadAway removes 60 percent of radiation.
3	Level 30, INT 2	Stimpaks restore 80 percent of lost Health, and RadAway removes 80 percent of radiation.
4	Level 49, INT 2	Stimpaks and RadAway restore all lost Health and radiation and work much more quickly.

LEVEL 03: GUN NUT

This perk enhances your workshop settlements. This allows you to create the following:

- Heavy Machine-Gun Turret (Rank 1)
- Shotgun Turret (Rank 2)
- Missile Turret (Rank 3)

Shoot first, kill first, with access to an increasingly impressive range of gun mods. Consult the Mods chapter for a complete list. For those who like to tinker with armaments, this is a must-have. It is especially useful if you like variation in your settlement turret systems.

RANK	REQUIREMENTS	DESCRIPTION
1	INT 3	You gain access to base level and Rank 1 gun **mods**.
2	Level 13, INT 3	You gain access to Rank 2 gun **mods**.
3	Level 25, INT 3	You gain access to Rank 3 gun **mods**.
4	Level 39, INT 3	You gain access to Rank 4 gun **mods**.

LEVEL 04: HACKER

Knowledge of cutting-edge computer encryption lets you hack an increasingly tricky number of terminals throughout the Commonwealth, and also allows you to build terminals in your workshop settlements. Beware of occasional redundancy with the Locksmith perk (this allows you to unlock doors, some of which are controlled by locked terminals) or the ability to circumvent some terminals by using passwords. You don't get the XP bonus using Holotapes, though, do you?

RANK	REQUIREMENTS	DESCRIPTION
1	INT 4	You can hack Advanced terminals.
2	Level 9, INT 4	You can hack Expert terminals.
3	Level 21, INT 4	You can hack Master terminals.
4	Level 33, INT 4	When hacking, you never get locked out of a terminal when things go wrong.

LEVEL 05: SCRAPPER

Waste not, want not! This perk enhances your workshop settlements, as it makes locating rarer components much easier, and it allows you to build a wider variety of elements more quickly. If you're concentrating on building a settlement empire, consider this a must-have perk.

RANK	REQUIREMENTS	DESCRIPTION
1	INT 5	You can salvage uncommon components like screws, aluminum, and copper when scrapping **weapons** and **armor**.
2	Level 23, INT 5	You can salvage rare components like circuitry, nuclear material, and fiber-optics when scrapping **weapons** and **armor**. **Items** with favorite components are highlighted.
3	Level 40, INT 5	You get more from salvaging. ** Expanded perk rank made available with **Far Harbor** DLC*

LEVEL 06: SCIENCE!

This perk enhances your workshop settlements; it allows you to construct the following:

- Large Generator (Rank 1)
- Laser Tripwire (Rank 1)
- Strobe Light (Rank 1)
- Laser Turret (Rank 1)
- Heavy Laser Turret (Rank 3)
- Missile Turret (Rank 3)
- Water Purifier—Industrial (Rank 1)

Take full advantage of advanced technology with the ability to modify an increasing number of high-tech items. The exact items are discussed in the Mods chapter.

RANK	REQUIREMENTS	DESCRIPTION
1	INT 6	You gain access to base level and Rank 1 high-tech **mods**.
2	Level 17, INT 6	You gain access to Rank 2 high-tech **mods**.
3	Level 28, INT 6	You gain access to Rank 3 high-tech **mods**.
4	Level 41, INT 6	You gain access to Rank 4 high-tech **mods**.

LEVEL 07: CHEMIST

Far out. Whether you're dabbling in Buffout, chewing down tins of grape Mentats, or even creating your own chem concoctions, the user and abuser of chems should never be without this perk.

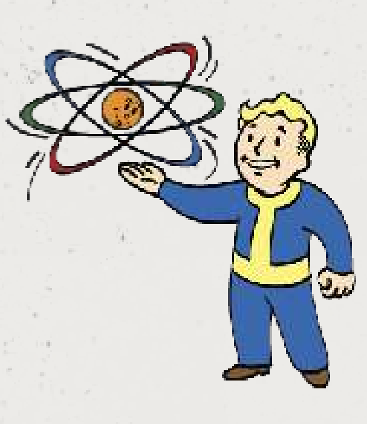
RANK	REQUIREMENTS	DESCRIPTION
1	INT 7	Any **chems** you take last 50 percent longer.
2	Level 16, INT 7	Any **chems** you take now last twice as long.
3	Level 32, INT 7	Any **chems** you take now last an additional 150 percent longer.
4	Level 45, INT 7	Any **chems** you take now last an additional 200 percent longer.

LEVEL 08: ROBOTICS EXPERT

Machines will always serve humans, if you have anything to say about it. If you're trying to power it down, destroy it afterward to claim the XP, rather than leaving it to rust. At higher ranks, you can send your metal pal off to cause a disturbance while you try a flank attack or sneak past a group of foes.

RANK	REQUIREMENTS	DESCRIPTION
1	INT 8	Hack a robot, and gain a chance to **power** it on or off or initiate a self-destruct.
2	Level 19, INT 8	When you successfully hack a robot, you can incite it to attack.
3	Level 44, INT 8	When you successfully hack a robot, you can give it specific commands.

LEVEL 09: NUCLEAR PHYSICIST



You've learned to split the atom...and command it. If you're a keen user of Power Armor, you know what a pain it is to constantly look for Fusion Cores. While there aren't a huge number of radiation weapons (the Weapons chapter flags the ones that use this damage type), this purchase is worth it for the extra energy it provides your Power Armor.

RANK	REQUIREMENTS	DESCRIPTION
1	INT 9	Radiation **weapons** do 50 percent more damage and Fusion Cores last an extra 25 percent longer.
2	Level 14, INT 9	Radiation **weapons** now do double damage and Fusion Cores last an extra 50 percent longer.
3	Level 26, INT 9	Fusion Cores can be ejected from **Power Armor** like devastating grenades, and Fusion Cores last twice as long.

LEVEL 10: NERD RAGE!

Genius. Is. ANGRY! This and any perks that increase your Damage Resistance allow you to spend more time below 20 percent of your Health. Watch perks like Ghoulish, Solar Powered, and Life Giver Rank 3; these raise your Health more quickly, and this makes it more difficult to drop to 20 percent of your Health and engage the rage!

RANK	REQUIREMENTS	DESCRIPTION
1	INT 10	When your Health drops below 20 percent, time slows and you gain +20 Damage Resistance and do 20 percent more damage while the effect lasts.
2	Level 31, INT 10	You now gain 30 more Damage Resistance and do 30 percent more damage while Nerd Rage is in effect.
3	Level 50, INT 10	You now gain 40 more Damage Resistance and do 40 percent more damage while Nerd Rage is in effect. Kills you make while enraged restore some lost Health.

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Perks

Agility-Related Perks

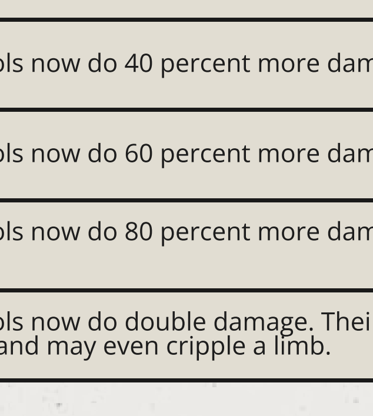
AGILITY TRAINING

Agility is a measure of your overall finesse and reflexes. It affects the number of Action Points in V.A.T.S. and your ability to sneak. It is considered a particularly important attribute to those who value stealth as a viable way to maneuver around enemy territories without being seen (while crouching). As you need the largest number of Action Points as possible if you favor V.A.T.S. combat, this is another reason to never overlook this attribute.

Increase those reflexes! Spend a Perk Point and instantly gain 1 point of Agility to a maximum of 10.

There are no requirements for the training in this attribute.

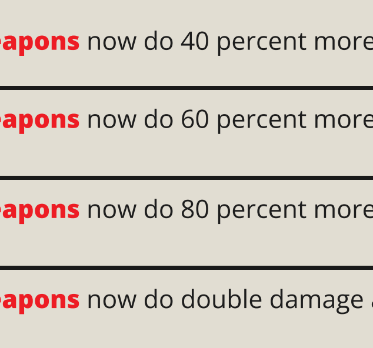
LEVEL 01: GUNSLINGER



Channel the spirit of the Old West! As long as you're familiar with exactly what constitutes a "nonautomatic pistol" (the **Weapons** chapter has a complete list), which is a one-handed gun that you fire once per shot, this becomes an impressively helpful perk. Shots now hit at farther ranges, meaning you save ammunition and reduce anxiety that a foe is getting too close for comfort.

RANK	REQUIREMENTS	DESCRIPTION
1	AGI 1	Nonautomatic pistols do 20 percent more damage.
2	Level 7, AGI 1	Nonautomatic pistols now do 40 percent more damage and have increased range.
3	Level 15, AGI 1	Nonautomatic pistols now do 60 percent more damage, and range is increased even farther.
4	Level 27, AGI 1	Nonautomatic pistols now do 80 percent more damage, and their attacks can disarm opponents.
5	Level 42, AGI 1	Nonautomatic pistols now do double damage. Their attacks have a much better chance to disarm opponents and may even cripple a limb.

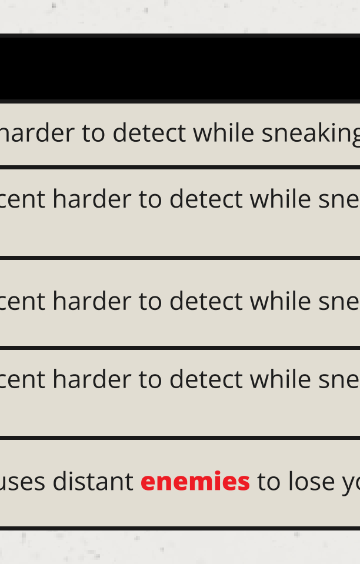
LEVEL 02: COMMANDO



Rigorous combat training means that those favoring V.A.T.S. and who have a keen collection of automatic guns (the **Weapons** chapter lists the specific armaments) are bound to enjoy this perk. When firing from your hip (without V.A.T.S. or aiming down your sights), your accuracy is also improved, so fast-moving Bloatflies are much less of a pest, and more dangerous foes go down under a hail of more damaging bullets.

RANK	REQUIREMENTS	DESCRIPTION
1	AGI 2	Your automatic **weapons** do 20 percent more damage.
2	Level 11, AGI 2	Your automatic **weapons** now do 40 percent more damage, with improved hip-fire accuracy.
3	Level 21, AGI 2	Your automatic **weapons** now do 60 percent more damage. Hip-fire accuracy is improved even more.
4	Level 35, AGI 2	Your automatic **weapons** now do 80 percent more damage and gain a chance to stagger opponents.
5	Level 49, AGI 2	Your automatic **weapons** now do double damage and have a greater chance to stagger opponents.

LEVEL 03: SNEAK



Become whisper, become shadow. This self-explanatory perk diminishes your ability to be seen under sneaking circumstances. Do you like wading into combat yelling obscenities at the world and brandishing a Fat Man? Then this perk might not be for you. But if you enjoy keeping to the edges of areas, creeping around and behind enemies, and using perks like Ninja, Night Person, Mister Sandman, and Cloak & Dagger, you can slay multiple enemies without making a sound.

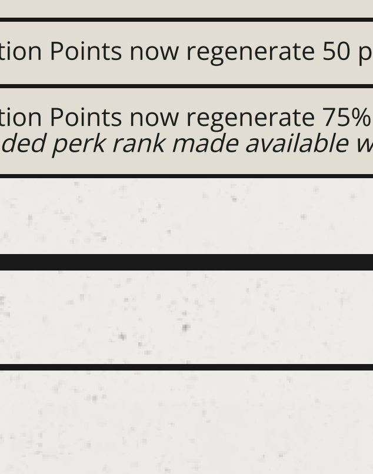
RANK	REQUIREMENTS	DESCRIPTION
1	AGI 3	You are 20 percent harder to detect while sneaking.
2	Level 5, AGI 3	You are now 30 percent harder to detect while sneaking and no longer trigger floor-based traps.
3	Level 12, AGI 3	You are now 40 percent harder to detect while sneaking and no longer trigger enemy mines.
4	Level 23, AGI 3	You are now 50 percent harder to detect while sneaking, and running no longer adversely affects stealth.
5	Level 38, AGI 3	Engaging stealth causes distant **enemies** to lose you.

LEVEL 04: MISTER SANDMAN

As an agent of death, combine this with the Night Person perk that allows enhancements during the cover of darkness (when most folk are asleep) and with perks that help you use surreptitiousness and surprise to your advantage (like Ninja and Sneak). If you favor the role of a quiet killer, this is an optimal perk to take, especially as the damage combines with other perks.

RANK	REQUIREMENTS	DESCRIPTION
1	AGI 4	You can instantly kill a sleeping person. Your silenced **weapons** do an additional 15 percent sneak attack damage.
2	Level 17, AGI 4	Your silenced **weapons** do an additional 30 percent sneak attack damage.
3	Level 30, AGI 4	Your silenced **weapons** now do 50 percent more sneak attack damage.

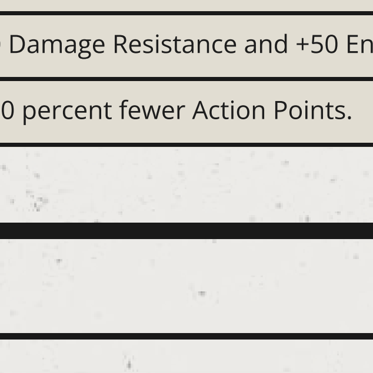
LEVEL 05: ACTION BOY / ACTION GIRL



There's no time to waste! Though this doesn't give you any more Action Points, it significantly lessens the time you spend waiting for them to regenerate, either during combat or after some sprinting. This is a great perk to take early into your adventuring, so you have more bursts of energy and less lengthy periods of tiring out.

RANK	REQUIREMENTS	DESCRIPTION
1	AGI 5	Your Action Points regenerate 25 percent faster.
2	Level 18, AGI 5	Your Action Points now regenerate 50 percent faster.
3	Level 38, AGI 5	Your Action Points now regenerate 75% faster. ** Expanded perk rank made available with **Far Harbor** DLC*

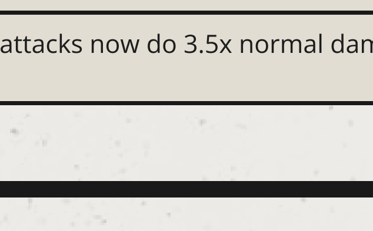
LEVEL 06: MOVING TARGET



They can't hurt what they can't hit! Though you might wonder why expending Action Points (which occurs when sprinting) is helpful, consider attacks that require you to reach a foe in double-quick time, like melee or punching strikes, or the Power Armor charge of the Pain Train. Plus, if you're fleeing an area, it's good to have as much protection as possible.

RANK	REQUIREMENTS	DESCRIPTION
1	AGI 6	Get +25 Damage Resistance and +25 Energy Resistance when you're sprinting.
2	Level 24, AGI 6	You now get +50 Damage Resistance and +50 Energy Resistance when you're sprinting.
3	Level 44, AGI 6	Sprinting costs 50 percent fewer Action Points.

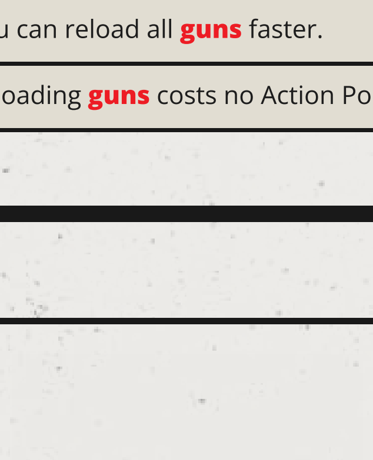
LEVEL 07: NINJA



If you're attacking foes without them seeing you, this is the pinnacle of your capabilities. Partner this perk with other clandestine perks (Sneak, Night Person, Mister Sandman, Cloak & Dagger) to create an unstoppable assassin.

RANK	REQUIREMENTS	DESCRIPTION
1	AGI 7	Your ranged sneak attacks do 2.5x normal damage and your melee sneak attacks do 4x normal damage.
2	Level 16, AGI 7	Your ranged sneak attacks do 3x normal damage and your melee sneak attacks do 5x normal damage.
3	Level 33, AGI 7	Your ranged sneak attacks now do 3.5x normal damage, and melee sneak attacks do 10x normal damage.

LEVEL 08: QUICK HANDS



In combat, there's no time to hesitate. Consider the weapons you're using; if you can comfortably take down a foe (or two) before needing to reload, this may not be a vital perk. But for the sniper, single-shot enthusiast, or gun-toter with few bullets or shells in their chambers, this helps you bring (usually more powerful) weapons to bear with increased potency.

RANK	REQUIREMENTS	DESCRIPTION
1	AGI 8	You can reload all **guns** faster.
2	Level 28, AGI 8	Reloading **guns** costs no Action Points in V.A.T.S.

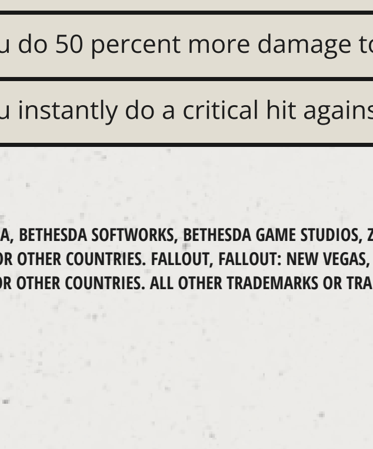
LEVEL 09: BLITZ

START
FINISH

Find the gap and make the tackle! For those who enjoy the crunch of bone and sinew and want to start swinging from a little farther away, this is a critically important perk to take for the melee monster in you. Remember you can Blitz multiple targets in the same V.A.T.S. action.

RANK	REQUIREMENTS	DESCRIPTION
1	AGI 9	V.A.T.S. melee distance is increased significantly.
2	Level 29, AGI 9	V.A.T.S. melee distance is increased even more, and the farther the Blitz distance, the greater the damage.

LEVEL 10: GUN-FU



You've learned to apply ancient martial arts to gunplay! Although many might balk at the Agility (and level) requirements, in cases where you're facing more than one foe (which, let's face it, is almost every occasion), a sizable damage augmentation is welcome. Remember this is for fans of V.A.T.S. only.

RANK	REQUIREMENTS	DESCRIPTION
1	AGI 10	Do 25 percent more damage to your second V.A.T.S. target and beyond.
2	Level 26, AGI 10	In V.A.T.S. you do 50 percent more damage to your third target and beyond.
3	Level 50, AGI 10	In V.A.T.S. you instantly do a critical hit against your fourth target and beyond.

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Perks

Luck-Related Perks

LUCK TRAINING

Luck is a measure of your general good fortune and affects the recharge rate of critical hits. While searching for loot, your Luck determines the (random) likelihood of receiving a rare item, mod, or high-value item. In combat, critical hits help remove targets in quicker, more violently impressive ways, and decreasing the time it takes to inflict such pain is obviously helpful.

To your good fortune! Spend a Perk Point and instantly gain 1 point of Luck to a maximum of 10.

There are no requirements for the training in this attribute.

LEVEL 01: FORTUNE FINDER

You've discovered the Wasteland's hidden wealth, and this can certainly help you amass greater fortune. But there are other methods to make money (such as scavenging ammo and other equipment and selling it), too. "Containers" refers to any searchable piece of scenery.

RANK	REQUIREMENTS	DESCRIPTION
1	LCK 1	You find more Bottlecaps in containers.
2	Level 5, LCK 1	You find even more Bottlecaps in containers.
3	Level 25, LCK 1	You find even more Bottlecaps in containers.
4	Level 40, LCK 1	You find even more Bottlecaps in containers, and there is a chance of **enemies** exploding in a shower of Caps when you kill them.

LEVEL 02: SCROUNGER

You know just how to scavenge to keep the fight going, and unlike the Fortune Finder perk, all that extra ammunition you find in the various containers of the Commonwealth can be employed in combat as well as traded for Caps: This means extra flexibility, depending on your ammo and money reserves.

RANK	REQUIREMENTS	DESCRIPTION
1	LCK 2	You find more ammunition in containers.
2	Level 7, LCK 2	You find even more ammunition in containers.
3	Level 24, LCK 2	You find even more ammunition in containers.
4	Level 37, LCK 2	You find even more ammunition in containers.

LEVEL 03: BLOODY MESS

Watch out for flying eyeballs! Though more of an aesthetic at the initial rank, this becomes increasingly more potent, especially as the damage bonus is available to any weapon you're wielding. Spectacular gore-balls are also a real treat to watch explode.

RANK	REQUIREMENTS	DESCRIPTION
1	LCK 3	The +5 percent bonus damage means **enemies** will sometimes explode into a gory red paste.
2	Level 9, LCK 3	You now inflict +10 percent damage in **combat**.
3	Level 31, LCK 3	You now inflict +15 percent damage in **combat**.
4	Level 47, LCK 3	When an enemy explodes, nearby **enemies** may suffer the same fate.

LEVEL 04: MYSTERIOUS STRANGER

Who is he? Why does he help? Who cares! This odd fellow is most helpful if you're trying to conserve every Action Point and bullet you can, especially at higher difficulty levels. Remember he's only appearing during V.A.T.S. combat, so spend a Perk Point if you favor this method of foe removal.

RANK	REQUIREMENTS	DESCRIPTION
1	LCK 4	The Mysterious Stranger will appear occasionally in V.A.T.S. to lend a hand, with deadly efficiency...
2	Level 22, LCK 4	The Mysterious Stranger appears more often in V.A.T.S.
***	Level 41, LCK 4	The Mysterious Stranger appears more often in V.A.T.S. When he kills an opponent, there is a chance your Critical meter gets filled.

LEVEL 05: IDIOT SAVANT

You're not stupid! Just...different. The main advantage is the accrual of XP at a faster-than- normal pace, which allows you to level up, receive a Perk Point, and gain more levels and perks with haste. If you're going the Idiot Savant route for huge XP bumps, make sure you scour merchants. Since you'll never get Gun Nut or Science, you can still find mods for sale at pretty reasonable rates. Intelligence-reducing apparel also helps, too.

RANK	REQUIREMENTS	DESCRIPTION
1	LCK 5	Randomly receive 3x XP from any action, and the lower your Intelligence, the greater the chance.
2	Level 11, LCK 5	You now randomly receive 5x XP from any action. The lower your Intelligence, the greater the chance.
3	Level 34, LCK 5	Randomly receiving bonus XP from any action may trigger 3x XP for all kills for a short period of time. The lower your Intelligence, the greater the chance.

LEVEL 06: BETTER CRITICALS

Advanced training for enhanced combat effectiveness! Although you won't score criticals more frequently, they inflict a truly splendid amount of extra damage. If you favor this way of killing foes, this is a truly helpful perk.

RANK	REQUIREMENTS	DESCRIPTION
1	LCK 6	Criticals do 50 percent more extra damage.
2	Level 15, LCK 6	Your criticals now do twice as much extra damage.
3	Level 40, LCK 6	Your criticals now do 2.5x as much extra damage.

LEVEL 07: CRITICAL BANKER

You're a patient battlefield tactician and can wait to unleash a torrent of additional damage. But why save your criticals? During a protracted or difficult fight, you usually meet more dangerous enemies as you encroach farther into their territory, so keeping a couple of criticals just for a Raider boss, Glowing One, or Legendary enemy is just good combat sense.

RANK	REQUIREMENTS	DESCRIPTION
1	LCK 7	You can save a critical hit, to be used in V.A.T.S. when you need it the most.
2	Level 17, LCK 7	You can now save 2 critical hits, to be used in V.A.T.S. when you need them the most.
3	Level 43, LCK 7	You can now save 3 critical hits, to be used in V.A.T.S. when you need them the most. Banking a critical has a chance to save an additional critical.
4	Level 50, LCK 7	You can now save 4 Critical Hits, to be used in V.A.T.S. when you need them the most. ** Expanded perk rank made available with **Far Harbor** DLC*

LEVEL 08: GRIM REAPER'S SPRINT

Death becomes you! If you use V.A.T.S. and like your odds of clearing out a chamber full of foes without giving them a chance to respond, this is the perk to take.

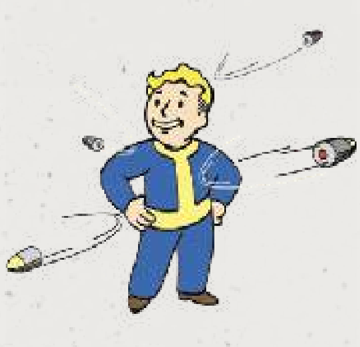
RANK	REQUIREMENTS	DESCRIPTION
1	LCK 8	Any kill in V.A.T.S. has a 15 percent chance to restore all Action Points.
2	Level 19, LCK 8	Any kill in V.A.T.S. now has a 25 percent chance to restore all Action Points.
3	Level 46, LCK 8	Any kill in V.A.T.S. now has a 35 percent chance to restore all Action Points and refill your Critical meter.

LEVEL 09: FOUR LEAF CLOVER

Feeling lucky? You should! If you enjoy the different (and usually gore-filled) methods of taking down foes using critical hits in V.A.T.S. and want to ensure this happens every time, employ this perk. Naturally, combining this with Better Criticals and Critical Banker results in massive damage potential with increasing regularity.

RANK	REQUIREMENTS	DESCRIPTION
1	LCK 9	Each hit in V.A.T.S. has a chance of filling your Critical meter.
2	Level 13, LCK 9	Each hit in V.A.T.S. now has an even better chance of filling your Critical meter.
3	Level 32, LCK 9	Each hit in V.A.T.S. now has a very good chance of filling your Critical meter.
4	Level 48, LCK 9	Each hit in V.A.T.S. now has an excellent chance of filling your Critical meter.

LEVEL 10: RICOCHET



What goes around comes around! Though it won't come around if your foe isn't using a ranged weapon, so be mindful of this fact. Don't worry about the "closer you are to death" part; there's still a chance of a ricochet when you're relatively unscathed, and leaving some enemies to kill themselves with their own projectiles frees you up to concentrate on other foes.

RANK	REQUIREMENTS	DESCRIPTION
1	LCK 10	An enemy's ranged attack will sometimes ricochet back and instantly kill them. The closer you are to death, the higher the chance.
2	Level 29, LCK 10	There's an increased chance that an enemy's shot will ricochet back and kill them.
3	Level 50, LCK 10	When an enemy's shot ricochets back and kills them, there is a chance your Critical meter gets filled.

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Other Perks: Resting

If you've been exploring to the point of exhaustion, you need to take time to smell the roses. Or at least, try to remember what roses used to smell like before the bombs dropped.

Lover's Embrace

Requirements: Romancing one of your companions

After spending some quality time with your special someone, you feel completely relaxed and ready for anything! Earn +15 percent XP for a limited time. Romance is possible with Cait, Curie, Danse, Hancock, MacCready, Piper, and Preston.

Quiet Reflection

Requirements: Sitting on a pew inside the All Faiths Chapel in Diamond City and waiting for a moment.

After spending some quiet time reflecting on life's experiences, you feel more ready to continue your personal journey. Earn +5 percent XP for a limited time.

Well Rested

Requirements: Sleeping in a bed, usually after purchasing a bed for the night at a hotel such as the Dugout Inn (Diamond City) or Hotel Rexford (Goodneighbor)

You had a great sleep and feel alert and invigorated! Earn +10 percent XP for a limited time.

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Perks

Companion Perks

Locate a friend in the Commonwealth, explore with them while making quest decisions and significant dialogue choices, complete small events to increase their affinity with you, engage in conversations with them, and (optionally, depending on the companion) complete their associated quest, and you receive a unique perk from each of them (except Dogmeat).

Berserk

Requirements: Gain maximum affinity with Strong

Thanks to your relationship with Strong, when you fall below 25 percent Health, you deal +20 percent more melee weapon damage.

Cloak & Dagger

Requirements: Gain maximum affinity with Deacon

Thanks to your relationship with Deacon, you receive +40 percent Stealth Boy duration and deal +20 percent more sneak attack damage.

Close To Metal

Requirements: Gain maximum affinity with Nick Valentine and complete Side Quest (Companion): Long Time Coming

Thanks to your relationship with Nick Valentine, you get one extra guess and 50 percent faster terminal cooldown when hacking.

Combat Medic

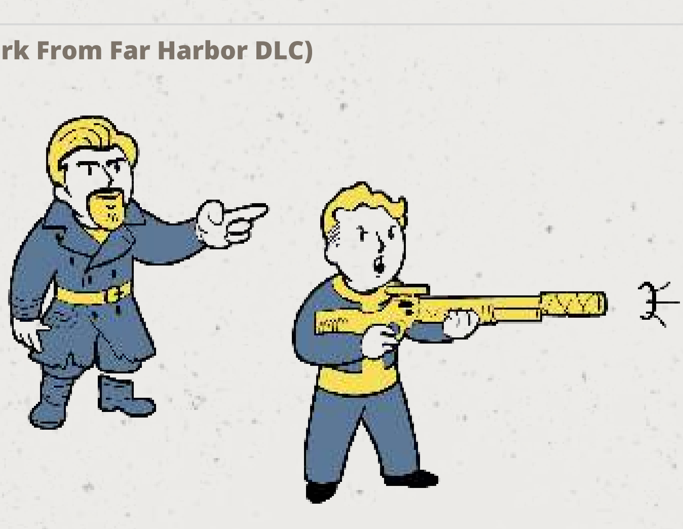
Requirements: Gain maximum affinity with Curie and complete Side Quest (Companion): Emergent Behavior

Thanks to your relationship with Curie, once per day you heal 100 Hit Points if your Health falls below 10 percent.

Gift Of Gab

Requirements: Gain maximum affinity with Piper

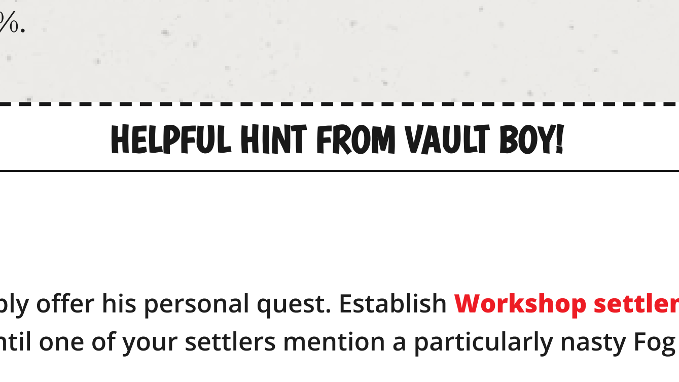
Thanks to your relationship with Piper, you receive double XP for speech challenges and discovering new locations.



Requirements: Gain maximum affinity with Hancock

Thanks to your relationship with Hancock, at 250 rads or higher you get criticals 20 percent faster.

Hunter's Wisdom (* New Perk From Far Harbor DLC)



Requirements: Gain maximum affinity with Old Longfellow, and complete Side Quest (Companion): Shipbreaker.

Thanks to your relationship with Old Longfellow, the Damage Resistance and Energy Resistance of animals and sea creatures is reduced by 25%.

HELPFUL HINT FROM VAULT BOY!

The Quest for Approval

Old Longfellow doesn't simply offer his personal quest. Establish **Workshop settlements** across the Island, then visit these locations until one of your settlers mention a particularly nasty Fog Crawler known as "Shipbreaker."

Killshot

Requirements: Gain maximum affinity with MacCready, and complete Side Quest (Companion): Long Road Ahead

Thanks to your relationship with MacCready, headshot accuracy in V.A.T.S. is increased by 20 percent.

Know Your Enemy

Requirements: Gain maximum affinity with Paladin Danse

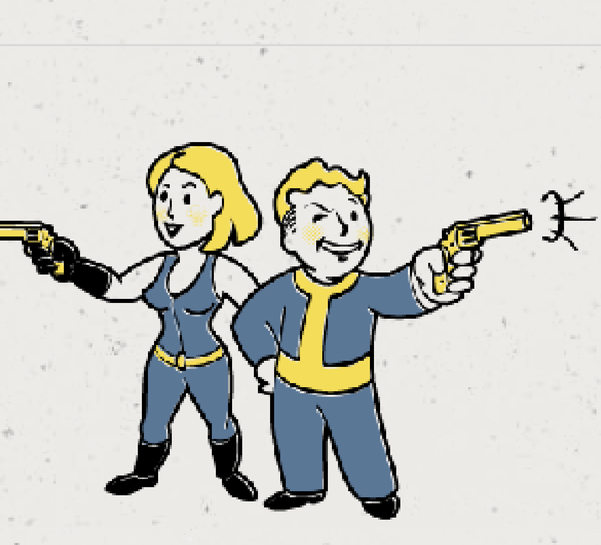
Thanks to your relationship with Danse, you deal +20 percent more damage against Feral Ghouls, Super Mutants, and synths.

Robot Sympathy

Requirements: Gain maximum affinity with Codsworth

Thanks to your relationship with Codsworth, you receive +10 Damage Resistance against robot energy weapons.

Shield Harmonics



Requirements: Gain maximum affinity with X6-88

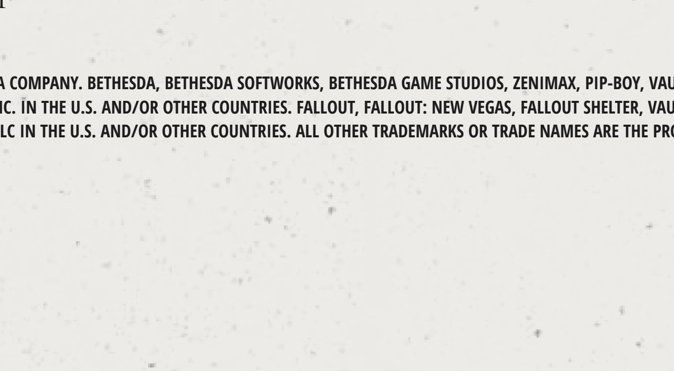
Thanks to your relationship with X6-88, you receive +20 Energy Resistance.

Trigger Rush

Requirements: Gain maximum affinity with Cait, and complete Side Quest (Companion): Benign Intervention

Thanks to your relationship with Cait, Action Points regenerate faster if your Health is below 25 percent.

United We Stand



Requirements: Gain maximum affinity with Preston Garvey

Thanks to your relationship with Preston, you deal +20 percent more damage and gain +20 Damage Resistance when facing three or more opponents.

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Perks

Required Reading (Magazine) Perks

The final set of perks cannot be overlooked, as some can augment your existing attributes and perks for even more potency! Note that some of the perk names differ slightly from the name of the magazine.

ASTOUNDINGLY AWESOME TALES (1–14)

1. Regenerate 1 point of Health per minute.

2. Do +5 percent damage with scoped weapons.

3. Take 5 percent less damage from robots.

4. Do +5 percent damage with the Alien Blaster.

5. Gain +5 Poison Resistance.

6. Do +5 percent damage against Mirelurks.

7. Do +5 percent damage at night.

8. Gain +5 Action Points.

9. Do +5 damage with the Cryolator.

10. Gain +5 Radiation Resistance.

11. RadAway heals +5 percent radiation damage.

12. Your canine companion permanently takes 10 percent less damage.

13. Do +5 percent damage against Ghouls.

14. Do +5 percent damage against Super Mutants.

Each copy of this magazine has a different perk.

Grognak The Barbarian

Rank: **********

Each copy of this magazine has the same perk: Critical hits with unarmed and melee attacks permanently do +5 percent damage (per magazine found, up to 10 magazines, or +50 percent).

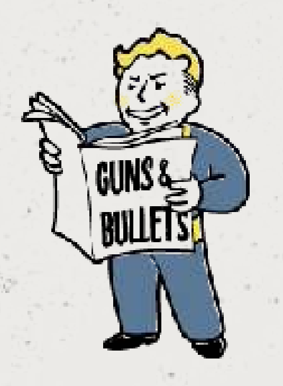
Covert Operations

U.S. COVERT OPERATIONS MANUAL

Rank: **********

Each copy of this magazine has the same perk: Permanently more difficult to detect while sneaking (per magazine found, up to 10 times).

Guns And Bullets



Rank: **********

Each copy of this magazine has the same perk: Ballistic weapons do +5 percent critical damage (per magazine found, up to 10 magazines, or +50 percent).

Junktown Vendor

TALES of a JUNKTOWN

Rank: ********

Each copy of this magazine has the same perk: Get better prices when buying from vendors (up to eight times).

ISLANDER'S ALMANAC PERKS (*FAR HARBOR DLC REQUIRED)

As you explore the Island, collect issues of the Islander's Almanac to unlock some all-new perks.

ISLANDER'S ALMANAC PERKS

ISSUE #	PERK DESCRIPTION	MAGAZINE LOCATION
1	You take 5% less damage from Mirelurk melee attacks.	Located in the Northwood Ridge Quarry, on a small table in the northeast corner of the interior Trapper camp.
2	You have a 5% higher VATS chance against animals you are in **combat** with.	Located at the top of Brooke's Head Lighthouse, on a bookcase in the living area surrounding the light room.
3	You've unlocked POI **map** markers across the island.	Located in **Far Harbor**, on Old Longfellow's table within the Last Plank.
4	You receive 10% less damage from Radiation based attacks.	Located on level B1 of Acadia, on the counter that serves as Dejen's storefront.
5	You've unlocked Sludge based recipes at the Chemistry Station.	Located in the National Park Visitor's Center, atop a counter on the main structure's first floor.

LIVE & LOVE (1-9)

1. Companions gain +10 Health.

2. Companions do +5 percent damage.

3. Companions have +10 carry weight.

4. Gain +25 percent XP from persuading women.

5. Gain +1 Luck from alcohol when adventuring with a companion.

6. Companions gain +5 Damage Resistance and Energy Resistance.

7. Gain +25 percent XP from persuading men.

8. Gain +5 percent XP while adventuring with a companion.

9. Robot companions permanently inflict +5 percent damage.

Massachusetts Surgery

SURGICAL JOURNAL

Rank: *********

Each copy of this magazine has the same perk: Permanently inflict +2 percent limb damage (per magazine found, up to 9 magazines, or +18 percent).

Tesla Science

Rank: *********

Each copy of this magazine has the same perk: Energy weapons permanently inflict +5 percent critical damage (per magazine found, up to 9 magazines, or +45 percent).

Tumblers Today

TUMBLERS TODAY

Rank: *****

Each copy of this magazine has the same perk: Gain a bonus to lockpicking (up to five times).

Unstoppable

Rank: *****

Each copy of this magazine has the same perk: Permanently gain +1 percent chance of avoiding all damage from an attack (per magazine found, up to 5 magazines, or +5 percent).

WASTELAND SURVIVAL GUIDE (1–9)

1. Heal 50 percent more from fruits and vegetables.

2. Take 5 percent less damage from insects.

3. Heal +50 percent from irradiated packaged food and drink.

6. Discount of +10 percent from food and drink vendors.

7. Swim +25 percent faster.

8. Take 5 percent less damage from melee attacks.

9. Collect extra meat from animal kills.

(Issues 4 and 5 of this magazine do not grant you a perk).

BENEFITS OF OTHER MAGAZINES

The following magazines do not offer a perk:

- *Hot Rodder* (unlocks up to three custom paint jobs for your Power Armor).
- *La Coiffe* (unlocks up to two hairstyles).
- *Picket Fences* (build new statues, picket fencing, high-tech light, potted plants, or patio furniture at settlement workshops)
- *RobCo FUN!* (up to four Holotape games).
- *Taboo Tattoos* (unlock up to five different tattoos).
- *Total Hack* (allowing you to hack Protectrons, spotlights, and turrets).
- *Wasteland Survival Guide*, Issue 4 (new decoration items for your settlement).
- *Wasteland Survival Guide*, Issue 5 (Diamond City is permanently marked on your map).

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Perk Availability by Level

Wouldn't it be helpful to know which perks are available when you reach a particular level? Fortunately, the following table reveals all:

LEVEL	PERK NAME	RANK
0	All Rank * **Perks** (providing **S.P.E.C.I.A.L.** value has been achieved)	*
5	Basher	**
5	Fortune Finder	**
5	Sneak	**
6	Lead Belly	**
6	Pickpocket	**
7	Big Leagues	**
7	Black Widow	**
7	Gunslinger	**
7	Lady Killer	**
7	Locksmith	**
7	Scrounger	**
8	Life Giver	**
9	Attack Dog	**
9	Bloody Mess	**
9	Hacker	**
9	Iron Fist	**
9	Rifleman	**
9	Toughness	**
10	Demolition Expert	**
10	Strong Back	**
11	Commando	**
11	Heavy Gunner	**
11	Idiot Savant	**
11	Refractor	**
12	Animal Friend	**
12	Sneak	***
13	Adamantium Skeleton	**
13	Armorer	**
13	Four Leaf Clover	**
13	Gun Nut	**
13	Rad Resistant	**
13	Sniper	**
14	Basher	***
14	Local Leader	**
14	Nuclear Physicist	**
15	Better Criticals	**
15	Big Leagues	***
15	Gunslinger	***
15	Party Boy	**
15	Party Girl	**
16	Blacksmith	**
16	Chemist	**
16	Lady Killer	***
16	Ninja	**
17	Critical Banker	**
17	Lead Belly	***
17	Lone Wanderer	**
17	Mister Sandman	**
17	Pickpocket	***
17	Science!	**
18	Action Boy	**
18	Action Girl	**
18	Iron Fist	***
18	Locksmith	***
18	Medic	**
18	Rifleman	***
18	Toughness	***
19	Cannibal	**
19	Grim Reaper's Sprint	**
19	Inspirational	**
19	Robotics Expert	**
20	Cap Collector	**
20	Life Giver	***
20	Strong Back	***
21	Aquaboy	**
21	Aquagirl	**
21	Commando	***
21	Hacker	***
21	Heavy Gunner	***
21	Refractor	***
21	Wasteland Whisperer	**
22	Black Widow	***
22	Chem Resistant	**
22	Demolition Expert	***
22	Mysterious Stranger	**
22	Rooted	**
23	Intimidation	**
23	Scrapper	**
23	Sneak	****
24	Ghoulish	**
24	Moving Target	**
24	Pain Train	**
24	Scrounger	***
25	Armorer	***
25	Attack Dog	***
25	Fortune Finder	***
25	Gun Nut	***
25	Night Person	**
26	Adamantium Skeleton	***
26	Basher	****
26	Concentrated Fire	**
26	Gun-Fu	**
26	Nuclear Physicist	***
26	Rad Resistant	***
26	Sniper	***
27	Big Leagues	****
27	Gunslinger	****
27	Solar Powered	**
28	Animal Friend	***
28	Penetrator	**
28	Quick Hands	**
28	Science!	***
28	Steady Aim	**
29	Blacksmith	***
29	Blitz	**
29	Ricochet	**
30	Medic	***
30	Mister Sandman	***
30	Pickpocket	****
30	Strong Back	****
31	Bloody Mess	***
31	Iron Fist	****
31	Nerd Rage!	**
31	Rifleman	****
31	Toughness	****
32	Chemist	***
32	Four Leaf Clover	***
33	Hacker	****
33	Ninja	***
34	Demolition Expert	****
34	Idiot Savant	***
35	Commando	****
35	Heavy Gunner	****
35	Refractor	****
35	Rad Resistant (added by **Far Harbor** DLC)	****
37	Party Boy	***
37	Party Girl	***
37	Scrounger	****
38	Cannibal	***
38	Sneak	*****
38	Action Boy/Action Girl (Added by **Far Harbor** DLC)	***
39	Armorer	****
39	Gun Nut	****
40	Better Criticals	***
40	Fortune Finder	****
40	Lone Wanderer	***
40	Scrapper (added by **Far Harbor** DLC)	***
40	Strong Back (added by **Far Harbor** DLC)	*****
41	Cap Collector	***
41	Locksmith	****
41	Mysterious Stranger	***
41	Science!	****
42	Big Leagues	*****
42	Gunslinger	*****
42	Refractor	*****
43	Critical Banker	***
43	Inspirational	***
43	Rooted	***
44	Moving Target	***
44	Robotics Expert	***
45	Chemist	****
46	Grim Reaper's Sprint	***
46	Iron Fist	*****
46	Rifleman	*****
46	Toughness	*****
47	Bloody Mess	****
47	Heavy Gunner	*****
48	Four Leaf Clover	****
48	Ghoulish	***
49	Commando	*****
49	Medic	****
49	Wasteland Whisperer	***
50	Concentrated Fire	***
50	Gun-Fu	***
50	Intimidation	***
50	Nerd Rage!	***
50	Pain Train	***
50	Ricochet	***
50	Solar Powered	***
50	Critical Banker (added by **Far Harbor** DLC)	****
50	Lone Wanderer (added by **Far Harbor** DLC)	****

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Far Harbor DLC Perks

EXPANDED PERKS

Check your Pip-Boy to find new ranks for some familiar perks.

EXPANDED PERKS

NAME	NEW RANK	REQUIREMENTS	DESCRIPTION
Action Boy / Action Girl	3	Level 38, AGI 5	Your Action Points now regenerate 75% faster.
Critical Banker	4	Level 50, LCK 7	You can now save 4 Critical Hits, to be used in V.A.T.S. when you need them the most.
Lone Wanderer	4	Level 50, CHR 3	When adventuring without a companion, you have 25 more action points.
Rad Resistant	4	Level 35, END 6	You now have +40 Radiation Resistance.
Scrapper	3	Level 40, INT 5	You get more from salvaging.
Strong Back	5	Level 40, STR 6	When over encumbered, running costs 50% less action points.

REQUIRED READING (MAGAZINE) PERKS

As you explore the Island, collect issues of the Islander's Almanac to unlock some all-new perks.

ISLANDER'S ALMANAC PERKS

ISSUE #	PERK DESCRIPTION	MAGAZINE LOCATION
1	You take 5% less damage from Mirelurk melee attacks.	Located in the Northwood Ridge Quarry, on a small table in the northeast corner of the interior Trapper camp.
2	You have a 5% higher VATS chance against animals you are in **combat** with.	Located at the top of Brooke's Head Lighthouse, on a bookcase in the living area surrounding the light room.
3	You've unlocked POI **map** markers across the island.	Located in **Far Harbor**, on Old Longfellow's table within the Last Plank.
4	You receive 10% less damage from Radiation based attacks.	Located on level B1 of Acadia, on the counter that serves as Dejen's storefront.
5	You've unlocked Sludge based recipes at the Chemistry Station.	Located in the National Park Visitor's Center, atop a counter on the main structure's first floor.

COMPANION PERKS

Old Longfellow isn't easily impressed, but earning his admiration will unlock a new perk.

COMPANION PERKS: OLD LONGFELLOW

PERK	REQUIREMENTS	DESCRIPTION
Hunter's Wisdom	Gain maximum affinity with Old Longfellow, and complete Side Quest (Companion): Shipbreaker.	Thanks to your relationship with Old Longfellow, the Damage Resistance and Energy Resistance of animals and sea creatures is reduced by 25%.

HELPFUL HINT FROM VAULT BOY!

The Quest for Approval

Old Longfellow doesn't simply offer his personal quest. Establish **Workshop settlements** across the Island, then visit these locations until one of your settlers mention a particularly nasty Fog Crawler known as "Shipbreaker."

QUEST REWARD PERKS

Deciding the fate of the Island will unlock one of five perks. The perk you receive is determined by the choices you make.

QUEST REWARD PERKS

PERK	REQUIREMENTS	DESCRIPTION
Destroyer of Acadia	Complete Main Quest: **The Way Life Should Be** by destroying Acadia.	When your health falls below 20%, do 4× damage for 30 seconds.
Crusader of Atom	Without reaching the rank of "Inquisitor," disable the Wind Farm **power** grid and complete Main Quest: **Cleansing the Land**.	Provides a bonus to your weapon's damage. The higher your rads, the higher the bonus.
Far Harbor Survivalist	Complete Main Quest: **Cleansing the Land** by destroying the Nucleus.	Gain +5 to all resistances.
Inquisitor of Atom	After reaching the rank of "Inquisitor," disable the Wind Farm **power** grid and complete Main Quest: **Cleansing the Land**.	Provides a bonus to your weapon's damage. The higher your rads, the higher the bonus.
Protector of Acadia	Complete Main Quest: **Reformation**.	When your health falls below 20%, gain 1000 damage resist and energy resist for 30 seconds.

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Perks

You're Not Alone: Companions

Are you craving emotional support, a buddy to talk to, or a pal to get to know better? Or simply want to toy with someone for a bit before casting them away due to some deep-seated psychosis Vault-Tec's mental health professionals missed during your registration? Then you may wish to obtain a companion.

The following companions are available throughout the Commonwealth.

HELPFUL HINT FROM VAULT BOY!

Are you aware that the gun a companion begins with never requires ammunition? However, if you give them a new weapon, that will require ammunition as normal. Short on bullets? Keep your companion's original weaponry!

CAIT

- Description: Human female
- Location: **Combat** Zone
- Associated Quest: Side Quest (Companion): **Benign Intervention**
- Romance: Yes
- Perk: Trigger Rush

This fiery-tempered redheaded Irish pit-fighter has a nasty disposition and a dependence on **chems**. She's adept at picking locks, making her an invaluable resource in this respect. Her view of certain activities also changes once her quest is completed.

CODSWORTH

- Description: Robot Mr. Handy
- Location: **Sanctuary**
- Associated Quest: None
- Romance: No
- Perk: Robot Sympathy

A faithful robot butler from a time long past, Codsworth may not have the most devastating salvos of weaponry or the ability to hack or pick locks, but he is unwaveringly loyal.

CURIE

- Description: Robot "Mrs. Handy" Medic
- Location: Vault 81
- Associated Quest: Side Quest (Companion): **Emergent Behavior**
- Romance: Yes
- Perk: **Combat** Medic

This robotic laboratory assistant has become an independent wasteland researcher. The French accent is part of her programming, and she is highly adept at medical and scientific tasks. Her weapon of choice is a flamethrower.

PALADIN DANSE

- Description: Human male
- Location: Cambridge Police Station
- Associated Quest: None
- Romance: Yes
- Perk: Know Your Enemy

A Brotherhood of Steel Paladin, it is Danse who sponsors your petition to become part of this faction. He is an expert battlefield tactician and is exceptional when it comes to providing backup during **combat** situations.

DOGMEAT

- Description: A dog
- Location: Red Rocket Truck Stop
- Associated Quest: None
- Romance: No
- Perk: None

A faithful best friend, Dogmeat is unwaveringly loyal, always ready to help tackle any **enemies** you might need savaging, and he comes with his own particular perk (Attack Dog). Note that Dogmeat's natural affinity starts at maximum, so he doesn't need or react to your actions. Who's a good boy?

DEACON

- Description: Human male
- Location: Old North Church
- Associated Quest: None
- Romance: No
- Perk: Cloak & Dagger

A companion initially sent to keep an eye on you as part of the clandestine operatives known as the Railroad, he enjoys disguises and is beneficial to those who enjoy a more stealthy outlook on life. He is the best field agent the Railroad has.

HANCOCK

- Description: Ghoul male
- Location: Goodneighbor
- Associated Quest: **Miscellaneous**: Recruiting Hancock
- Romance: Yes
- Perk: Isodoped

Ever since Diamond City banished Ghouls, most of them have taken up residence in Goodneighbor. Cross him, and he'll torture you to death slowly. But don't, and he can be a great friend.

MACCREADY

- Description: Human male
- Location: The Third Rail (Goodneighbor)
- Associated Quest: Side Quest (Companion): **Long Road Ahead**
- Romance: Yes
- Perk: Killshot

A Commonwealth mercenary scouring the wasteland for a cure to an unknown disease. It's been a while since he left Little Lamplight. He's an expert with **weapons**, particularly the sniper rifle. He prefers to hang back in times of **combat**, but don't mistake that for cowardice; he's an exceptional help if you provide him with markers from where he can cover you.

PIPER

- Description: Human female
- Location: Diamond City
- Associated Quest: Location Quest: Story of the Century
- Romance: Yes
- Perk: Gift of Gab

As Piper's perk grants you double the XP for completing speech challenges and discovering **new locations**, she should be your first serious companion. She usually provides modest help with a custom pistol and is a pretty impressive shot. But her most impressive skill is her intrepid nature as a journalist and reporter.

PRESTON GARVEY

- Description: Human male
- Location: Museum of Freedom
- Associated Quest: None
- Romance: Yes
- Perk: United We Stand

Aside from providing the basis for your settlement expansions across the Commonwealth, Preston Garvey leads the Minutemen organization and is a crack shot with a laser musket. Help him establish trade routes and new settlements, and you'll have a friend to the end.

STRONG

- Description: Super Mutant male
- Location: Trinity Tower
- Associated Quest: None
- Romance: No
- Perk: Berserk

Having recently been introduced to the plays of William Shakespeare, Strong is intriguing, as he also has the brute strength and ability to level a battlefield with a missile launcher while also searching for "the milk of human kindness." He tags along during Side Quest: **Curtain Call**.

NICK VALENTINE

- Description: Synth male
- Location: Vault 114 (Park Street Station)
- Associated Quest: Side Quest: Long Time Coming
- Romance: No
- Perk: Close to Metal

Like any hard-boiled detective, Nick Valentine relies equally on his two **weapons**: his fists and his revolver. He's also extremely adept at hacking computers and runs a detective agency out of a modest building within Diamond City.

X6-88

- Description: Synth male
- Location: The Institute
- Associated Quest: None
- Romance: No
- Perk: Shield Harmonics

An Institute Courser and the pinnacle of technological advancements in the field of offensive capabilities, X6-88 is built for **combat**, can sense incoming **enemies** from an impressive distance, and is invaluable with his advanced energy weaponry.

COMPANION AFFINITY

When you meet a companion for the first time, you may be unsure of one another. How do you break the ice? By completing significant decisions or events and seeing how your companion reacts to you. Companions have an active like or dislike for particular ways to solve problems, and they have reactions to your foibles. If you wish to unlock their perk, and further a meaningful conversation with them (and if flagged, attempt some flirting romance or perhaps a little more), you need to

perform actions they like. Keep performing actions they aren't fond of, and your companion still provides help and support during explorations, but under protest.

General Affinity Choices

The following chart details whether a companion likes or dislikes a quest decision or dialogue choice (either with them or a third party) that exhibits one of the following qualities:

DECISION OR CHOICE QUALITY	CAIT	CODSWORTH	CURIE	DANSE	DEACON	HANCOCK	MACCREADY	PIPER	PRESTON	STRONG
GENEROUS	👎	👍	—	—	—	👍	—	👍	👍	👍
SELFISH	👍	👎	👎	—	—	👎	—	👎	👎	👎
NICE	—	👍	👍	👍	👍	—	👎	—	—	—
MEAN	👎	—	👍	👎	👍	👎	👎	👍	👍	👎
PEACEFUL	👎	—	👍	👎	—	👍	👎	👎	👍	👍
VIOLENT	👍	—	—	👍	👎	👍	👍	👎	👎	👍

Specific Affinity Choices

The following chart details more specific choices you might make and how your companion reacts.

EVENT	STRONG	MACCREADY	CURIE	NICK VALENTINE	PALADIN DANSE	PIPER	CAIT	PRESTON	X6-88	DEACON	COD
CHEM ADDICTION	—	👎	👎	—	—	—	👎 👍	👎	👎	👎	👎
CHEM USE	—	—	—	—	👎	—	👎 👍	—	👎	👎	👎
DONATE ITEM	—	👎	👍	👍	—	👍	👎 👍	👍	👎	👍	👍
DRINK ALCOHOL	—	—	—	—	—	—	👍	—	—	—	—
EAT CORPSE	👍	—	—	👎	👎	👎	👎	👎	—	👎	—
ENTER POWER ARMOR	👎	—	—	—	👍	—	—	—	👍	—	—
ENTER VERTIBIRD	👎	—	—	—	👍	—	—	—	👎	—	—
HACK COMPUTER	—	—	—	👍	—	—	—	—	👍	👍	—
HEAL DOGMEAT	👎	—	👍	👍	—	👍	—	—	👎	👍	👍
MODIFY ARMOR	—	—	—	—	👍	—	—	—	👍	—	👍
MODIFY WEAPON	—	—	—	—	👍	—	—	👍	👍	—	👍
MURDER NON-HOSTILE	👍	👎	👎	👎	👎	👎	👎	👎	—	👎	👎
PICK LOCK	👎	—	—	—	—	👍	👍	—	—	👍	—
PICK LOCK OWNED	👎	👍	—	👎	👎	👎	👍	👎	—	👍	👎
SPEECH SUCCESS (MORE CAPS)	👎	👍	—	—	—	—	—	—	👍	👍	👎
STEALING	—	👍	👎	👎	👎	👎		👎	—	—	👎
STEALING (PICKPOCKET)	—	—	👎	👎	👎	👎	👍	👎	—	—	👎
WALK AROUND UNCLOTHED	—	—	—	—	—	—	👍	—	👎	—	—

👍 👎 / * This indicates Cait's state of mind before and after completing her quest.

So, when presented with your choice of response in conversation, look for answers that fit the qualities presented above. For quest decisions, look for peaceful or violent outcomes. When choosing more minor actions, be mindful that the previous actions may cause a like or dislike. Blank areas of the chart mean the companion isn't bothered by your answers one way or the other.

Lending A Hand

Aside from helping you in combat and easing your anxiety about the torment of the Commonwealth wasteland, companions perform a number of other important functions:

- Use your companion to carry your extra equipment once you reach your carrying capacity; just talk to them and trade.
- Equip most companions with armor to add protection during combat. Although your companions can't be killed, they can use up stimpaks just like you do. Use one if they fall in combat and bring them back into the fight.
- Dismiss companions and send them to any of your listed workshop settlements. Or, you can send them back to where you originally found them.

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Perks

Crafting

Are you making due with ramshackle gear and irradiated food? Is your settlement failing to meet the needs of a growing population? Are too many of your hard-earned Caps going toward stimpaks and RadAway? If you can't find the items you need, try making them yourself! Workshops and workstations make crafting a breeze.

Turn a bit of raw meat into a satisfying meal. Use junk items to expand your settlements and build powerful mods for your favorite gear. Craft chems and explosives, salvage valuable components, and keep your Power Armor in ready condition for combat. Advanced recipes often require specific perks—and some only become available after you complete certain tasks—but with the proper ingredients, you can craft useful items at any workstation.

- Workshops: Use workshops to build structures, furniture, turrets, resources, and more. With the right components, you can build anything and everything your settlement needs. With the right selection of perks, you can do much, much more.
- Armor workbenches: Use these workbenches to modify, rename, or scrap customizable apparel. Invest in all available ranks of the Armorer and Science! perks to take full advantage of armor workbenches.
- Chemistry stations: Use these workstations to craft chems, explosives, Syringer ammo, and cutting fluid. Rank 1 of the Chemist perk is required to craft advanced chems. If explosives pique your interest, invest heavily in the Demolition Expert and Science! perks—it takes considerable skill to craft the most advanced mines and grenades.
- Cooking stations: Use these workstations to craft food, drink, and vegetable starch. Cooking doesn't require any special perks, but you'll need a steady supply of fresh ingredients to stay well fed. Many of the fruits, vegetables, and meat you collect can be used to prepare dishes that are safer and more satisfying than anything you'll find in the wild.
- Power Armor stations: Use these workstations to modify or repair Power Armor. Invest in all available ranks of Armorer, Science!, and Blacksmith to take full advantage of Power Armor stations.
- Weapons workbenches: Use these workbenches to modify, rename, or scrap customizable weapons. To make the most of a weapons workbench, invest in all available ranks of the Gun Nut, Science!, and Blacksmith perks.

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

HUMANOID STATS

Most humanoid targets can utilize a wide variety of armor and weapons. This means that two seemingly identical targets can have significantly different resistances or offensive capabilities. For this reason, the following categories are used for most humanoid stats:

- NAME: The name by which your Pip-Boy identifies a given target.
- LEVEL: A target's level is a good indicator of its relative strength.
- INVENTORY: Items that are sure to be carried by a target (although most defeated enemies will also drop several randomly selected items).
- PERCEPTION: How easily a target can detect hidden threats. The higher a target's Perception, the more difficult it is to sneak past them.
- BASE HEALTH: A target's unmodified health.
- STANDARD ARMOR: The types of armor most commonly worn by a target.
- STANDARD WEAPONS: Types of weapons most commonly carried by a target.
- XP: The unmodified XP granted for defeating a target (specific XP rewards are determined by your Intelligence, perks, and active bonuses). Non-Humanoid Stats

Because gear isn't a factor, non-humanoid targets tend to have much more predictable offensive and defensive capabilities. Stats for these targets are presented in the following categories:

- NAME: The name by which your Pip-Boy identifies a given target.
- LEVEL: A target's level is a good indicator of its relative strength.
- INVENTORY: Items that are sure to be carried by a target (although most defeated enemies will also drop several randomly selected items).
- PERCEPTION: How easily a target can detect hidden threats. The higher a target's Perception, the more difficult it is to sneak past them.
- BASE HEALTH: A target's unmodified health.
- DAMAGE RESISTANCE: Resistance to ballistic/impact damage.
- ENERGY RESISTANCE: Resistance to energy damage.
- RADIATION RESISTANCE: Resistance to radiation damage.
- POISON RESISTANCE: Resistance to poison.
- DAMAGE: Damage caused by a target's primary attack.
- SPECIAL ATTACK: A target's secondary or situational attack.
- SA DAMAGE: Damage done by a target's special attack.
- XP: The unmodified XP granted for defeating a target (specific XP rewards are determined by your Intelligence, perks, and active bonuses). Legendary Enemies

Most enemy types have Legendary variants that can appear at random. These enemies share the same base stats as their standard counterparts, but they also boast dormant Legendary abilities.

Legendary enemies that favor ranged damage tend to be much more accurate, while those that rely on melee damage usually hit twice as hard. All Legendary enemies also have the ability to mutate after taking significant damage. Mutation replenishes an enemy's lost health and triggers its Legendary abilities.

Legendary enemies are formidable, but they always carry a piece of Legendary gear—weapons and armor that offer special bonuses.

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Combat

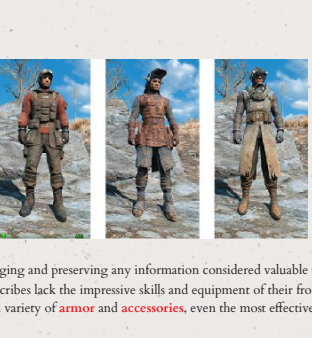
Groups, Gangs, and Factions

BROTHERHOOD OF STEEL

Due to its considerable strength and unyielding conviction, the Brotherhood of Steel is one of the Commonwealth's most feared factions. Through the acquisition and preservation of prewar technology, the Brotherhood aims to ensure the future of the human race. However, this means that individual humans are often ignored or sacrificed if doing so can further the Brotherhood's goals.

Although the Brotherhood seeks to eradicate Ghouls and synths, its members don't generally attack humans without cause. However, any hostile action or open defiance is sure to result in bloodshed.

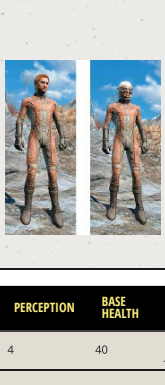
Scribes



Scribes are tasked with cataloging and preserving any information considered valuable to the Brotherhood of Steel. When it comes to combat, Scribes lack the impressive skills and equipment of their front-line comrades. While they do have access to a small variety of armor and accessories, even the most effective combinations offer very little protection.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	STANDARD ARMOR	STANDARD WEAPONS	XP
Brotherhood Scribe Initiate	1	—	4	40	Scribe	Laser pistols	4
Brotherhood Scribe	6	—	4	80	Scribe	Laser pistols	11
Brotherhood Senior Scribe	15	—	5	120	Scribe	Laser pistols	23

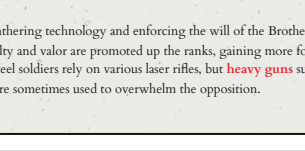
Lancers



NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	STANDARD ARMOR	STANDARD WEAPONS	XP
Brotherhood Lancer-Initiate	1	—	4	40	Bomber jacket	Laser rifles	4
Brotherhood Lancer	7	—	5	70	Bomber jacket	Laser rifles	12
Brotherhood Lancer-Knight	14	—	6	185	Bomber jacket	Laser rifles	21
Brotherhood Lancer-Sergeant	21	—	6	150	Bomber jacket	Laser rifles	31
Brotherhood Lancer-Captain	28	—	6	170	Bomber jacket	Laser rifles	40

Lancers are responsible for providing transportation and air support for the Brotherhood of Steel. With gear like bomber jackets and flight helmets, Lancers aren't particularly formidable, but every Lancer carries some sort of laser rifle in case a firefight breaks out.

Soldiers

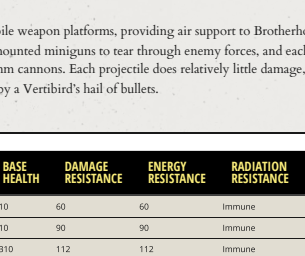


Soldiers are responsible for gathering technology and enforcing the will of the Brotherhood. Individuals who demonstrate exceptional loyalty and valor are promoted up the ranks, gaining more formidable gear along the way. Most Brotherhood of Steel soldiers rely on various laser rifles, but heavy guns such as miniguns, Gatling lasers, and missile launchers are sometimes used to overwhelm the opposition.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	STANDARD ARMOR	STANDARD WEAPONS	XP
Brotherhood Initiate	2	—	4	50	Brotherhood fatigues	Laser rifles	6
Brotherhood Aspirant	9	—	4	115	Brotherhood fatigues	Laser rifles	15
Brotherhood Knight	17	—	5	200	Combat armor	Laser rifles	25
Brotherhood Knight-Sergeant	25	—	5	300	Combat armor	Laser rifles	36
Brotherhood Knight-Captain	33	—	6	375	Combat armor	Laser rifles	47
Brotherhood Knight-Commander	41	—	6	480	Combat armor	Laser rifles	58
Brotherhood Paladin	49	—	6	560	Combat armor	Laser rifles	70
Brotherhood Paladin-Commander	57	—	7	670	Combat armor	Laser rifles	81
Brotherhood Star Paladin	67+	—	8	800+	Combat armor	Laser rifles	96

Higher ranking soldiers sometimes employ T60 Power Armor, allowing them to absorb huge amounts of damage. Use powerful explosives, rifles, or heavy guns to engage from a safe distance, or equip a suit of Power Armor to even the odds in close combat.

Vertibirds

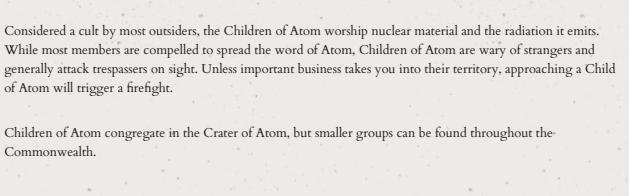


Vertibirds are essentially mobile weapon platforms, providing air support to Brotherhood ground forces. Passengers can use the side-mounted miniguns to tear through enemy forces, and each Vertibird is also equipped with two front-mounted 5-mm cannons. Each projectile does relatively little damage, but even the toughest targets can be overwhelmed by a Vertibird's hail of bullets.

NAME	LEVEL	PERCEPTION	BASE HEALTH	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	POISON RESISTANCE	DAMAGE	SPECIAL ATTACK
Vertibird	20	10	910	60	60	Immune	Immune	108/sec	Minigun
Vertibird	30	10	910	90	90	Immune	Immune	108/sec	Minigun
Vertibird	40	10	1310	112	112	Immune	Immune	198/sec	Minigun
Vertibird	50	10	1510	135	135	Immune	Immune	288/sec	Minigun

If you find yourself in a Vertibird's crosshairs, check the area for any nearby structures that might offer cover. Target the pilot or use a missile launcher to quickly down one of these vehicles. Otherwise, chip away at its health with the most powerful weapon you have. During battle, a Vertibird tends to move in and out of any weapon's effective range. Monitor your ammunition and choose your shots wisely. A disabled Vertibird will stay in the air for several seconds before crashing down to the ground—use this time to get clear of the impending explosion.

CHILDREN OF ATOM



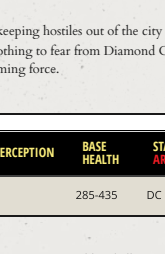
Considered a cult by most outsiders, the Children of Atom worship nuclear material and the radiation it emits. While most members are compelled to spread the word of Atom, Children of Atom are wary of strangers and generally attack trespassers on sight. Unless important business takes you into their territory, approaching a Child of Atom will trigger a firefight.

Children of Atom congregate in the Crater of Atom, but smaller groups can be found throughout the Commonwealth.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	STANDARD ARMOR	STANDARD WEAPONS	XP
Child of Atom	10	—	9	280	Child of Atom rags	Gamma guns, pipe guns	16
Child of Atom Cultist	20	—	9	400	Child of Atom rags	Gamma guns, pipe guns	29
Child of Atom Preacher	30	—	9	500	Child of Atom rags	Gamma guns, pipe guns	43
Child of Atom Zealot	40	—	9	600	Child of Atom rags	Gamma guns, pipe guns	57
Child of Atom Reborn	50	—	9	700	Child of Atom rags	Gamma guns, pipe guns	71

Children of Atom wear rags that offer very little protection, but prolonged exposure has left them immune to radiation and able to withstand a considerable amount of punishment. Although some Children of Atom rely on a variety of handmade pipe guns, others favor the radiation damage offered by gamma guns. Whenever possible, equip armor that offers radiation resistance or stock up on RadAway before engaging these fanatics.

Diamond City Security



Diamond City Security is responsible for keeping hostiles out of the city and maintaining order within its walls. Law-abiding visitors and residents have nothing to fear from Diamond City Security, but infractions like theft and violence are generally met with overwhelming force.

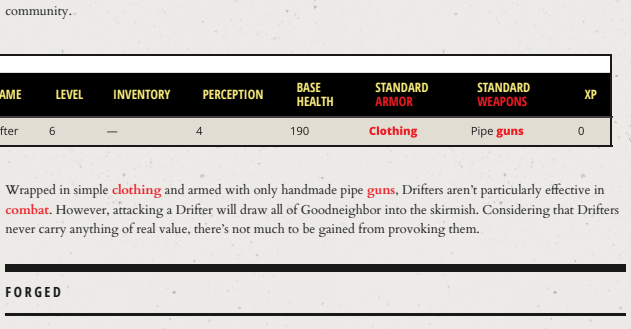
NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	STANDARD ARMOR	STANDARD WEAPONS	XP
Diamond City Security	20-50	Stimpak	7	285-435	DC Guard	Pipe rifles, baseball bats	30

For the most part, Diamond City Security uses repurposed baseball equipment to keep the peace. Their standard-issue armor favors damage resistance over energy resistance, and all guards carry some sort of baseball bat. Each guard also carries a pipe rifle and at least one stimpak, relying on superior numbers and emergency healing to overwhelm better-equipped enemies. Luckily, it's fairly easy to prevent confrontations with Diamond City Security—avoid committing criminal acts (or make sure such acts go unwitnessed) to ensure that these guards leave you in peace.

HELPFUL HINT FROM VAULT BOY!

The specific level of a Diamond City Security guard is determined by the player's level at the time of the encounter.

DRIFTERS

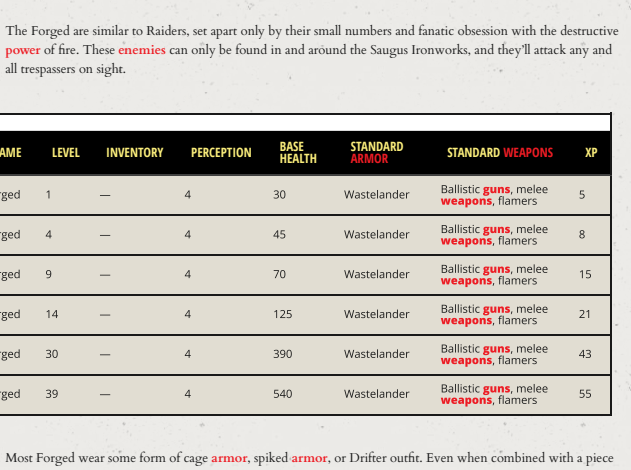


Most of the people living in Goodneighbor are Drifters who have grown weary of wandering the wilderness. They aren't particularly aggressive, but they're quick to swarm on visitors who threaten the relative safety of their community.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	STANDARD ARMOR	STANDARD WEAPONS	XP
Drifter	6	—	4	190	Clothing	Pipe guns	0

Wrapped in simple clothing and armed with only handmade pipe guns, Drifters aren't particularly effective in combat. However, attacking a Drifter will draw all of Goodneighbor into the skirmish. Considering that Drifters never carry anything of real value, there's not much to be gained from provoking them.

FORGED



The Forged are similar to Raiders, set apart only by their small numbers and fanatic obsession with the destructive power of fire. These enemies can only be found in and around the Saugus Ironworks, and they'll attack any and all trespassers on sight.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	STANDARD ARMOR	STANDARD WEAPONS	XP
Forged	1	—	4	30	Wastelander	Ballistic guns, melee weapons, flamers	5
Forged	4	—	4	45	Wastelander	Ballistic guns, melee weapons, flamers	8
Forged	9	—	4	70	Wastelander	Ballistic guns, melee weapons, flamers	15
Forged	14	—	4	125	Wastelander	Ballistic guns, melee weapons, flamers	21
Forged	30	—	4	390	Wastelander	Ballistic guns, melee weapons, flamers	43
Forged	39	—	4	540	Wastelander	Ballistic guns, melee weapons, flamers	55

Most Forged wear some form of cage armor, spiked armor, or Drifter outfit. Even when combined with a piece of headgear, a typical Forged has fairly low resistances. However, the Forged do carry a wide variety of weapons. Those who favor melee weapons tend to use baseball bats, sledgehammers, and even the occasional super sledge. They also have access to a large selection of pistols, rifles, and flamers, and most Forged carry a supply of Molotov cocktails.

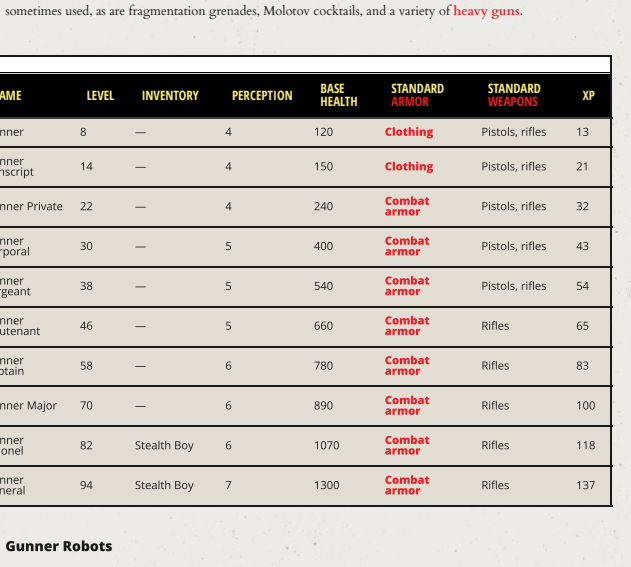
Because Forged are limited to a single location, there's no need to engage them until you're adequately prepared. Forged are most effective at short to medium range, so it's usually best to pick them off from a distance. When that's not an option, be sure to watch for incoming Molotov cocktails as you deal with incoming Forged.

GUNNERS

Gunners claim to be soldiers for hire, but throughout the Commonwealth, they have a well-earned reputation as being a highly militarized gang of thugs. Aggressive and fiercely territorial, Gunners are guaranteed to attack anyone who wanders into an area they've claimed as their own. They're well equipped and well organized, and a group of Gunners almost always includes at least one combat-ready robot.

Gunners can be found in Mass Bay Medical Center, Hub City Auto Wreckers, and many other locations throughout the Commonwealth.

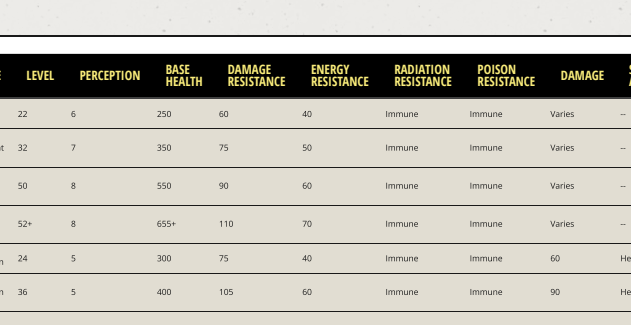
Gunner Humans



Low-ranking Gunners are usually limited to the protection offered by simple clothing, accessories, and the occasional piece of leather armor. Gunners who have reached the rank of Private sport a few pieces of combat armor. Further promotions grant Gunners better-quality pieces of combat armor. Gunners also enjoy a vast arsenal of weapons. Combat rifles and laser rifles are popular choices—and no Gunner would ever be caught relying on a handmade pipe gun—but virtually any projectile weapon weapon has a chance of appearing in a Gunner's hands. Even valuable plasma weapons can be found on high-level Gunners. Batons and rippers are sometimes used, as are fragmentation grenades, Molotov cocktails, and a variety of heavy guns.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	STANDARD ARMOR	STANDARD WEAPONS	XP
Gunner	8	—	4	120	Clothing	Pistols, rifles	13
Gunner Conscript	14	—	4	150	Clothing	Pistols, rifles	21
Gunner Private	22	—	4	240	Combat armor	Pistols, rifles	32
Gunner Corporal	30	—	5	400	Combat armor	Pistols, rifles	43
Gunner Sergeant	38	—	5	540	Combat armor	Pistols, rifles	54
Gunner Lieutenant	46	—	5	660	Combat armor	Rifles	65
Gunner Captain	58	—	6	780	Combat armor	Rifles	83
Gunner Major	70	—	6	890	Combat armor	Rifles	100
Gunner Colonel	82	Stealth Boy	6	1070	Combat armor	Rifles	118
Gunner General	94	Stealth Boy	7	1300	Combat armor	Rifles	137

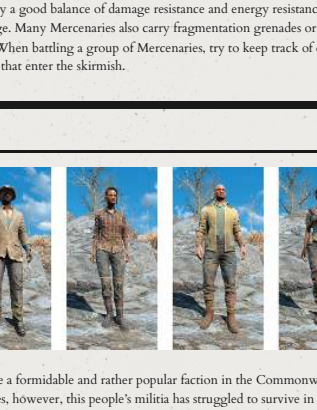
Gunner Robots



With the exception of custom paint jobs, Gunner robots are identical to their standard counterparts. When fighting a Mr. Gutsy, check its arms to estimate its offensive capabilities, then attack its eyes and torso. It's often best to slow an Assaultron by crippling its leg. Simply using your most powerful weapons against a Sentry Bot is usually your best option.

NAME	LEVEL	PERCEPTION	BASE HEALTH	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	POISON RESISTANCE	DAMAGE	SPECIAL ATTACK
Gunner Mr. Gutsy	22	6	250	60	40	Immune	Immune	Varies	
Gunner Lieutenant Gutsy	32	7	350	75	55	Immune	Immune	Varies	
Gunner Major Gutsy	50	8	550	90	60	Immune	Immune	Varies	
Gunner Colonel Gutsy	52+	8	655+	110	70	Immune	Immune	Varies	
Gunner Assaultron	24	5	300	75	40	Immune	Immune	60	Head laser
Gunner Assaultron Invader	36	5	400	105	60	Immune	Immune	90	Head laser
Gunner Assaultron Dominator	46	6	500	130	75	Immune	Immune	120	Head laser
Gunner Sentry Bot	30	10	750	125	85	Immune	Immune	109/sec	
Gunner Siege Breaker Sentry Bot	40	10	850	150	100	Immune	Immune	136/sec	Missile Launcher
Gunner Annihilator Sentry Bot	50	10	1000	175	125	Immune	Immune	202	
Gunner Annihilator Sentry Bot Mk. II	60+	10	1045+	135	125+	Immune	Immune	135	Rocket Cluster

MERCENARIES

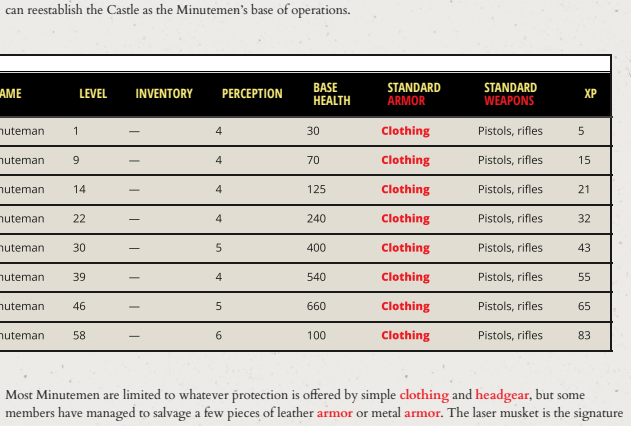


Mercenaries lack the Gunners' numbers and resources, but the two groups are similar in most respects. These enemies have been charged with guarding Parsons State Insane Asylum, which is the only place Mercenaries can be found in the Commonwealth. They take their work very seriously and are guaranteed to attack anyone who encroaches on their territory.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	STANDARD ARMOR	STANDARD WEAPONS	XP
Mercenary	8	—	4	120	Combat armor	Combat rifles	13
Mercenary	14	—	4	150	Combat armor	Combat rifles	21
Mercenary	22	—	4	240	Combat armor	Combat rifles	32
Mercenary	30	—	5	400	Combat armor	Combat rifles	43

Each Mercenary is equipped with at least a few pieces of combat armor and some type of combat rifle. This means all Mercenaries enjoy a good balance of damage resistance and energy resistance, and they all deal reliable damage from a decent range. Many Mercenaries also carry fragmentation grenades or Molotov cocktails to flush their targets out of cover. When battling a group of Mercenaries, try to keep track of enemy locations and keep an eye out for reinforcements that enter the skirmish.

MINUTEMEN



The Minutemen were once a formidable and rather popular faction in the Commonwealth. Due to significant losses and internal squabbles, however, this people's militia has struggled to survive in recent years. By defending their friends and neighbors at every opportunity, the few remaining Commonwealth Minutemen hope to bolster their numbers and bring some measure of peace and comfort to the average men and women scattered throughout the region.

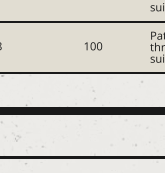
Each Minuteman relies on whatever gear he or she can salvage, so the group's strength is determined by the allegiances it manages to forge. You first encounter Preston Garvey—who has spent years believing he's the last of the Commonwealth Minutemen—in the Museum of Freedom. With enough allies, however, Preston believes he can reestablish the Castle as the Minutemen's base of operations.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	STANDARD ARMOR	STANDARD WEAPONS	XP
Minuteman	1	—	4	30	Clothing	Pistols, rifles	5
Minuteman	9	—	4	70	Clothing	Pistols, rifles	15
Minuteman	14	—	4	125	Clothing	Pistols, rifles	21
Minuteman	22	—	4	240	Clothing	Pistols, rifles	32
Minuteman	30	—	5	400	Clothing	Pistols, rifles	43
Minuteman	39	—	4	540	Clothing	Pistols, rifles	55
Minuteman	46	—	5	660	Clothing	Pistols, rifles	65
Minuteman	58	—	6	100	Clothing	Pistols, rifles	83

Most Minutemen are limited to whatever protection is offered by simple clothing and headgear, but some members have managed to salvage a few pieces of leather armor or metal armor. The laser musket is the signature weapon of the Minutemen, but the average Minuteman is forced to rely on whatever weapons he or she has managed to salvage before joining. This means that patrolling Minutemen can be found carrying anything from humble pipe guns to heavily modified combat rifles.

While some of its members can seem a bit self-righteous, Minutemen never attack without provocation. In fact, because the group's strength is determined by the support of its allies, Minutemen are generally eager to lend a hand to anyone who doesn't pose a direct threat.

NEIGHBORHOOD WATCH

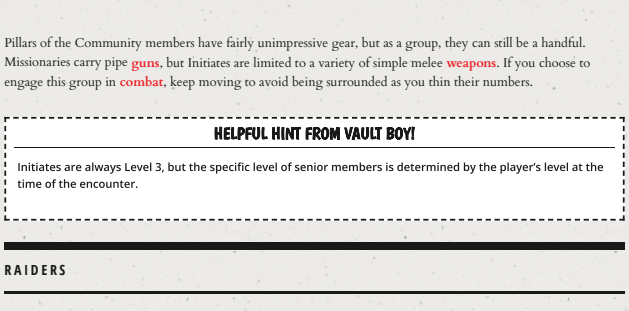


The Neighborhood Watch is responsible for keeping order in Goodneighbor. Acts of theft or violence are answered with a hail of bullets, but visitors who stay out of trouble have nothing to fear from these local guards.

Wearing only patched three-piece suits and worn fedoras, members of the Neighborhood Watch aren't particularly well protected. The group does include both humans and Ghouls, however, so some members are immune to radiation damage. Most of these guards are surprisingly friendly, but they're always quick to deal with misbehaving visitors.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	STANDARD ARMOR	STANDARD WEAPONS	XP
Neighborhood Watch	1	—	7	40	Patched three-piece suit	Submachine guns, assault rifles	5
Neighborhood Watch	7	—	8	100	Patched three-piece suit	Submachine guns, assault rifles	12

PILLARS OF THE COMMUNITY



The Pillars of the Community is a new movement based in the Charles View Amphitheater. Its leader claims to have discovered a path back to the prosperity of a prewar Commonwealth, and he's managed to gather a small flock of followers since founding the organization. The Pillars of the Community aren't initially hostile, but they're easily provoked.

NAME	LEVEL	PERCEPTION	BASE HEALTH	STANDARD ARMOR	STANDARD WEAPONS	XP
Initiate	3	4	50	Clothing	Melee weapons	7
Mercenary	6-25	4	130-320	Clothing	Pipe guns	12

Pillars of the Community members have fairly unimpressive gear, but as a group, they can still be a handful. Missionaries carry pipe guns, but Initiates are limited to a variety of simple melee weapons. If you choose to engage this group in combat, keep moving to avoid being surrounded as you thin their numbers.

HELPFUL HINT FROM VAULT BOY!

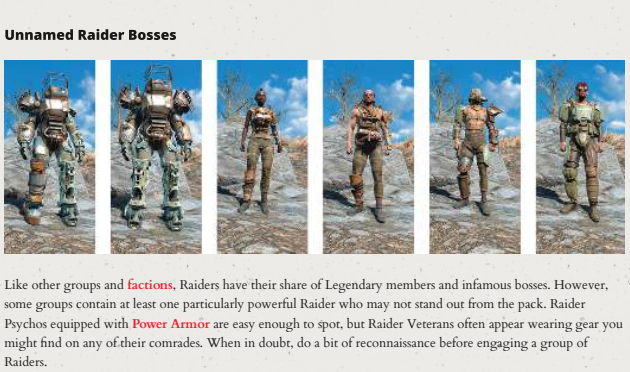
Initiates are always Level 3, but the specific level of senior members is determined by the player's level at the time of the encounter.

RAIDERS

Raiders are plentiful, ruthless, and extremely aggressive—luckily, they're not particularly bright. Large groups can be a handful, and some gangs contain particularly strong members, but most Raiders are poorly equipped and all too accustomed to preying on the Commonwealth's most vulnerable residents. Raiders are predominantly human, but there are some Ghouls among their numbers. Many Raider gangs also include one or more attack dogs.

They've managed to maintain a strong presence throughout the Commonwealth, but check locations like Hardware Town, Combat Zone, and Dunwich Borers when you're itching to find a gang of Raiders.

Common Raiders

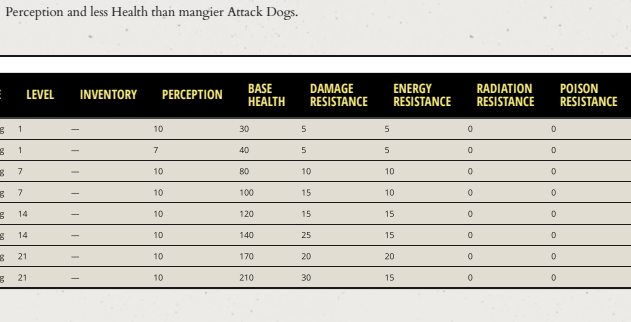


Most Raiders possess at least one piece of Raider armor, but leather armor and metal armor are also quite common. More powerful Raiders even sport pieces of combat armor, so any two Raiders can have wildly different resistances. Because the weapons they carry are equally varied, it's just as difficult to gauge a specific Raider's offensive capabilities.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	STANDARD ARMOR	STANDARD WEAPONS	XP
Raider	1	—	4	30	Raider armor	Ballistic guns, melee weapons	5
Raider Scum	4	—	4	45	Raider armor	Ballistic guns, melee weapons	8
Raider Psycho	9	—	4	70	Raider armor	Ballistic guns, melee weapons	15
Raider Scavver	14	—	4	125	Raider armor	Ballistic guns, melee weapons	21
Raider Waster	21	—	4	175	Raider armor	Ballistic guns, melee weapons	31
Raider Survivalist	30	—	4	390	Raider armor	Ballistic guns, melee weapons	43

Most Raiders are limited to low-quality ballistic guns and melee weapons, but they will use any weapon they can salvage. Fragmentation grenades are also very popular with Raider gangs, so expect to dodge at least a few explosives when battling larger groups.

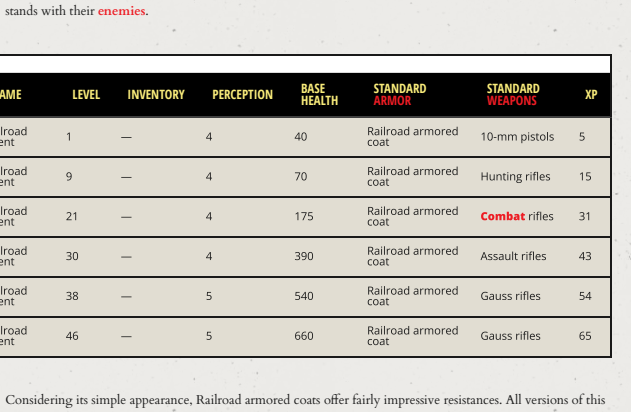
Unnamed Raider Bosses



Like other groups and factions, Raiders have their share of Legendary members and infamous bosses. However, some groups contain at least one particularly powerful Raider who may not stand out from the pack. Raider Psychos equipped with Power Armor are easy enough to spot, but Raider Veterans often appear wearing gear you might find on any of their comrades. When in doubt, do a bit of reconnaissance before engaging a group of Raiders.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	STANDARD ARMOR	STANDARD WEAPONS	XP
Raider Psycho	9	Stimpak	4	80	Raider Power Armor	Rifles	15
Raider Veteran	10	Stimpak	4	85	Raider armor	Rifles	16
Raider Veteran	39	—	4	540	Raider armor	Rifles	55

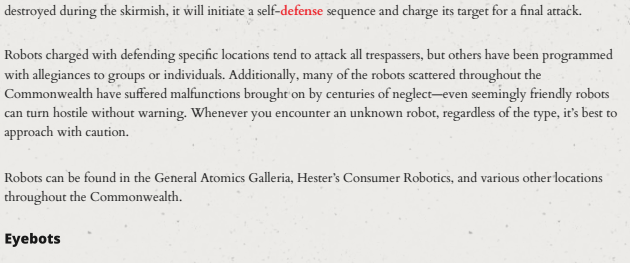
Raider Dogs



Raiders tend to equip their Attack Dogs with accessories and armor. These items may make their animals look more intimidating, but they offer no protection. Two Attack Dogs of the same level can have different strengths and weaknesses, but a quick look is usually all it takes to tell them apart. Dogs with full coats of fur have higher Perception and less Health than mangier Attack Dogs.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	POISON RESISTANCE	DAMA
Attack Dog	1	—	10	30	5	5	0	0	5
Attack Dog	1	—	7	40	5	5	0	0	10
Attack Dog	7	—	10	80	10	10	0	0	15
Attack Dog	7	—	10	100	15	10	0	0	20
Attack Dog	14	—	10	120	15	15	0	0	20
Attack Dog	14	—	10	140	25	15	0	0	25
Attack Dog	21	—	10	170	20	20	0	0	25
Attack Dog	21	—	10	210	30	15	0	0	32

RAILROAD AGENTS



The Railroad isn't the most powerful faction in the Commonwealth, but through the work of dedicated Railroad Agents, it has managed to gain a foothold in the Commonwealth.

Members of the Railroad offer aid to fugitive synths and hope that one day all synths will be free to live whatever life they please. These goals have put the Railroad at odds with both the Brotherhood of Steel and the Institute. The Railroad relies on secrecy and subterfuge to survive, but Railroad Agents won't hesitate to attack anyone who stands with their enemies.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	STANDARD ARMOR	STANDARD WEAPONS	XP
Railroad Agent	1	—	4	40	Railroad armored coat	10-mm pistols	5
Railroad Agent	9	—	4	70	Railroad armored coat	Hunting rifles	15
Railroad Agent	21	—	4	175	Railroad armored coat	Combat rifles	31
Railroad Agent	30	—	4	390	Railroad armored coat	Assault rifles	43
Railroad Agent	38	—	5	540	Railroad armored coat	Gauss rifles	54
Railroad Agent	46	—	5	660	Railroad armored coat	Gauss rifles	65

Considering its simple appearance, Railroad armored coats offer fairly impressive resistances. All versions of this armor favor energy resistance over damage resistance, but the wearer even gains a small amount of radiation resistance. Each Railroad Agent carries some type of ballistic gun, but the most experienced operatives are issued Gauss rifles.

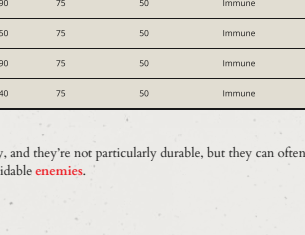
ROBOTS

Robots are essentially tools, relying on their programming to determine friend from foe. Those designed for combat are equipped with particularly formidable weapons, but even those meant for more utilitarian tasks have some offensive capability. Any robot will take steps to protect itself from hostile actions. If a robot's weapons are destroyed during the skirmish, it will initiate a self-defense sequence and charge its target for a final attack.

Robots charged with defending specific locations tend to attack all trespassers, but others have been programmed with allegiances to groups or individuals. Additionally, many of the robots scattered throughout the Commonwealth have suffered malfunctions brought on by centuries of neglect—even seemingly friendly robots can turn hostile without warning. Whenever you encounter an unknown robot, regardless of the type, it's best to approach with caution.

Robots can be found in the General Atomics Galleria, Hester's Consumer Robotics, and various other locations throughout the Commonwealth.

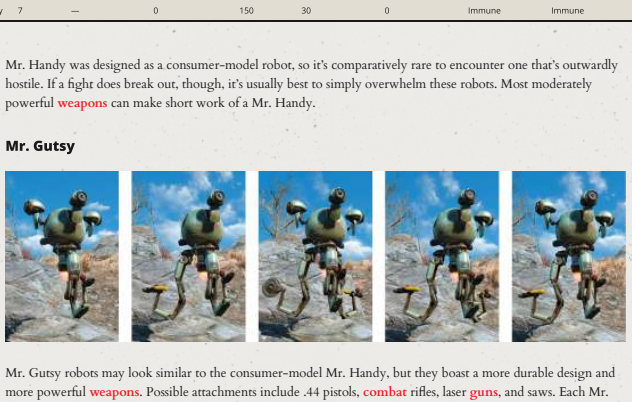
Eyebots



Eyebots are designed for reconnaissance and surveillance, but they're often used to broadcast information and propaganda to remote areas. The Minutemen and the Brotherhood of Steel sometimes utilize Eyebots for such reasons. Before you engage an Eyebot, consider any affiliated factions that might take offense. It's rare for an Eyebot to attack without provocation, but it does happen. Each Eyebot is equipped with a small laser weapon, but they're not particularly formidable enemies.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	POISON RESISTANCE	DAMA
Eyebot	1	—	10	100	0	0	Immune	Immune	10

Protectrons

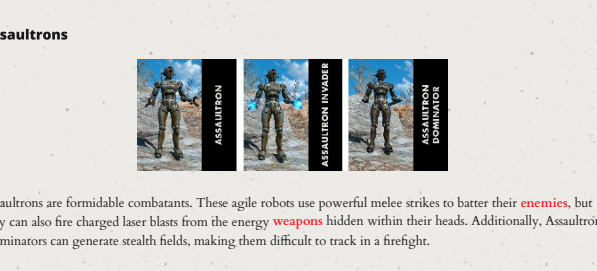


Protectrons were designed to fill a variety of roles. Some are programmed for customer service, while others are responsible for maintenance, emergency response, or building security. Many Protectrons are linked to terminals through which you can issue basic commands or assign new protocols. While most Protectrons are equipped with some sort of energy weapons, many are limited to rudimentary melee strikes.

NAME	LEVEL	PERCEPTION	BASE HEALTH	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	POISON RESISTANCE	DAMAGE	XP
Protectron Steward	5	10	20	40	25	Immune	Immune	Varies	9
Protectron	5	10	100	40	25	Immune	Immune	22	9
Utility Protectron	14	10	190	75	50	Immune	Immune	15	10
Protectron Watcher	14	10	150	75	50	Immune	Immune	31	21
Police Protectron	14	10	190	75	50	Immune	Immune	22	21
Protectron Guardian	26	10	240	75	50	Immune	Immune	35	37

Protectrons move very slowly, and they're not particularly durable, but they can often be used to clear an area of vermin or distract more formidable enemies.

Mr. Handy

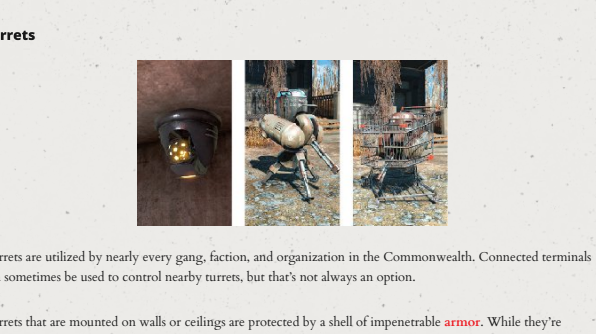


A Mr. Handy's offensive capabilities are determined by the tools attached to its arms. Options include pinchers, saws, and miniature flamers. Each Mr. Handy can have up to three arms, so weapon combinations vary.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	POISON RESISTANCE	DAMA
Mr. Handy	7	—	0	150	30	0	Immune	Immune	Varies

Mr. Handy was designed as a consumer-model robot, so it's comparatively rare to encounter one that's outwardly hostile. If a fight does break out, though, it's usually best to simply overwhelm these robots. Most moderately powerful weapons can make short work of a Mr. Handy.

Mr. Gutsy

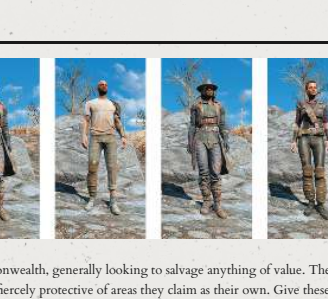


Mr. Gutsy robots may look similar to the consumer-model Mr. Handy, but they boast a more durable design and more powerful weapons. Possible attachments include .44 pistols, combat rifles, laser guns, and saws. Each Mr. Gutsy can carry up to three attachments. All projectile-weapon attachments share a standard appearance, however, so it's impossible to determine a Mr. Gutsy's offensive capabilities until it opens fire.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	POISON RESISTANCE	DAMA
Mr. Gutsy	22	—	6	250	60	40	Immune	Immune	Varies
Lieutenant Gutsy	32	—	7	350	75	55	Immune	Immune	Varies
Major Gutsy	50	—	8	550	90	60	Immune	Immune	Varies
Colonel Gutsy	52+	—	8	655+	110	70	Immune	Immune	Varies

These robots are most effective at short to medium range, so long-range weapons are usually your best option. In close combat, try to target a Mr. Gutsy's eyes before focusing your attacks on its torso. Destroying all of its eyes will compromise its accuracy without triggering a self-destruct sequence.

Assaultrons

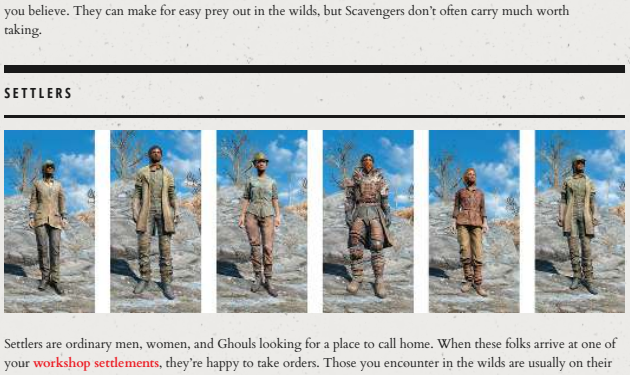


Assaultrons are formidable combatants. These agile robots use powerful melee strikes to batter their enemies, but they can also fire charged laser blasts from the energy weapons hidden within their heads. Additionally, Assaultron Dominators can generate stealth fields, making them difficult to track in a firefight.

NAME	LEVEL	PERCEPTION	BASE HEALTH	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	POISON RESISTANCE	DAMAGE	SPECIAL ATTACK
Assaultron	24	5	300	75	40	Immune	Immune	60	Head Laser
Assaultron Invader	36	5	400	105	60	Immune	Immune	90	Head Laser
Assaultron Dominator	46	6	500	130	75	Immune	Immune	120	Head Laser

It's best to engage a hostile Assaultron from a distance. Target one of its legs with a long-range weapon and attempt to cripple it before it reaches you. Once you manage to down an Assaultron, keep moving to minimize the chances of being hit with a laser blast, and continue attacking until the robot is destroyed.

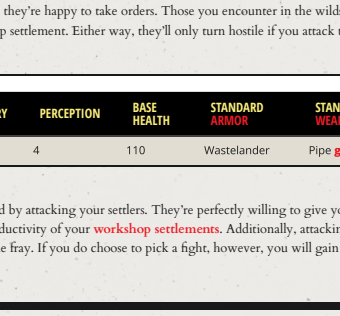
Sentry Bots



Sentry Bots are well armed and extremely durable. Armed with miniguns, missile launchers, and even custom shoulder launchers, these robots can be devastating in combat. Bait a Sentry Bot into moving while it attacks. Heavy activity eventually causes a Sentry Bot to overheat, leaving it temporarily incapacitated. When this happens, move behind the enemy and focus your attacks on its exposed Fusion Core to deliver greatly increased damage. It takes about six seconds for an incapacitated Sentry Bot to recover, so move quickly.

NAME	LEVEL	PERCEPTION	BASE HEALTH	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	POISON RESISTANCE	DAMAGE	SPECIAL ATTACK
Sentry Bot	30	10	750	85	85	Immune	Immune	109	
Siege Breaker Sentry Bot	40	10	850	100	100	Immune	Immune	136	Missile Launcher
Annihilator Sentry Bot	50	10	1000	125	125	Immune	Immune	202	
Annihilator Sentry Bot Mk. II	60+	10	1045+	175+	125+	Immune	Immune	135	Rocket Cluster

Turrets



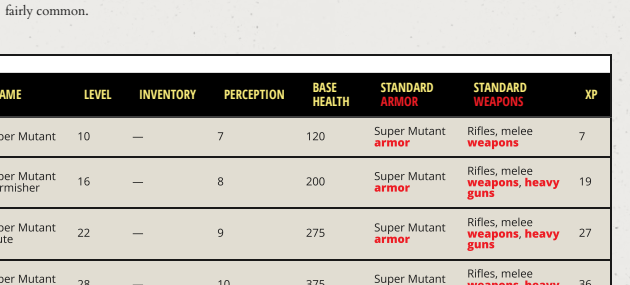
Turrets are utilized by nearly every gang, faction, and organization in the Commonwealth. Connected terminals can sometimes be used to control nearby turrets, but that's not always an option.

Turrets that are mounted on walls or ceilings are protected by a shell of impenetrable armor. While they're inactive, these turrets can't be damaged. When one of these turrets opens fire, however, the exposed gun can be destroyed. Turrets mounted on tripods or resting in shopping carts are always vulnerable to attack.

Once alerted, it usually takes a moment for a turret to acquire its target. Use this time to destroy it or seek cover and wait for it to reset.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	POISON RESISTANCE	DAMA
Machine Gun Turret	6	—	10	10	0	0	Immune	Immune	10/sec
Machine Gun Turret	28	—	10	90	40	60	Immune	Immune	15/sec
Laser Turret	14	—	10	60	22	40	Immune	Immune	38/sec
Laser Turret	40	—	10	150	60	90	Immune	Immune	60/sec
Machine Gun Turret Enforcer	6	—	10	80	20	10	Immune	Immune	10+/sec
Machine Gun Turret Mk. I	16	—	10	125	35	25	Immune	Immune	10+/sec
Machine Gun Turret Mk. V	28	—	10	180	50	40	Immune	Immune	10+/sec
Machine Gun Turret Mk. VI	40	—	10	210	60	40	Immune	Immune	10+/sec

SCAVENGERS



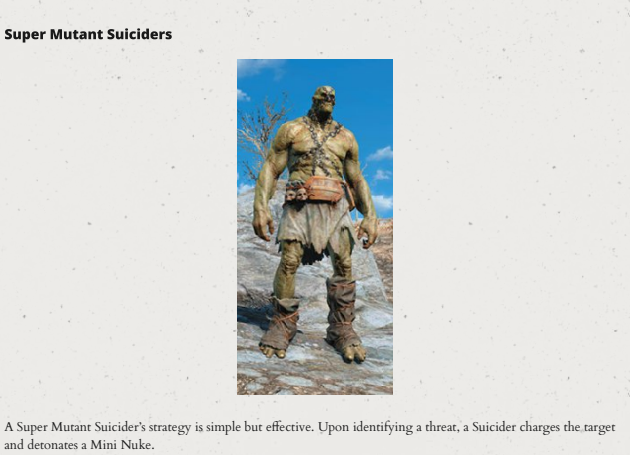
Scavengers roam the Commonwealth, generally looking to salvage anything of value. They aren't always hostile, but some Scavengers can be fiercely protective of areas they claim as their own. Give these anxious Scavengers their space, or use superior weaponry to clear them from your path.

Scavengers tend to move from spot to spot, so most Scavenger encounters happen at random locations in the Commonwealth's less populated areas.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	STANDARD ARMOR	STANDARD WEAPONS	XP
Scavenger	2	—	4	110	Wastelander	Pipe guns	6

Most Scavengers are limited to basic clothing, but they sometimes wear cage armor or a few leather armor pieces. With little protection and relatively shoddy weapons, hostile Scavengers aren't as formidable as they'd have you believe. They can make for easy prey out in the wilds, but Scavengers don't often carry much worth taking.

SETTLERS



Settlers are ordinary men, women, and Ghouls looking for a place to call home. When these folks arrive at one of your workshop settlements, they're happy to take orders. Those you encounter in the wilds are usually on their way to your nearest workshop settlement. Either way, they'll only turn hostile if you attack them.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	STANDARD ARMOR	STANDARD WEAPONS	XP
Settler	2	—	4	110	Wastelander	Pipe guns	6

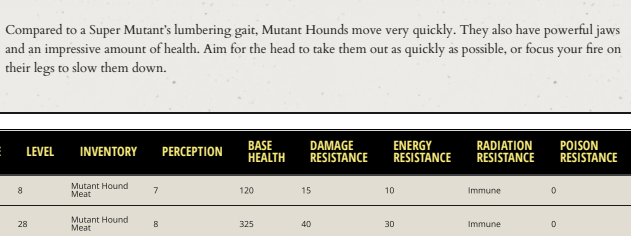
There isn't much to be gained by attacking your settlers. They're perfectly willing to give you anything they own, and they're crucial to the productivity of your workshop settlements. Additionally, attacking one settler draws the entire community into the fray. If you do choose to pick a fight, however, you will gain a small amount of XP for each settler you kill.

SUPER MUTANTS

Super Mutants are massive, muscle-bound creatures with a natural immunity to radiation damage and an inherent hatred of humans. Most Super Mutants carry fairly crude gear, but they do have their share of powerful weapons, and many Super Mutant groups use trained Mutant Hounds to chase down trespassers. Super Mutants aren't particularly intelligent, but their physical strength and natural aggression have allowed them to establish a significant presence throughout the Commonwealth.

Super Mutants can be found in Fallon's Department Store, Fort Strong, and many other locations—most of which can be identified by the human remains and hanging meat bags scattered around the area.

Standard Super Mutants



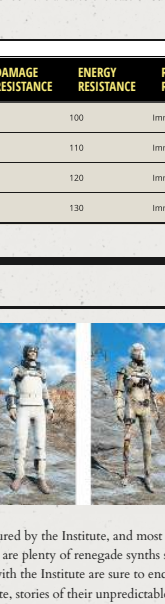
Super Mutant armor is fairly crude, but Super Mutants are inherently durable. Even the least powerful Super Mutants have natural damage, energy, and poison resistances, and these values increase significantly in high-ranking Super Mutants. Specifics vary based on equipped armor, but Super Mutants tend to prioritize damage resistance.

Melee weapons and fragmentation grenades are popular among Super Mutants. For ranged combat, they tend to favor pipe rifles, assault rifles, and laser rifles. When it comes to heavy guns, miniguns and missile launchers are fairly common.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	STANDARD ARMOR	STANDARD WEAPONS	XP
Super Mutant	10	—	7	120	Super Mutant armor	Rifles, melee weapons	7
Super Mutant Skirmisher	16	—	8	200	Super Mutant armor	Rifles, melee weapons, heavy guns	19
Super Mutant Brute	22	—	9	275	Super Mutant armor	Rifles, melee weapons, heavy guns	27
Super Mutant Enforcer	28	—	10	375	Super Mutant armor	Rifles, melee weapons, heavy guns	36
Super Mutant Butcher	35	—	10	500	Super Mutant armor	Rifles, melee weapons, heavy guns	46
Super Mutant Master	42	—	10	600	Super Mutant armor	Rifles, melee weapons, heavy guns	54
Super Mutant Overlord	48	—	11	750	Super Mutant armor	Rifles, melee weapons, heavy guns	63
Super Mutant Primus	59	—	11	950	Super Mutant armor	Rifles, melee weapons, heavy guns	77
Super Mutant Warlord	68+	—	12	1535+	Super Mutant armor	Rifles, melee weapons, heavy guns	91

Due to sensitive ears and a keen sense of smell, Super Mutants have relatively high Perception and a considerable amount of health. In most cases, it's best to target a Super Mutant's arms. This compromises their accuracy and improves your chances of surviving the encounter.

Super Mutant Suiciders

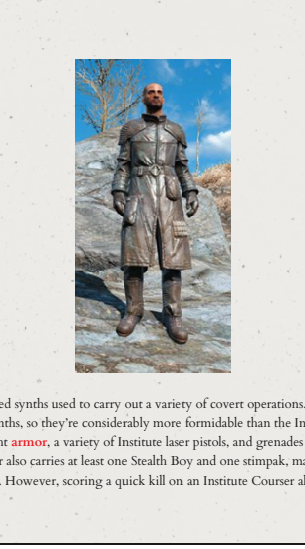


A Super Mutant Suicider's strategy is simple but effective. Upon identifying a threat, a Suicider charges the target and detonates a Mini Nuke.

To identify these high-priority targets, look for the blinking red glow that appears near a Super Mutant Suicider's hip. If you have a sufficiently powerful weapon, try to eliminate these enemies before they detect your presence. An instant kill preserves the Mini Nuke, allowing you to collect it from the Suicider's corpse. Otherwise, focus your fire on a charging Suicider's right arm—this should allow you to detonate its Mini Nuke before it reaches you.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	STANDARD ARMOR	STANDARD WEAPONS	XP
Super Mutant Suicider	10	Mini Nuke	7	120	Super Mutant armor	Mini Nuke	7
Super Mutant Suicider	16	Mini Nuke	8	200	Super Mutant armor	Mini Nuke	19
Super Mutant Suicider	22	Mini Nuke	9	275	Super Mutant armor	Mini Nuke	27
Super Mutant Suicider	28	Mini Nuke	10	375	Super Mutant armor	Mini Nuke	36
Super Mutant Suicider	35	Mini Nuke	10	500	Super Mutant armor	Mini Nuke	46
Super Mutant Suicider	42	Mini Nuke	10	600	Super Mutant armor	Mini Nuke	54

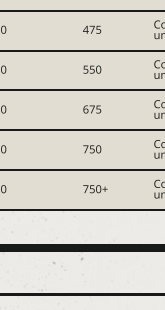
Mutant Hounds



Compared to a Super Mutant's lumbering gait, Mutant Hounds move very quickly. They also have powerful jaws and an impressive amount of health. Aim for the head to take them out as quickly as possible, or focus your fire on their legs to slow them down.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	POISON RESISTANCE	DAMA
Mutant Hound	8	Mutant Hound Meat	7	120	15	15	Immune	0	20
Glowing Mutant Hound	28	Mutant Hound Meat	8	325	40	30	Immune	0	50

Super Mutant Behemoths

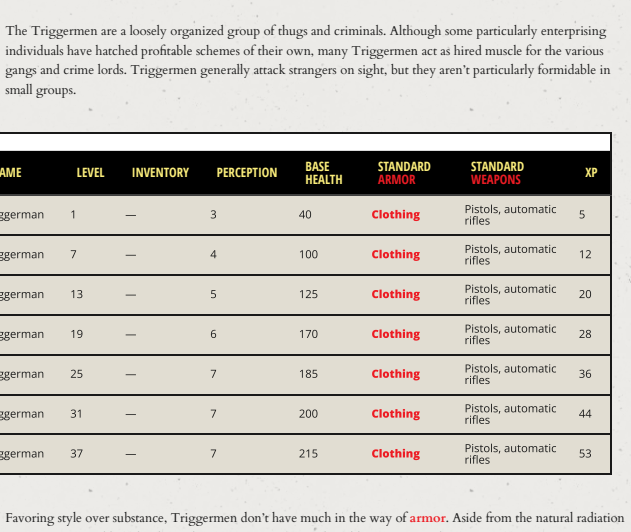


Behemoths are by far the most powerful Super Mutants, but they're incredibly dumb—even by Super Mutant standards. They attack by tossing boulders at distant enemies, and they use massive fire hydrant bats to smash anything foolish enough to approach them. Your best option is to stay back and attack with a Fat Man and a few Mini Nukes.

If you're determined to find a Behemoth, check the area to the east of Sunshine Tidings Co-op.

NAME	LEVEL	PERCEPTION	BASE HEALTH	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	POISON RESISTANCE	DAMAGE	SPECIAL ATTACK
Behemoth	50	6	1000	135	100	Immune	100	125	Throw Boulder
Glowing Behemoth	50	6	1000	135	115	Immune	100	156	Throw Boulder
Epic Behemoth	80	6	1000	165	120	Immune	100	187	Throw Boulder
Ancient Behemoth	90	6	1000	180	135	Immune	100	187+	Throw Boulder

SYNTHS



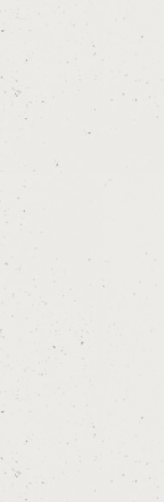
Synths are synthetic humanoids manufactured by the Institute, and most of the synths you encounter are still controlled by this faction. However, there are plenty of renegade synths scattered throughout the Commonwealth. As such, even those who ally themselves with the Institute are sure to encounter hostile synths. Combined with the shroud of mystery surrounding the Institute, stories of their unpredictable behavior have made synths hated and feared by most humans.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	STANDARD ARMOR	STANDARD WEAPONS	XP
Synth	5	—	4	120	Synth armor	Institute Laser guns, batons	9
Synth	28	—	4	180	Synth armor	Institute Laser guns, batons	10
Synth Strider	13	—	4	140	Synth armor	Institute Laser guns, batons	20
Synth Patroller	21	—	4	265	Synth armor	Institute Laser guns, batons	32
Synth Seeker	29	—	4	300	Synth armor	Institute Laser guns, batons	42
Synth Trooper	39	—	4	425	Synth armor	Institute Laser guns, batons	55
Synth Assaulter	49	—	4	500	Synth armor	Institute Laser guns, batons	55
Synth Stormer	61	—	5	635	Synth armor	Institute Laser guns, batons	87
Synth Eradicator	71+	—	6	760+	Synth armor	Institute Laser guns, batons	102

Like Super Mutants, synths use armor to augment their natural resistances. While numbers vary, most synths maintain a balance between damage resistance and energy resistance, and all synths are immune to radiation and poison. However, synths do share many of the weaknesses found in human enemies. Headshots deal extra damage, and crippled limbs greatly reduce their effectiveness in combat.

Most synths carry some type of Institute pistol or Institute rifle, but shock batons are also fairly common.

Institute Coursers



Institute Coursers are advanced synths used to carry out a variety of covert operations. Their primary duties include eliminating rogue synths, so they're considerably more formidable than the Institute's standard models. Coursers utilize relatively light armor, a variety of Institute laser pistols, and grenades that summon synth reinforcements. Each Courser also carries at least one Stealth Boy and one stimpak, making them particularly effective in prolonged battles. However, scoring a quick kill on an Institute Courser allows you to collect these items for yourself.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	STANDARD ARMOR	STANDARD WEAPONS	XP
Institute Courser	15	Stealth Boy, stimpak	8	250	Courser uniform	Institute pistols	23
Institute Courser	21	Stealth Boy, stimpak	8	300	Courser uniform	Institute pistols	31
Institute Courser	28	Stealth Boy, stimpak	9	375	Courser uniform	Institute pistols	40
Institute Courser	36	Stealth Boy, stimpak	10	475	Courser uniform	Institute pistols	51
Institute Courser	44	Stealth Boy, stimpak	10	550	Courser uniform	Institute pistols	63
Institute Courser	52	Stealth Boy, stimpak	10	675	Courser uniform	Institute pistols	74
Institute Courser	60	Stealth Boy, stimpak	10	750	Courser uniform	Institute pistols	86
Institute Courser	70	Stealth Boy, stimpak	10	750+	Courser uniform	Institute pistols	100

TRIGGERMEN

The Triggermen are a loosely organized group of thugs and criminals. Although some particularly enterprising individuals have hatched profitable schemes of their own, many Triggermen act as hired muscle for the various gangs and crime lords. Triggermen generally attack strangers on sight, but they aren't particularly formidable in small groups.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	STANDARD ARMOR	STANDARD WEAPONS	XP
Triggerman	1	—	3	40	Clothing	Pistols, automatic rifles	5
Triggerman	7	—	4	100	Clothing	Pistols, automatic rifles	12
Triggerman	13	—	5	125	Clothing	Pistols, automatic rifles	20
Triggerman	19	—	6	170	Clothing	Pistols, automatic rifles	28
Triggerman	25	—	7	185	Clothing	Pistols, automatic rifles	36
Triggerman	31	—	7	200	Clothing	Pistols, automatic rifles	44
Triggerman	37	—	7	215	Clothing	Pistols, automatic rifles	53

Favoring style over substance, Triggermen don't have much in the way of armor. Aside from the natural radiation immunity enjoyed by Ghoul members, Triggermen are vulnerable to most attacks.

Submachine guns are particularly popular among Triggermen, but some members favor assault rifles or semiautomatic pistols. A single Triggerman is rarely dangerous, but large groups can deal significant damage fairly quickly. During heavy firefights, seek cover and pick off the Triggerman one at a time.

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Combat

Creatures of the Commonwealth

ANIMALS

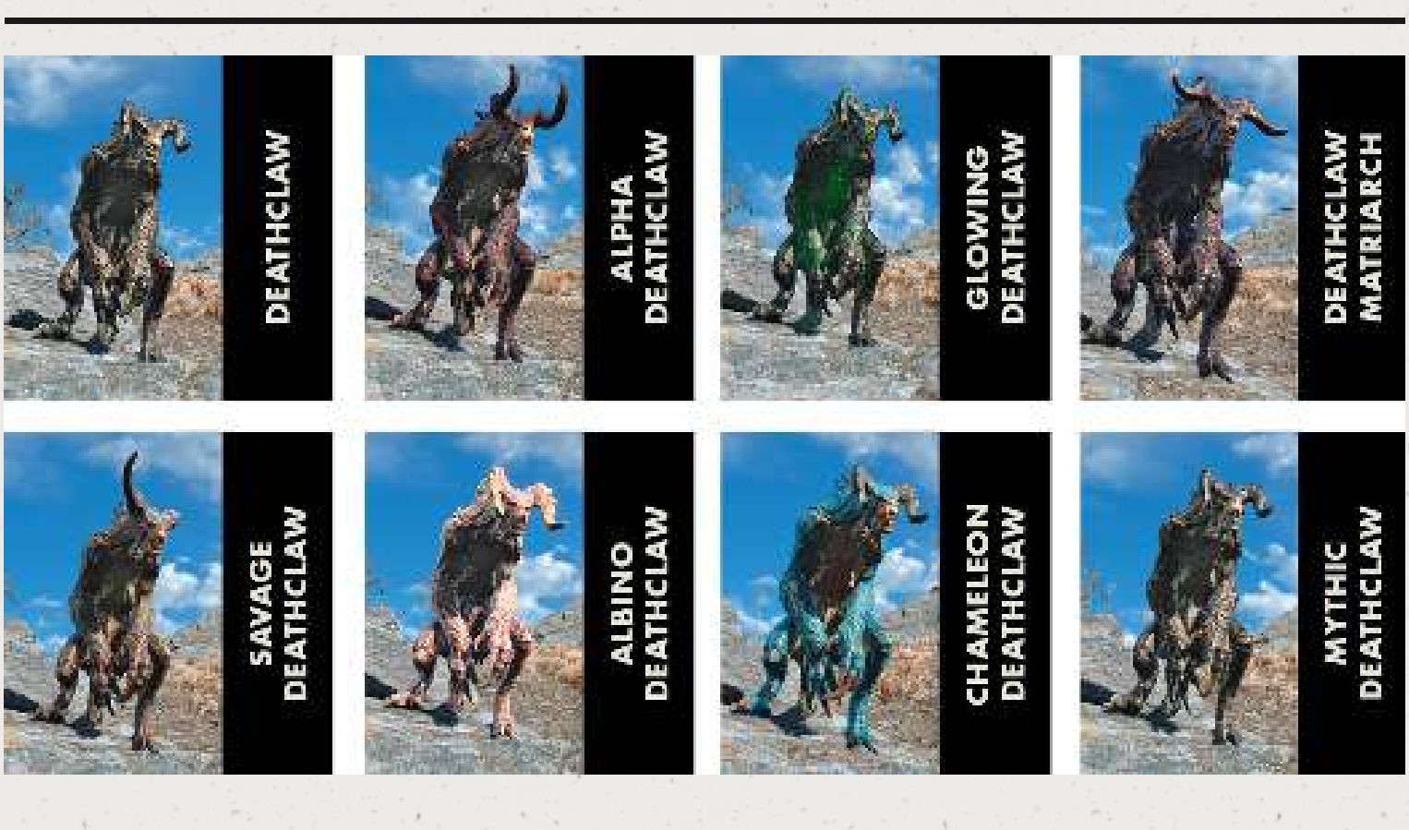
Mongrels

WILD MONGREL
VICIOUS MONGREL
FERAL MONGREL
ALBINO MONGREL
RABID MONGREL
GLOWING MONGREL

Mongrels are fast and aggressive, but most varieties aren't particularly durable. They do tend to hunt in packs, however, and their quick attacks can deal significant damage. Be particularly wary of Alpha variants—they look just like standard Mongrels, but they're much more formidable.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	POISON RESISTANCE	DAMAG
Wild Mongrel	3	Mongrel dog meat	7	50	4	1	Immune	0	10
Alpha Wild Mongrel	12	Mongrel dog meat	8	140	25	15	Immune	0	25
Vicious Mongrel	12	Mongrel dog meat	8	140	25	15	Immune	0	25
Alpha Vicious Mongrel	20	Mongrel dog meat	8	210	30	15	Immune	0	35
Feral Mongrel	20	Mongrel dog meat	8	210	30	15	Immune	0	35
Alpha Feral Mongrel	30	Mongrel dog meat	8	275	40	20	Immune	0	50
Albino Mongrel	30	Mongrel dog meat	8	275	40	20	Immune	0	50
Alpha Albino Mongrel	40	Mongrel dog meat	8	380	50	25	Immune	0	65
Rabid Mongrel	40	Mongrel dog meat	8	380	50	25	Immune	0	65
Alpha Rabid Mongrel	40	Mongrel dog meat	8	500	60	35	Immune	0	75
Glowing Mongrel	50	Mongrel dog meat	8	425	60	35	Immune	0	80
Alpha Glowing Mongrel	50	Mongrel dog meat	8	425	60	35	Immune	0	90

DEATHCLAWS



Deathclaws are among the most dangerous foes you're likely to encounter. They're incredibly fast, well armored, and capable of dealing tremendous damage. A Deathclaw's belly is the closest thing it has to a weak spot, but it's very difficult to target once the beast gets up to speed. Deathclaws can throw clods of dirt from a distance, but they're far more dangerous up close. In addition to their powerful melee strikes, Deathclaws will lift their prey into the air before slamming them into the ground.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	POISON RESISTANCE	DAMAG
Deathclaw	22	Deathclaw hand, Deathclaw Meat	10	510+	100	250	Immune	250	60
Alpha Deathclaw	31	Deathclaw hand, Deathclaw Meat	10	800+	150	300	Immune	250	75
Glowing Deathclaw	41	Deathclaw hand, Deathclaw Meat	10	1000+	200	350	Immune	250	90
Deathclaw Matriarch	51	Deathclaw hand, Deathclaw Meat	10	760+	225	375	Immune	250	105
Savage Deathclaw	61	Deathclaw hand, Deathclaw Meat	10	910+	250	400	Immune	250	120
Albino Deathclaw	71	Deathclaw hand, Deathclaw Meat	10	1060+	275	400	Immune	250	135
Chameleon Deathclaw	81	Deathclaw hand, Deathclaw Meat	10	1210+	300	400	Immune	250	150
Mythic Deathclaw	91+	Deathclaw hand, Deathclaw Meat	10	1360+	300	400	Immune	250	175

Deathclaws have very high energy resistance, so it's usually best to stick with heavy guns and powerful ballistic rifles. Try to cripple one of the creature's legs, then concentrate your fire on its belly as it limps toward you.

FERAL GHOULS

FERAL GHOUL
FERAL GHOUL ROAMER
FERAL GHOUL STALKER
FERAL GHOUL REAVER
WITHERED FERAL GHOUL
GANGRENOUS FERAL GHOUL
ROTTING FERAL GHOUL
CHARRED FERAL GHOUL

Feral Ghouls come in a variety of sizes and shapes, but they all share a singular purpose: to attack and consume any available prey. From a distance, these shambling creatures can seem almost docile—in fact, you'll often find them lying motionless or partially buried. Once Feral Ghouls spot a potential target, however, few enemies can match the pure ferocity shown by a swarm of these foes.

Feral Ghouls use lunging strikes to deal direct damage, but each successful hit also inflicts a small amount of radiation damage. A suppressed long-range weapon is often the safest way to thin a group of Feral Ghouls. If you find yourself surrounded by multiple targets, it's generally best to use the most powerful rapid-fire weapon in your arsenal. But avoid using weapons that deal radiation damage, as each successful hit will heal a wounded Feral Ghoul.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	POISON RESISTANCE	DAMAG
Feral Ghoul	3	—	2	35	10	20	1000	200	—
Feral Ghoul Roamer	9	—	2	120	15	30	1000	200	15
Feral Ghoul Stalker	15	—	2	200	30	45	1000	50	30
Feral Ghoul Reaver	22	—	2	290	40	60	1000	200	40
Withered Feral Ghoul	32	—	3	350	50	75	1000	200	50
Gangrenous Feral Ghoul	42	—	3	500	60	90	1000	200	65
Rotting Feral Ghoul	52	—	4	700	70	100	1000	200	75
Charred Feral Ghoul	62+	—	5	855+	75	110	1000	200	85

Glowing Ones

GLOWING ONE
PUTRID GLOWING ONE
BLOATED GLOWING ONE

Glowing Ones are particularly dangerous Feral Ghoul variants. In addition to their lunging strikes, these creatures emit enough radiation to damage vulnerable targets from several feet away. This radiation also heals nearby Feral Ghouls, and Glowing Ones can even revive recently killed allies. Like Feral Ghouls, Glowing Ones are healed by radiation. Focusing your attacks on a Glowing One's legs can help you keep your distance, but it's best to finish them off as quickly as possible.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	POISON RESISTANCE	DAMAG
Glowing One	22	—	3	350	40	80	1000	200	40
Putrid Glowing One	40	—	4	650	75	150	1000	200	75
Bloated Glowing One	58	—	5	400	40+	80+	1000	200	35

MIRELURKS

Standard Mirelurks

MIRELURK HATCHLING
SOFTSHELL MIRELURK
MIRELURK
MIRELURK RAZORCLAW
MIRELURK KILLCLAW
GLOWING MIRELURK

Standard Mirelurks are large, crablike creatures with thick armor and powerful claws. They can sometimes be out in the open, but they're often lurking underwater or partially buried along the shoreline. A headshot is the best way to damage a Mirelurk, but due to their posture, it's often difficult to land a successful hit. In many cases, it's best to equip a powerful shotgun, wait for a Mirelurk to charge, then fire as many shots as you can manage as the creature raises it's head. Otherwise, focus your fire on a Mirelurk's legs. Above all, avoid targeting a Mirelurk's back—this protective shell can absorb massive amounts of damage.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	POISON RESISTANCE	DAMAG
Mirelurk Hatchling	1	—	4	3	0	0	0	0	?
Softshell Mirelurk	5	Mirelurk Meat	3	100	45	40	Immune	0	25
Mirelurk	12	Mirelurk Meat	3	160	60	50	Immune	0	40
Mirelurk Razorclaw	18	Mirelurk Meat	3	215	100	85	Immune	0	65
Mirelurk Killclaw	26	Mirelurk Meat	3	380	125	100	Immune	0	75
Glowing Mirelurk	34	Mirelurk Meat	3	500	150	125	Immune	0	100

Mirelurk Hatchlings only appear when you step on their eggs. They're extremely weak, but they can be a nuisance in the heat of battle. Whenever possible, shoot nearby eggs to prevent Mirelurk Hatchlings from joining the battle.

Mirelurk Hunters

MIRELURK HUNTER
GLOWING MIRELURK HUNTER
ALBINO MIRELURK HUNTER

Mirelurk Hunters have fairly powerful melee strikes, but the acid they spit is a much greater threat. These projectile attacks can be difficult to anticipate, but you have a decent chance of avoiding them as long as you keep moving. Mirelurk Hunters have less armor than the standard Mirelurks, but their claws are difficult to damage. Focus your attacks on a Hunter's head or legs to chip away at its health.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	POISON RESISTANCE	DAMAG
Mirelurk Hunter	24	Mirelurk Meat	9	410+	85+	85+	Immune	200	60
Glowing Mirelurk Hunter	34	Mirelurk Meat	9	510	95	95	Immune	200	70
Albino Mirelurk Hunter	46+	Mirelurk Meat	9	410+	90+	90+	Immune	200	90

Mirelurk Elites

MIRELURK KING
MIRELURK DEEP KING
GLOWING MIRELURK KING
MIRELURK QUEEN
MIRELURK SPAWN

Mirelurk Kings can deal significant damage, but it's their devastating Sonic Attack that makes them truly dangerous. Luckily, these shriekers are relatively easy to sidestep. Mirelurk Kings also have the ability to vanish. The effect only lasts a short time, but it can be difficult to keep track of your target. Aim for a Mirelurk King's head to deal maximum damage.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	POISON RESISTANCE	DAMAG
Mirelurk King	30	--	7	350	95	250	Immune	250	75
Mirelurk Deep King	40	--	8	400	110	275	Immune	250	35
Glowing Mirelurk King	50+	--	9	400+	110+	275+	Immune	250	45
Mirelurk Queen	50	Mirelurk Queen Meat (5)	10	1000	150	200	Immune	Immune	150
Mirelurk Spawn	1	--	4	3	0	0	0	0	10

Mirelurk Queens are massive, and their acid spray makes them effective at a fairly long range. Sidestepping usually allows you to dodge the initial attack, but make sure to avoid stepping in the resulting acid puddles. Additionally, Queens release swarms of Mirelurk Spawn during combat. It's generally best to simply bombard a Mirelurk Queen with your best heavy weapon. Each time a new wave of Mirelurk Spawn appears, clear them out with an automatic weapon before resuming your attacks on the Queen.

MUTATED ANIMALS

Mole Rats

MOLE RAT
RABID MOLE RAT
GLOWING MOLE RAT
MOLE RAT BROOD MOTHER

Mole Rats are among the weaker creatures you'll encounter in the wild, but they can be surprisingly dangerous in groups. These pests burrow underground, relocate, and spring up for a sudden attack. This behavior not only hinders your ability to target a Mole Rat, but it also makes it difficult to gauge the extent of a Mole Rat infestation.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	POISON RESISTANCE	DAMAG
Mole Rat	1	Mole Rat Meat	4	15	0	0	Immune	0	5
Rabid Mole Rat	7	Mole Rat Meat	4	50	10	10	Immune	0	1
Glowing Mole Rat	14	Mole Rat Meat	4	100	15	15	Immune	0	20
Mole Rat Brood Mother	21	Mole Rat Meat	4	230	25	25	Immune	0	35

Bites from Rabid Mole Rats fester, causing damage over time. Glowing Mole Rats emit hazardous radiation fields, and Mole Rat Brood Mothers are the most powerful of the bunch, but all Mole Rat variants are vulnerable to headshots. When facing these enemies, keep moving to avoid being surrounded and improve your chances of dodging surprise attacks.

Radstags

RADSTAG YEARLING
RADSTAG DOE
RADSTAG
ALBINO RADSTAG
RABID RADSTAG
GLOWING RADSTAG

Lesser Radstags flee at the first sign of danger, but Albino Radstags, Rabid Radstags, and Glowing Radstags are considerably more aggressive. Radstags use their hooves and antlers to deal the bulk of their damage, but each hit that lands also inflicts a small amount of radiation damage.

Radstags are far from the fiercest creatures you'll encounter, and most of them are easily avoided. They are, however, a reliable source of Radstag Meat and Radstag Hides. Use a long-range rifle to take them by surprise, and aim for a Radstag's right head to inflict maximum damage.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	POISON RESISTANCE	DAMAG
Radstag Yearling	1	Radstag Mear, Radstag Hide	10	40	10	20	Immune	0	5
Radstag Doe	4	Radstag Mear, Radstag Hide	10	60	10	20	Immune	0	10
Radstag	10	Radstag Mear, Radstag Hide	10	100	10	20	Immune	0	20
Albino Radstag	16	Radstag Mear, Radstag Hide	10	150	20	40	Immune	0	30
Rabid Radstag	24	Radstag Mear, Radstag Hide	10	250	30	60	Immune	100	45
Glowing Radstag	32	Radstag Mear, Radstag Hide	10	325	35	70	Immune	0	60

Yao Guai

STUNTED YAO GUAI
YAO GUAI
SHAGGY YAO GUAI
GLOWING YAO GUA
ALBINO YAO GUAI
RABID YAO GUAI
DUSKY YAO GUAI

Yao Guai are strong, durable, and fiercely territorial. They're capable of absorbing massive amounts of damage, and their powerful strikes can be difficult to survive. These bearlike creatures are also surprisingly fast. Mines can be effective if you have a chance to prepare for a Yao Guai encounter. Otherwise, ready your most trusted weapon and prepare for a tough fight. Aiming for the head will grant a minor damage boost, but it's often best to focus your fire on a Yao Gaui's legs.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	POISON RESISTANCE	DAMAG
Stunted Yao Guai	16	Yao Guai Meat, Yao Guai Hide	14	350	40	25	0	55	50
Yao Guai	26	Yao Guai Meat, Yao Guai Hide	13	550	60	40	Immune	60	100
Shaggy Yao Guai	36	Yao Guai Meat, Yao Guai Hide	15	700	75	55	Immune	70	130
Glowing Yao Guai	46	Yao Guai Meat, Yao Guai Hide	13	900	90	60	Immune	80	165
Albino Yao Guai	56	Yao Guai Meat, Yao Guai Hide	13	1000	100	70	Immune	90	175
Rabid Yao Guai	66	Yao Guai Meat, Yao Guai Hide	14	1100	100	85	Immune	100	185
Dusky Yao Guai	76+	Yao Guai Meat, Yao Guai Hide	15	1175+	100	100	Immune	125	200

MUTATED INSECTS

Bloatflies

BLOATFLY
BLACK BLOATFLY
FESTERING BLOATFLY
GLOWING BLOATFLY

Bloatflies are among the few wild creatures that use ranged attacks as their primary source of damage. They're not very durable, but their small size and erratic movements can make them troublesome. Whenever possible, use VATS to improve your chances of landing effective shots.

In addition to standard damage, each Bloatfly attack inflicts a small amount of radiation damage. Sidestepping should allow you to avoid the bulk of a Bloatfly's attacks, but doing so also makes it more difficult to keep your weapon aimed at such a small target.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	POISON RESISTANCE	DAMAG
Bloatfly	1	Bloatfly Meat, Bloadfly Gland	3	10	6	15	Immune	20	7 (Rad)
Black Bloatfly	9	Bloatfly Meat, Bloadfly Gland	3	50	20	35	Immune	20	7 (Rad)
Festering Bloatfly	17	Bloatfly Meat, Bloadfly Gland	3	25	25	45	Immune	20	7 (Rad)
Glowing Bloatfly	27	Bloatfly Meat, Bloadfly Gland	3	195	30	55	Immune	20	7 (Rad)

Bloodbugs

BLOODBUG HATCHLING
BLOODBUG
RED WIDOW BLOODBUG
INFECTED BLOODBUG
GLOWING BLOODBUG
VAMPIRIC BLOODBUG

Despite their frail appearance, Bloodbugs can withstand a considerable amount of damage. They're also fast and extremely aggressive, making them particularly dangerous in large groups. Short-range strikes account for the bulk of a Bloodbug's damage, but these creatures will occasionally latch on to you and drain a fair amount of blood. Once this happens, there's a good chance the Bloodbug will spit the blood back in your face, temporarily obscuring your vision. Consider using VATS whenever you face these flying insects.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	POISON RESISTANCE	DAMAG
Bloodbug Hatchling	2	Bloodbug Proboscis	10	20	5	5	Immune	0	8
Bloodbug	10	Bloodbug Proboscis	10	120	15	15	Immune	0	25
Red Widow Bloodbug	18	Bloodbug Proboscis	10	240	30	30	Immune	0	35
Infected Bloodbug	26	Bloodbug Proboscis	10	350	40	40	Immune	0	45
Glowing Bloodbug	34	Bloodbug Proboscis	10	400	40	60	Immune	0	40
Vampiric Bloodbug	42+	Bloodbug Proboscis	10	450+	50	50	Immune	0	60

Radroaches

RADROACH
GLOWING RADROACH

Even in groups, Radroaches don't pose much of threat. Each hit a Radroach lands does inflict a bit of radiation damage, but they're relatively slow and extremely fragile.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	POISON RESISTANCE	DAMAG
Radroach	1	Radroach Meat	4	3	0	0	Immune	0	2
Glowing Radroach	5	Radroach Meat	4	15	0	0	Immune	0	3

Radscorpions

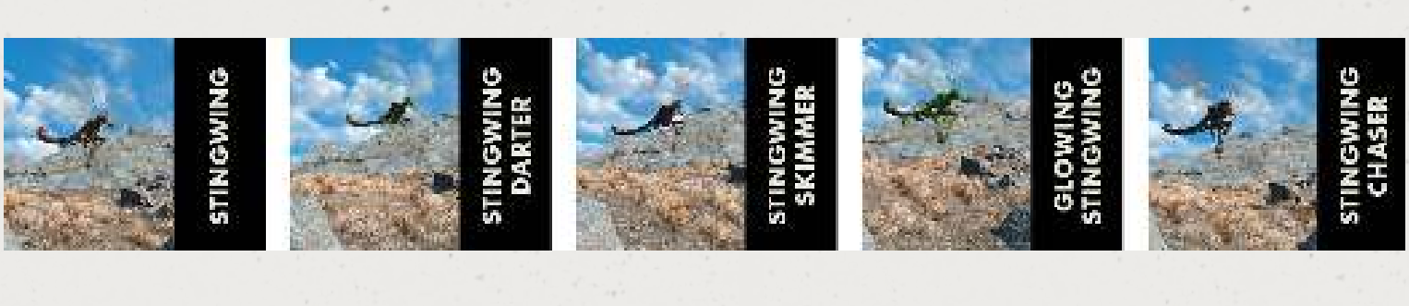
RADSCORPION
RADSCORPION HUNTER
GLOWING RADSCORPION
ALBINO RADSCORPION
RADSCORPION STALKER
RADSCORPION PREDATOR
DEATHSKULL RADSCORPION

A single Radscorpion is formidable, but these creatures often hunt in packs. Radscorpions are able to burrow underground, usually hiding for several seconds at a time. Their powerful strikes inflict bonus radiation damage, and stingers at the end of their tails can inject foes with poison. They move very quickly for creatures of their size, and they boast a considerable amount of health.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	POISON RESISTANCE	DAMA
Radscorpion	14	Radscorpion Meat	9	250	35	20	Immune	200	30
Radscorpion Hunter	22	Radscorpion Meat	9	350	45	25	Immune	200	35
Glowing Radscorpion	30	Radscorpion Meat	10	450	75	45	Immune	200	45
Albino Radscorpion	38	Radscorpion Meat	11	675	100	60	Immune	200	60
Radscorpion Stalker	46	Radscorpion Meat	11	850	120	85	Immune	200	90
Radscorpion Predator	54	Radscorpion Meat	11	950	135	100	Immune	250	100
Deathskull Radscorpion	64+	Radscorpion Meat	12	1115+	150	120	Immune	300	115

Radscorpions are vulnerable to headshots, but it takes a powerful weapon to finish even a low-level Radroach with a single shot. At short range, combat shotguns and powerful melee weapons are both good options.

Stingwings



Stingwings tend to circle their targets, darting in to inject them with poison every few seconds. Using VATS is often the best way to deal with these flying insects.

NAME	LEVEL	INVENTORY	PERCEPTION	BASE HEALTH	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	POISON RESISTANCE	DAMAG
Stingwing	10	Stingwing Meat	9	50	20	30	Immune	200	20
Stingwing Darter	18	Stingwing Meat	10	65	30	45	Immune	200	30
Stingwing Skimmer	30	Stingwing Meat	10	110	40	60	Immune	200	40
Glowing Stingwing	42	Stingwing Meat	10	140	50	75	Immune	200	50
Stingwing Chaser	54+	Stingwing Meat	11	265+	60	90	Immune	200	70

HELPFUL HINT FROM VAULT BOY!

All Stingwing attacks reduce Perception and Agility by 5 points for 4 seconds.

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Choosing a Weapon

Range, accuracy, and overall damage are obviously important, but when it comes to choosing a weapon, there are a lot of other factors to consider. How much does a weapon weigh? How easy is it to acquire? What type of ammo does it use? How can it be modified? The list goes on. Maintaining a large arsenal is the best way to ensure you're prepared for any encounter.

Your own status is one of the most important things to consider when choosing a weapon. Your S.P.E.C.I.A.L. ranks significantly affect how a weapon performs. Strength determines the damage done by all melee weapons and punching weapons. Perception, Agility, and Luck all play a role in how well a weapon performs in V.A.T.S. However, your active perks will often determine which weapons prove most useful in a fight.

Perks like Bloody Mess, Four Leaf Clover, and Better Criticals improve the usefulness of all weapons. Some perks improve performance against specific targets or in specific situations. However, there are a few key perks that serve to divide weapons into seven distinct categories:

- Non-Automatic Pistols: Includes all weapons that benefit from the Gunslinger perk.
- Non-Automatic Rifles: Includes all weapons that benefit from the Rifleman perk.
- Automatic Weapons: Includes all weapons that benefit from the Commando perk.
- Heavy Guns: Includes all weapons that benefit from the Heavy Gunner perk.
- Melee Weapons: Includes all weapons that benefit from the Big Leagues perk.
- Punching Weapons: Includes all weapons that benefit from the Iron Fist perk.
- Explosives: Includes all weapons that benefit from the Demolition Expert perk.

Each time you select or modify a weapon, consider whether it takes advantage of your active perks. Conversely, if you happen to find a particularly useful weapon, be mindful of any previously overlooked perks that could improve its performance in battle.

HELPFUL HINT FROM VAULT BOY!

Weapon Stats

Weapon stats can vary based on your S.P.E.C.I.A.L ranks, active **perks**, and any **mods** that are currently attached to the item in question. The details provided here apply to standard weapon configurations as wielded by an adventurer with a rank of 4 in all **S.P.E.C.I.A.L.** categories and no damage-enhancing **perks**.

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Guns

Weapon Frames

Nearly every available gun is essentially a selection of mods attached to a weapon frame. Other mods might better suit your needs, but even a seemingly underpowered gun can offer a weapon frame that belongs in your collection. It's also important to note that many guns can be modified to fit into different weapon categories. A non-automatic combat rifle is easily converted to an automatic weapon. Plasma guns can be modified to serve as anything from non-automatic pistols to heavy guns. When deciding whether a gun is worth using, consider all the possibilities its weapon frame offers.

POSSIBLE GUN CONVERSIONS

WEAPON FRAME	NON-AUTOMATIC PISTOL	NON-AUTOMATIC RIFLE	AUTOMATIC WEAPON	HEAVY GUN
.44	👍	👎	👎	👎
10 mm	👍	👎	👍	👎
Alien Blaster	👍	👎	👎	👎
Assault Rifle	👍	👍	👍	👎
Broadsider	👎	👎	👎	👍
Combat Rifle	👎	👍	👍	👎
Combat Shotgun	👎	👍	👍	👎
Cryolator	👎	👎	👎	👍
Deliverer	👍	👎	👎	👎
Double-Barrel Shotgun	👎	👍	👎	👎
Fat Man	👎	👎	👎	👍
Flamer	👎	👎	👎	👍
Gamma Gun	👍	👎	👍	👎
Gatling Laser	👎	👎	👎	👍
Gauss Rifle	👎	👍	👎	👎
Hunting Rifle	👎	👍	👎	👎
Institute Laser	👍	👍	👍	👎
Junk Jet	👎	👎	👎	👍
Laser Gun	👍	👍	👍	👎
Laser Musket	👎	👍	👎	👎
Minigun	👎	👎	👎	👍
Missile Launcher	👎	👎	👎	👍
Pipe Bolt-Action	👍	👍	👎	👎
Pipe Gun	👍	👍	👍	👎
Pipe Revolver	👍	👍	👎	👎
Plasma Gun	👍	👍	👍	👍
Railway Rifle	👎	👍	👍	👎
Submachine Gun	👎	👎	👍	👎
Syringer	👎	👍	👎	👎

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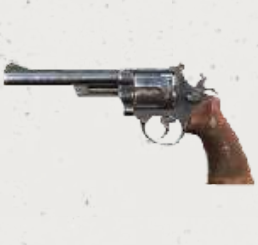
Non-Automatic Pistols

In addition to dedicated non-automatic pistols like the .44, Alien Blaster, and Deliverer, you'll find numerous weapon frames that can benefit from any investments you make in the Gunslinger perk.



.44

Standard Model: .44 Pistol

Damage:48 (ballistic)

Ammo:.44

Fire Rate:6

Range:119

Accuracy:66

Weight:5.2

Value:99

The .44 doesn't have as many customization options as most pistol frames, but these no-nonsense firearms boast considerable ballistic damage. For old-fashioned stopping power in a conveniently small package, it's hard to beat a heavily modified .44 pistol. These pistols are relatively common, and they can be found or purchased throughout the Commonwealth. They're also fairly popular with the Commonwealth's criminal element and can often be found on the bodies of slain Triggermen.

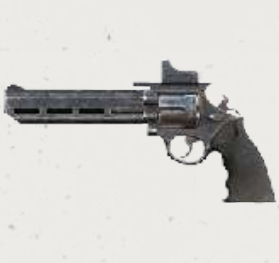
ATTACHED MODS

Standard receiver

Standard barrel

Standard grip

Standard sights



TACTICAL ADVANCED .44 PISTOL

Damage: 48 (ballistic)

Ammo: .44

Fire Rate: 7

Range: 119

Accuracy: 73

Weight: 6.4

Value: 198

If you're looking for a pistol with stopping power, you're looking for the tactical advanced .44 pistol! Scopes are great for dealing with distant threats, but when enemies are closing in, the last thing you want to do is limit your field of vision. Balanced for both sighted and hip-fire accuracy, this hand-cannon is perfect for dealing with fast-approaching hostiles.

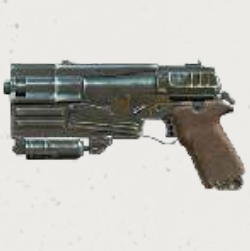
ATTACHED MODS

Advanced receiver

Bull barrel

Comfort grip

Reflex sight



10 MM

Standard Model: Long 10-Mm Pistol

Damage: 18 (ballistic)

Ammo: 10 mm

Fire Rate: 46

Range: 119

Accuracy: 61

Weight: 4.2

Value: 53

The 10-mm weapon frame is fairly common, making it a popular choice among new adventurers. It isn't the most powerful base for a sidearm, but a heavily modified 10-mm pistol offers reliable damage with a comparatively high rate of fire.

There are multiple 10-mm pistols located in and around Vault 111, but you're sure to find many more scattered throughout the Commonwealth.

ATTACHED MODS

Standard receiver

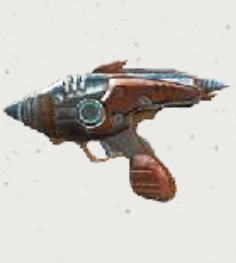
Long barrel

Standard grip

Standard magazine

Standard sights

No muzzle



ALIEN BLASTER

Standard Model: Alien Blaster Pistol

Damage: 50 (energy)

Ammo: Alien Blaster Round

Fire Rate: 100

Range: 119

Accuracy: 73

Weight: 2.5

Value: 1551

The Alien Blaster pistol is powerful, but it's also very rare, and anyone lucky enough to find one is likely to have trouble maintaining a supply of Alien Blaster rounds. Luckily, it can be modified to accept standard fusion cells.

This weapon is carried only by Aliens, so you'd do well to search any UFO crash sites you spot.

ATTACHED MODS

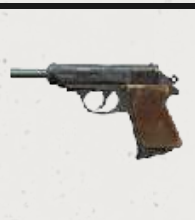
Short barrel

Standard grip

Standard mag

Standard sights

DELIVERER



Standard Model: Deliverer

Damage: 25 (ballistic)

Ammo: 10 mm

Fire Rate: 66

Range: 119

Accuracy: 61

Weight: 4.4

Value: 158

Using the same ammunition as the 10-mm pistol, the Deliverer outperforms comparably modified 10-mm pistols in almost every area. This unique weapon frame cannot accommodate a scope, however, so accuracy can be a bit of an issue at medium to long ranges.

The Deliverer is rewarded for completing The Railroad Quest: Tradecraft. By default, this weapon is equipped with a suppressor and a shorter barrel, but its remaining mod slots contain standard parts.

ATTACHED MODS

Standard receiver

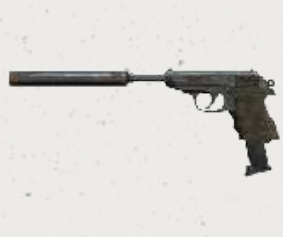
Extended barrel

Standard grip

Standard mag

Standard sights

No muzzle



DELIVERER

Damage: 43 (ballistic)

Ammo:10 mm

Fire Rate:99

Range:89

Accuracy: 71

Weight: 6.9

Value: 479

This modified Deliverer may lack the bells and whistles found on other similar weapons, but no other suppressed pistol can squeeze so much damage from a 10-mm round. When you need to keep your enemies close and your gunfire quiet, it's hard to beat this handy pistol.

ATTACHED MODS

Advanced receiver

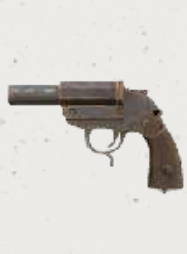
Extended barrel

Sharpshooter's grip

Large quick-eject mag

Glow sights

Suppressor



FLARE GUN

Damage: 110 (radiation)

Ammo: Flare

Fire Rate: 3

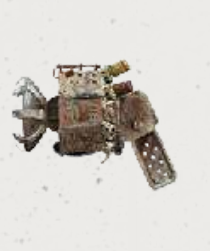
Range:146

Accuracy:74

Weight:2

Value:50

The flare gun cannot be modified, but this non-automatic pistol isn't designed to deal direct damage. Instead, it summons nearby Minutemen to the area. Firing a flare directly at an enemy will cause a small amount of damage, but virtually every other weapon will yield better results in the heat of battle. You acquire the flare gun from Preston Garvey upon completing The Minutemen Quest: The First Step.



GAMMA GUN

Standard Model: Gamma Gun

Damage: 110 (radiation)

Ammo: Gamma Round

Fire Rate: 66

Range: 119

Accuracy: 69

Weight: 3.0

Value: 156

Even in their most basic form, gamma guns boast considerable radiation damage. Of course, this rare feature means most gamma guns have little effect on robots, Ghouls, Super Mutants, and the majority of wild creatures that plague the Commonwealth. However, most human enemies have limited Radiation Resistance. Even the most robust humans can often be defeated with several blasts from a properly modified gamma gun.

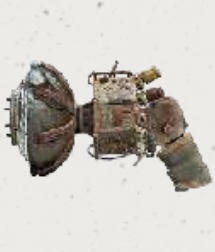
Gamma guns are popular with the Children of Atom. Whenever you defeat a group of these fanatics, you're likely to find at least one gamma gun among their possessions.

ATTACHED MODS

Standard dish

Standard grip

No muzzle



SHARPSHOOTER'S GAMMA GUN

Damage:40 (energy), 160 (radiation)

Ammo: Gamma Round

Fire Rate:66

Range:203

Accuracy:73

Weight:5.1

Value:292

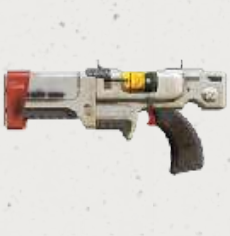
This radiological wonder is the top choice of gamma gun enthusiasts—and for good reason! With this weapon, each blast of radiation also deals a good amount of energy damage. For maximum damage, hold the trigger to charge each shot before firing. Overwhelm vulnerable targets as you hedge your bets against radiation-immune critters. Put those gamma rounds to good use!

ATTACHED MODS

Deep dish

Sharpshooter's grip

Electric signal carrier antennae



INSTITUTE LASER (PISTOL)

Standard Model: Institute Pistol

Damage: 15 (energy)

Ammo: Fusion Cell

Fire Rate: 66

Range:71

Accuracy:70

Weight:3.9

Value:50

ATTACHED MODS

Standard capacitor

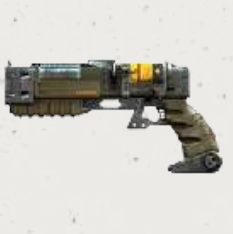
Short barrel

Standard grip

Standard sights

No muzzle

Compared to similarly equipped laser guns, Institute lasers offer a superior rate of fire at the cost of per-shot damage. Even in pistol form, these energy weapons are highly customizable. More importantly, however, they're fairly common. Check the bodies of fallen synths to yield quite the collection of Institute laser weapons.



LASER GUN (PISTOL)

Standard Model: Laser Pistol

Damage: 24 (energy)

Ammo: Fusion Cell

Fire Rate: 50

Range: 71

Accuracy: 71

Weight: 3.9

Value: 66

Compared to similarly modified Institute laser weapons, laser guns offer superior damage with a lower rate of fire. They can be found throughout the Commonwealth, but they're particularly popular with the Brotherhood of Steel.

ATTACHED MODS

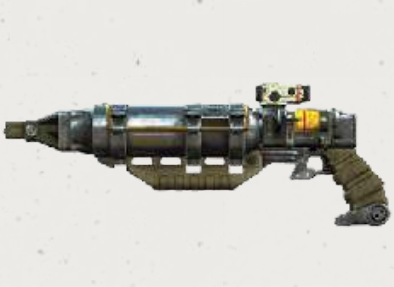
Standard capacitor

Short barrel

Standard grip

Standard sights

No muzzle



RECON OVERCHARGED LASER PISTOL

Damage: 72 (energy)

Ammo: Fusion Cell

Fire Rate:50

Range:263

Accuracy:105

Weight:7.3

Value:204

This highly modified energy pistol is like a long-range rifle you can hold in one hand! Use its high-tech scope to identify and track your targets, then deliver energy damage with laser beams that are both powerful and accurate! For maximum damage, allow the weapon to recharge between shots. Utilize rapid trigger-pulls to pepper your targets with a series of reduced-damage beams.

ATTACHED MODS

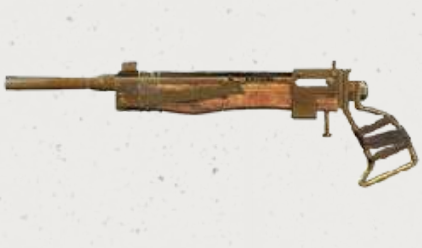
Overcharged capacitor

Improved sniper barrel

Sharpshooter's grip

Long recon scope

Fine-tuned beam focuser



PIPE BOLT-ACTION

Standard Model: Pipe Bolt-Action Pistol

Damage: 34 (ballistic)

Ammo: .308

Fire Rate: 2

Range: 131

Accuracy: 64

Weight: 3.9

Value: 33

The pipe bolt-action weapon frame may not perform as well as other high-caliber options, but it's remarkably versatile and easily acquired. These makeshift guns are often carried by settlers and low-level enemies, but you'll find many pipe bolt-action weapons scattered throughout the Commonwealth.

ATTACHED MODS

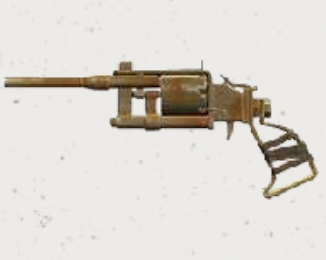
Standard receiver

Short barrel

Standard grip

Standard sights

No muzzle



PIPE REVOLVER

Standard Model: Pipe Revolver Pistol

Damage: 24 (ballistic)

Ammo: .45

Fire Rate: 6

Range: 119

Accuracy: 63

Weight: 5.2

Value: 27

The pipe revolver weapon frame is another low-tech option for self-defense. They lack the power of manufactured weapons, but they're fairly versatile and easy to acquire. Like other makeshift firearms, pipe revolvers are commonly carried by settlers and low-level enemies.

ATTACHED MODS

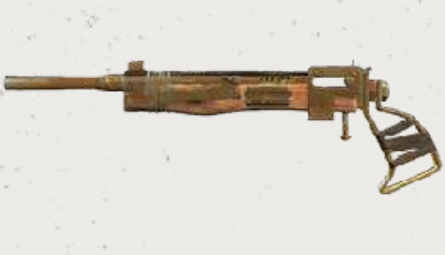
Standard receiver

Short barrel

Standard grip

Standard sights

No muzzle



PIPE GUN

Standard Model: Pipe Pistol

Damage: 13 (ballistic)

Ammo: .38

Fire Rate: 55

Range: 119

Accuracy: 58

Weight: 2.8

Value: 22

This admittedly humble weapon frame is best used to fill gaps in a new adventurer's arsenal. Like other makeshift firearms, pipe guns are inexpensive, versatile, and commonly carried by settlers and low-level enemies.

ATTACHED MODS

Standard receiver

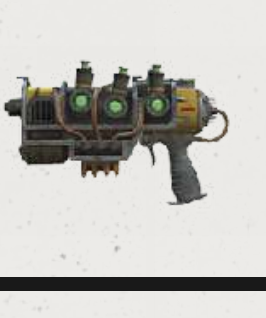
Short barrel

Standard grip

Standard magazine

Standard sights

No muzzle



PLASMA GUN(PISTOL)

Standard Model: Plasma Pistol

Damage: 24 (ballistic), 24 (energy)

Ammo: Plasma Cartridge

Fire Rate: 33

Range: 119

Accuracy: 142

Weight: 3.9

Value: 123

ATTACHED MODS

Standard capacitor

Short barrel

Standard grip

Standard sights

Plasma guns combine ballistic damage and energy damage, making these weapons very powerful and effective against most targets. Unfortunately, they're also quite rare, and it can be difficult to maintain a supply of the plasma cartridges they require.

For the most part, these weapons are only found on particularly formidable enemies. But once you acquire a plasma gun, you'll see it's one of the most powerful and versatile weapons in your arsenal.

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Guns

Non-Automatic Rifles

Non-automatic rifles tend to offer better accuracy and per-shot damage than pistols and automatic weapons. Most non-automatic rifles can be equipped with scopes to benefit from all three ranks of the Sniper perk. Most importantly, non-automatic rifles are affected by any investments you make in the Rifleman perk.

ASSAULT RIFLE

Standard Model: Short Assault Rifle

Damage: 30 (ballistic)

Ammo: 5.56

Fire Rate: 40

Range: 119

Accuracy: 72

Weight: 13.1

Value: 144

The standard assault rifle offers a nice balance of power and accuracy, making it a good choice in a variety of combat scenarios. Many of its available mods make this weapon particularly well suited to automatic fire, but a properly modified assault rifle can be turned into a serviceable sniper rifle with great ammo capacity and a comparatively high rate of fire.

Assault rifles are often carried by higher-level Super Mutants, but they can be found throughout the Commonwealth.

ATTACHED MODS

Standard receiver

Short barrel

Short stock

Standard magazine

Standard sights

No muzzle

COMBAT RIFLE

Standard Model: Short Combat Rifle

Damage: 33 (ballistic)

Ammo: .45

Fire Rate: 33

Range: 119

Accuracy: 70

Weight: 11.1

Value: 117

Standard combat rifles use .45 ammo to offer slightly higher damage than assault rifles but with a lower rate of fire and a minor drop in accuracy. Like assault rifles, however, combat rifles can be modified to meet a wide variety of offensive needs.

These weapons are particularly popular with Gunners, but they're commonly carried by higher-level enemies.

ATTACHED MODS

Standard receiver

Short barrel

Short stock

Standard magazine

Standard sights

No muzzle

COMBAT SHOTGUN

Standard Model: Short Combat Shotgun

Damage: 50 (ballistic)

Ammo: Shotgun Shell

Fire Rate: 20

Range: 47

Accuracy: 23

Weight: 11.1

Value: 87

Combat shotguns deal significant damage, but they do so at the cost of accuracy and range. This isn't necessarily a bad thing. The wide spread from each shot can make it much easier to hit fast-moving targets—as long as they're relatively close. Even standard models can be effective, but a heavily modified combat shotgun offers enough firepower to overwhelm most targets in seconds.

ATTACHED MODS

Standard receiver

Short barrel

Short stock

Standard magazine

Standard sights

No muzzle

RECOIL COMPENSATED ADVANCED COMBAT SHOTGUN

Damage:87 (ballistic)

Ammo:Shotgun Shell

Fire Rate:26

Range:53

Accuracy:54

Weight:22.3

Value:245

Whether you're surrounded by persistent pests or facing off against one formidable foe, this heavily modified combat shotgun can be a real lifesaver. When your back is to the wall and enemies are closing in, you don't need range—you need power! Increased ammo capacity means less-frequent reloads, but the attached bayonet ensures that even an empty weapon can deal serious damage. You might be outnumbered, but that doesn't have to mean you're outgunned.

ATTACHED MODS

Advanced receiver

Long ported and shielded barrel

Recoil compensating stock

Quick-eject drum mag

Reflex sight (dot)

Large bayonet

DOUBLE-BARREL SHOTGUN

Standard Model: Short Double-Barrel Shotgun

Damage: 45 (ballistic)

Ammo: Shotgun Shell

Fire Rate: 36

Range: 47

Accuracy: 16

Weight: 9

Value: 39

Double-barrel shotguns are both powerful and plentiful, but they also require frequent reloads. This makes them less than ideal when you're outnumbered, but they're handy when a quick burst of damage is enough to end an encounter.

ATTACHED MODS

Standard receiver

Short barrel

Short stock

Standard sights

No muzzle

GAUSS RIFLE

Standard Model: Gauss Rifle

Damage: 110 (ballistic)

Ammo: 2-mm Electromagnetic Cartridge

Fire Rate: 66

Range: 191

Accuracy: 39

Weight: 15.8

Value: 228

Gauss rifles favor power over accuracy. Each shot must be charged for maximum damage, so this weapon is best used from the safety of cover. Most importantly, they're the only guns that utilize 2-mm electromagnetic cartridges. Depending on your ammo supply, a properly modified Gauss rifle can be a valuable addition to your arsenal.

ATTACHED MODS

Standard barrel

Standard stock

Half capacitors

Standard sights

No muzzle

HUNTING RIFLE

Standard Model: Short Hunting Rifle

Damage: 37 (ballistic)

Ammo: .308

Fire Rate: 3

Range: 131

Accuracy: 71

Weight: 9.6

Value: 55

This weapon frame features high damage and accuracy with a low rate of fire. Hunting rifles are fairly common, but these seemingly simple weapons can be converted into extremely powerful sniper rifles.

ATTACHED MODS

Standard receiver

Short barrel

Short stock

Standard magazine

Standard sights

No muzzle

RECON .50 SNIPER RIFLE

Damage: 64 (ballistic)

Ammo:.50

Fire Rate:4

Range:185

Accuracy:112

Weight:19.2

Value:212

Let's face it—it's not always best to go in with guns blazing. This hunting rifle has been modified to use powerful .50-caliber rounds and has great accuracy over long distances, which means you can put every shot right where you want it. The increased ammo capacity minimizes pesky reloads, and the attached suppressor will help keep your enemies guessing. Stick to the shadows, and this modern take on the classic sniper rifle will let you end a firefight before it starts.

ATTACHED MODS

.50 receiver

Long ported barrel

Marksman's stock

Large quick-eject mag

Long recon scope

Suppressor

INSTITUTE LASER

Standard Model: Short Institute Rifle

Damage: 15 (energy)

Ammo: Fusion Cell

Fire Rate: 66

Range: 71

Accuracy: 75

Weight: 4.8

Value: 67

One simple mod is all it takes to convert an Institute pistol to an Institute rifle. This versatility means that standard Institute rifles lack the raw power offered by dedicated rifle weapon frames. When you're looking to deal long-distance energy damage, however, a properly modified Institute laser certainly fits the bill.

ATTACHED MODS

Standard capacitor

Short barrel

Full stock

Standard sights

No muzzle

LASER GUN (RIFLE)

Standard Model: Short Laser Rifle

Damage: 24 (energy)

Ammo: Fusion Cell

Fire Rate: 50

Range: 71

Accuracy: 75

Weight: 4.5

Value: 77

Like Institute lasers, laser guns are easily converted between pistol form and rifle form. However, a heavily modified laser rifle offers excellent per-shot damage, making it particularly effective as an energy-based sniper rifle.

ATTACHED MODS

Standard capacitor

Short barrel

Short stock

Standard sights

No muzzle

LASER MUSKET

Standard Model: Short Laser Musket

Damage: 30 (energy)

Ammo: Fusion Cell

Fire Rate: 6

Range: 71

Accuracy: 70

Weight: 12.6

Value: 57

The standard laser musket isn't quite as accurate as other energy rifles, but it does offer more power due to a unique reload process. A laser musket must be cranked before firing. The standard capacitor allows for a maximum of two cranks, but more advanced laser muskets can accommodate up to six cranks. The result is a massive boost in per-shot damage with greatly increased ammo usage.

A slightly modified laser musket can be found just outside the Museum of Freedom.

ATTACHED MODS

Standard capacitor

Short barrel

Short stock

Standard sights

PIPE BOLT-ACTION

Standard Model: Short Pipe Bolt-Action Rifle

Damage: 34 (ballistic)

Ammo: .308

Fire Rate: 2

Range: 131

Accuracy: 71

Weight: 4.8

Value: 39

The pipe bolt-action weapon frame can be used to build a fairly powerful rifle, making it a good option for long-range damage until you can find a hunting rifle.

ATTACHED MODS

Standard receiver

Short barrel

Standard stock

Standard sights

No muzzle

PIPE GUN

Standard Model: Short Pipe Rifle

Damage: 13 (ballistic)

Ammo: .38

Fire Rate: 55

Range: 119

Accuracy: 69

Weight: 3.4

Value: 26

In rifle form, the pipe gun's true strength lies in its versatility. A few basic modifications should allow this weapon to fill gaps in your arsenal as you hunt down more powerful rifles.

ATTACHED MODS

Standard receiver

Short barrel

Standard stock

Standard magazine

Standard sights

No muzzle

PIPE REVOLVER

Standard Model: Short Pipe Revolver Rifle

Damage: 24 (ballistic)

Ammo: .45

Fire Rate: 6

Range: 119

Accuracy: 71

Weight: 6.4

Value: 32

Like other makeshift weapon frames, pipe revolvers are common and easily modified. It can't match the damage offered by more advanced rifles, but it's a good option for new adventurers.

ATTACHED MODS

Standard receiver

Short barrel

Standard stock

Standard sights

No muzzle

PLASMA GUN (RIFLE)

Standard Model: Short Plasma Rifle

Damage: 24 (ballistic), 24 (energy)

Ammo: Plasma Cartridge

Fire Rate: 33

Range: 119

Accuracy: 148

Weight: 4.8

Value: 154

With its combination of ballistic damage and energy damage, the plasma gun is one of the most powerful and versatile options for small-arms fire. A properly modified plasma gun offers excellent range, accuracy, and per-shot damage, making it a particularly good sniper rifle. It can't support a suppressor, but a long-range plasma rifle is a great way to kick off a firefight.

ATTACHED MODS

Standard capacitor

Short barrel

Standard stock

Standard sights

RECON OVERCHARGED PLASMA SNIPER RIFLE

Damage: 60 (ballistic), 60 (energy)

Ammo: Plasma Cartridge

Fire Rate: 33

Range: 233

Accuracy: 184

Weight: 8.1

Value: 397

When you want to send a message to your enemies, let this overcharged rifle do the talking. What this high-tech weapon lacks in subtlety, it more than makes up for in range, accuracy, and per-shot damage.

ATTACHED MODS

Overcharged capacitor

Improved sniper barrel

Recoil compensating stock

Long recon scope

RAILWAY RIFLE

Standard Model: Railway Rifle

Damage: 100 (ballistic)

Ammo: Railway Spike

Fire Rate: 10

Range: 119

Accuracy: 69

Weight: 14.4

Value: 290

The railway rifle is less accurate than most non-automatic rifles, but it's extremely powerful. This steam-powered weapon launches railway spikes capable of crippling limbs and impaling enemies. It makes for an effective long-range weapon—especially after a few modifications—but it excels at short-to-medium range combat.

The railway rifle is gained after completing The Railroad Quest: Underground Undercover.

ATTACHED MODS

Standard receiver

Short barrel

Standard stock

Standard sights

No muzzle

SYRINGER

Standard Model: Syringer Rifle

Damage: —

Ammo: Injectable

Fire Rate: 2

Range: 119

Accuracy: 72

Weight: 6.2

Value: 132

Rather than dealing direct damage, the Syringer is used to inflict your enemies with various effects. This weapon supports a wide variety of injectable ammo, all of which can be crafted at chemistry stations. Targets can be frenzied, paralyzed, weakened, poisoned, and more.

There are several Syringers scattered across the Commonwealth. They can be found in the Greater Mass Blood Clinic, Medford Memorial Hospital, Mass Bay Medical Center, Sandy Coves Convalescent Home, Parsons State Insane Asylum, and various other locations. Vault 81 contains a Syringer that's easily collected during Side Quest: Hole in the Wall.

ATTACHED MODS

Short barrel

Standard stock

Standard sights

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Guns

Automatic Weapons

The Commando perk affects all automatic pistols and automatic rifles. It does not have any effect on automatic heavy guns.

10 MM

Standard Model: Long 10-Mm Auto Pistol

Damage: 14 (ballistic)

Ammo: 10 mm

Fire Rate: 127

Range: 107

Accuracy: 49

Weight: 4.7

Value: 70

Even a heavily modified 10 mm offers limited ammo capacity, making it a poor choice for crowd control. But in short bursts, an automatic 10-mm pistol boasts impressive ballistic damage for a relatively compact weapon.

ATTACHED MODS

Automatic receiver

Long barrel

Standard grip

Standard magazine

Standard sights

No muzzle

ASSAULT RIFLE

Standard Model: Short Automatic Assault Rifle

Damage: 20 (ballistic)

Ammo: 5.56

Fire Rate: 113

Range: 107

Accuracy: 71

Weight: 14.6

Value: 182

Automatic assault rifles offer a good balance of fire rate and per-shot damage. An automatic assault rifle is particularly effective at close range. Aim low and maintain a steady stream of fire, allowing the recoil to "walk" your shots toward your target's head.

ATTACHED MODS

Automatic receiver

Short barrel

Short stock

Standard magazine

Standard sights

No muzzle

RECOIL COMPENSATED POWERFUL AUTOMATIC ASSAULT RIFLE

Damage:34 (ballistic)

Ammo:5.56

Fire Rate:113

Range:173

Accuracy:83

Weight:25.6

Value:445

Powerful, accurate, and tuned to minimize recoil, this customized assault rifle makes quick work of troublesome enemies. It offers a nice balance of fire rate and per-shot damage, and its impressive ammo capacity helps keep the bullets flying.

ATTACHED MODS

Powerful automatic receiver

Vented barrel

Recoil compensating stock

Quick-eject drum mag

Reflex sight (circle)

Muzzle break

COMBAT RIFLE

Standard Model: Short Automatic Combat Rifle

Damage: 22 (ballistic)

Ammo: .45

Fire Rate: 90

Range: 107

Accuracy: 67

Weight: 12.4

Value: 146

Compared to similarly modified assault rifles, automatic combat rifles offer better per-shot damage with slightly lower accuracy and a slower rate of fire. Combat rifles also lack the ammo capacity found in high-end assault rifles, but both guns make excellent automatic weapons.

ATTACHED MODS

Automatic receiver

Short barrel

Short stock

Standard magazine

Standard sights

No muzzle

COMBAT SHOTGUN

Standard Model: Short Automatic Combat Shotgun

Damage: 50 (ballistic)

Ammo: Shotgun Shell

Fire Rate: 23

Range: 35

Accuracy: 22

Weight: 12.4

Value: 112

Like most rapid-fire weapons, automatic combat shotguns offer a high rate of fire at the cost of per-shot damage. With a few modifications and a healthy supply of ammo, an automatic combat shotgun can be devastating in short-range firefights.

ATTACHED MODS

Automatic receiver

Short barrel

Short stock

Standard magazine

Standard sights

No muzzle

GAMMA GUN

Standard Model: Automatic Gamma Gun

Damage: 110 (radiation)

Ammo: Gamma Round

Fire Rate: 90

Range: 119

Accuracy: 67

Weight: 3.3

Value: 216

The automatic gamma gun delivers short bursts of rapid-fire radiation damage. It's ineffective against radiation-immune enemies, and its limited ammo capacity means it requires frequent reloads, but this lightweight gun can devastate vulnerable targets.

ATTACHED MODS

Standard dish

Standard grip

Signal repeater

INSTITUTE LASER (PISTOL)

Standard Model: Automatic Institute Pistol

Damage: 7 (energy)

Ammo: Fusion Cell

Fire Rate: 90

Range: 203

Accuracy: 63

Weight: 5.0

Value: 56

Automatic Institute lasers offer significantly lower per-shot damage than similarly modified laser guns. They make serviceable automatic energy weapons, but an automatic laser gun is sure to make better use of your fusion cells.

ATTACHED MODS

Standard capacitor

Automatic barrel

Standard grip

Standard sights

No muzzle

LASER GUN (PISTOL)

Standard Model: Automatic Laser Pistol

Damage: 18 (energy)

Ammo: Fusion Cell

Fire Rate: 90

Range: 203

Accuracy: 63

Weight: 5.0

Value: 72

For rapid-fire energy damage, it's tough to beat an automatic laser gun. These weapons feature superior damage with the same range, accuracy, and fire rate as similarly modified Institute lasers.

ATTACHED MODS

Standard capacitor

Automatic barrel

Standard grip

Standard sights

No muzzle

RECOIL COMPENSATED OVERCHARGED IMPROVED AUTOMATIC LASER RIFLE

Damage:38 (energy)

Ammo:Fusion Cell

Fire Rate:113

Range:191

Accuracy:82

Weight:8.2

Value:174

When bullets just can't get the job done, give this high-tech wonder a whirl. Pelt your target with powerful, rapid-fire laser beams. Reduced recoil makes midrange combat a breeze, and the attached reflex sight improves accuracy without compromising your field of vision.

ATTACHED MODS

Overcharged capacitor

Improved automatic barrel

Recoil compensating stock

Reflex sight

Quantum gyro compensating lens

PIPE GUN

Standard Model: Pipe Auto Pistol

Damage: 10 (ballistic)

Ammo: .38

Fire Rate: 127

Range: 107

Accuracy: 47

Weight: 3.2

Value: 30

Automatic pipe guns don't offer much power, but they do feature a high rate of fire and plenty of customization options. You're sure to find better weapons down the line, but an automatic pipe gun can be a useful tool for any new adventurer.

ATTACHED MODS

Automatic receiver

Short barrel

Standard grip

Standard magazine

Standard sights

No muzzle

PLASMA GUN (PISTOL)

Standard Model: Automatic Plasma Pistol

Damage: 16 (ballistic), 15 (energy)

Ammo: Plasma Cartridge

Fire Rate: 90

Range: 203

Accuracy: 128

Weight: 5.0

Value: 134

Automatic plasma guns combine ballistic damage and energy damage to deliver powerful rapid-fire shots. They're also accurate and highly customizable, making them a worthy addition to any arsenal.

ATTACHED MODS

Standard capacitor

Automatic barrel

Standard grip

Standard sights

RAILWAY RIFLE

Standard Model: Automatic Railway Rifle

Damage: 100 (ballistic)

Ammo: Railway Spike

Fire Rate: 12

Range: 107

Accuracy: 68

Weight: 15.9

Value: 365

When it's equipped with an automatic piston receiver, the railway rifle offers a slightly higher rate of fire with small drops in range and accuracy. Overall damage output is roughly the same, so the choice between automatic and non-automatic fire is a matter of personal preference.

ATTACHED MODS

Automatic piston receiver

Short barrel

Standard stock

Standard sights

No muzzle

SUBMACHINE GUN

Standard Model: Submachine Gun

Damage: 10 (ballistic)

Ammo: .45

Fire Rate: 127

Range: 107

Accuracy: 63

Weight: 12.7

Value: 109

As the only dedicated automatic weapon frame, the submachine gun boasts an extremely high rate of fire and great ammo capacity. Its per-shot damage is relatively low, but a properly modified submachine gun is a great way to deal with swarming enemies.

ATTACHED MODS

Standard receiver

Standard barrel

Short stock

Medium magazine

Standard sights

No muzzle

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Guns

Heavy Guns

It takes a strong back to carry more than one or two of these weapons, but any weapon that benefits from the Heavy Gunner perk qualifies as a heavy gun.

BROADSIDER

Standard Model: Broadsider

Damage: 108 (ballistic)

Ammo: Cannonball

Fire Rate: 2

Range: 203

Accuracy: 63

Weight: 38.1

Value: 245

As a handheld cannon, the Broadsider is about as simple as heavy guns get. Each shot launches a cannonball toward your target, causing impressive ballistic damage on impact. It takes quite a while to reload between shots, but the weapon can be modified to improve its rate of fire.

The Broadsider is received as part of Side Quest: Last Voyage of the U.S.S. Constitution.

ATTACHED MODS

Standard barrel

Standard grip

Standard shot canister

CRYOLATOR

Standard Model: Cryolator

Damage: 20 (energy)

Ammo: Cryo Cell

Fire Rate: 90

Range: 71

Accuracy: 66

Weight: 13.2

Value: 302

The Cryolator sprays a freezing mist that slows targets while dealing energy damage, and sustained blasts can temporarily freeze enemies, causing them to take additional damage from incoming attacks. Due to its limited ammo capacity, however, the Cryolator requires frequent reloads. This unique weapon does accommodate a Crystallizing Barrel mod, which allows it to fire cryogenic capsules for increased range and bonus ballistic damage.

The Cryolator is located in Vault 111.

ATTACHED MODS

Standard barrel

Standard stock

Standard sights

FAT MAN

Standard Model: Fat Man

Damage: 468 (ballistic)

Ammo: Mini Nuke

Fire Rate: 1

Range: 117

Accuracy: 63

Weight: 30.77

Value: 512

Used to launch devastating Mini Nukes, the Fat Man boasts unrivaled per-shot damage. Once launched, a Mini Nuke quickly loses altitude. Aim slightly above your target or use V.A.T.S. to help ensure an accurate shot. Either way, make sure you're a safe distance away from your target—a Mini Nuke has a sizable blast radius.

ATTACHED MODS

Standard Launcher

EXPERIMENTAL MIRV

Damage:18 (ballistic)

Ammo:Mini Nuke

Fire Rate: 1

Range: 117

Accuracy: 63

Weight: 36

Value: 650

What do you do when a single Mini Nuke isn't enough to get the job done? You convert your Fat Man into an experimental MIRV! Each shot launches a cluster of Mini Nukes. Launch into the air to send Mini Nukes showering on your enemies, or aim for your target for a more contained explosion. This heavy gun packs more than enough power to make short work of the most formidable foes.

ATTACHED MODS

MIRV Launcher

FLAMER

Standard Model: Flamer

Damage: 12 (energy damage)

Ammo: Flamer Fuel

Fire Rate: 90

Range: 47

Accuracy: 53

Weight: 16.1

Value: 137

This classic heavy gun spews a stream of fire, dealing energy damage to any targets caught in the flame. It has a fairly short range, however, so it's best used against melee attackers and unarmed enemies.

ATTACHED MODS

Standard tank

Standard barrel

Standard propellant tank

Standard nozzle

GATLING LASER

Standard Model: Gatling Laser

Damage: 14 (energy)

Ammo: Fusion Core

Fire Rate: 272

Range: 203

Accuracy: 48

Weight: 19.3

Value: 804

Gatling lasers are powerful, rapid-fire energy weapons, capable of dealing serious damage in a short amount of time. A standard Gatling laser fires comparatively weak beams at a very high rate, but these heavy guns can be modified for increased per-shot power at a slower rate of fire.

Gatling lasers are often carried by particularly powerful Brotherhood of Steel soldiers. Like Power Armor, these weapons are powered by Fusion Cores, so it can be difficult to maintain a good supply of ammunition.

ATTACHED MODS

Gatling laser receiver

Standard barrel

Standard sights

No muzzle

JUNK JET

Standard Model: Junk Jet

Damage: 40 (ballistic)

Ammo: Junk

Fire Rate: 20

Range: 119

Accuracy: 75

Weight: 29.9

Value: 285

The Junk Jet turns your unwanted items into powerful projectiles. Just fill this weapon with superfluous junk items and fire away. The standard Junk Jet deals ballistic damage, but it can be modified to add bonus energy damage to each shot.

The Junk Jet is located in ArcJet Systems, and it can be collected during or after Brotherhood of Steel Quest: Call to Arms.

ATTACHED MODS

Short barrel

Standard stock

Standard sights

No muzzle

MINIGUN

Standard Model: Minigun

Damage: 8 (ballistic)

Ammo: 5 mm

Fire Rate: 272

Range: 131

Accuracy: 35

Weight: 27.4

Value: 382

The Minigun combines low per-shot damage with an impressive rate of fire, resulting in a very effective ballistic weapon. Its high ammo capacity allows for sustained fire, and with the available barrel modifications you can improve its fire rate, accuracy, and overall damage.

ATTACHED MODS

Standard barrel

Standard sights

No muzzle

MISSILE LAUNCHER

Standard Model: Missile Launcher

Damage: 150 (ballistic)

Ammo: Missile

Fire Rate: 2

Range: 203

Accuracy: 65

Weight: 21

Value: 314

The missile launcher is less powerful than the Fat Man but has a better range and its ammunition is easier to come by. It can be customized to lock on to targets, improve damage, minimize reloads, and more. An appropriately modified missile launcher is generally your best defense against hostile Vertibirds.

ATTACHED MODS

Standard barrel

Standard sights

No muzzle

PLASMA GUN (THROWER)

Standard Model: Plasma Thrower

Damage: 12 (ballistic), 12 (energy)

Ammo: Plasma cartridge

Fire Rate: 90

Range: 35

Accuracy: 68

Weight: 4.2

Value: 146

The plasma gun can be used to make powerful pistols and rifles, but it also serves as a solid heavy gun. With an attached Flame Barrel mod, this weapon fires a stream of searing plasma. The combination of ballistic damage and energy damage ensures that it's effective against most enemies, and its comparatively low weight makes it an excellent choice as a secondary heavy gun.

ATTACHED MODS

Standard capacitor

Flamer barrel

Standard grip

Standard sights

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Melee Weapons and Punching Weapons

Overview

Melee weapons and punching weapons share many similarities. They're only effective at short range, they deal damage without consuming ammo, and they leave you free to block enemy strikes. Their damage is affected by your Strength, and they all benefit from any investment in the Rooted perk. The primary difference between these two weapon categories is that only melee weapons benefit from the Big Leagues perk, while only punching weapons benefit from the Iron Fist perk.

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PRIMA GAMES

Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Melee Weapons and Punching Weapons

Melee Weapons

All melee weapons benefit from the Big Leagues perk, but each one offers its own balance of power, speed, and weight. More importantly, two seemingly similar melee weapons can be modified to offer vastly different effects. Some melee weapons can be modified to increase the chances of stunning or disarming a target. Other melee weapons support attachments that can pierce armor or inflict bleeding damage. There are, of course, a few standout offerings, but the best melee weapon is the one you're most comfortable using.

2076 WORLD SERIES BASEBALL BAT

Damage: 22 (ballistic)

Speed: Slow

Weight: 3

Value: 25

This unique baseball bat features a small chance to send your target flying with each attack. The 2076 World Series baseball bat is located with various other treasures hidden in Jamaica Plain.

BASEBALL BAT

Standard Model: Baseball Bat

Damage: 22 (ballistic)

Speed: Slow

Weight: 3

Value: 25

Baseball bats are relatively slow, but they offer fair damage and plenty of customization options. Like most blunt weapons, baseball bats can be modified to pierce armor or cause bleeding, but they also accommodate a wide variety of cosmetic mods.

ATTACHED MODS

No upgrade

Natural

BLADED ALUMINUM BASEBALL BAT

Damage:43 (ballistic)

Speed:Slow

Weight: 3.9

Value: 44

Why settle for an everyday baseball bat when you can wield this bladed beast? The attached saw blades add power to every swing, and their razor-sharp teeth will leave your opponents bleeding. Aluminum construction increases power while decreasing weapon weight, giving it a clear edge over wooden baseball bats.

ATTACHED MODS

Bladed

Aluminum

BATON

Standard Model: Security Baton

Damage: 15 (ballistic)

Speed: Medium

Weight: 2

Value: 15

Security batons offer moderate damage and speed, but they can be modified to deliver bonus energy damage and a chance to stun your target.

ATTACHED MODS

No upgrade

BOARD

Standard Model: Board

Damage: 19 (ballistic)

Speed: Slow

Weight: 3

Value: 20

Boards are slow and heavy with moderate damage. They're often found on low-level enemies, but they're very easy to come by. Basic upgrades can add armor piercing or bleed effects, but even the best board falls short of a similarly modified baseball bat.

ATTACHED MODS

No upgrade

CHINESE OFFICER SWORD

Standard Model: Chinese Officer Sword

Damage: 22 (ballistic)

Speed: Medium

Weight: 3

Value: 50

The Chinese officer sword offers a good balance of speed and damage, and a fully upgraded model inflicts bonus bleeding and energy damage.

ATTACHED MODS

No upgrade

GROGNAK'S AXE

Damage: 35 (ballistic)

Speed: Medium

Weight: 10

Value: 100

This unique weapon is located within Hubris Comics. Grognak's Axe can't be modified, but it does boast high damage, an improved stagger effect, and the ability to inflict targets with additional bleed damage.

ATTACHED MODS

No upgrade

KNIFE

Standard Model: Combat Knife

Damage: 12 (ballistic)

Speed: Fast

Weight: 1

Value: 25

These weapons are slightly more powerful than similarly modified switchblades, but the knife's most intriguing feature is its Stealth Blade mod. This customized blade increases damage from sneak attacks and causes targets to bleed.

ATTACHED MODS

No upgrade

STEALTH BLADE COMBAT KNIFE

Damage:21 (ballistic)

Speed:Fast

Weight:1

Value:43

The perfect melee weapon for covert operatives, the stealth blade combat knife increases the damage you deal from sneak attacks. Fast, efficient, and very light, this weapon is a great addition to any arsenal.

ATTACHED MODS

Stealth blade

LEAD PIPE

Standard Model: Lead Pipe

Damage: 15 (ballistic)

Speed: Medium

Weight: 3

Value: 15

Lead pipes offer moderate damage and speed, but a fully upgraded lead pipe deals extra limb damage with a chance to cripple targets.

ATTACHED MODS

No upgrade

MACHETE

Standard Model: Machete

Damage: 19 (ballistic)

Speed: Medium

Weight: 2

Value: 25

The machete features moderate speed and damage, and it's a bit lighter than comparable melee weapons. Its only upgrade increases damage and causes targets to bleed.

ATTACHED MODS

No upgrade

PIPE WRENCH

Standard Model: Pipe Wrench

Damage: 18 (ballistic)

Speed: Medium

Weight: 2

Value: 30

The pipe wrench offers moderate speed and damage, but it also accommodates some interesting modifications. Along with basic damage upgrades, this weapon can be customized to pierce armor, increase limb damage, or grant a chance to disarm targets.

ATTACHED MODS

Standard

POOL CUE

Standard Model: Pool Cue

Damage: 18 (ballistic)

Speed: Slow

Weight: 1

Value: 10

Pool cues are slow, but they deal decent damage and they're extremely light. They're also quite common and easily modified.

ATTACHED MODS

No upgrade

REVOLUTIONARY SWORD

Standard Model: Revolutionary Sword

Damage: 22 (ballistic)

Speed: Medium

Weight: 3

Value: 50

A fully upgraded revolutionary sword features a chance to stun with slightly less damage than a fully upgraded Chinese officer sword. Without modifications, however, the two weapons are very similar.

ATTACHED MODS

No upgrade

RIPPER

Standard Model: Ripper

Damage: 5 (ballistic)

Speed: Very Fast

Weight: 6

Value: 50

The ripper is essentially a miniature chainsaw. While other melee weapons deal damage with each strike, the ripper deals low damage at a very high rate when you press it against your target. In addition to basic damage upgrades, a ripper can be modified for a chance to disarm targets or inflict bleeding.

ATTACHED MODS

Standard

ROLLING PIN

Standard Model: Rolling Pin

Damage: 15 (ballistic)

Speed: Medium

Weight: 1

Value: 10

Rolling pins deal less damage than most blunt weapons, but they're very light and easily modified.

ATTACHED MODS

No upgrade

Wood

SHISHKEBAB

Standard Model: Shishkebab

Damage: 18 (ballistic), 13 (energy)

Speed: Medium

Weight: 3

Value: 200

The standard Shishkebab's combination of ballistic damage and energy damage make it a powerful bladed weapon, and it can be outfitted with additional flame jets for a significant boost in damage.

ATTACHED MODS

No upgrade

SLEDGEHAMMER

Standard Model: Sledgehammer

Damage: 32 (ballistic)

Speed: Slow

Weight: 12

Value: 40

The sledgehammer is big, heavy, and slow—but it's also powerful and fairly common. They can be modified to penetrate armor or deal extra limb damage.

ATTACHED MODS

Standard

SUPER SLEDGE

Standard Model: Super Sledge

Damage: 56 (ballistic)

Speed: Slow

Weight: 20

Value: 180

This rocket-assisted melee weapon is slow, heavy, and very powerful. A fully upgraded Super Sledge features added energy damage and a chance to stun your target. The Super Sledge is often carried by high-level Super Mutants and other formidable enemies.

ATTACHED MODS

No upgrade

STUNNING SUPER SLEDGE

Damage:56 (ballistic), 25 (energy)

Speed:Slow

Weight:20

Value:540

Make each swing count with the Stunning Super Sledge. With this rocket-assisted hammer, ballistic damage is only the beginning. Each high-powered swing also delivers a jolt of energy damage with a chance to stun your target.

ATTACHED MODS

Stun Pack

SWITCHBLADE

Standard Model: Switchblade

Damage: 11 (ballistic)

Speed: Fast

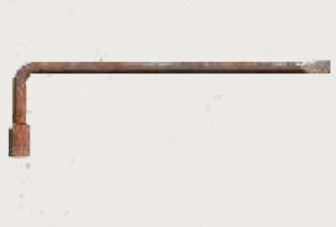
Weight: 1

Value: 20

The switchblade is light and fast, but it's less powerful than a standard combat knife.

ATTACHED MODS

No upgrade



TIRE IRON

Standard Model: Tire Iron

Damage: 16 (ballistic)

Speed: Medium

Weight: 2

Value: 25

The tire iron offers a fair balance of speed and power, and it can be upgraded for a significant damage boost and the ability to inflict bleeding.

ATTACHED MODS

No upgrade

WALKING CANE

Standard Model: Walking Cane

Damage: 14 (ballistic)

Speed: Medium

Weight: 2

Value: 10

The walking cane isn't particularly powerful, but this medium-speed weapon can be upgraded to pierce armor with a slight boost in damage.

ATTACHED MODS

No upgrade

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Punching Weapons

Punching weapons aren't quite as common as melee weapons, and there aren't nearly as many to choose from. They do offer impressive damage for their speed and weight, and they all benefit from any investment you make in the Iron Fist perk.

BOXING GLOVE

Standard Model: Boxing Glove

Damage: 12 (ballistic)

Speed: Medium

Weight: 1

Value: 10

A standard boxing glove deals less damage than other punching weapons. It can be upgraded to pierce armor, and the Lead Lining upgrade allows the boxing glove to deal extra limb damage with a chance to cripple enemies.

ATTACHED MODS

No upgrade

DEATHCLAW GAUNTLET

Standard Model: Deathclaw Gauntlet

Damage: 35 (ballistic)

Speed: Medium

Weight: 10

Value: 75

The Deathclaw gauntlet is a high-damage punching weapon, but it's Extra Claw upgrade makes it much more powerful and grants a chance to disarm targets.

The Deathclaw gauntlet is possible reward for completing Side Quest: The Devil's Due.

ATTACHED MODS

No upgrade

LARGE DEATHCLAW GAUNTLET

Damage:43 (ballistic)

Speed:Medium

Weight:12

Value:97

Take a cue from one of the Commonwealth's most feared predators! The large Deathclaw gauntlet packs a serious punch, and each swing has a chance to disarm your target. This wrist-mounted weapon works wonders in close-quarter combat.

ATTACHED MODS

Extra claw

KNUCKLES

Standard Model: Knuckles

Damage: 14 (ballistic)

Speed: Medium

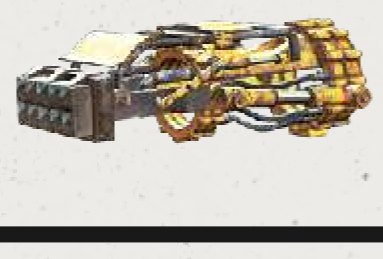
Weight: 0.5

Value: 10

This compact punching weapon is very light, and its available upgrades focus on armor piercing and bleed effects.

ATTACHED MODS

No upgrade



POWER FIST

Standard Model: Power Fist

Damage: 28 (ballistic)

Speed: Medium

Weight: 4

Value: 100

A standard Power Fist offers fairly high damage for a punching weapon, but it can also be modified to pierce armor or add a good amount of energy damage to each attack.

ATTACHED MODS

No upgrade

HEATED POWER FIST

Damage:28 (ballistic), 20 (energy)

Speed:Medium

Weight:4

Value:200

Put some pep in your punch with this modified Power Fist! As the powerful hydraulics batter your opponents, the attached heating coil delivers searing energy damage. With the best of both worlds strapped to your wrist, you'll give every enemy something to fear.

ATTACHED MODS

Heating coil

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Explosives

Overview

Explosives are single-use devices, most of which are designed to deal heavy damage to any targets within a given area. However, some explosives deal almost no damage when they detonate; instead, they are meant to summon allies, mark targets, or inflict enemies with status effects. Regardless of its specific effect, any explosive that can be thrown is considered a grenade, and any explosive that can be set as a trap is considered a mine. All explosives are affected by the Demolition Expert perk.

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Explosives

Crafted Explosives

All explosives can be found somewhere in the Commonwealth, but many of them can be crafted at chemistry stations. Each explosive has its own list of components and perk prerequisites, but almost all of them demand at least some investment in the Demolition Expert perk.

BASEBALL GRENADE

Damage: 101 (ballistic)

Fire Rate:0

Range:93

Accuracy:0

Weight:1

Value:40

Low-tech and simple to make, the baseball grenade deals moderate ballistic damage to nearby enemies.

BOTTLECAP MINE

Damage: 301 (ballistic)

Fire Rate:0

Range:93

Accuracy:0

Weight:0.5

Value:75

The Bottlecap Mine is extremely powerful, but its construction requires a Vault-Tec lunchbox along with other, more common components. Vault-Tech lunchboxes are comparatively rare, so Bottlecap Mines are best saved for tough encounters.

CRYO MINE

Damage: 101 (ballistic)

Fire Rate:0

Range:93

Accuracy:0

Weight:0.5

Value:50

When a cryo mine explodes, it has a chance to temporarily slow wounded targets that managed to survive the initial blast.

CRYOGENIC GRENADE

Damage: 101 (ballistic)

Fire Rate:0

Range:93

Accuracy:0

Weight:0.5

Value:125

When a cryogenic grenade explodes, it has a chance to temporarily slow wounded targets that managed to survive the initial blast.

FRAGMENTATION GRENADE

Damage: 151 (ballistic)

Fire Rate:0

Range:93

Accuracy:0

Weight:0.5

Value:50

Fragmentation grenades are simple, effective, and widely used throughout the Commonwealth.

FRAGMENTATION MINE

Damage: 101 (ballistic)

Fire Rate:0

Range:93

Accuracy:0

Weight:0.5

Value:50

Fragmentation mines aren't as powerful as most explosives, but they're often found scattered around enemy outposts.

MOLOTOV COCKTAIL

Damage: 51 (ballistic)

Fire Rate:0

Range:93

Accuracy:0

Weight:0.5

Value:20

Molotov cocktails explode on impact, spreading flames across a small area. The initial explosion isn't very powerful, but affected targets take additional burning damage.

PLASMA GRENADE

Damage: 150 (ballistic), 150 (energy)

Fire Rate:0

Range:93

Accuracy:0

Weight:0.5

Value:135

Crafting plasma grenades requires considerable skill and some rare components, but the result is a compact explosive that deals a powerful combination of ballistic damage and energy damage.

PLASMA MINE

Damage: 150 (ballistic), 150 (energy)

Fire Rate:0

Range:93

Accuracy:0

Weight:0.5

Value:100

Like plasma grenades, plasma mines offer a powerful combination of ballistic damage and energy damage. Crafting this explosive also requires considerable skill and some rare components.

PULSE GRENADE

Damage: 150 (energy)

Fire Rate:0

Range:93

Accuracy:0

Weight:0.5

Value:100

The pulse grenade emits a burst of energy that only affects mechanical enemies.

PULSE MINE

Damage: 150 (energy)

Fire Rate:0

Range:93

Accuracy:0

Weight:0.5

Value:100

When triggered, the pulse mine emits a burst of energy that damages nearby mechanical targets.

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Faction Explosives

Some factions offer low-damage explosives that can be used to call for aid. The Demolition Expert perk doesn't affect the damage done by summoned allies or artillery fire, but the damage done by the initial explosion does receive a small boost.

ARTILLERY SMOKE GRENADE

Damage: 1 (ballistic)

Fire Rate:0

Range:93

Accuracy:0

Weight:0.5

Value:0

You acquire the artillery smoke grenade during The Minutemen Quest: Old Guns. These explosives are used to mark high-priority targets for artillery support. They should only be used outside and within range of a workshop settlement that contains a manned artillery piece. If these conditions are met, the area marked by an artillery smoke grenade is bombarded with powerful explosives.

SYNTH RELAY GRENADE

Damage: 1 (ballistic)

Fire Rate:0

Range:93

Accuracy:0

Weight:0.5

Value:50

Toss a synth relay grenade to spawn synth reinforcements at a target location. This weapon can be obtained via a speech challenge during The Institute Quest: The Battle of Bunker Hill. Allies of the Institute can also purchase synth relay grenades from the Institute requisitions vendor after all Main Quests are completed.

VERTIBIRD SIGNAL GRENADE

Damage: 1 (ballistic)

Fire Rate:0

Range:93

Accuracy:0

Weight:0.5

Value:50

Soon after you throw a Vertibird signal grenade, a Vertibird lands at the marked location. You can then board the vehicle to take control of it's side-mounted minigun. When you're ready, exit the Vertibird or use your Pip-Boy's map to select a new destination. The Vertibird signal grenade can only be used outside, and only by Brotherhood of Steel members.

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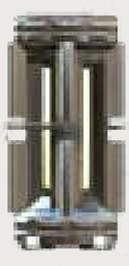
Explosives

Miscellaneous Explosives

Some explosives are only found in certain locations or must be used to accomplish specific tasks. Again, the Demolition Expert perk enhances the damage done when an explosive detonates, but any additional effects remain unchanged.



HALLUCIGEN GAS GRENADE

Damage: 1 (ballistic)

Fire Rate:0

Range:93

Accuracy:0

Weight:1

Value:35

Found only in HalluciGen, Inc., the HalluciGen gas grenade inflicts Frenzy on all targets within the blast radius.

INSTITUTE EM PULSE GRENADE

Damage: 150 (energy)

Fire Rate:0

Range:93

Accuracy:0

Weight:0.5

Value:100

The Institute EM Pulse grenade sends out a blast of energy that only affects mechanical targets.

HOMING BEACON

Damage: 1 (ballistic)

Fire Rate:0

Range:93

Accuracy:0

Weight:1

Value:0

Toss a homing beacon to call down a missile strike from Zao's sub. This item can only be used outside, and only after completing Side Quest: Here There Be Monsters.

INSTITUTE BEACON

Damage: 1 (ballistic)

Fire Rate:0

Range:93

Accuracy:0

Weight:0.5

Value:0

Toss this grenade to spawn synth reinforcements at a target area. This weapon is given as a reward for completing The Institute Quest: Airship Down.

NUKA GRENADE

Damage: 301 (ballistic), 100 (radiation)

Fire Rate:0

Range:93

Accuracy:0

Weight:0.5

Value:100

Nuka grenades are rare and very powerful.

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Legendary Weapon Effects

Each Legendary enemy you defeat has a chance of dropping a Legendary weapon with a randomly selected bonus effect.

LEGENDARY WEAPON EFFECTS

WEAPON NAME MODIFIER	DESCRIPTION
Assassin’s	Does 50% more damage against humans.
Automatic	Automatic fire mode.
Berserker’s	Does more damage the lower your damage resistance is.
Bloodied	Does more damage the lower your health is.
Cavalier’s	Take 15% less damage while blocking or sprinting.
Crippling	50% more limb damage.
Enraging	Critical hits cause target to frenzy.
Explosive	Bullets explode on impact doing 15 points area-of-effect damage.
Exterminator’s	Does 50% more damage against Mirelurks and bugs.
Freezing	Does 10 points cryo damage and will freeze targets on critical hits.
Furious	Increased damage after each consecutive hit on the same target.
Ghoul Slayer’s	Does 50% more damage against Ghouls.
Hunter’s	Does 50% more damage against animals.
Incendiary	Sets target on fire for 15 points of damage.
Instigating	Does double damage if the target is at full health.
Irradiated	Does 50 points additional radiation damage.
Junkie’s	Does increasing amounts of damage the more withdrawal effects you are suffering.
Kneecapper	Provides 20% chance to cripple the target’s leg.
Lucky Weapon	Critical shots do double damage and the critical meter fills 15% faster.
Medic’s	Heals targets instead of hurting them.
Mutant Slayer’s	Does 50% more damage against Super Mutants.
Never Ending	Unlimited **ammo** capacity.
Nimble	Provides 75% faster movement while aiming.
Nocturnal	Does increasing amounts of damage as the night grows longer and less damage during the day.
Penetrating	Ignores 30% of the target’s damage and energy resistance.
Plasma Infused	Adds 10 points of energy damage and can turn **enemies** into goo.
Poisoner’s	Target is poisoned for 10 seconds.
Powerful	Provides 25% more damage.
Quickdraw	Costs 25% fewer Action Points.
Rapid	Provides 25% faster fire rate, 15% faster reload.
Relentless	Refills your Action Points on a critical hit.
Sentinel’s	Take 15% less damage while standing and not moving.
Staggering	Chance to stagger on hit.
Stalker’s	If you are not yet in **combat**, increases VATS accuracy but costs more AP.
Troubleshooter’s	Does 50% more damage against robots.
Two Shot	Shoots an additional projectile.
VATS Enhanced	Improved VATS hit chance, 25% less Action Point cost.
VATS Enhanced	40% less Action Point cost.
Violent	Deals +25% damage and limb damage, but has more recoil.
Wounding	Targets bleed for 25 points of additional damage.

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

INV

Unique Weapons

Exceptional **weapons** are uniquely powerful **items** with special bonus effects. Some Exceptional **weapons** can be purchased from vendors, but many of these prized possessions must be earned by completing quests or defeating specific **enemies**.

UNIQUE WEAPONS

NAME	WEAPON TYPE	BONUS	NOTES
2076 World Series Baseball Bat	Baseball bat (cannot be modified)	Small chance to send targets flying.	Reward under Jamaica Plain City Hall. Sell it to Moe Cronin if you wish.
Ashmaker	MS16: **The Big Dig**	Chance to light targets on fire.	Reward for siding with Fahrenheit at the end of Side Quest: **The Big Dig**.
Automatic Laser Musket	Laser musket	Capable of automatic fire.	Given to you during the final assault, at the start of The Minutemen Quest: The Nuclear Option.
AX90 Fury	Plasma gun	50% more damage vs Super Mutants	Sold by Teagan (The Prydwen).
Big Boy	Fat Man	Shoots an additional projectile.	Sold by Arturo (Diamond City).
Big Jim	Pipe wrench	20% chance to cripple the target's leg.	Find this unique pipe wrench lying in Walden Pond.
Broadsider	Broadsider	—	Reward as part of Side Quest: Last Voyage of the U.S.S. Constitution.
Death From Above	Missile launcher	75% faster movement while aiming.	Missile launcher sold by Proctor Teagan once you reach the rank of Paladin.
Deathclaw Gauntlet	Deathclaw Gauntlet	—	A possible reward for completing Side Quest: The Devil's Due
Deliverer	Deliverer	—	Reward after completing The Railroad Quest: **Tradecraft**.
Eddie's Peace	.44	Deals extra limb damage.	Found during Side Quest: **Detective Case Files: Long Time Coming**
Experiment 18-A	Plasma gun	25% faster fire rate, 15% faster reload.	Sold by Institute Requisitions (The Institute).
Final Judgment	Laser Gatling Gun	25% faster fire rate, 15% faster reload.	Carried by Elder Maxson; remove it from him during Institute Quest: **Airship Down**, or The Railroad Quest: **Precipice of War**.
Furious **Power** Fist	**Power** Fist	Increased damage after each consecutive hit on the same target.	Remove the threat of Swan in Boston Common.
General Chao's Revenge	Chinese officer sword	Does 50% more damage against robots.	Sold by Trudy (Drumlin Diner).
Good Intentions	Laser gun	Critical hits cause target to frenzy	Carried by the Gunner leader Clint on the elevated freeway camp.
Grognak's Axe	Grognak's Axe	Hits cause more stagger and targets take bleed damage.	Found in a display case within Hubris Comics.
HalluciGen Gas Grenade	Grenade	Chance to Frenzy targets for 60 seconds.	Built with materials found in the basement laboratory of HalluciGen, Inc.
Homing Beacon	Grenade	Calls down a missile strike from Zao's sub.	A reward for completing Side Quest: **Here There Be Monsters**.
Institute Beacon	Grenade	Spawn Synths at beacon's location.	Reward for completing The Institute Quest: **Airship Down**.
Junk Jet	**Junk** Jet	—	Located in ArcJet Systems. Collect during or after Brotherhood of Steel Quest: **Call to Arms**.
Justice	**Combat** shotgun	Chance to stagger on hit.	Sold by Penny (Covenant).
Kellogg's Pistol	.44	Refills your Action Points on a Critical Hit.	Found during Main Quest: **Reunions**
Les Fusil Teribles	**Combat** shotgun	+25% damage and limb damage, but has more recoil.	Found in the Captain's cabin in Libertalia.
Lorenzo's Artifact	Gamma gun	Uses telekinesis to push targets away.	Reward for completing Cabot House.
Old Faithful	Laser gun	Does double damage if the target is at full health.	Sold by Arturo (Diamond City).
Partystarter	Missile launcher	Does 50% more damage against humans.	Sold by KL-E-O (Goodneighbor).
Pickman's Blade	Knife	Increased damage from sneak attacks. Targets bleed. Exceptional damage.	A reward for siding with Pickman.
Prototype PA77	Laser gun	Laser gun with infinite clip size	In the locked safe (Master) inside the University Credit Union.
Railway Rifle	Railway rifle	—	Reward after completing The Railroad Quest: **Underground Undercover**.
Reba II	Hunting rifle	Does 50% more damage against Mirelurks and bugs.	Reward for helping Barney during **Miscellaneous** Quest: Barney Rook.
Reckoning	Ripper	Take 15% Less Damage While Standing and not moving	Sold by Level 4 Workshop Merchant
Righteous Authority	Laser gun	Critical shots do double damage and the critical meter fills 15% faster.	A reward for completing Brotherhood of Steel Quest: **Call to Arms**.
Rockville Slugger	Baseball bat	40% less Action Point cost.	Sold by Moe (Diamond City).
Sentinel's Plasmacaster	Plasma gun	Does double damage if the target is at full health.	Plasma Rifle sold by Proctor Teagan once you reach the rank of Sentinel.
Shem Drowne's Sword	Revolutionary Sword	Deals radiation damage.	Found during Side Quest: Detective Case Files: The Guilded Grasshopper
Shishkebab	Shishkebab	—	Found in the Blast Furnace, carried by Slag.
Spray'n'Pray	Submachine gun	Bullets explode on impact doing 15 points area effect damage.	Sold by Cricket (caravan trader).
Survivor's Special	Laser gun	Does more damage the lower your health is.	Kill Paladin Brandis, steal it from him, or receive it from him as a reward if you convince him to rejoin the Brotherhood as part of Brotherhood of Steel Quest: **The Lost Patrol**.
The Gainer	.44	Sets target on fire for 15 points of damage.	Solve the Vitale Pumphouse number puzzle and this .44 Pistol is in the room with the steamer trunk.
The Last Minute	Gauss rifle	50% more limb damage.	Sold by Level 4 Workshop Merchant
Tinker Tom Special	Hunting rifle	If you are not yet in **combat**, increases VATS accuracy but costs more AP.	Sold by Tinker Tom (Railroad HQ).
Virgil's Rifle	Institute Laser rifle	Does 50% more damage against Super Mutants.	Kill Virgil or steal it from him.
Wastelander's Friend	10mm	50% more limb damage.	Sold by Deb (Bunker Hill).
Wazer Wifle	Laser gun	Unlimited **ammo** capacity.	Granted for completing Shaun's three quests once the Main and Faction quests are over.

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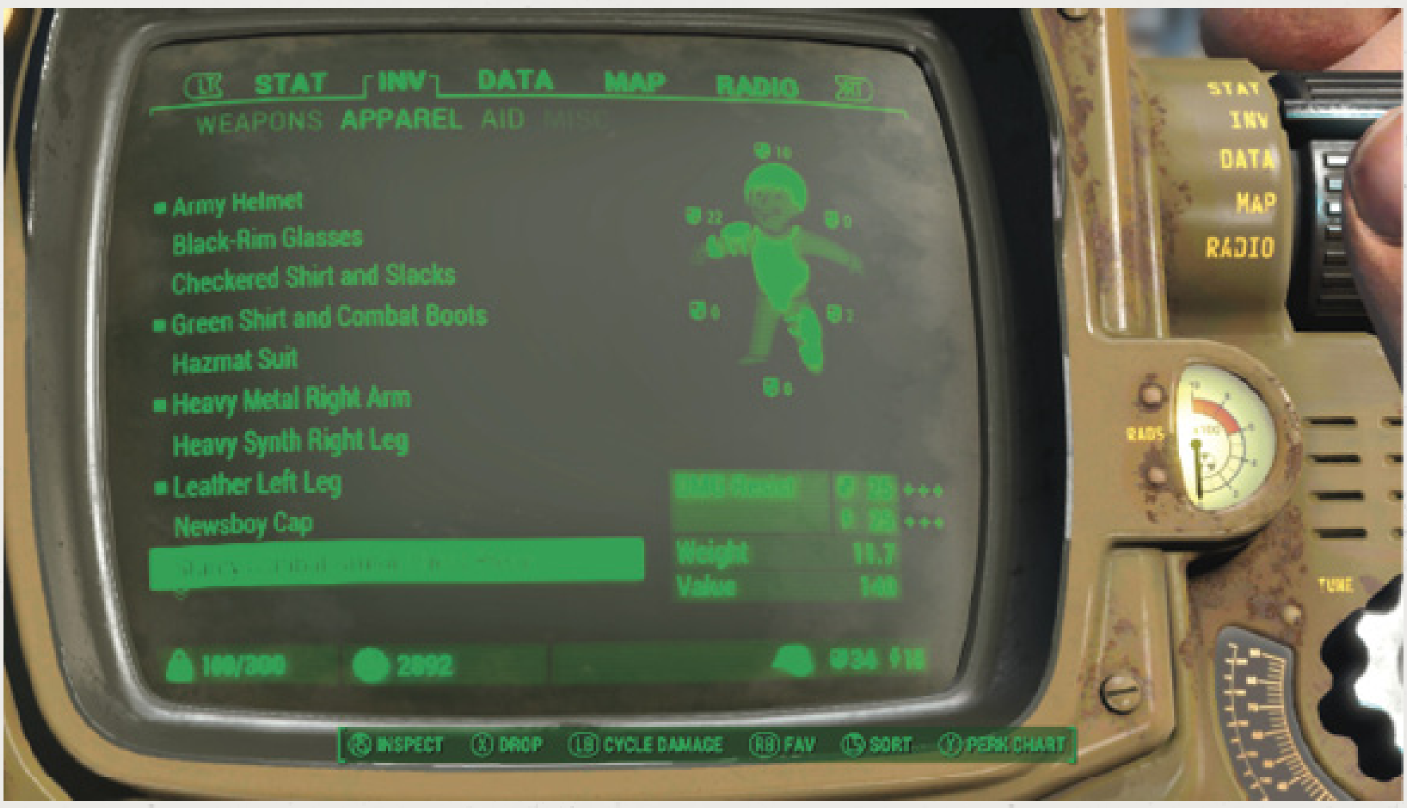
Apparel

Overview

From fashionable accessories to heavy-duty armor, apparel has a significant effect on your appearance, performance, and overall durability. The Commonwealth holds its share of dangers, and the right apparel can greatly increase your odds of survival. Of course, exactly how you choose to survive will ultimately determine the usefulness of any apparel item.

In general, heavier apparel items offer better protection. If you rely on speed or stealth, then protective metal armor will be too cumbersome to meet your needs. However, if you tend to charge into battle, you're sure to benefit from the most effective armor you can find, regardless of the extra weight. In either case, Legendary and Exceptional gear can make such decisions even more difficult—the bonus granted by a rare piece of armor might outweigh any concerns about weight or damage mitigation.



Use your Pip-Boy to review and equip the apparel items in your inventory. A quick glance is all it takes to gauge the protection offered by your current ensemble, but you can also see exactly how that protection is distributed. Tired of crippling injuries? Equip items that reinforce vulnerable limbs. Visiting the Crater of Atom? Make sure your Radiation Resistance is up to snuff. Just cycle the display to show how well you'd withstand different types of damage. You can even flag your favorite items for easy access.

Your choice of apparel also affects how people treat you. A head-turning ensemble often elicits comments from passersby, and especially pleasing apparel items make it easier to win friends and strike favorable deals. Combine items to create your own signature look, or keep a selection of clothes on hand to change your appearance as needed.

HELPFUL HINT FROM VAULT BOY!

Dress for Success

Many of the **items** that grant **S.P.E.C.I.A.L.** bonuses are light enough to keep on hand. Why not create an ensemble for every occasion? Before you barter with traders or engage in a potentially awkward conversation, change into clothes that increase your Charisma. Before you turn in a quest or sit down for a **crafting** session, boost your Intelligence to gain more XP. Heavy **armor** is great for **combat**, but it often pays to show your more fashionable side.

Many apparel pieces can be modified to better suit your needs. With the right skills and materials, you can craft mods for vault jumpsuits and most armor pieces at any armor workbench. However, many apparel items can only be modified with help from the Railroad. Complete the "Jackpot" radiant quest to unlock ballistic weave mods. Once you do, you can use armor workbenches to craft these protective linings and attach them to a variety of apparel items.

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Clothing

VAULT 111 JUMPSUIT

ROAD LEATHERS

MINUTEMAN OUTFIT

On its own, clothing doesn't offer much in the way of protection. However, these lightweight garments fit neatly under armor pieces. Many clothing options also grant bonus ranks to various S.P.E.C.I.A.L. stats, making them valuable additions to combat-oriented ensembles.

Many clothing items can be modified to offer extra protection. You can craft mods for vault jumpsuits at any armor workbench, but you'll need the Railroad's help to add protective linings to most clothing items.

CLOTHING

NAME	BONUS	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	WEIGHT	VALUE	MODS
Army Fatigues	Strength +1, Agility +1	0	0	0	3	12	👍⊗
Baseball Uniform	Strength +1, Agility +1	0	0	0	3	10	👍⊗
BOS Officer Uniform	—	1	5	5	2	20	👎
BOS Uniform	—	1	5	5	2	20	👎
Brotherhood of Steel Uniform	—	1	5	5	2	20	👎
Corset	Endurance +1	0	0	0	2	35	👎
Dirty Army Fatigues	Strength +1, Agility +1	0	0	0	3	12	👍⊗
Flannel Shirt and Jeans	—	1	0	0	2	20	👎
Green Shirt and **Combat** Boots	Charisma +1, Endurance +1	0	0	0	3	11	👍⊗
Gunner Flannel Shirt and Jeans	—	1	0	0	2	20	👎
Gunner Harness	—	1	0	0	1	5	👎
Gunner Leathers	—	2	0	0	1	5	👎
Harness	—	1	0	0	1	5	👎
Long Johns	—	0	1	0	1	5	👎
Military Fatigues	Agility +2	0	5	0	3	10	👍⊗
Minuteman Outfit	Agility +1, Perception +1	0	0	0	3	10	👍⊗
Raider Leathers	—	2	0	0	1	5	👎
Road Leathers	—	2	0	0	1	5	👎
Road Leathers	—	0	0	0	1	5	👎
Synth Uniform	Perception +1	0	0	0	3	10	👎
Synth Uniform	Perception +1	20	0	0	3	65	👎
Tattered Rags	Luck +1	0	0	0	2	1	👍⊗
Undershirt & Jeans	Luck +1	0	0	0	1	5	👎
Vault 101 Jumpsuit	—	0	5	10	1	20	👍
Vault 101 Jumpsuit—New	—	0	5	10	1	20	👍
Vault 111 Jumpsuit	—	0	5	10	1	20	👍
Vault 111 Jumpsuit—New	—	0	5	10	1	20	👍
Vault 114 Jumpsuit	—	0	5	10	1	20	👍
Vault 114 Jumpsuit—New	—	0	5	10	1	20	👍
Vault 75 Jumpsuit	—	0	5	10	1	20	👍
Vault 75 Jumpsuit—New	—	0	5	10	1	20	👍
Vault 81 Jumpsuit	—	0	5	10	1	20	👍
Vault 81 Jumpsuit—New	—	0	5	10	1	20	👍
Vault 95 Jumpsuit	—	0	5	10	1	20	👍
Vault 95 Jumpsuit—New	—	0	5	10	1	20	👍

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Apparel

Outfits

CHECKERED SHIRT AND

DRIFTER OUTFIT

HAZMAT SUIT

Outfits are one-piece ensembles, most of which offer either basic protection or S.P.E.C.I.A.L. bonuses. Unlike clothing, however, outfits are too bulky to wear under a full set of armor. In fact, most outfits are too bulky to accommodate any armor pieces whatsoever. Full-body outfits even prevent the use of headgear and accessories.

The vast majority of outfits serve as fun cosmetic options, best used during friendly exchanges in relatively safe areas. However, some outfits do offer considerable utility. Railroad armored coats, for example, boast significant Damage Resistance. Equipping a hazmat suit makes you nearly immune to radiation damage. With the help of the Railroad, many outfits can be modified to offer better protection.

OUTFITS

NAME	BONUS	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	WEIGHT	VALUE	MODS
Agatha's Dress	Charisma +3	0	0	0	2	250	👍
Athletic Outfit	—	2	0	0	1	5	👎
Atom Cats Jacket and Jeans	Luck +2	0	5	0	2	20	👍
Bathrobe	Charisma +2	0	0	0	2	10	👍
Beaded Blazer	Luck +1	0	0	0	2	5	👍
Black Institute Lab Coat	Intelligence +2	0	0	0	3	65	👎
Black Vest and Slacks	Endurance +2	0	0	0	0	10	👍
Black Vest and Slacks	Endurance +2	0	0	0	3	10	👍
Blue Institute Division Head Coat	Intelligence +1, Perception +1	0	0	0	3	65	👎
Blue Institute Lab Coat	Intelligence +2	0	0	0	3	65	👎
Bomber Jacket	—	2	5	0	2	20	👎
Brotherhood Fatigues	—	5	10	10	4	20	👎
Brotherhood Fatigues	—	10	10	10	4	20	👎
Cabot's Lab Coat	Intelligence +1	0	0	0	2	17	👍
Cage **Armor**	—	24	27	0	27	90	👎
Casual Outfit	—	0	0	0	2	10	👎
Casual Outfit	Perception +1, Charisma +1	0	0	0	3	16	👍
Checkered Shirt and Slacks	Charisma +2	0	0	0	1	15	👍
Child of Atom Long Rags	Endurance +2	0	0	25	2	10	👍
Child of Atom Brown Rags	Endurance +2	0	0	25	2	10	👍
Child of Atom Green Rags	Endurance +2	0	0	25	2	10	👍
Child of Atom Long Brown Rags	Endurance +2	0	0	25	2	10	👍
Child of Atom Long Green Rags	Endurance +2	0	0	25	2	10	👍
Child of Atom Short Brown Rags	Endurance +2	0	0	25	2	10	👍
Child of Atom Short Green Rags	Endurance +2	0	0	25	2	10	👍
Child of Atom Short Rags	Endurance +2	0	0	25	2	10	👍
Child of Atom Simple Rags	Endurance +2	0	0	25	2	10	👍
Clean Black Suit	Charisma +2	0	0	0	3	32	👍
Clean Black Suit	Charisma +2	0	0	0	3	10	👍
Clean Blue Suit	Charisma +2	0	0	0	3	32	👍
Clean Gray Suit	Charisma +2	0	0	0	3	32	👍
Cleanroom Suit	Endurance +2	0	0	0	3	65	👎
Clean Striped Suit	Charisma +2	0	0	0	3	32	👍
Clean Tan Suit	Charisma +2	0	0	0	3	32	👍
Colonial Duster	—	5	0	0	5	13	👎
Courser Uniform	Endurance +1, Perception +1	30	15	15	15	200	👍
Covert Sweater Vest	Charisma +1	10	10	0	2	10	👎
Damaged Hazmat Suit	—	0	0	500	5	55	👎
DB Tech Varsity Uniform	Luck +2	1	0	0	2	20	👎
Dirty Black Institute Lab Coat	Intelligence +2	0	0	0	3	65	👎
Dirty Black Suit	Charisma +2	0	0	0	3	14	👍
Dirty Blue Institute Division Head Coat	Intelligence +1, Perception +1	0	0	0	3	65	👎
Dirty Blue Institute Lab Coat	Intelligence +2	0	0	0	3	65	👎
Dirty Blue Suit	Charisma +2	0	0	0	3	14	👍
Dirty Gray Suit	Charisma +2	0	0	0	3	14	👍
Dirty Green Institute Division Head Coat	Intelligence +1, Perception +1	0	0	0	3	65	👎
Dirty Green Institute Lab Coat	Intelligence +2	0	0	0	3	65	👎
Dirty Institute Division Head Coat	Intelligence +1, Perception +1	0	0	0	3	65	👎
Dirty Institute Jumper	Agility +2	0	0	0	3	65	👎
Dirty Institute Lab Coat	Intelligence +2	0	0	0	3	65	👎
Dirty Orange Institute Division Head Coat	Intelligence +1, Perception +1	0	0	0	3	65	👎
Dirty Postman Uniform	Charisma +1, Endurance +1	0	0	0	3	10	👍
Dirty Striped Suit	Charisma +2	0	0	0	3	14	👍
Dirty Tan Suit	Charisma +2	0	0	0	3	14	👍
Dirty Trench Coat	Charisma +1 Endurance +1	0	0	5	3	12	👍
Dirty Yellow Institute Division Head Coat	Intelligence +1, Perception +1	0	0	0	3	65	👎
Dirty Yellow Institute Lab Coat	Intelligence +2	0	0	0	3	65	👎
Drifter Outfit	—	5	7	0	10	35	👎
Engineer's **Armor**	—	2	5	0	2	15	👎
Explorer Outfit	—	1	0	0	4	13	👎
Faded Trench Coat	Perception +1	0	0	0	2	14	👍
Faded Trench Coat	Perception +2	0	0	0	3	15	👍
Farmhand Clothes	Endurance +2	0	0	0	0	10	👍
Farmhand Clothes	Endurance +2	0	0	0	3	10	👍
Father's Lab Coat	Intelligence +2	0	0	0	2	35	👍
Fatigues	Agility +1	0	0	0	2	30	👍
Feathered Dress	Charisma +2	0	0	0	2	20	👍
Field Scribe's **Armor**	—	5	10	10	4	20	👎
Flowery Dress	Charisma +1	0	0	0	2	10	👎
Geneva's Ensemble	Perception +1, Charisma +1	0	0	0	3	16	👍
Greaser Jacket and Jeans	Luck +2	0	5	0	2	20	👍
Green Institute Division Head Coat	Intelligence +1, Perception +1	0	0	0	3	65	👎
Green Institute Lab Coat	Intelligence +2	0	0	0	3	65	👎
Grognak Costume	—	10	15	15	2	24	👎
Gunner Guard Outfit	—	2	0	0	1	5	👎
Hazmat Suit	—	0	0	1000	5	85	👎
Helmeted Cage **Armor**	—	28	35	0	33	110	👎
Helmeted Spike **Armor**	—	13	15	0	17	65	👎
Hooded Cleanroom Suit	Endurance +2	0	0	100	5	65	👍
Hooded Rags	Endurance +2	0	0	0	2	7	👍
Ingram's UnderArmor	—	5	10	10	4	20	👎
Institute Division Head Coat	Intelligence +1, Perception +1	0	0	0	3	65	👎
Institute Jumper	Agility +2	0	0	0	3	65	👎
Institute Lab Coat	Intelligence +2	0	0	0	3	65	👎
Kellogg's Outfit	—	30	30	0	2	100	👎
Lab Coat	Intelligence +1	0	0	0	0	10	👍
Lab Coat	Intelligence +2	0	0	0	2	10	👍
Laundered Blue Dress	Charisma +2	0	0	0	2	19	👍
Laundered Cream Dress	Charisma +2	0	0	0	2	19	👍
Laundered Denim Dress	Charisma +2	0	0	0	2	21	👍
Laundered Green Dress	Charisma +2	0	0	0	2	21	👍
Laundered Loungewear	Charisma +2	0	0	0	0	30	👍
Laundered Loungewear	Charisma +1, Endurance +1	0	0	0	1	15	👍
Laundered Pink Dress	Charisma +2	0	0	0	2	19	👍
Laundered Rose Dress	Charisma +2	0	0	0	2	21	👍
Leather Coat	—	1	0	0	2	13	👎
Letterman's Jacket and Jeans	—	1	0	0	2	20	👎
Longshoreman Outfit	Energy Resist +10	0	0	0	2	10	👍
Lorenzo's Suit	Charisma +2	0	0	0	3	10	👍
MacCready's Duster	Agility +1	5	0	0	1	5	👍
Maxson's Battlecoat	Perception +1	50	0	0	20	400	👍
Mechanic Jumpsuit	Intelligence +1, Perception +1	0	0	0	3	6	👍
Mechanic Jumpsuit	Intelligence +1, Perception +1	0	0	0	3	11	👍
Minutemen General's Uniform	Charisma +1	45	80	0	5	13	👎
Nat's Dress	Charisma +1	0	0	0	1	5	👎
Orange Institute Division Head Coat	Intelligence +1, Perception +1	0	0	0	3	65	👎
Padded Blue Jacket	Charisma +2	0	0	0	0	10	👍
Padded Blue Jacket	Charisma +1, Endurance +1	0	0	0	3	10	👍
Pastor's Vestments	Charisma +1, Endurance +1	0	0	0	3	10	👍
Patched Suit	Charisma +2	0	0	0	3	10	👍
Patched Three-Piece Suit	Perception +1, Charisma +1	0	0	0	3	10	👍
Postman Uniform	Charisma +1, Endurance +1	0	0	0	3	10	👍
Quinlan's **Armor**	—	1	15	0	2	15	👎
Radstag Hide Outfit	—	1	0	0	4	13	👎
Railroad Armored Coat	—	40	50	20	32	300	👎
Railroad Armored Coat Mk I	—	39	69	10	26	110	👎
Railroad Armored Coat Mk II	—	51	86	10	30	125	👎
Railroad Armored Coat Mk III	—	69	111	10	38	150	👎
Railroad Armored Coat Mk IV	—	81	128	10	44	170	👎
Railroad Armored Coat Mk V	—	93	150	10	50	185	👎
Ratty Skirt	Charisma +2	0	0	0	2	11	👍
Red Dress	Charisma +2	0	0	0	1.5	15	👍
Red Frock Coat	Perception +1, Charisma +1	0	5	0	3	10	👍
Red Leather Trench Coat	Charisma +1	0	5	0	3	10	👍
Reginald's Suit	Charisma +3	0	0	0	3	250	👍
Rex's Suit	—	0	0	0	3	250	👍
Scavenger Outfit	—	1	0	0	4	13	👎
Science Scribe's **Armor**	—	1	15	0	2	15	👎
Sequin Dress	Charisma +2	0	0	0	2	31	👍
Silver Shroud Costume	Agility +1, Perception +1	0	15	15	2	40	👎
Silver Shroud Costume	Agility +1, Perception +1	40	40	0	7	120	👎
Silver Shroud Costume	Agility +1, Perception +1	55	55	0	7	150	👎
Silver Shroud Costume	Agility +1, Perception +1	68	68	0	7	175	👎
Silver Shroud Costume	Agility +1, Perception +1	85	85	0	7	200	👎
Silver Shroud Costume	Agility +1	1	15	25	2	10	👎
Spike **Armor**	—	10	12	0	14	50	👎
Submariner Uniform	Endurance +2	0	0	5	3	12	👍
Summer Shorts	Charisma +2	0	0	0	2	16	👍
Surveyor Outfit	Endurance +1, Perception +1	0	0	0	3	10	👍
Suspenders and Slacks	Endurance +2	0	0	0	3	10	👍
Sweater Vest and Slacks	Charisma +2	0	0	0	3	17	👍
Tattered Field Jacket	—	1	0	0	2	13	👎
Teagan's **Armor**	—	2	5	0	2	15	👎
Traveling Leather Coat	—	1	0	0	2	13	👎
T-Shirt and Slacks	Charisma +2	0	0	0	3	14	👍
Tuxedo	Perception +1 Charisma +1	0	0	0	3	40	👍
Utility Coveralls	Carry Weight +5	10	0	0	0	13	👍
Utility Coveralls	Carry Weight +5	10	0	0	2	13	👍
Vault-Tec Lab Coat	Intelligence +2	0	0	0	2	19	👍
Weathered Outfit	Agility +2	0	0	0	0	10	👍
Winter Jacket and Jeans	—	2	0	0	2	20	👎
Yellow Institute Division Head Coat	Intelligence +1, Perception +1	0	0	0	3	65	👎
Yellow Institute Lab Coat	Intelligence +2	0	0	0	3	65	👎
Yellow Trench Coat	Charisma +1 Endurance +1	0	0	5	3	24	👍
Zeke's Jacket and Jeans	Charisma +1, Unarmed Damage +4	2	5	0	2	20	👎

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Apparel

Armor Pieces

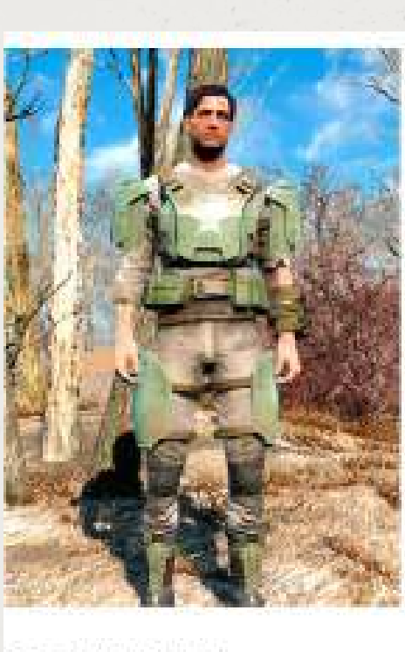
During your travels, you're sure to amass quite a collection of armor pieces. There are a few exceptions, but most armor pieces belong to one of five basic armor sets:

- Combat armor
- Leather armor
- Metal armor
- Raider armor
- Synth armor

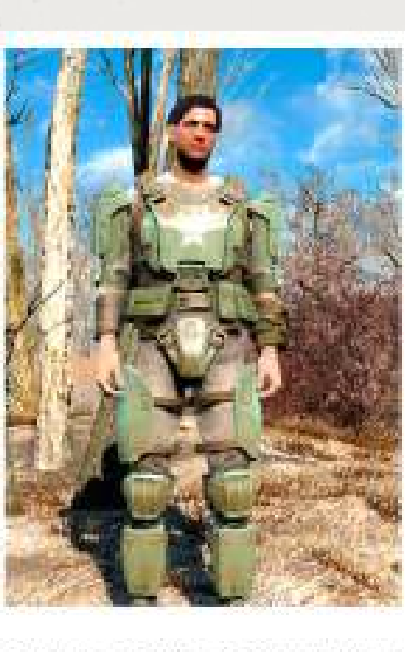
Each armor set offers a different balance of resistances and overall weight. And because each piece is equipped separately, you can mix and match pieces from different sets to meet your specific needs. You can even modify individual armor pieces for better protection or increased utility.

> **HELPFUL HINT FROM VAULT BOY!**
>
> Quality Control
>
> **Armor** set pieces come in three different qualities: standard, sturdy, and heavy. The quality of an **armor** piece affects its stats and appearance, but it doesn't have any effect on which **mods** it **supports**. For example, a mod that fits into a leather chest piece can be attached to a sturdy leather chest piece, a heavy leather chest piece, and even Legendary and Exceptional leather chest pieces.

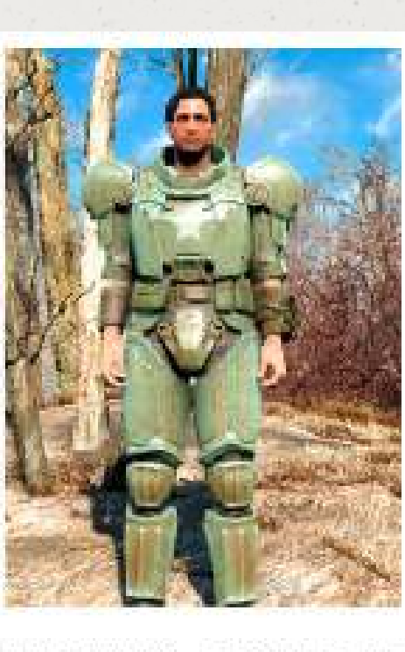
COMBAT ARMOR



COMBAT ARMOR



STURDY COMBAT ARMOR



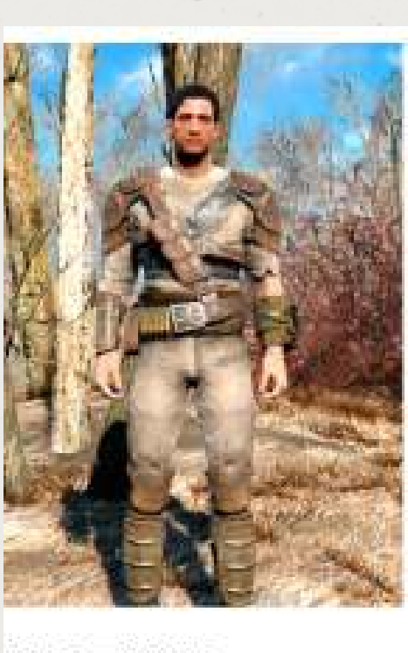
HEAVY COMBAT ARMOR

A full set of combat armor is fairly heavy, but it boasts an excellent balance of Damage Resistance and Energy Resistance. Combat armor can be found on a variety of powerful enemies, but these pieces are particularly popular among Gunners.

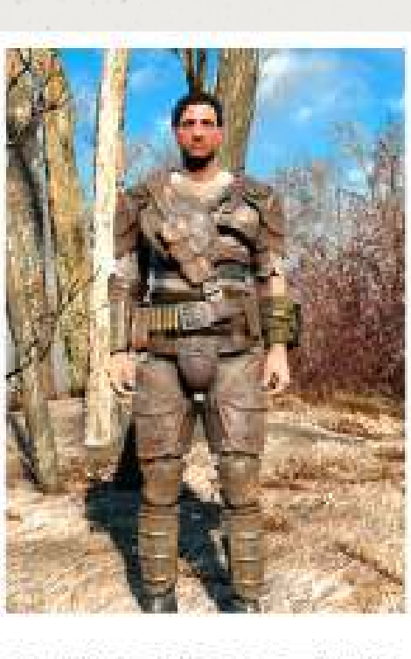
COMBAT ARMOR PIECES

NAME	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	WEIGHT	VALUE	MODS
CHEST						
Combat Armor Chest Piece	15	15	0	8	60	👍
Sturdy Combat Armor Chest Piece	25	25	0	11.7	140	👍
Heavy Combat Armor Chest Piece	35	35	0	15.5	220	👍
LEFT ARM						
Combat Armor Left Arm	9	9	0	2	25	👍
Sturdy Combat Armor Left Arm	13	13	0	4.5	85	👍
Heavy Combat Armor Left Arm	17	17	0	7	145	👍
LEFT LEG						
Combat Armor Left Leg	8	8	0	2	25	👍
Sturdy Combat Armor Left Leg	12	12	0	4.5	105	👍
Heavy Combat Armor Left Leg	16	16	0	7	185	👍
RIGHT ARM						
Combat Armor Right Arm	9	9	0	2	25	👍
Sturdy Combat Armor Right Arm	13	13	0	4.5	85	👍
Heavy Combat Armor Right Arm	17	17	0	7	145	👍
RIGHT LEG						
Combat Armor Right Leg	8	8	0	4	25	👍
Sturdy Combat Armor Right Leg	12	12	0	6.5	105	👍
Heavy Combat Armor Right Leg	16	16	0	9	185	👍

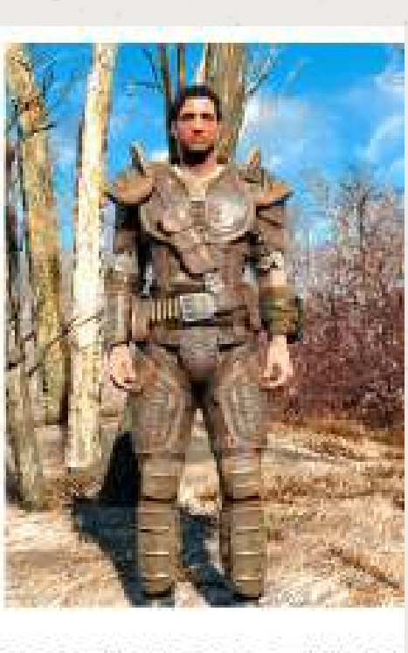
LEATHER ARMOR



LEATHER ARMOR



STURDY LEATHER ARMOR



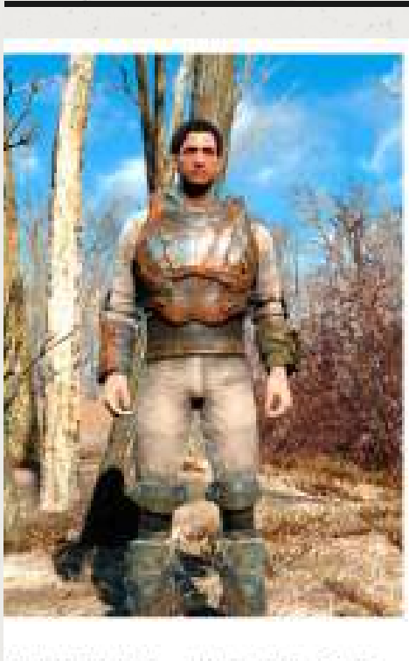
HEAVY LEATHER ARMOR

Leather armor can't match the Damage Resistance offered by most armor sets, but it's an excellent option for those who prefer to travel light. It's also very common—low-level Raiders and Gunners often carry one or more pieces of leather armor, making it fairly easy to collect a complete set.

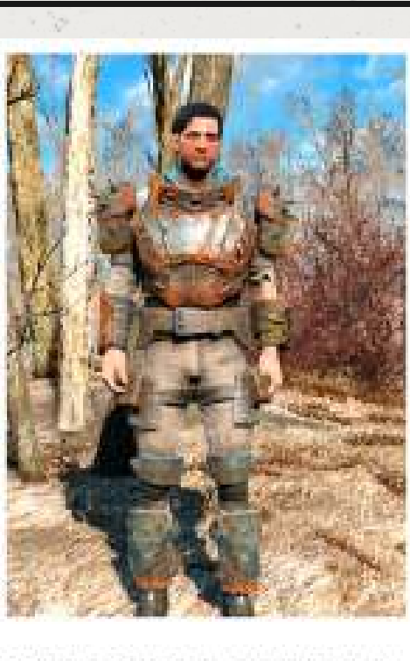
LEATHER ARMOR PIECES

NAME	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	WEIGHT	VALUE	MODS
CHEST						
Leather Chest Piece	3	10	0	5	25	👍
Sturdy Leather Chest Piece	14	23	0	9.9	50	👍
Heavy Leather Chest Piece	24	36	0	14.8	75	👍
LEFT ARM						
Leather Left Arm	1	3	0	2	8	👍
Sturdy Leather Left Arm	6	11	0	4.6	18	👍
Heavy Leather Left Arm	11	18	0	7.2	28	👍
LEFT LEG						
Leather Left Leg	2	5	0	2	10	👍
Sturdy Leather Left Leg	7	13	0	4.6	20	👍
Heavy Leather Left Leg	13	20	0	7.2	30	👍
RIGHT ARM						
Leather Right Arm	1	3	0	2	8	👍
Sturdy Leather Right Arm	6	11	0	4.6	18	👍
Heavy Leather Right Arm	11	18	0	7.2	28	👍
RIGHT LEG						
Leather Right Leg	2	5	0	2	10	👍
Sturdy Leather Right Leg	7	13	0	4.6	20	👍
Heavy Leather Right Leg	13	20	0	7.2	30	👍

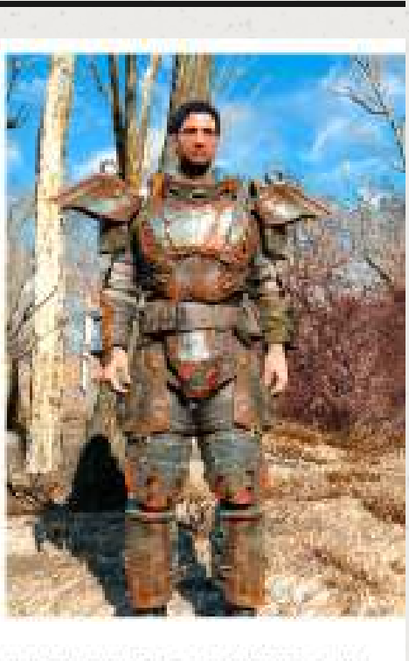
METAL ARMOR



METAL ARMOR



STURDY METAL ARMOR



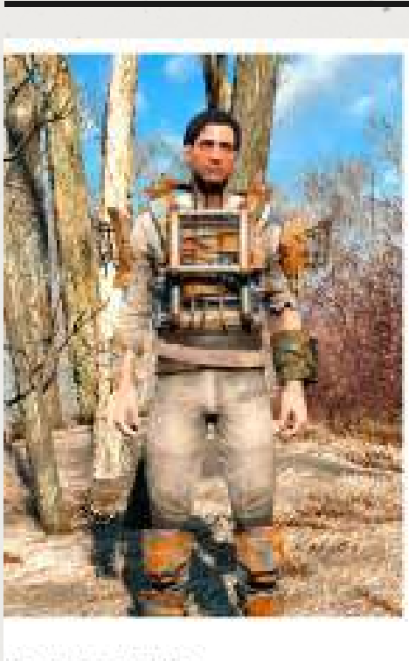
HEAVY METAL ARMOR

Metal armor pieces favor Damage Resistance over Energy Resistance. They also tend to be fairly heavy. Raiders are typically the best source of metal armor pieces, but you're sure to find these items scattered throughout the Commonwealth.

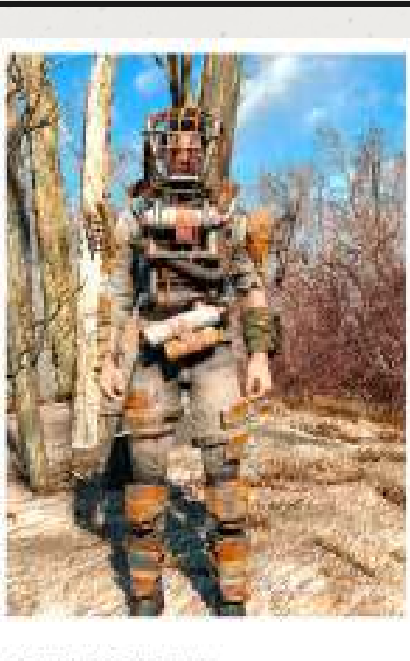
METAL ARMOR PIECES

NAME	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	WEIGHT	VALUE	MODS
CHEST						
Metal Chest Piece	12	5	0	8	40	👍
Sturdy Metal Chest Piece	25	15	0	15.5	115	👍
Heavy Metal Chest Piece	37	25	0	23.1	190	👍
LEFT ARM						
Metal Left Arm	7	3	0	3	15	👍
Sturdy Metal Left Arm	15	8	0	7.9	65	👍
Heavy Metal Left Arm	22	13	0	12.8	115	👍
LEFT LEG						
Metal Left Leg	7	3	0	3	15	👍
Sturdy Metal Left Leg	15	8	0	7.9	65	👍
Heavy Metal Left Leg	22	13	0	12.8	115	👍
RIGHT ARM						
Metal Right Arm	7	3	0	3	15	👍
Sturdy Metal Right Arm	15	8	0	7.9	65	👍
Heavy Metal Right Arm	22	13	0	12.8	115	👍
RIGHT LEG						
Metal Right Leg	7	3	0	3	15	👍
Sturdy Metal Right Leg	15	8	0	7.9	65	👍
Heavy Metal Right Leg	22	13	0	12.8	115	👍

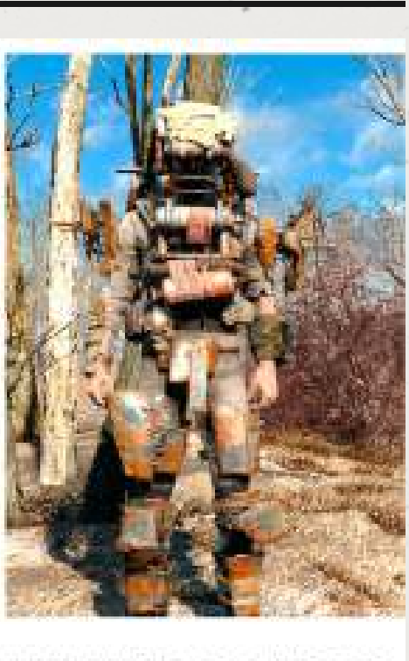
RAIDER ARMOR



RAIDER ARMOR



STURDY RAIDER ARMOR



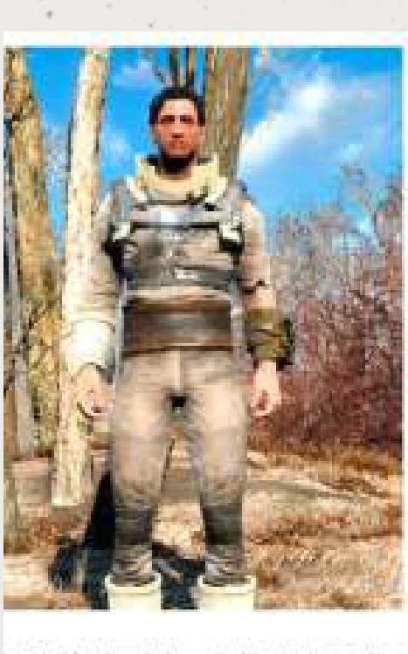
HEAVY RAIDER ARMOR

Considering its weight, a full set of Raider armor offers relatively little protection. However, most Raiders carry at least one of these ramshackle armor pieces, so it shouldn't take long to amass quite a collection.

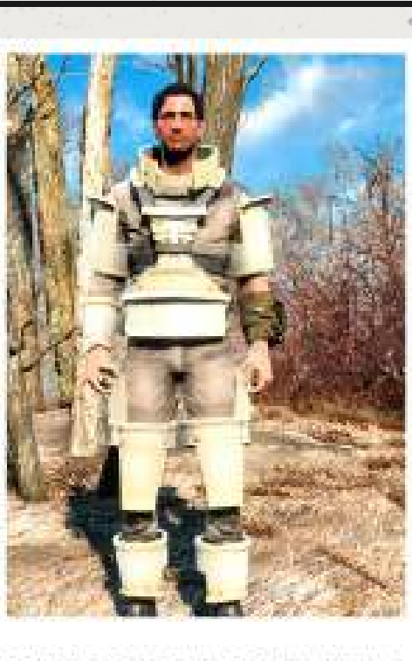
RAIDER ARMOR PIECES

NAME	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	WEIGHT	VALUE	MODS
CHEST						
Raider Chest Piece	4	2	0	7	18	👍
Sturdy Raider Chest Piece	14	11	0	12	33	👍
Heavy Raider Chest Piece	24	20	0	17	48	👍
LEFT ARM						
Raider Left Arm	1	1	0	3	6	👍
Sturdy Raider Left Arm	6	6	0	7	81	👍
Heavy Raider Left Arm	11	11	0	10	156	👍
LEFT LEG						
Raider Left Leg	2	2	0	3	8	👍
Sturdy Raider Left Leg	7	7	0	7	13	👍
Heavy Raider Left Leg	12	12	0	10	18	👍
RIGHT ARM						
Raider Right Arm	1	1	0	3	6	👍
Sturdy Raider Right Arm	6	6	0	7	81	👍
Heavy Raider Right Arm	11	11	0	10	156	👍
RIGHT LEG						
Raider Right Leg	2	2	0	3	8	👍
Sturdy Raider Right Leg	7	7	0	7	13	👍
Heavy Raider Right Leg	12	12	0	10	18	👍

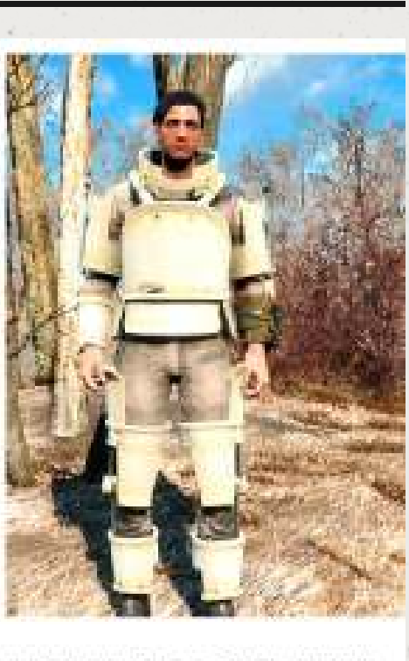
SYNTH ARMOR



SYNTH ARMOR



STURDY SYNTH ARMOR



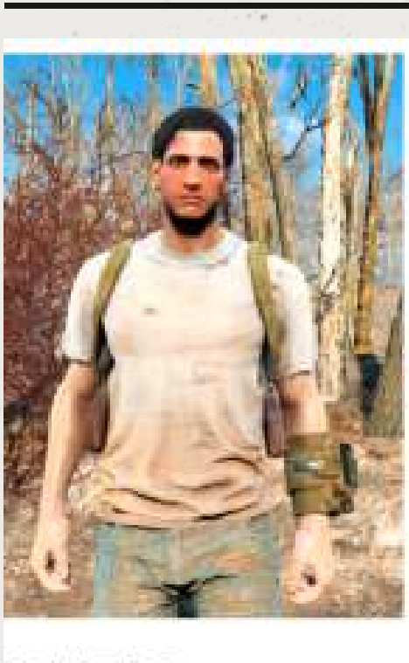
HEAVY SYNTH ARMOR

Synth armor offers significant protection, but most pieces favor Energy Resistance over Damage Resistance. Appropriately enough, these armor pieces are most often found on defeated synths.

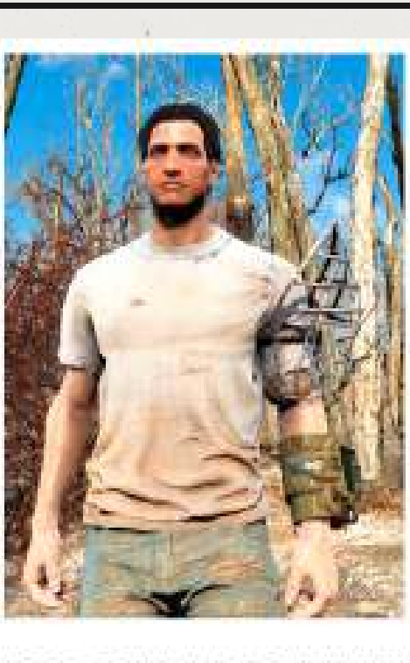
SYNTH ARMOR PIECES

NAME	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	WEIGHT	VALUE	MODS
CHEST						
Synth Chest Piece	12	17	0	7	75	👍
Sturdy Synth Chest Piece	25	29	0	12	125	👍
Heavy Synth Chest Piece	37	42	0	17	175	👍
LEFT ARM						
Synth Left Arm	7	10	0	3	30	👍
Sturdy Synth Left Arm	12	15	0	7	70	👍
Heavy Synth Left Arm	17	20	0	10	110	👍
LEFT LEG						
Synth Left Leg	6	9	0	3	30	👍
Sturdy Synth Left Leg	11	14	0	7	80	👍
Heavy Synth Left Leg	16	19	0	10	130	👍
RIGHT ARM						
Synth Right Arm	7	10	0	3	30	👍
Sturdy Synth Right Arm	12	15	0	7	70	👍
Heavy Synth Right Arm	17	20	0	10	110	👍
RIGHT LEG						
Synth Right Leg	6	9	0	3	30	👍
Sturdy Synth Right Leg	11	14	0	7	80	👍
Heavy Synth Right Leg	16	19	0	10	130	👍

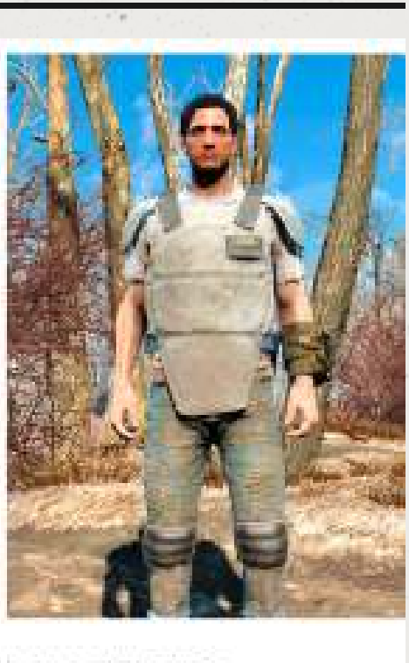
MISCELLANEOUS ARMOR



CAIT'S BANDOLIER



DC GUARD LEFT SHOULDER



VAULT-TEC SECURITY ARMOR

You'll sometimes find bits of armor that don't belong to any of the major armor sets. These miscellaneous armor pieces aren't as common or customizable as set pieces, but some of them can be modified at armor workbenches.

MISCELLANEOUS ARMOR PIECES

NAME	BONUS	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	WEIGHT	VALUE	MODS
Cait's Bandolier	Strength +1	2	0	0	2	20	👎
Covenant Security Armor	—	6	0	0	5	13	👍
DC Guard Left Arm Armor	—	10	5	0	2	7	👎
DC Guard Left Forearm	—	4	2	0	1	5	👎
DC Guard Left Shoulder	—	5	2	0	1	5	👎
DC Guard Right Arm Armor	—	10	5	0	2	7	👎
DC Guard Right Forearm	—	4	2	0	1	5	👎
DC Guard Right Shoulder	—	5	2	0	1	5	👎
DC Guard Umpire's Pads	—	15	10	0	4	10	👍
Vault 81 Security Armor	—	6	0	0	5	13	👍
Vault-Tec Security Armor	—	6	0	0	5	13	👍

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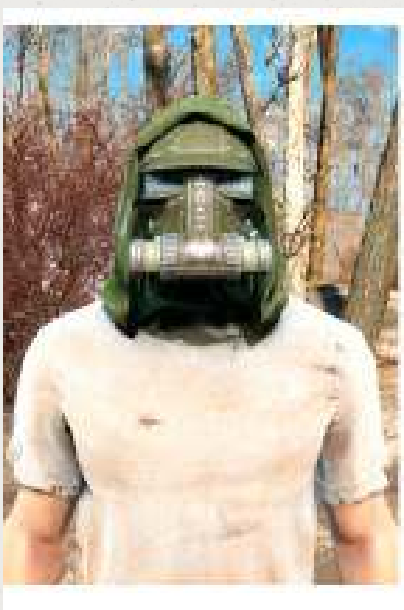
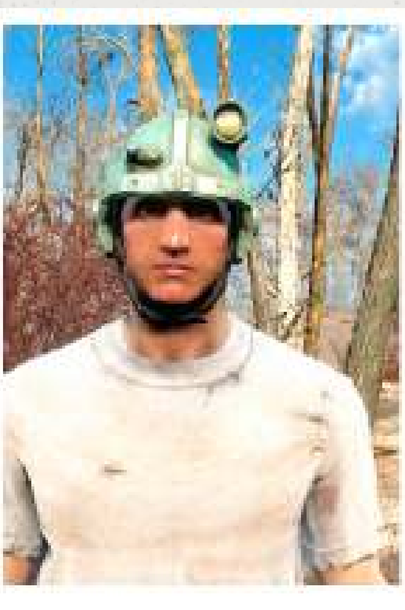
GAME OF THE YEAR EDITION

Apparel

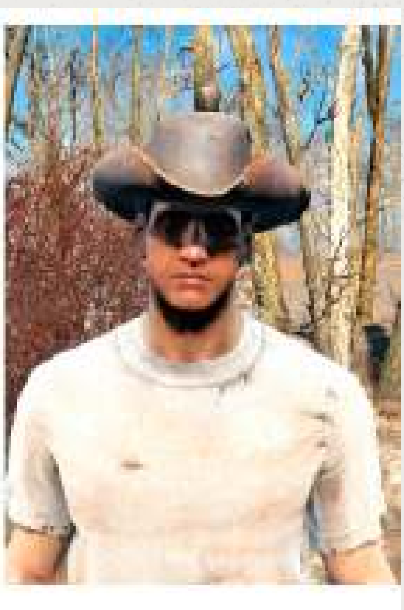
Headgear



ASSAULT GAS MASK



COMBAT ARMOR HELMET



MILITIA HAT

Whether you're looking to boost a S.P.E.C.I.A.L. rank or add a bit of extra protection to your ensemble, the right piece of headgear can improve both your performance and your appearance. These items come in a variety of styles, some of which cover part or all of your face.

You can use armor workbenches to modify mining helmets and any headgear associated with major armor sets. A few additional headgear items can be modified with help from the Railroad.

HEADGEAR

NAME	BONUS	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	WEIGHT	VALUE	MODS
Airship Captain's Hat	Charisma +1, Endurance +1	0	0	0	0.5	15	👎
Army Helmet	—	10	0	0	3	20	👎
Assault Gas Mask	—	1	0	15	3	25	👎
Baseball Cap	Perception +1	0	0	0	0.25	15	👎
Battered Fedora	Luck +1	0	0	0	0.5	6	👍 ⊗
Blue Batting Helmet	—	2	5	0	1	5	👎
BOS Hood	—	0	2	0	0.5	12	👎
Bowler Hat	Endurance +1	0	0	0	0.3	15	👎
Brown Flight Helmet	—	2	5	0	2	25	👎
Captain Ironsides' Hat	Perception +1, Charisma +1	0	0	0	0.5	15	👎
Chef Hat	Luck +1	0	0	0	0.5	15	👎
Coast Guard Hat	Perception +1	0	0	0	0.4	20	👎
Combat Armor Helmet	—	10	10	0	4	25	👍
Crumpled Fedora	Luck +1	0	0	0	0.5	15	👎
DC Guard Heavy Helmet	—	5	5	0	1	5	👎
DC Guard Helm	—	5	5	0	1	5	👎
Dirty Army Helmet	—	10	0	0	3	20	👎
Dirty Fedora	Luck +1	0	0	0	0.5	8	👎
Dirty Postman Hat	Endurance +1	0	0	0	0.4	15	👎
Faded Visor	Perception +1	0	0	0	0.1	10	👎
Field Scribe's Hat	—	0	5	0	0.5	8	👎
Flight Helmet	—	3	5	0	2	25	👎
Formal Hat	Charisma +1	0	0	0	0.4	15	👎
Gas Mask	—	1	0	15	3	10	👎
Gas Mask with Goggles	—	1	0	15	3	10	👎
Grandpa Savoldi's Hat	Charisma +1	0	0	0	0.5	15	👎
Gray Knit Cap	Luck +1	0	0	0	0.4	15	👎
Green Hood	—	1	0	0	3	5	👎
Green Rag Hat	—	0	0	0	0.5	2	👍 ⊗
Hard Hat	—	4	0	0	0.5	15	👎
Lieutenant's Hat	Charisma +1	0	0	0	0.5	15	👎
Lorenzo's Crown	—	4	0	0	3	20	👎
MacCready's Hat	Perception +1	0	0	0	0.5	15	👎
Mascot Head	—	5	0	0	1	5	👎
Medical Goggles	—	0	10	0	0.5	12	👎
Metal Helmet	—	9	4	0	3	15	👍
Military Cap	Perception +1	0	0	0	0.2	15	👎
Militia Hat	Charisma +1	0	0	0	0	15	👎
Militia Hat	Charisma +1	0	0	0	0.5	15	👎
Mining Helmet	—	3	0	0	5	50	👍
Minuteman Hat	—	0	0	0	2	15	👎
Minutemen General's Hat	Charisma +1	0	0	0	2	15	👎
Newsboy Cap	Charisma +1	0	0	0	0	5	👍 ⊗
Newsboy Cap	Charisma +1	0	0	0	0.4	5	👍 ⊗
Pompadour Wig	Charisma +1	0	0	0	0	15	👎
Pompadour Wig	Charisma +1	0	0	0	0.2	15	👎
Postman Hat	Endurance +1	0	0	0	0.4	28	👎
Press Cap	Intelligence +1	0	0	0	0.5	15	👎
Red Flight Helmet	—	2	5	0	2	25	👎
Sack Hood	—	0	0	2	0.75	5	👎
Sack Hood with Hoses	—	0	0	5	1	5	👎
Sack Hood with Straps	—	0	0	5	1.5	5	👎
Sea Captain's Hat	Endurance +2	0	0	0	0.4	25	👎
Security Helmet	—	5	0	0	2	20	👎
Silver Shroud Hat	Perception +1	0	0	0	0.5	15	👎
Submariner Hat	—	0	0	0	0.5	15	👎
Synth Field Helmet	—	9	11	0	3	33	👍
Synth Helmet	—	9	11	0	3	33	👍
Tinker **Headgear**	Intelligence +1	5	5	0	1	5	👎
Tricorn Hat	Charisma +1	0	0	0	0.5	15	👎
Triggerman Bowler	Luck +1	0	0	0	0.3	15	👎
Trilby Hat	Charisma +1	0	0	0	0.5	5	👍 ⊗
Ushanka Hat	Intelligence +1	0	0	0	0.3	15	👎
Vault-Tec Security Helmet	—	5	0	0	2	20	👎
Welding Helmet	—	3	5	0	4	20	👎
Worn Fedora	Perception +1	0	0	0	0	15	👎
Worn Fedora	Perception +1	0	0	0	0.5	15	👎
Wrapped Cap	Perception +1	0	0	0	1	5	👎
Yellow Fedora	Perception +1	0	0	0	0.5	16	👎
Yellow Flight Helmet	Perception +1	2	5	0	2	25	👎
Yellow Slicker hat	Luck +1	0	0	0	0.3	15	👎

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Accessories

BLACK-RIM GLASSES

STARS AND STRIPES BANDANA

SURGICAL MASK

Some accessories are purely cosmetic, but eyewear can boost various S.P.E.C.I.A.L. ranks. Most accessory items are very light and well worth collecting whenever they're found.

ACCESSORIES

NAME	BONUS	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	WEIGHT	VALUE	MODS
Black-Rim Glasses	Charisma +1	0	0	0	0.1	8	👎
Blue Bandana	—	0	0	0	0.1	1	👎
Eyeglasses	Perception +1	0	0	0	0.1	7	👎
Fashionable Glasses	Charisma +1	0	0	0	0.2	27	👎
Gunner's Camo Bandana	—	0	0	0	0.1	1	👎
Gunner's Green Bandana	—	0	0	0	0.1	1	👎
Jangles Bandana	—	0	0	0	0.1	1	👎
Leopard Print Bandana	—	0	0	0	0.1	1	👎
Liam's Glasses	Intelligence +2,Charisma -1	0	0	0	0.5	80	👎
Patrolman Sunglasses	Perception +1	0	0	0	0.1	8	👎
Red Bandana	—	0	0	0	0.1	1	👎
Road Goggles	Intelligence +1	0	0	0	0.2	8	👎
Robotic Bits	Perception +1	0	0	0	2	14	👍
Skull Bandana	—	0	0	0	0.1	1	👎
Stars and Stripes Bandana	—	0	0	0	0.1	1	👎
Striped Bandana	—	0	0	0	0.1	1	👎
Sunglasses	Perception +1	0	0	0	0	20	👎
Sunglasses	Perception +1	0	0	0	0.1	7	👎
Surgical Mask	—	0	0	0	0.2	5	👎
Wedding Ring	—	0	0	0	0	250	👎
Welding Goggles	Perception +1	0	0	0	0.3	10	👎
Wraparound Goggles	Perception +1	0	0	0	0.1	4	👎

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Apparel

Power Armor

When it comes to damage mitigation, no collection of conventional apparel items can match a functioning suit of Power Armor. More vehicle than clothing, Power Armor makes even the most fragile combatant a powerhouse on the battlefield. You'll find a variety of interchangeable, highly customizable parts scattered throughout the Commonwealth.

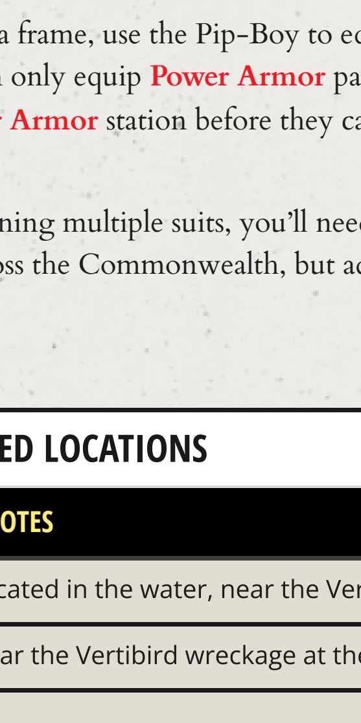
It takes considerable resources to modify such complex components, but with the right perks and materials, you can assemble a suit of Power Armor that provides unbeatable protection and impressive utility. Here are just a few of the benefits Power Armor enthusiasts enjoy:

- Entering a basic suit of Power Armor automatically grants you a Strength rating of 11. Equipping Strength-boosting mods can increase the effect. This bonus lasts as long as you remain in the suit.
- Even the simplest suit of Power Armor offers excellent Radiation Resistance. Lead plating mods improve the effect.
- Power Armor negates all falling damage. In fact, falling from a significant height triggers an Impact Landing. This powerful attack damages all targets located near the point of impact.
- Most models of Power Armor can accommodate jetpack mods. Some items and locations can only be reached with a rocket-assisted jump.
- Perks like Pain Train and Nuclear Physicist make Power Armor even more effective in combat, and Hot Rodder magazines unlock custom Power Armor paint schemes.

Of course, the benefits of Power Armor come at a cost. If you plan on using and maintaining even one suit of Power Armor, there are a few things you should keep in mind:

- Power Armor is fueled by Fusion Cores. These valuable items are hard to come by, but you'll need to maintain a good supply of them to keep your Power Armor battle-ready. When you're wearing Power Armor, anything that consumes Action Points also depletes the installed Fusion Core.
- Power Armor can be damaged. Unlike other apparel items, Power Armor parts need frequent repairs. The required materials vary from part to part, but you'd do well to keep your Power Armor station stocked with plenty of steel, aluminum, copper, and plastic.
- While you're inside a suit of Power Armor, you lose any benefits granted by other apparel items.
- Power Armor can be stolen. Whenever you leave your Power Armor, remove the Fusion Core to prevent any unauthorized users from commandeering your valuable equipment.
- Punching weapons can't be used with Power Armor. Power Armor is capable of delivering impressive unarmed damage, but it's too bulky to accommodate knuckles, gloves, or wrist-mounted weapons.
- Crafting Power Armor mods takes a good supply of rare materials and considerable know-how. You can earn customized parts by completing quests or defeating appropriately equipped enemies, but you'll need to invest in all available ranks of the Science!, Blacksmith, and Armorer perks if you want to craft your own advanced Power Armor mods.

POWER ARMOR FRAMES



Power Armor frames can't be carried—and therefore never appear in your Pip-Boy's Apparel tab—but you can't build a suit of Power Armor without one. A bare Power Armor frame provides 60 Damage Resistance and 60 Energy Resistance. Attach and modify parts to create your ideal suit of Power Armor.

When not in use, a Power Armor frame acts much like a container—simply transfer parts from your inventory to mount them in place. While you're inside a frame, use the Pip-Boy to equip Power Armor parts the same way you'd equip clothing and armor. You can only equip Power Armor parts that are in working order; badly damaged parts must be repaired at a Power Armor station before they can be used.

If you're interested in owning and maintaining multiple suits, you'll need to collect multiple frames. You'll find several Power Armor frames scattered across the Commonwealth, but additional frames can be purchased from vendors or earned by completing quests.

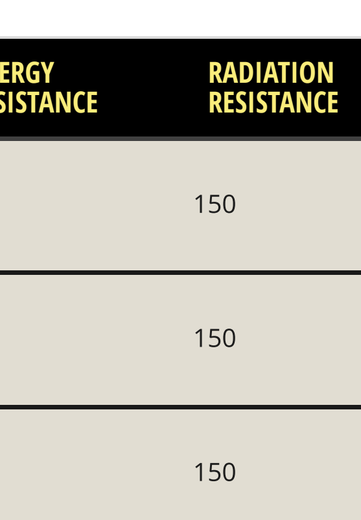
POWER ARMOR FRAMES: RECOMMENDED LOCATIONS

LOCATION	NOTES
Crashed Vertibird (Covenant Lake)	Located in the water, near the Vertibird wreckage.
Crashed Vertibird (Elevated Freeway)	Near the Vertibird wreckage at the edge of the overpass.
Crashed Vertibird (Near Robotics Disposal Ground)	Located near the Vertibird wreckage.
Diamond City	Purchased from Arturo.
Fiddler's Green Trailer Estates	Located in a locked trailer (Master).
Mass Pike Interchange	Located in the Gunner camp on the overpass.
Military APCs (near Poseidon Energy Turbine #18-F)	Located near the crashed plane beside the APCs.
Military **Armor** Transport (Lexington)	Located behind a security door. Hack the terminal (Advanced) in the nearby train car.
Military **Armor** Transport (North Wilderness)	Located behind a security door. Hack the terminal (Advanced) in the nearby train car.
Military Checkpoint (Cambridge Outskirts)	In a locked cage. Use the nearby terminal (Advanced) to open the security door.
Military Convoy (Training Yard)	Located inside the convoy trailer.
Museum of Freedom	Located on the roof. Plays a key role in The Minutemen Quest: **When Freedom Calls**.
National Guard Training Yard	In the locked (Master) National Guard Armory. Use the terminal (Novice) to unlock the security door.
Revere Satellite Array	Located atop one of the dish towers.
The Prydwen	Purchased from Teagan.

POWER ARMOR PARTS

Every piece of Power Armor you find belongs to one of five sets. Raider Power Armor is the least advanced, X-01 Power Armor is the most advanced, and everything else falls somewhere in the middle. This hierarchy makes it fairly easy to determine whether a newly acquired part is an upgrade. A modified Raider Power Left Arm can offer more protection than a standard T-45 Left Arm, but barring bonuses granted by unique items, a more-advanced part can always be modified to outperform a less-advanced part.

Although most Power Armor parts offer identical customization options, it's important to note that each mod is set-specific. All Power Armor sets can accommodate rad scrubbers, but rad scrubbers pulled from a T-51 Helm can only be applied to another T-51 Helm. Luckily, there's no need to commit to a specific model of Power Armor. Simply equip the parts that seem most useful at any given time.



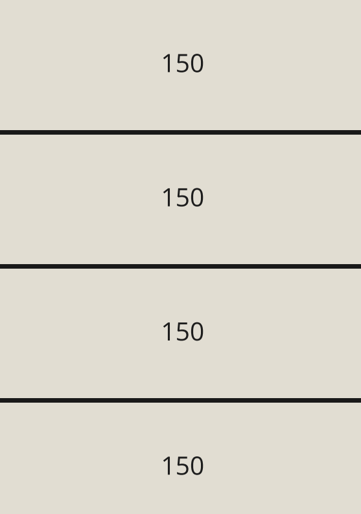
Raider Power Armor

Raider Power Armor offers far fewer customization options than other Power Armor sets—most notably, the Raider Power Torso doesn't support jetpacks or Stealth Boy mods available on more advanced Power Armor. Still, even the most basic suit of Raider Power Armor provides far more protection than standard apparel.

Any Raider clad in Power Armor is likely to have several of these parts equipped.

RAIDER POWER PARTS

NAME	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	WEIGHT	VALUE	MODS
Raider **Power** Helm	100	50	150	14	50	👍
Raider **Power** Left Arm	50	25	150	16	75	👍
Raider **Power** Left Leg	50	25	150	17	75	👍
Raider **Power** Right Arm	50	25	150	16	75	👍
Raider **Power** Right Leg	50	25	150	17	75	👍
Raider **Power** Torso	200	100	300	22	100	👍

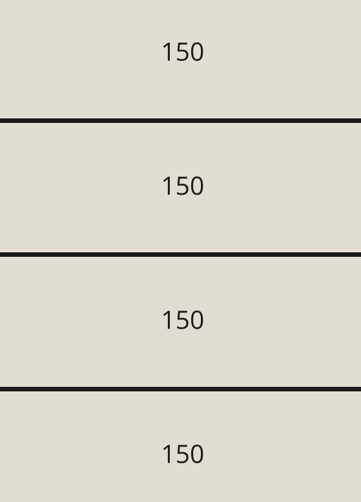


T-45 Power Armor

T-45 Power Armor can't match the protection offered by more advanced models, but it supports a full complement of mods. This Power Armor isn't widely used, but you'll find a complete set atop the Museum of Freedom.

T-45 PARTS

NAME	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	WEIGHT	VALUE	MODS
T-45 Helm	100	60	150	12	60	👍
T-45 Left Arm	50	30	150	15	100	👍
T-45 Left Leg	50	30	150	15	100	👍
T-45 Right Arm	50	30	150	15	100	👍
T-45 Right Leg	50	30	150	15	100	👍
T-45 Torso	200	130	300	20	140	👍

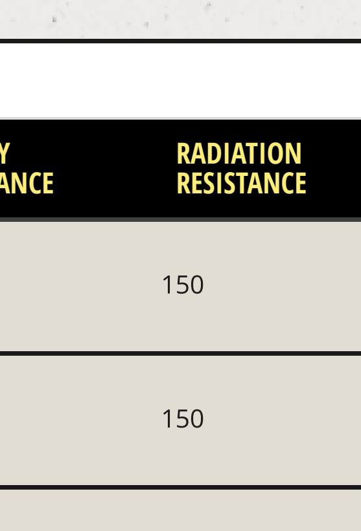


T-51 Power Armor

T-51 Power Armor offers better protection than the T-45 model. These parts aren't favored by any particular group, but you can find bits and pieces scattered throughout the Commonwealth.

T-51 PARTS

NAME	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	WEIGHT	VALUE	MODS
T-51 Helm	140	90	150	12	80	👍
T-51 Left Arm	90	60	150	15	130	👍
T-51 Left Leg	90	60	150	15	130	👍
T-51 Right Arm	90	60	150	15	130	👍
T-51 Right Leg	90	60	150	15	130	👍
T-51 Torso	240	160	300	20	180	👍



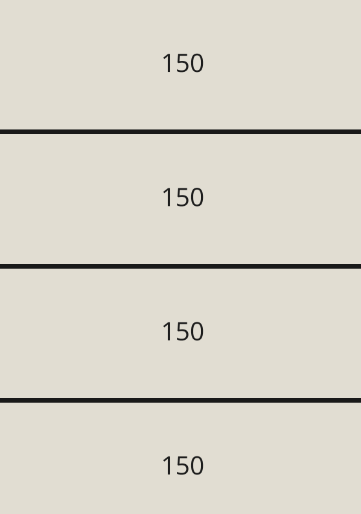
T-60 Power Armor

T-60 Power Armor is favored by the Brotherhood of Steel and the Atom Cats, so these durable parts are relatively easy to find. You can take them by force if you're so inclined, but searching military bases and Vertibird crash sites tends to be just as effective.

This model's popularity also means you'll find T-60 parts that feature custom paint jobs. Atom Cat parts, in particular, offer a paint scheme you can't find anywhere else.

T-60 PARTS

NAME	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	WEIGHT	VALUE	MODS
T-60 Helm	180	120	150	12	120	👍
T-60 Left Arm	130	85	150	15	160	👍
T-60 Left Leg	130	85	150	15	160	👍
T-60 Right Arm	130	85	150	15	160	👍
T-60 Right Leg	130	85	150	15	160	👍
T-60 Torso	280	185	300	20	200	👍



X-01 Power Armor

The X-01 is the most advanced Power Armor available. It's also the rarest. This makes it extremely difficult to assemble a complete set of X-01 Power Armor, but it's well worth using any parts you're lucky enough to find.

X-01 PARTS

NAME	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	WEIGHT	VALUE	MODS
X-01 Helm	220	140	150	12	140	👍
X-01 Left Arm	170	110	150	15	200	👍
X-01 Left Leg	170	110	150	15	200	👍
X-01 Right Arm	170	110	150	15	200	👍
X-01 Right Leg	170	110	150	15	200	👍
X-01 Torso	320	210	300	20	280	👍

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Specialty Items

You'll sometimes find apparel you can't equip yourself. Save these specialty items for a more suitable user or sell them for a few extra caps.

DOG APPAREL

Guard dogs are often equipped with collars and custom armor. These items don't offer any protection, but you can use them to give your canine companion a new look.

DOG APPAREL

NAME	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	WEIGHT	VALUE	MODS
Chain Dog Collar	0	0	0	1	7	👎
Dog **Armor**	0	0	0	4	20	👎
Dog Collar	0	0	0	1	7	👎
Double Dog Collar	0	0	0	1	7	👎
Heavy Dog **Armor**	0	0	0	5	30	👎
Light Dog **Armor**	0	0	0	3	10	👎
Reinforced Dog Collar	0	0	0	1	7	👎
Spiked Dog Collar	0	0	0	1	7	👎

HELPFUL HINT FROM VAULT BOY!

In addition to dog-specific **apparel**, Dogmeat can use welding goggles and any bandanas you happen to collect.

SUPER MUTANT APPAREL

Super Mutant Armor is too cumbersome for you to wear, but you can use it to give your Super Mutant companion a new look.

SUPER MUTANT APPAREL

NAME	BONUS	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	WEIGHT	VALUE	MODS	LOCATIONS
Super Mutant Arm Guards	—	7	5	0	5	10	👎	Big John's Salvage, The Gwinnett Restaurant
Super Mutant Aviator Cap	—	2	0	0	1	10	👎	Wilson Atomatoys Factory, Rocky Cave (Virgil's Laboratory)
Super Mutant Bladed Helmet	—	4	0	0	1	8	👎	Weston Water Treatment Plant, West Roxbury Station
Super Mutant Bracers	—	5	3	0	6	18	👎	West Roxbury Station, Rocky Cave (Virgil's Laboratory)
Super Mutant Cage Helmet	—	3	0	0	1	8	👎	West Everett Estates, The Gwinnett Restaurant
Super Mutant Chains	—	3	5	0	10	30	👎	West Everett Estates, Revere Satellite Array
Super Mutant Chest Harness	—	3	0	0	7	25	👎	Breakheart Banks, Shaw High School
Super Mutant Cowl **Armor**	—	10	5	0	10	30	👎	Trinity Tower, Wilson Atomatoys Factory
Super Mutant Heavy **Armor**	—	10	5	0	12	50	👎	Trinity Tower, Medford Memorial Hospital
Super Mutant Heavy Gauntlets	—	10	5	0	4	5	👎	Weston Water Treatment Plant, Boston Public Library
Super Mutant Helmet	—	3	0	0	1	8	👎	Medford Memorial Hospital, Fraternal Post 115
Super Mutant Leg **Armor**	—	7	5	0	6	18	👎	Trinity Tower, Revere Satellite Array
Super Mutant Leg Guards	—	5	3	0	5	10	👎	Scrap Palace, Trinity Tower
Super Mutant Light Body **Armor**	—	12	10	0	8	15	👎	Wilson Atomatoys Factory, Shaw High School
Super Mutant Shoulder Rags	—	3	0	0	6	20	👎	Scrap Palace, Wilson Atomatoys Factory
Super Mutant Waistcloth	—	4	0	0	2	8	👎	Breakheart Banks, Trinity Tower
Super Mutant Wrist Wraps	—	3	0	0	2	8	👎	**Mass Fusion** Disposal Site, Trinity Church (Trinity Plaza)

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Apparel

Legendary Armor Effects

LEGENDARY EFFECTS

Each Legendary enemy you defeat has a chance of dropping a Legendary armor piece with a randomly selected bonus effect. Legendary armor can accommodate all of the mods used by similar items.

ARMOR NAME MODIFIER	DESCRIPTION
Cunning	Agility +1, Perception +1.
V.A.T.S. Enhanced	10% reduction in Action Point costs in V.A.T.S.
Powered	Increases Action Point refresh speed.
Chameleon	**Enemies** have a harder time detecting you while you're sneaking and not moving.
Sharp	Charisma +1, Intelligence +1.
Duelist's	10% chance to disarm melee attacker on hit.
Freefall	Prevents falling damage.
Cavalier's	Reduces damage while blocking or sprinting by 15%.
Titan's	Reduces damage while standing and not moving by 15%.
Hunter's	Reduces damage from animals by 15%.
Exterminator's	Reduces damage from Mirelurks and bugs by 15%.
Ghoul Slayer's	Reduces damage from Ghouls by 15%.
Assassin's	Reduces damage from humans by 15%.
Troubleshooter's	Reduces damage from robots by 15%.
Mutant Slayer's	Reduces damage from Super Mutants by 15%.
Acrobat's	Reduces falling damage by 50%.
Safecracker's	Increases size of sweet spot while picking locks.
Martyr's	Temporarily slows time during **combat** when you are at 20% or less Health.
Lucky	Luck +2.
Herbalist's	+25 poison resistance.
Punishing	Reflects 10% of melee damage back on attacker.
Bolstering	Grants increasing energy and damage resistance the lower your Health (up to +35).
Sprinter's	Increases wearer's movement speed by 15%.
Fortifying	Strength +1, Endurance +1.
Low Weight	Low carry weight.
Almost Unbreakable	Quadruples durability.

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Apparel

Unique Apparel

From Exceptional armor to stylish garments, you'll find a variety of unique apparel items during your time in the Commonwealth. Some of these items can be found or purchased from vendors, while others must be earned by completing quests or defeating specific enemies.

UNIQUE APPAREL ITEMS

NAME	ITEM TYPE	BONUS	NOTES
Agatha's Dress	Outfit	Charisma +3	Complete "**Curtain Call**" as a female.
Apocalypse Chestplate	Metal Chest Piece	Temporarily slows time during **combat** when you are at 20% or less health.	Sold by Level 4 Workshop **Armor** Merchant
Apocalypse Left Greave	Metal Left Leg	Grants increasing energy and damage resistance the lower your health (up to +35).	Sold by Level 4 Workshop **Armor** Merchant
Black Ops Chestpiece	**Combat Armor** Chest Piece	Strength +1, Endurance +1	Sold by Deb (Bunker Hill).
Black Ops Right Shinguard	**Combat Armor** Right Leg	Increases wearer's movement speed by 10%	Sold by Deb (Bunker Hill).
Captain Ironsides' Hat	**Headgear**	Perception +1, Charisma +1	Complete "The **Last Voyage of the USS Constitution**."
Champion Chestpiece	Metal Chest Piece	Reduces damage from robots by 15%.	Sold by Myrna in Diamond City.
Champion Left Arm	Metal Left Arm	Strength +1, Endurance +1	Sold by Lucas Miller (caravan trader).
Champion Right Arm	Metal Right Arm	Agility +1, Perception +1	Sold by Becky Fallon (Fallon's Basement, Diamond City).
Commando Chest Piece	**Combat Armor** Chest Piece	Increases Action Point refresh speed.	Sold by Teagan (the Prydwen).
Commando Helmet	**Combat** Helmet	10% reduction in Action Point costs in VATS.	Sold by Teagan (the Prydwen).
DB Tech Varsity Uniform	Outfit	—	Located in DB Tech High School.
Destroyer's Chest Piece	**Combat Armor** Chest Piece	Reduces damage from humans by 15%	Sold by Daisy (Goodneighbor).
Destroyer's Helmet	**Combat** Helmet	Charisma +1, Intelligence +1	Sold by Penny Fitzgerald (Covenant).
Destroyer's Left Arm	**Combat Armor** Left Arm	Reduces damage while blocking or sprinting by 15%.	Sold by Deb (Bunker Hill).
Destroyer's Left Leg	**Combat Armor** Left Leg	Increases wearer's movement speed by 10%.	Sold by Daisy (Goodneighbor).
Destroyer's Right Leg	**Combat Armor** Right Leg	Increases wearer's movement speed by 10%.	Sold by Alexis Combes (Vault 81).
Devastator's Chestpiece	Metal Chest Piece	Reflects 10% of melee damage back on attacker.	Sold by KL-E-O (Goodneighbor).
Devastator's Right Greave	Metal Right Leg	Temporarily slows time during **combat** when you are at 20% or less health.	Sold by KL-E-O (Goodneighbor).
Exemplar's T-60c Torso	T-60c Torso	10% reduction in Action Point costs in V.A.T.S.	Complete "**Duty or Dishonor**" by persuading Clarke to turn himself in.
Freefall **Armor** Left Leg	**Combat Armor** Left Leg	When both Freefall Legs are worn together, prevents fall damage.	Located in **Mass Fusion**, within the safe in Jack Rockford's office (28th floor).
Freefall **Armor** Right Leg	**Combat Armor** Right Leg	When both Freefall Legs are worn together, prevents fall damage.	Located in **Mass Fusion**, within the safe in Jack Rockford's office (28th floor).
Grognak Costume	Outfit	Increased Strength and melee damage.	Located within a locker on the fourth floor of Hubris Comics.
Honor	T-60 Left Leg	Increases Action Point refresh speed.	Sold by Teagan (the Prydwen). Requires Paladin rank within the Brotherhood of Steel.
Liam's Glasses	Accessory	Intelligence +2, Charisma -1	Complete "**Plugging a Leak**."
Lieutenant's Hat	**Headgear**	Charisma +1	Complete "The **Last Voyage of the USS Constitution**."
Mantis Left Armguard	Leather Left Arm	10% chance to disarm melee attacker on hit.	Sold by Lucas Miller (caravan trader).
Mantis Left Greave	Leather Left Leg	Agility +1, Perception +1	Sold by Lucas Miller (caravan trader).
Mark 2 Synth Chest Piece	Synth Chest Piece	**Enemies** have a harder time detecting you while you're sneaking and not moving.	Sold by Institute requisitions (the Institute).
Mark 2 Synth Helmet	Synth Helmet	Agility +1, Perception +1	Sold by Institute requisitions (the Institute)
Mark 3 Synth Chest Piece	Synth Chest Piece	Grants increasing energy and damage resistance the lower your Health (up to +35)	Sold by Institute requisitions (the Institute).
Mark 3 Synth Right Arm	Synth Right Arm	Increases Action Point refresh speed.	Sold by Institute requisitions (the Institute).
Mark 4 Synth Chest Piece	Synth Chest Piece	**Enemies** have a harder time detecting you while you're sneaking and not moving.	Sold by Level 4 Workshop **Armor** Merchant.
Mark 4 Synth Left Leg	Synth Left Leg	Luck +2	Sold by Level 4 Workshop **Armor** Merchant.
Mascot Head	**Headgear**	—	Located in DB Tech High School.
Minutemen General's Hat	**Headgear**	Charisma +1	Found on a corpse in the Castle.
Minutemen General's Uniform	Outfit	Charisma +1	Found on a corpse in the Castle.
Nucleostrictive Torso **Armor**	T-60 Torso	Reduces the rate of Fusion Core depletion by 10%.	Complete the experiment Cambridge Polymer Labs.
Overseer's Left Armguard	**Combat Armor** Left Arm	10% reduction in Action Point costs in VATS.	Sold by Alexis Combes (Vault 81).
Overseer's Right Armguard	**Combat Armor** Right Arm	Reduces damage while standing and not moving by 15%.	Sold by Alexis Combes (Vault 81).
Protector's Left Armguard	Leather Left Arm	Reduces damage from humans by 15%.	Sold by Arturo (Diamond City).
Protector's Right Armguard	Leather Right Arm	Reduces damage from Super Mutants by 15%.	Sold by Arturo (Diamond City).
Reginald's Suit	Outfit	Charisma +3	Complete "**Curtain Call**" as a male.
Silver Shroud **Armor**	Outfit	Agility +1, Perception +1	Complete "**The Silver Shroud**." Item stats are determined by your current level.
Silver Shroud Hat	**Headgear**	Perception +1	Complete "**The Silver Shroud**."
Steadfast BOS **Combat Armor** Chest Piece	**Combat Armor** Chest Piece	Grants increasing energy and damage resistance the lower your Health (up to +35).	Complete "**The Lost Patrol** for Captain Kells."
Tessa's Fist	Raider **Power** Right Arm	Quadruples durability.	Defeat Tessa in the Quincy Ruins and collect the part from her body.
Vengeance	T-60 Right leg	Reflects 10% of melee damage back on attacker.	Sold by Teagan (the Prydwen). Requires Sentinel rank within the Brotherhood of Steel.
Visionary's T-60c Helm	T-60c Helm	Increases Action Point refresh speed.	Complete "**A Loose End**."
Wastelander's Chest Piece	Leather Chest Piece	Agility +1, Perception +1	Sold by Becky Fallon (Fallon's Basement, Diamond City).
Wastelander's Right Leg	Leather Right Leg	Reduces damage from Super Mutants by 15%.	Sold by Lucas Miller (caravan trader).
Zeke's Jacket and Jeans	Outfit	Charisma +1, Unarmed Damage +4	Located at the Atom Cats Garage.

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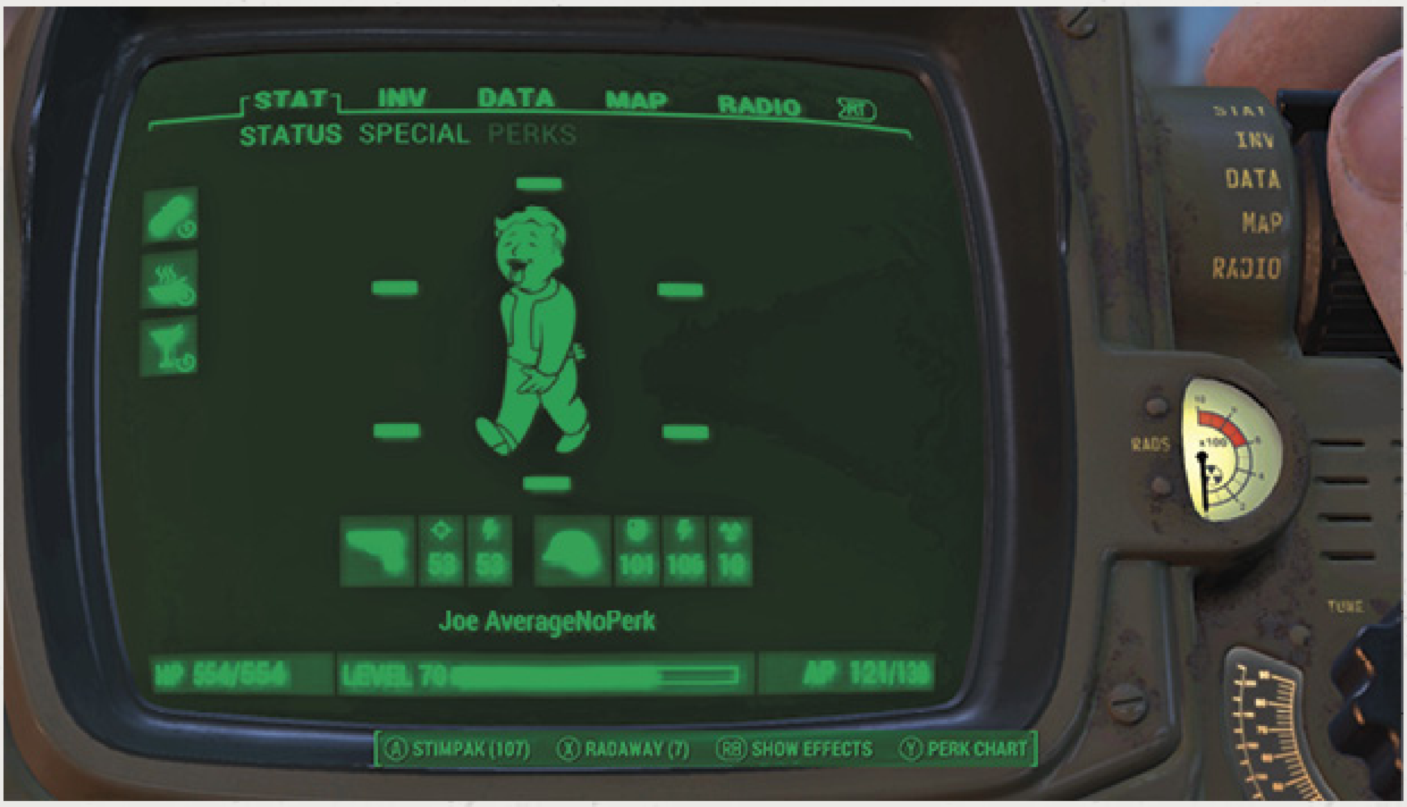
Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Aid

Overview

Even the most cautious adventurers need a little extra help from time to time. Luckily, you'll find a wide variety of consumables and single-use devices that can help you survive hostile gangs, radiation storms, and anything else the Commonwealth throws at you. Be warned: many aid items have addictive properties. Each time you consume alcohol, performance-enhancing chems, and even some food items, you increase your chances of developing an addiction.

Many aid items grant bonuses or penalties that last several minutes. Some effects last considerably longer. Use your Pip-Boy's Status tab to review the effects of any aid items that are currently in your system.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Joe AverageNoPerk
HP 554/554
LEVEL 70
AP 121/130
STIMPAK (107)
RADAWAY (7)
SHOW EFFECTS
PERK CHART
RADS
TUNE

HELPFUL HINT FROM VAULT BOY!

An untreated addiction can have a serious impact on your performance. You can cure addictions with **chems** like Addictol and Refreshing Beverage, or you can seek help from a medical professional. As a temporary solution, you can simply feed your addiction—you won't suffer any withdrawal symptoms as long as the substance is in your system.

TIP

Aid items tend to be very light, but the **food**, **chems**, and **alcohol** you collect can quickly add up. Store or sell any unneeded **items** to keep them from weighing you down.

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Aid
Food

SUGAR BOMBS

BLOATFLY MEAT

YAO GUAI RIBS

NUKA COLA QUANTUM

Nearly all food items replenish some amount of Health, but many of these dishes offer special bonuses. Unfortunately, many foods also contain harmful radiation. Foods you cook are generally more effective (and much safer) than foods you find. If you're hankering for a satisfying meal, it's best to visit a well-stocked cooking station.

FOOD

NAME	EFFECT	WEIGHT	VALUE	ADDICTION %	DURATION (SEC)	CRAFTED
Ash blossom	HP +10, Rads +3	1	6	—	10	👎
Baked Bloatfly	HP +40, Rad Resist +20	0.5	15	—	10 (heal), 600 (Rad Resist)	👍
Blamco Brand Mac and Cheese	HP +20, Rads +6	0.1	10	—	10	👎
Blamco Brand Mac and Cheese	HP +40	0.1	15	—	10	👎
Bloatfly Meat	HP +5, Rads +6	0.5	8	—	10	👎
Bloodbug Meat	HP +45, Rads +9	0.5	18	—	10	👎
Bloodbug Steak	+15 Max HP for 1 hour, HP +105	0.5	24	—	10 (heal), 3600 (HP boost)	👍
Bloodleaf	HP +10, Rads +2	0.1	5	—	10	👎
Blood Pack	HP +50	0.1	10	—	10	👎
Brahmin Meat	HP +10, Rads +8	1	28	—	10	👎
Brain Fungus	HP +10, Rads +3	0.1	6	—	10	👎
Bubblegum	HP +10, Rads +1	0.1	5	—	10	👎
Canned Dog Food	HP +10, Rads +2	0.5	6	—	10	👎
Carrot	HP +10, Rads 3	0.1	3	—	10	👎
Carrot Flower	HP +10, Rads 3	0.1	6	—	10	👎
Cat Meat	HP +15, Rads 8	0.5	8	—	10	👎
Cave Fungus	HP +10, Rads -10	0.1	8	—	10	👎
Cooked Softshell Meat	HP +85, Max AP +15	0.5	40	—	10 (heal), 3600 (AP boost)	👍
Corn	HP +10, Rads +3	0.1	6	—	10	👎
Cram	HP +25, Rads +5	0.5	25	—	10	👎
Crispy Squirrel Bits	HP +35	0.1	6	—	10	👍
Dandy Boy Apples	HP +10, Rads +3	0.5	7	—	10	👎
Deathclaw Egg	HP +45, Rads +7	0.1	69	—	10	👎
Deathclaw Egg Omelet	Increases heal rate for 2 hours, HP +115	0.1	80	—	10 (heal), 7200 (heal rate)	👍
Deathclaw Meat	HP +90, Rads +6	1	110	—	10	👎
Deathclaw Steak	HP +185, Agility +1	1	130	—	10 (heal), 3600 (Agility)	👍
Deathclaw Wellingham	Increases heal rate, HP +115	0.1	120	—	10 (heal), 7200 (heal rate)	👍
Deezer's Lemonade	HP +50	0.5	1	—	10	👎
Dirty Water	HP +20, Rads +7	0.5	5	—	10	👎
Drugged Water	HP +20, Rads +7, Perception -1	0.5	8	50%	10 (heal), 120 (Perception)	👎
Experimental Plant	HP +10, Rads +5	0.1	5	—	10	👎
Fancy Lads Snack Cakes	HP +10, Rads +4	0.1	18	—	10	👎
Fancy Lads Snack Cakes	HP +25	0.1	18	—	10	👎
Food Paste	HP +50, Endurance +1	0.3	0	—	10 (heal), 3600 (Endurance)	👎
Fresh Carrot	HP +20	0.1	36	—	10	👎
Fresh Corn	HP +20	0.1	36	—	10	👎
Fresh Melon	HP +20	1	36	—	10	👎
Fresh Mutfruit	HP +20	0.1	8	—	10	👎
Ghoul Meat	HP +10, Rads +10	0.3	4	—	10	👎
Glowing Fungus	HP +10, Rads +3	0.1	6	—	10	👎
Gourd	HP +10, Rads +3	1	6	—	10	👎
Gourd	HP +20	1	36	—	10	👎
Gourd Blossom	HP +10, Rads +3	1	6	—	10	👎
Grilled Radroach	HP +30	0.5	7	—	10	👍
Grilled Radstag	+25 Carry Weight	1	60	—	10 (heal), 3600 (Carry Weight)	👍
Ground Mole Rat	HP +20, Rads +5	0.1	4	—	10	👎
Gum Drops	HP +10, Rads +1	0.1	5	—	10	👎
Happy Birthday Sweet Roll	HP +20, Rads +4	0	0	—	10	👎
Hubflower	HP +10, Rads +2	0.1	5	—	10	👎
Ice Cold Nuka Cherry	HP +75, Rads +5, AP +35	1	40	—	10	👎
Ice Cold Nuka Cola	HP +45, Rads +5, AP +20	1	20	—	10	👎
Ice Cold Nuka Cola Quantum	HP +650, Rads +5, AP +125	1	50	10%	10	👎
Iguana Bits	HP +15, Rads +5	0.1	8	—	10	👎
Iguana Soup	HP +95	1	21	—	10	👍
Iguana on a Stick	HP +40	0.1	33	—	10	👍
InstaMash	HP +20	0.5	20	—	10	👎
Institute Bottled Water	HP +40	0.5	15	—	10	👎
Institute Food Packet	HP +25	0.5	10	—	10	👎
Melon	HP +10, Rads +3	1	6	—	10	👎
Melon	HP +20, Rads +3	1	18	—	10	👎
Melon Blossom	HP +10, Rads +3	1	6	—	10	👎
Mirelurk Cake	You can breathe underwater, HP +140	0.1	35	—	10 (heal), 1800 (breathing)	👍
Mirelurk Egg	HP +9, Rads +12	1	0	—	10	👎
Mirelurk Egg Omelet	HP +45, AP +50	0.1	30	—	10	👍
Mirelurk Meat	HP +35, Rads +10	0.5	18	—	10	👎
Mirelurk Queen Steak	HP +200, Endurance +2	1	130	—	10 (heal), 3600 (Endurance)	👍
Moldy Food	HP +5, Rads +6	0.5	1	—	10	👎
Mole Rat Chunks	HP +50, Max AP +5	0.5	8	—	10 (heal), 900 (AP boost)	👍
Mole Rat Meat	HP +25, Rads +7	0.5	5	—	10	👎
Mongrel Dog Meat	HP +20, Rads +8	0.5	8	—	10	👎
Mutant Hound Chops	HP +60, Rads -50	0.5	12	—	10	👍
Mutant Hound Meat	HP +30, Rads +8	0.5	8	—	10	👎
Mutated Fern Flower	HP +10, Rads +1	0.1	4	—	10	👎
Mutfruit	HP +10, Rads +2	0.1	8	—	10	👎
Mutt Chops	HP +40	0.5	12	—	10	👍
Noodle Cup	HP +40	0.5	20	—	10	👍
Nuka Cherry	HP +50, Rads +5, AP +25	1	40	—	10	👎
Nuka Cola	HP +20, Rads +5, AP +10	1	20	—	10	👎
Nuka Cola Quantum	HP +400, Rads +5, AP +100	1	50	10%	10	👎
Perfectly Preserved Pie	HP +30	0.5	20	—	10	👎
Pork n' Beans	HP +20, Rads +6	0.5	10	—	10	👎
Potato Crisps	HP +10, Rads +7	0.1	7	—	10	👎
Potted Meat	HP +40, Rads +12	1	25	—	10	👎
Preserved InstaMash	HP +45	0.5	23	—	10	👎
Pristine Deathclaw Egg	HP +45, Rads +7	0.1	69	—	10	👎
Purified Water	HP +40	0.5	20	—	10	👍
Queen Mirelurk Meat	HP +10, Rads +25, Endurance +1	0.5	22	—	10 (heal), 3600 (Endurance)	👎
Radroach Meat	HP +15, Rads +11	0.1	3	—	10	👎
Radscorpion Egg	HP +35, Rads +11	0.1	48	—	10	👎
Radscorpion Egg Omelet	Cure all addictions, HP +75	0.1	65	—	10	👍
Radscorpion Meat	HP +75, Rads +13	1	55	—	10	👎
Radscorpion Steak	HP +150, Energy Resist +25	1	65	—	10 (heal), 3600 (Energy Resist)	👍
Radstag Meat	HP +60, Rads +13	1	50	—	10	👎
Radstag Stew	HP +150, Energy Resist +30	1	60	—	10 (heal), 3600 (Energy Resist)	👍
Razorgrain	HP +10, Rads +2	0.1	5	—	10	👎
Ribeye Steak	HP +110	1	40	—	10	👍
Roasted Mirelurk Meat	HP +70, Max AP +10	0.5	40	—	10 (heal), 1800 (AP boost)	👍
Salisbury Steak	HP +30, Rads +9	0.5	20	—	10	👎
Salisbury Steak	HP +60	0.5	25	—	10	👎
Silt Bean	HP +10, Rads +3	0.1	6	—	10	👎
Slocum's BuzzBites	HP -10, Max AP +25, Perception +1	0.5	0	—	3600 (AP boost), 3600 (Perception)	👍
Softshell Mirelurk Meat	HP +40, Rads +15	0.5	22	—	10	👎
Squirrel Bits	HP +15, Rads +5	0.1	4	—	10	👎
Squirrel Stew	+2% XP gain for 2 hours, HP +105	1	24	—	10 (heal), 7200 (XP boost)	👍
Squirrel on a Stick	HP +45	0.1	15	—	10	👍
Stingwing Filet	HP +130, Perception +1	0.5	35	—	10	👍
Stingwing Meat	HP +65, Rads +9	0.5	30	—	10 (heal), 3600 (Perception)	👎
Sugar Bombs	HP +15, Rads +7	0.5	11	—	10	👎
Sugar Bombs	HP +30	0.5	14	—	10	👎
Sweet Roll	HP +20, Rads +4	0.1	9	—	10	👎
Synthetic Gorilla Meat	HP +30	1	28	—	10	👎
Tarberry	HP +10, Rads +2	0.1	5	—	10	👎
Tasty Deathclaw Omelet	Increases heal rate, HP +115, Max HP +50	0.1	100	—	10 (heal), 7200 (heal rate), 7200 (HP boost)	👍
Tato	HP +10, Rads 5	0.5	7	—	10	👎
Tato Flower	HP +10, Rads +5	0.5	7	—	10	👎
Thistle	HP +10, Rads +5	0.1	5	—	10	👎
Vegetable Soup	+25 Rad Resist for 1 hour, HP +55	1	13	—	10 (heal), 3600 (Rad Resist)	👍
Wild Corn	HP +10, Rads +3	0.1	6	—	10	👎
Wild Mutfruit	HP +10, Rads +2	0.1	8	—	10	👎
Wild Razorgrain	HP +10, Rads +2	0.1	5	—	10	👎
Wild Tarberry	HP +10, Rads +2	0.1	5	—	10	👎
Yao Guai Meat	HP +80, Rads +6	1	85	—	10	👎
Yao Guai Ribs	HP +165, Damage Resist +15	1	90	—	10 (heal),3600 (Damage Resist)	👍
Yao Guai Roast	+10 melee damage, HP +210	1	110	—	10 (heal), 3600 (Melee boost)	👍
Yum Yum Deviled Eggs	HP +15, Rads +5	0.5	20	—	10	👎

HELPFUL HINT FROM VAULT BOY!

Most crafted meals can be prepared whenever you have the right materials and access to a cooking station. However, some dishes can only be cooked once you've learned special recipes. Recipes for Deathclaw Wellington and Tasty Deathclaw Omelet can be earned during "The Devil's Due" quest. The recipe for Slocum's BuzzBites is located in Slocum's Joe Corporate HQ.

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Alcohol

GWINNETT PALE

RUM

WINE

WHISKEY

Specifics vary by drink, but most alcoholic beverages boost your Strength and Charisma at the cost of Intelligence. These effects are temporary, but each serving of alcohol also carries a chance of addiction. Most alcoholic drinks must be found or purchased, but with a supply of Mutfruit, Nuka Cola, and whiskey, you can brew your own Dirty Wastelanders at any cooking station.

ALCOHOL

NAME	EFFECT	WEIGHT	VALUE	ADDICTION %	DURATION(SEC.)	CRAFTED
Beer	Strength +1, Charisma +1, Intelligence -1	1	5	5%	180	👎
Bobrov's Best Moonshine	Charisma +1, Strength +1, Intelligence -1, Max HP +25	0.5	30	15%	300	👎
Bourbon	Endurance +1, Strength +1, Intelligence -1	1	7	5%	240	👎
Dirty Wastelander	Intelligence -2, Strength +3, Charisma +1	0.5	10	10%	300	👍
Gwinnett Ale	Strength +1, Charisma +1, Intelligence -1	1	5	5%	180	👎
Gwinnett Brew	Strength +1, Charisma +1, Intelligence -1	1	5	5%	180	👎
Gwinnett Lager	Strength +1, Charisma +1, Intelligence -1	1	5	5%	180	👎
Gwinnett Pale	Strength +1, Charisma +1, Intelligence -1	1	5	5%	180	👎
Gwinnett Pilsner	Strength +1, Charisma +1, Intelligence -1	1	5	5%	180	👎
Gwinnett Stout	Strength +1, Charisma +1, Intelligence -1	1	5	5%	180	👎
Ice Cold Beer	Strength +1, Charisma +1, Intelligence -1, AP +35	1	5	5%	180	👎
Ice Cold Gwinnett Ale	Strength +1, Charisma +1, Intelligence -1, AP +35	1	5	5%	180	👎
Ice Cold Gwinnett Brew	Strength +1, Charisma +1, Intelligence -1, AP +35	1	5	5%	180	👎
Ice Cold Gwinnett Lager	Strength +1, Charisma +1, Intelligence -1, AP +35	1	5	5%	180	👎
Ice Cold Gwinnett Pale	Strength +1, Charisma +1, Intelligence -1, AP +35	1	5	5%	180	👎
Ice Cold Gwinnett Pilsner	Strength +1, Charisma +1, Intelligence -1, AP +35	1	5	5%	180	👎
Ice Cold Gwinnett Stout	Strength +1, Charisma +1, Intelligence -1, AP +35	1	5	5%	180	👎
Poisoned Wine	Strength +1, Intelligence -1, Max AP +15	1	50	5%	180	👎
Rum	Agility +1, Strength +1, Intelligence -1	1	8	5%	240	👎
Vodka	Max HP +25, Strength +1, Intelligence -1	1	5	5%	240	👎
Whiskey	Strength +2, Intelligence -1	1	5	5%	240	👎
Wine	Strength +1, Intelligence -1, Max AP +15	1	5	5%	180	👎

VAULT-TEC RECOMMENDS

If you want a steady supply of ice-cold alcohol, retrieve Buddy from the Shamrock Taphouse basement. This modified Protectron can brew all of the Gwinnett recipes you manage to collect.

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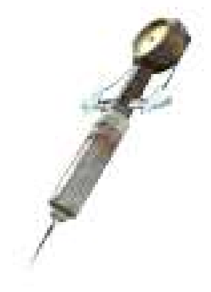
Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Aid

Chems



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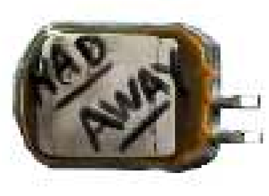

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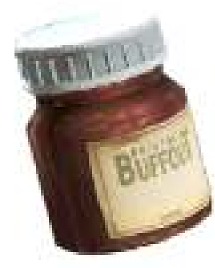
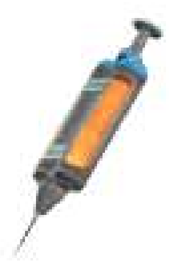


BUFFOUT



DADDY-O

Medicinal items like stimpaks, RadAway, and Addictol can keep you safe and healthy. Performance-enhancing chems (most of which are addictive) grant a variety of temporary bonuses. You'll find chems throughout the Commonwealth, but you can make many of these useful items at chemistry stations.

CHEMS

NAME	EFFECT	WEIGHT	VALUE	ADDICTION %	DURATION (SEC)	CRAFTED
Addictol	Cures all addictions.	0.1	125	—	—	👎
Berry Mentats	Highlights living targets.	0.1	60	10%	480	👍
Buffjet	Slows time for 15 seconds. Strength +3, Endurance +3, Max HP +65, Max AP +35	0.1	75	15%	15	👍
Buffout	Strength +2, Endurance +2, Max HP +50	0.1	45	10%	300	👎
Bufftats	Strength +3, Endurance +3, Max HP +65, Perception +3	0.1	75	15%	480	👍
Calmex	×2 sneak attack multiplier, Perception +3, Agility +3	0.1	100	15%	480	👎
Curie's Healthpak	HP +35, Rads -300	0.5	90	—	—	👎
Daddy-O	Intelligence +3, Perception +3, Charisma -2	0.1	50	15%	600	👎
Day Tripper	Luck +3, Charisma +3, Strength -2	0.1	40	15%	300	👎
Fury	Increases melee damage by 50%.	0.1	70	15%	480	👍
Glowing Blood Pack	HP +40%, Rad Resist +75	0.1	30	—	5 (heal), 600 (Rad Resist)	👍
Grape Mentats	Buy for 10% lower, sell for 10% higher; Charisma +5	0.1	60	10%	480	👍
Irradiated Blood	HP +50, Rads +20	0.3	50	—	5	👎
Jet	Slows time for 10 seconds.	0.1	50	10%	10	👍
Jet Fuel	Increased AP recovery rate.	0.1	60	15%	480	👍
Med-X	Damage Resist +25	0.1	50	10%	300	👎
Mentats	Intelligence +2, Perception +2	0.1	50	10%	300	👍
Mysterious Serum	Damage Resist +50, Rads -36,000, Strength +5	0.1	25	—	3600	👎
Orange Mentats	+10% V.A.T.S. accuracy.	0.1	60	10%	480	👍
Overdrive	+25% Critical Chance, Damage +25%	0.1	55	15%	480	👍
Psycho	Damage +25%, Damage Resist +25	0.1	50	10%	300	👍
Psychobuff	Damage +25%, Strength +3, Endurance +3, Max HP +65	0.1	70	15%	480	👍
Psycho Jet	Slows time for 15 seconds, Damage +25%, Damage Resist +35, Max AP +35	0.1	70	15%	480	👍
Psychotats	Damage +25%, Damage Resist +15, Perception +3	0.1	70	15%	480	👎
RadAway	Rads -300	0.1	80	—	5	👍
Rad-X	Rad Resist +100	0.1	40	—	180	👎
Refreshing Beverage	Cures all addictions, HP +500, Rads -1000	0.5	110	—	—	👍
Skeeto Spit	Max HP +25	0.1	40	—	1200	👍
Stimpak	HP +30%	0	48	—	5	👍
Ultra Jet	Slows time for 15 seconds, Max AP +100	0.1	67	15%	15	👍
Vault 81 Cure	HP +50%	0.3	400	—	5	👎
X-111 Compound	Rads -600	0.3	40	—	—	👎
X-Cell	Strength +2, Perception +2, Endurance +2, Charisma +2, Intelligence +2, Agility +2, Luck +2	0.1	60	35%	120	👎

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Aid

Syringer Ammo

The Syringer rifle can give you an edge in combat—but only when you have a good supply of ammunition. Use chemistry stations to craft these ballistic injectables.

SYRINGER AMMO

NAME	EFFECT	WEIGHT	VALUE	ADDICTION %	DURATION (SEC)	CRAFTED
Berserk Syringe	Chance to frenzy target for 2 minutes.	0.1	50	—	120	✓
Bleed Out Syringe	Does 30 points of damage over 10 seconds to target.	0.1	17	—	10	✓
Bloatfly Larva	Chance on death for target to spawn a Bloatfly.	0.1	10	—	—	✓
Endangerol Syringe	Reduces target's Damage Resistance by 25% for 2 minutes.	0.1	60	—	120	✓
Lock Joint Syringe	Chance to paralyze target for 10 seconds.	0.1	40	—	10	✓
Mind Cloud Syringe	Target believes you have vanished and has a reduced chance to detect you for 30 seconds.	0.1	73	—	30	✓
Pax Syringe	Chance to make the target nonviolent for 30 seconds.	0.1	39	—	30	✓
Radscorpion Venom Syringe	Does 40 points of damage over 10 seconds to target.	0.1	65	—	10	✓
Yellow Belly Syringe	Chance on hit to cause target to flee for 30 seconds.	0.1	55	—	30	✓

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Fallout 4 G.O.T.Y.
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Aid

Stealth Boys

The Stealth Boy is a handy (and rare) high-tech device that makes you nearly invisible with the flip of a switch. Railroad Stealth Boys produce the same effect with a longer duration, but these special devices are only made available to trusted members of the Railroad.

STEALTH BOYS

NAME	EFFECT	WEIGHT	VALUE	ADDICTION %	CRAFTED
Railroad Stealth Boy	Generates a stealth field for 40 seconds.	1	150	—	👎
Stealth Boy	Generates a stealth field for 30 seconds.	1	100	—	👎

HELPFUL HINT FROM VAULT BOY!

Complete the "**Memory Interrupted**" quest to gain access to the Railroad Stealth Boy.

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Fallout 4 G.O.T.Y.
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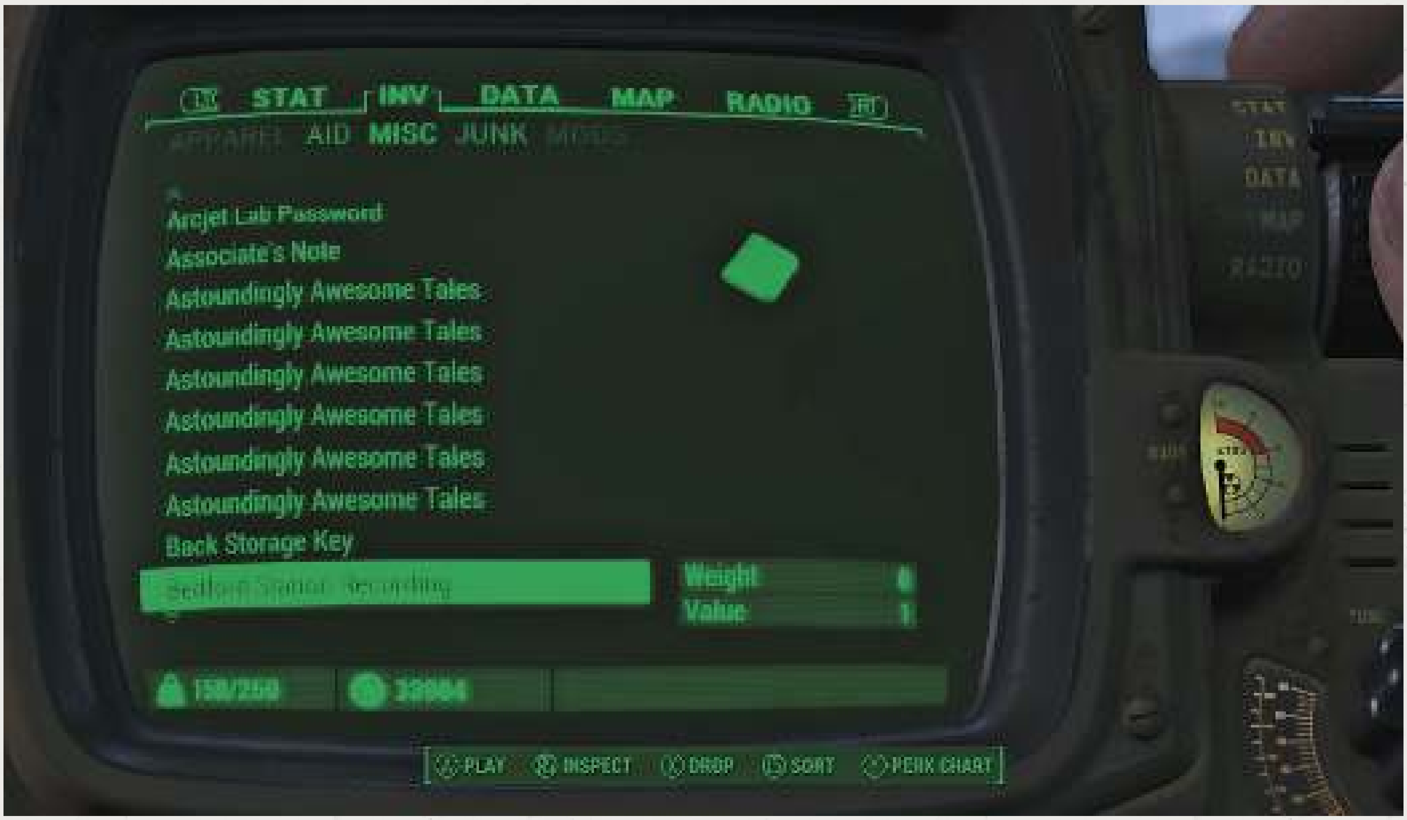
Miscellaneous

Overview

From bobby pins to posted notes, you're sure to amass quite a collection of miscellaneous items during your travels. Some of these items unlock doors and terminals, while others provide useful information. Items like Bobbleheads and magazines grant powerful bonuses, while other items don't serve any practical purpose. What should you keep? What's safe to sell? What's an adventurer to do?

Fret not! Most of the items that appear in your Pip-Boy's Misc tab are weightless. No matter how many Holotapes, notes, and access cards you carry, they're not likely to slow you down. Items that do add weight to your load are scarce enough that a quick scroll through the list makes it easy to identify curios that might be worth storing or selling. Of course, for those who like to keep a tidy inventory, it can be helpful to know exactly what some of these items are used for.



Arcjet Lab Password
Associate's Note
Astoundingly Awesome Tales
Astoundingly Awesome Tales
Astoundingly Awesome Tales
Astoundingly Awesome Tales
Astoundingly Awesome Tales
Astoundingly Awesome Tales
Back Storage Key

Weight 0
Value 1

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Miscellaneous

Utility Items

BOBBY PINS

Is a locked safe or door keeping you from unknown treasures? A few bobby pins might be just what you need. It takes a gentle touch to pick a lock without breaking a bobby pin, and complicated locks can only be attempted by those who've invested in various ranks of the Locksmith perk. Still, with a bit of patience and a good supply of bobby pins, even a novice can bypass simple locks.

BOBBY PINS

NAME	WEIGHT	VALUE
Bobby Pin	0	1

BOTTLECAPS

Bottlecaps are the standard currency of the Commonwealth, so you can trade your collected Caps for a wide variety of goods and services. You'll find Caps stashed in containers or hidden in the pockets of defeated enemies. Of course, you can always earn extra Caps by completing quests and selling unwanted goods.

HOLOTAPE GAMES

Life in the Commonwealth can be incredibly stressful—why not unwind with a Holotape game? These fun and challenging diversions can be played on any terminal, but you can also pop them into your Pip-Boy anytime you need a break. Most Holotape games are bundled with RobCo FUN! magazines, but the Red Menace can be found in a recreational terminal within Vault 111.

HOLOTAPE GAMES

NAME	WEIGHT	VALUE
Atomic Command	0	300
Grognak and the Ruby Ruins	0	300
Pipfall	0	300
Red Menace	0	300
Zeta Invaders	0	300

VAULT-TEC LUNCHBOXES

You can sell Vault-Tec Lunchboxes for extra Caps, but these rare items can also be used to craft powerful Bottlecap mines at chemistry stations. Making a Bottlecap mine takes a variety of components and some investment in the Demolition Expert perk, but these handmade explosives pack a serious wallop.

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Fallout 4 G.O.T.Y.
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Miscellaneous

Perks and Bonuses

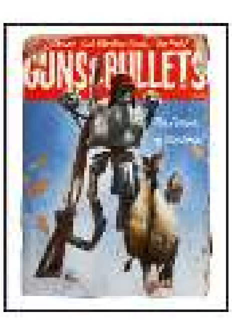
BOBBLEHEADS

Each Bobblehead you collect grants a permanent perk. You're free to sell these valuable figurines, but proud collectors should consider displaying them on custom-made Bobblehead stands.

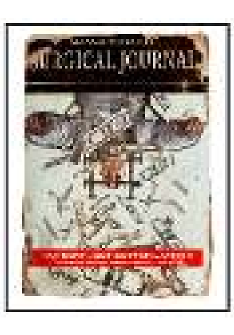
BOBBLEHEADS

BOBBLEHEAD	EFFECT	WEIGHT	VALUE
Agility	Your Agility has been permanently increased by 1.	0	300
Barter	Prices are permanently 5% better.	0	300
Big **Guns**	Permanently gain +25% critical damage with heavy **weapons**.	0	300
Charisma	Your Charisma has been permanently increased by 1.	0	300
Endurance	Your Endurance has been permanently increased by 1.	0	300
Energy **Weapons**	Permanently gain +25% critical damage with energy **weapons**.	0	300
Explosive	Permanently gain +15% damage with **explosives**.	0	300
Intelligence	Your Intelligence has been permanently increased by 1.	0	300
Lockpicking	Lockpicking is permanently easier.	0	300
Luck	Your Luck has been permanently increased by 1.	0	300
Medicine	Stimpaks permanently heal 10% more damage.	0	300
Melee	Permanently gain +25% critical damage with melee **weapons**.	0	300
Perception	Your Perception has been permanently increased by 1.	0	300
Repair	Fusion Cores permanently last 10% longer.	0	300
Science	Get one extra guess when hacking terminals.	0	300
Small **Guns**	Permanently gain +25% critical damage with ballistic **guns**.	0	300
Sneak	You are permanently 10% harder to detect.	0	300
Speech	All vendors permanently have 100 more Caps for bartering.	0	300
Strength	Your Strength has been permanently increased by 1.	0	300
Unarmed	Permanently gain +25% critical damage with unarmed attacks.	0	300

MAGAZINES



HOT RODDER
FLAME JOB!



ROBCO FUN
ATOMIC

You'll find informative magazines scattered across the Commonwealth. Each time you collect one of these items, you're rewarded with a permanent perk. When you're done with a magazine, you're free to display it on a magazine rack or sell it for some extra Caps.

MAGAZINES

NAME	EFFECT	WEIGHT	VALUE
Astoundingly Awesome Tales	Regenerate 1 point of health per minute.	0	100
Astoundingly Awesome Tales	Do +5% damage with scoped **weapons**.	0	100
Astoundingly Awesome Tales	Take 5% less damage from robots.	0	100
Astoundingly Awesome Tales	Do +5% damage with the Alien Blaster.	0	100
Astoundingly Awesome Tales	Gain +5 Poison Resistance.	0	100
Astoundingly Awesome Tales	Do +5% damage with against Mirelurks.	0	100
Astoundingly Awesome Tales	Do +5% damage at night.	0	100
Astoundingly Awesome Tales	Gain +5 Action Points.	0	100
Astoundingly Awesome Tales	Do +5 damage with the Cryolator.	0	100
Astoundingly Awesome Tales	Gain +5 Radiation Resistance.	0	100
Astoundingly Awesome Tales	RadAway heals +5% radiation damage.	0	100
Astoundingly Awesome Tales	Your canine companion permanently takes 10% less damage.	0	100
Astoundingly Awesome Tales	Do +5% damage against Ghouls.	0	100
Astoundingly Awesome Tales	Do +5% damage against Super Mutants.	0	100
Grognak the Barbarian (10 issues)	Critical Hits with unarmed and melee attacks permanently do +5% damage (per magazine found, up to 10 magazines, or +50%).	0	100
Guns and Bullets (10 issues)	Ballistic **weapons** do +5% critical damage (per magazine found, up to 10 magazines, or +50%).	0	100
Hot Rodder (3 issues)	Permanently unlock a new custom paint job for your **Power Armor** (1 paint job per magazine found, up to 3 magazines).	0	100
La Coiffe (2 issues)	Permanently unlock a new unique hairstyle (1 hairstyle per magazine found, up to two magazines).	0	100
Life & Love	Companions gain +10 health.	0	100
Life & Love	Companions do +5% damage.	0	100
Life & Love	Companions have +10 carry weight.	0	100
Life & Love	Gain +25% XP from persuading women.	0	100
Life & Love	Gain +1 Luck from **alcohol** when adventuring with a companion.	0	100
Life & Love	Companions gain +5 Damage Resistance and Energy Resistance.	0	100
Life & Love	Gain +25% XP from persuading men.	0	100
Life & Love	Gain +5% XP while adventuring with a companion.	0	100
Life & Love	Robot companions permanently inflict +5% damage.	0	100
Massachusetts Surgical Journal (9 issues)	Permanently inflict +2% limb damage. (per magazine found, up to 9 magazines, or +18%).	0	100
Picket Fences	You are now able to build picket fencing at settlement **workshops**.	0	100
Picket Fences	You are now able to build a high tech light at settlement **workshops**.	0	100
Picket Fences	You are now able to build new statues at settlement **workshops**.	0	100
Picket Fences	You are now able to build potted plants at settlement **workshops**.	0	100
Picket Fences	You are now able to build patio **furniture** at settlement **workshops**.	0	100
RobCo FUN!	Includes the Atomic Command holotape game.	0	100
RobCo FUN!	Includes the Grognak the Barbarian holotape game.	0	100
RobCo FUN!	Includes the Pipfall holotape game.	0	100
RobCo FUN!	Includes the Zeta Invaders holotape game.	0	100
Taboo Tattoos (5 issues)	Permanently unlock a new unique facial tattoo.	0	100
Tales of a Junktown Jerky Vendor (8 issues)	Permanently gain better prices when buying from a vendor (per magazine found, up to eight magazines).	0	100
Tesla Science (9 issues)	Energy **Weapons** permanently inflict +5% critical damage (per magazine found, up to 9 magazines, or +45%).	0	100
Total Hack	Includes the Protectron hacking source code.	0	100
Total Hack	Includes the spotlight hacking source code.	0	100
Total Hack	Includes the turret hacking source code.	0	100
Tumblers Today (5 issues)	Lockpicking is permanently easier (per magazine found, up to five magazines).	0	100
U.S. Covert Operations Manual (10 issues)	Permanently more difficult to detect while sneaking (per magazine found, up to 10 magazines).	0	100
Unstoppables (5 issues)	Permanently gain +1% chance of avoiding all damage from an attack (per magazine found, up to 5 magazines, or +5%).	0	100
Wasteland Survival Guide	Heal 50% more from fruits and vegetables.	0	100
Wasteland Survival Guide	Take 5% less damage from insects.	0	100
Wasteland Survival Guide	Heal +50% from irradiated packaged **food** and drink.	0	100
Wasteland Survival Guide	Permanently unlock new decoration **items** in **workshop settlements**.	0	100
Wasteland Survival Guide	Diamond City is now permanently marked on your **map**.	0	100
Wasteland Survival Guide	+10% discount from **food** and drink vendors.	0	100
Wasteland Survival Guide	Swim +25% faster.	0	100
Wasteland Survival Guide	Take 5% less damage from melee attacks.	0	100
Wasteland Survival Guide	Collect extra meat from animal kills.	0	100

YOU'RE S.P.E.C.I.A.L.!

YOU'RE
SPECIAL

This children's book is found in your old home in **Sanctuary** Hills. When you collect it, you gain one rank to a **S.P.E.C.I.A.L. stat** of your choosing. You're S.P.E.C.I.A.L.! is similar to collectible magazines, but it can't be displayed on a magazine rack and it isn't worth any Caps.

RECIPES

Whether they're written on paper or recorded on Holotapes, recipes grant access to previously unknown items. Slocum's BuzzBite recipe and Wellingham's recipe unlock new options at cooking stations as soon as you collect them. Gwinnett recipes can be given to Buddy to unlock a variety of alcoholic beverages.

FEATURED RECIPES

NAME	WEIGHT	VALUE
Gwinnett Brew Recipe	0	1
Gwinnett Lager Recipe	0	1
Gwinnett Pils Recipe	0	1
Gwinnett Stout Recipe	0	1
Slocum's BuzzBites Recipe	0	0
Wellingham's Recipe	0	0

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Miscellaneous

Redeemables

OVERDUE BOOKS

There are overdue books scattered all across the Commonwealth. Deposit these items into book return terminals to receive book return tokens.

NAME	WEIGHT	VALUE
Overdue Book	0.5	2

LOCATION	NO. OF OVERDUE BOOKS
East Boston Preparatory School	9
Shaw High School	8
Boston Public Library	6
Suffolk County Charter School	5
Collegiate Administration Building	4
Sandy Coves Convalescence Home	4

BOOK RETURN TOKENS

You can exchange collected book return tokens for useful prizes at book return terminals. The terminal within the Boston Public Library even contains a Massachusetts Surgical Journal.

NAME	WEIGHT	VALUE
Book Return Token	0	1

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Miscellaneous

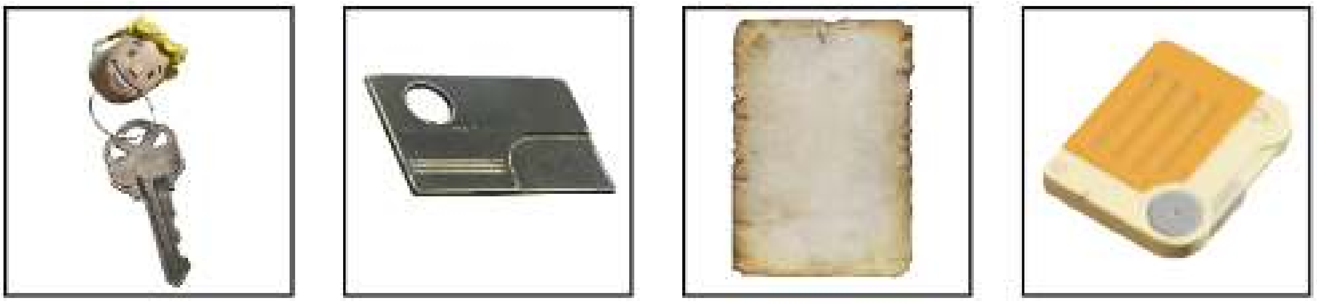
Access and Information

HOLOTAPES

GROGNAK
PIP-FALL

Some Holotapes contain passwords, protocols, or executable files, but many simply contain personal logs or long-forgotten messages. Load a Holotape into your Pip-Boy (or any terminal) to find out what secrets it holds. Most Holotapes are weightless and have little to no value to traders.

KEYS AND PASSWORDS



Sometimes the only way to open a door is with a key. Sometimes the only way to access a terminal is with the right password. Collect keys and access cards whenever you find them, and check notes, terminals, and Holotapes for recorded passwords. Most of these items are weightless, and it's often impossible to sell them.

LETTERS AND NOTES

Some letters and notes provide valuable information, but many just offer insight into the lives of strangers. Of course, there's only one way to find out—pick it up and have a look!

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Miscellaneous

Quest Items

Why are you carrying a cybernetic brain augmenter? Why can't you sell a can of green paint? During your time in the Commonwealth, you're likely to collect dozens of items that are both bizarre and extremely important. Although many quests involve common items, most quest-specific items can only be removed from your inventory once you've completed the related objective.

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Knickknacks

MISCELLANEOUS TOYS

Although many toys can be scrapped for useful components, there are a few toys that can't be salvaged. Use these miscellaneous toys to decorate your settlements or sell them for some extra Caps. Robot models often appear in Vault-Tec Lunchboxes, but they can also be built from any robot model kits you're lucky enough to find. With model kits, you can also build some less valuable (but very interesting) custom robot parts models.

FEATURED TOYS

NAME	WEIGHT	VALUE
Buttercup Toy	2	150
Eyebot Model	0	100
Mr. Gutsy Model	0	100
Mr. Handy Model	0	100
Protectron Model	0	100
Robot Parts Model	0	0
Sentry Bot Model	0	100

ROBOT MODEL KIT LOCATIONS

NAME	LOCATION	NOTES
Eyebot Model Kit	**[6.12] Fallons Department Store**	In the Level 2 Employees Only storage room (Novice) on the shelves near the Protectron and terminal.
Mr. Gutsy Model Kit	**[3.14] Boston Mayoral Shelter**	In the blue wallpapered bedroom, east of the stairs down from the bar and laundry room.
Mr. Handy Model Kit	**[4.04] Hugo's Hole**	On the metal shelf near the Hazmat Suit and Holotape.
Robot Model Kit Parts	**[5.05] Lake Cochituate**	Northeast shore, in the ramshackle settler shacks (next to the steamer trunk).
Robot Model Kit Parts	**[4.02] Mahkra Fishpacking**	Inside the small concrete exterior maintenance building (Advanced), in the metal storage hut.
Robot Model Kit Parts	**[5.01] Poseidon Reservoir**	Up the broken pipe between the plant and **warehouse** (south), to the Railroad dead drop.
Protectron Model Kit	**[4.16] Revere Beach Station**	In the locked garage (accessed via the fallen tree), by the **power armor** station.
SentryBot Model Kit	**[5.30] O'Neill Family Manufacturing**	Accessed via the concrete hole: In the buried room on the metal table by the wall terminal.

CLUTTER

Beauty is in the eye of the beholder. If you're looking to add a wasteland aesthetic to your living space, these items should certainly get the job done. But if your inventory could benefit from a little spring cleaning, keep an eye out for clutter like Stingwing barbs, folders, and burnt books. When sold in bulk, some of these items can yield a fair amount of Caps. Some only serve to weigh you down.

MISCELLANEOUS CLUTTER

NAME	WEIGHT	VALUE
Burnt Book	1	0
Burnt Fashion Magazine	0	1
Burnt Grognak Comic	0	1
Burnt Lifestyle Magazine	0	1
Burnt Manta-Man Comic	0	1
Burnt Textbook	1	0
Burnt Trade Magazine	0	1
Burnt Unstoppables Comic	0	1
Folder	0	1
Napkin	0	1
Ruined Book	0	0
Ruined History Book	0	0
Stingwing Barb	0.5	6
Subway Token	0	1

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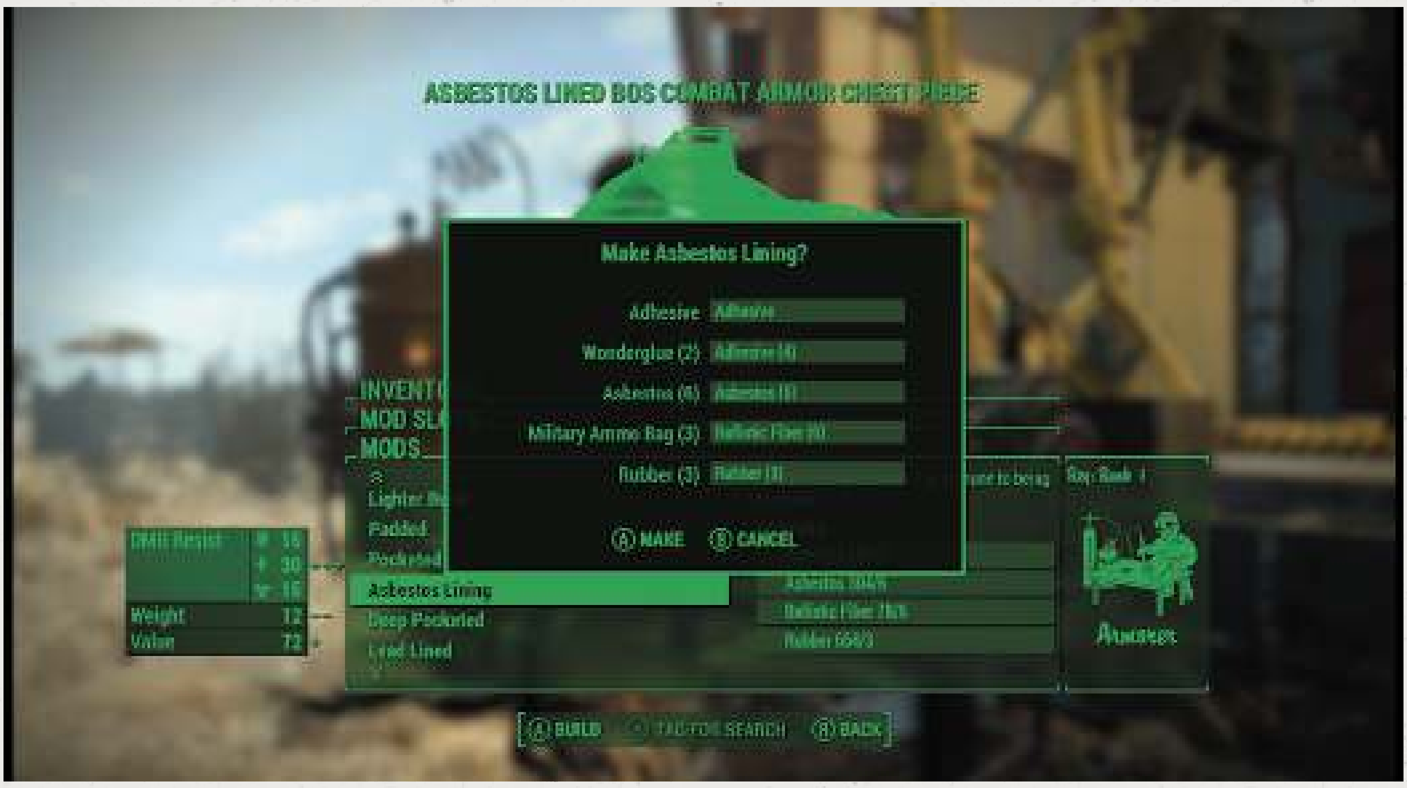
Junk

Overview

You'll find junk on defeated enemies, stashed in containers, and scattered around virtually every location you explore. You can, of course, sell these bits and bobs for extra Caps, but a junk item's true value lies in the components it yields. Battered clipboards are made from springs and wood; desk fans contain gears, screws, and steel; an old fuse can be salvaged for copper and glass. With the right junk items, you can build everything from simple floor mats to advanced Power Armor mods.

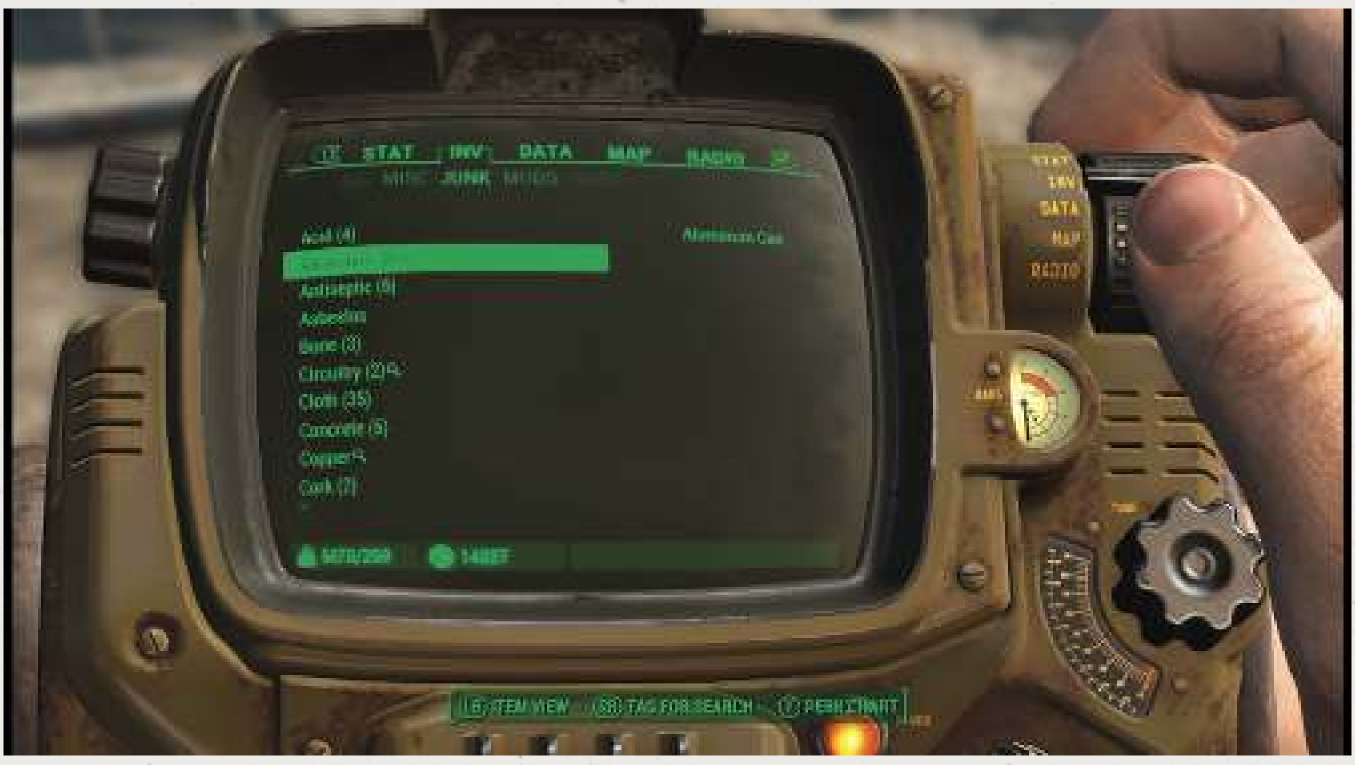

ASBESTOS LINED BOS COMBAT ARMOR CHEST PIECE
Make Asbestos Lining?
Adhesive
Wonderglue (2)
Asbestos (6)
Military Ammo Bag (3)
Rubber (3)
Ⓐ MAKE
Ⓑ CANCEL
INVENT
MOD SL
MODS
Lighter
Padded
Pocketed
Asbestos Lining
Deep Pocketed
Lead Lined
Weight
Value
Armorer
Ⓐ BUILD
TAG FOR SEARCH
Ⓑ BACK

Whenever you build an item, the required components are automatically salvaged from the junk items that are currently in your inventory or stored within the related crafting station. If a settlement is under control, all of its workstations are linked to its workshop. This makes managing your collected junk items incredibly easy—when you attempt to craft an object, you'll instantly see which components can be salvaged from the available junk items.

When a lack of materials is holding up construction, use your Pip-Boy's Junk tab to mark your desperately needed components. Cycle the display to "Component View" to see all of the components offered by the junk items that are currently in your inventory. Highlight the desired component and select "Tag for Search." From that point on, your Pip-Boy automatically indicates if a targeted junk item contains the tagged component. Repeat the process at any time to add or remove tracked components from your list.

VAULT-TEC RECOMMENDS

Tag components like aluminum, oil, adhesive fiberglass, and screws as early as possible. If you plan to modify your gear, you'll need to collect a good supply of these uncommon building materials.


STAT
INV
DATA
MAP
RADIO
MISC
JUNK
MODS
Acid (4)
Antiseptic (5)
Asbestos
Bone (3)
Circuitry (2)
Cloth (35)
Concrete (5)
Copper
Cork (2)
Aluminum Can
ITEM VIEW
TAG FOR SEARCH
PERK CHART

HELPFUL HINT FROM VAULT BOY!

When a junk item is salvaged, only the required components are consumed. After construction, any unused components are automatically returned to storage.

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Junk

Base Components

COMPONENT	RARITY	DESCRIPTION
Acid	Rare	Acid is primarily used to craft **chems**, **explosives**, and cutting fluid at chemistry stations.
Adhesive	Special	This essential component is used in a wide variety of **mods**, **explosives**, and workshop **items**. Even with the Scrapper perk, this component can never be salvaged from **weapons** or **armor**. However, maintaining a good supply of adhesive makes it much easier to upgrade your gear and expand your settlements.
Aluminum	Uncommon	Aluminum is used in nearly every type of **crafting**, but it's an essential component of most complicated devices. If you plan on **crafting** ballistic weapon **mods**, **Power Armor mods**, **explosives**, turrets, and generators, you'll need to grab all the aluminum you can find.
Antiseptic	Rare	Antiseptic is most often used to craft medicinal **mods** and **chems**.
Asbestos	Rare	Asbestos is most often used to boost an item's Energy Resistance, but it's needed for a variety of **mods** and **chems**.
Ballistic Fiber	Rare	Ballistic fiber is an essential component of many **armor mods**—especially the ballistic weave **mods** used to reinforce many lightweight **apparel items**.
Bone	Common	Bone is needed to craft specialty **items** like Raider **armor mods** and cutting fluid.
Ceramic	Common	Ceramic is used to craft some **mods** and workshop **items**, but it's an important part of most **power**-related **items**. You'll need ceramic to build **radio** recruitment beacons, smaller generators, and nearly all switches.
Circuitry	Rare	Circuitry is used in most high-tech devices. Many advanced **mods**, turrets, and electronic devices require some amount of circuitry. You'll even find this component listed in recipes for some **explosives** and **chems**.
Cloth	Common	Cloth is required for various **mods** and workshop **items**, but it's particularly important for **armor** modification and **furniture** production.
Concrete	Common	Concrete is primarily used to build shack foundations and water pumps.
Copper	Uncommon	Copper is an important part of most electronic devices. Generators, switches, lights, and advanced **mods** all tend to use some amount of copper. But this component also has a variety of low-tech applications.
Cork	Uncommon	Cork is primarily used for weight-reducing **armor mods**.
Crystal	Rare	Crystal is an important part of most laser-based devices. Laser tripwires, heavy laser turrets, and many laser gun **mods** require a good supply of crystal. It's also needed for advanced scopes and other high-tech **items**.
Fertilizer	Uncommon	Fertilizer is primarily used to craft **chems** and **explosives** at chemistry stations.
Fiber-Optics	Rare	Fiber-optics are required to craft a variety of high-tech **mods** and devices. These components are particularly important to laser-based **weapons** and switches, but fiber-optics are used in the creation and modification of several **items**.
Fiberglass	Uncommon	Both lightweight and durable, fiberglass is used in a variety of weapon, **armor**, and **Power Armor mods**. Energy weapon **mods**, in particular, tend to require a good amount of fiberglass. This versatile component is also required to craft a small selection of **explosives** and workshop **items**.
Gear	Uncommon	Gears are required for a variety of applications. From simple ceiling fans to massive generators, nearly any device that involves moving parts includes some amount of gears. These low-tech components are particularly important in turret production and gun modification, so restock your supply as often as possible.
Glass	Uncommon	Glass is used in several recipes, but it's particularly important when **crafting** lights, scopes, syringes, and laser-based weapon **mods**.
Gold	Rare	Gold is needed for a variety of high-tech **mods** and devices. It's particularly important for laser weapon enthusiasts, but any craftsman would do well to keep a supply of gold on hand.
Lead	Uncommon	Most lead applications involve boosting the Radiation Resistance offered by a piece of **apparel**, but any item meant to reflect or contain radiation is likely to require some amount of lead.
Leather	Common	Leather has a few different uses, but it's most often used to craft **mods** at **armor** workbenches.
Nuclear Material	Rare	Nuclear material is required to craft a variety of **mods**, **explosives**, and workshop **items**. Most of the devices that use nuclear materials are fairly advanced, but this rare component is also needed to craft simple weapon sights.
Oil	Special	Oil is essential to most mechanical devices like gun **mods**, turrets, and water purifiers, but it's also used in a variety of **armor mods** and **explosives**.
Plastic	Common	Plastic is involved in almost every type of **crafting**, but it's most commonly needed for building **furniture** or modifying **armor** and energy **weapons**.
Rubber	Common	The unique properties of rubber make it an essential part of many **items**. It serves as insulation for mechanical devices like generators and pylons, it adds flexibility to **weapons** and **armor**, and it's an important component of various **furniture** pieces and decorative **items**.
Screw	Uncommon	Whether you're constructing mechanical devices or reinforcing **armor**, you'll find a lot of uses for this component. Screws aren't as rare as some materials, but if you plan on modifying your gear, building turrets, or taking advantage of the workshop's most effective machines, you'll want to salvage as many screws as possible.
Silver	Rare	Silver is primarily used for modifying **weapons**. It's required for a wide variety of energy weapon **mods**, but it's also a featured component of most sights and scopes.
Spring	Uncommon	Springs are used in a variety of gear **mods** and mechanical devices. Whether you're building a simple pressure plate, extending the **ammo** capacity of your favorite gun, or customizing a suit of **Power Armor**, you'll find plenty of projects that require springs.
Steel	Common	Steel is one of the most essential building materials you'll find—luckily, it's also one of the most common. In addition to basic construction, steel is needed for a large variety of **mods**.
Wood	Common	Wood is most often used in basic construction. **Structures**, **furniture**, and decorative **items** all tend to require large amounts of wood. Most settlements contain enough trees to get you started, but wood-based **junk items** can help you better meet the needs of your settlers.

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Junk

Junk Items

Over time, you'll develop an eye for junk you find particularly useful, but the Commonwealth is absolutely packed with discarded treasures. Every junk item has its uses, but some are far more valuable than you might expect.

JUNK ITEMS

Some junk items are just too good to pass up! If you're serious about crafting, you'd do well to grab these items whenever you spot them:

JUNK ITEMS

NAME	WEIGHT	VALUE	SALVAGEABLE COMPONENTS
40 lb Barbell	40	7	Lead (10)
80 lb Barbell	80	15	Lead (20)
20 lb Dumbbell	20	5	Lead (9)
160 lb Dumbbell	160	30	Lead (40)
80 lb Curlbar	80	15	Lead (20)
10 lb Weight	10	2	Lead (3)
25 lb Weight	25	4	Lead (50)
5l b Weight	5	1	Lead (2)
Abraxo Cleaner	1	5	Acid (1), Antiseptic (2), Fiberglass (1)
Abraxo Cleaner Industrial Grade	1	15	Acid (2), Antiseptic (4), Fiberglass (2)
Acid	0.1	2	Acid (1)
Adhesive	0.1	8	Adhesive (1)
Adjustable Wrench	1	1	Gear (1), Steel (2)
Alarm Clock	1	10	Aluminum (2), Glass (1), Spring (1), Nuclear Material (1)
Aluminum	0.1	3	Aluminum (1)
Aluminum Can	0.1	1	Aluminum (2)
Aluminum Canister	3	12	Aluminum (2), Fiberglass (2), Oil (1)
Aluminum Oil Can	0.5	12	Oil (2), Steel (1)
Aluminum Tray	0.5	1	Steel (1)
Amontillado Bottle	1	2	Glass (4)
Anchorage Veteran's Flag	3	20	Wood (2), Cloth (4)
Annika's Locket	0.1	24	Silver (2)
Antifreeze Bottle	2	4	Acid (2), Plastic (2)
Antique Globe	3	3	Cork (2), Plastic (2), Screw (1)
Antique Pocket Watch	0.5	111	Gear (2), Silver (2), Spring (1)
Antique Silver Locket	0.1	60	Silver (2)
Antique Table Knife	0.1	3	Steel (1)
Antiseptic	0.1	3	Antiseptic (1)
Applicator	0.5	12	Aluminum (1), Fiber-Optics (1)
Asbestos	0.1	6	Asbestos (1)
Ashtray	0.5	1	Ceramic (1)
Assaultron Circuit Board	2	100	Circuitry (5), Silver (2)
Baby Bottle	0.5	1	Glass (2), Rubber (1)
Baby Rattle	0.5	2	Plastic (2)
Bag of Cement	8	15	Concrete (5)
Bag of Fertilizer	4	25	Acid (1), Fertilizer (4)
Ballistic Fiber	0.1	5	Ballistic Fiber (1)
Ball-Peen Hammer	1.5	3	Wood (1), Steel (2)
Bandage Scissors	0.25	3	Steel (1)
Baseball	0.5	4	Cork (2), Leather (1)
Baseball Base	3	4	Plastic (2), Cloth (2)
Baseball Glove	1	4	Leather (3)
Basketball	1	2	Rubber (3)
Battered Clipboard	0.2	1	Spring (1), Wood (1)
Beaker	0.5	1	Glass (1)
Beaker Stand	0.5	4	Copper (1)
Beer Bottle	0.5	2	Glass (2)
Biometric Scanner	3	20	Fiber-Optics (1), Asbestos (1), Nuclear Material (2)
Blacksmith Hammer	3	3	Wood (1), Steel (2)
Blast Radius Board Game	1	21	Wood (2), Nuclear Material (1)
Bloatfly Gland	0.5	2	Acid (2)
Bloodbug Proboscis	0.2	10	Acid (1)
Blood Can	5	10	Oil (2), Steel (2)
Blood Sac	0.5	4	Antiseptic (2), Fiberglass (1)
Blowtorch	3	15	Steel (2), Oil (1)
Blue Paint	5	10	Oil (2), Steel (2)
Blue Table Lamp	3	5	Copper (1), Glass (2)
Bone	1	1	Bone (1)
Bone Cutter	3	8	Plastic (1), Gear (2), Copper (1)
Bonesaw	1.5	5	Rubber (1), Steel (2)
Boston Bugle	0	1	Cloth (1)
Boston Bugle	0.1	2	Cloth (1)
Bourbon	1	4	Glass (4)
Bourbon Bottle	1	2	Glass (4)
Bowl	0.5	2	Ceramic (2)
Bowling Ball	8	5	Plastic (7)
Bowling Pin	3	3	Plastic (2), Wood (2)
Box of San Francisco Sunlights	0.5	40	Wood (2), Cloth (3)
Brahmin Hide	2	8	Leather (4)
Brahmin Skull	3	2	Bone (5)
Bread Box	1	2	Plastic (3)
Broken Femur	0.5	1	Bone (2)
Broken Lamp	3	5	Copper (1), Glass (2)
Broken Lightbulb	0.5	1	Copper (1)
Broken Tibia	0.5	1	Bone (2)
Broom	3	2	Wood (2), Plastic (1)
Brotherhood of Steel Holotag	0.1	1	Steel (1)
Brown Bottle	0.5	2	Glass (2)
Bunsen Burner	1	10	Steel (2), Copper (1)
Burgundy Bottle	0.5	2	Glass (2)
Cafeteria Tray	1	2	Plastic (2)
Cake Pan	0.5	5	Aluminum (3)
Camera	3	12	Gear (2), Spring (2), Crystal (2)
Can	0.1	1	Steel (2)
Capless Skull	0.1	1	Bone (1)
Carlisle Typewriter	5	20	Gear (6), Screw (4), Spring (5), Aluminum (2)
Cat Bowl	0.5	2	Plastic (2)
Cauterizer	0.5	19	Aluminum (1), Nuclear Material (1), Spring (1)
Ceramic	0.1	1	Ceramic (1)
Ceramic Bowl	1	2	Ceramic (2)
Chalk	0	2	Asbestos (2)
Championship Bowling Ball	8	21	Plastic (7)
Championship Bowling Pin	3	10	Plastic (2), Wood (2)
Charge Card	0	1	Plastic (1)
Chemistry Jar	0.5	1	Glass (1)
Chessboard	1	2	Wood (2)
Cigar	0	1	Cloth (1)
Cigar Box	0.5	40	Wood (2), Fiberglass (1), Cloth (3)
Cigarette	0	1	Cloth (1)
Cigarette Carton	1	50	Plastic (2), Cloth (4), Asbestos (2)
Circuitry	0.3	5	Circuitry (1)
Classroom Globe	3	28	Cork (2), Plastic (2), Screw (1)
Claw Hammer	3	3	Wood (1), Steel (2)
Clean Bowl	0.5	3	Ceramic (2)
Clean Broom	3	3	Wood (2), Plastic (1)
Clean Cake Pan	0.5	7	Aluminum (2)
Clean Coffee Cup	0.5	1	Ceramic (1)
Clean Coffee Tin	1	6	Aluminum (2)
Clean Dog Bowl	0.5	2	Plastic (2)
Clean Drinking Glass	0.5	1	Glass (1)
Clean Globe	3	5	Cork (2), Plastic (2), Screw (1)
Clean Pepper Mill	0.5	4	Screw (1), Plastic (1)
Clean Red Plate	1	1	Ceramic (2)
Clean Salt Shaker	0.5	1	Plastic (1)
Clean Tea Kettle	1.5	2	Steel (2)
Clean Umbrella	1.5	5	Spring (2), Plastic (2)
Clean Umbrella Stand	2	14	Ceramic (2)
Clean White Plate	1	1	Ceramic (2)
Clipboard	0.2	3	Spring (2), Wood (1)
Cloth	0.1	1	Cloth (1)
Clothes Hanger	0.5	1	Steel (1)
Clothing Iron	3	3	Plastic (1), Steel (2)
Coffee Cup	0.5	1	Ceramic (1)
Coffee Pot	1	1	Plastic (1), Steel (2), Asbestos (1)
Coffee Tin	1	3	Aluminum (2)
Colander	0.5	1	Steel (1)
Collectible Baseball	0.5	8	Cork (2), Leather (1)
Colonial Vase	3	14	Ceramic (2)
Combination Wrench	1	1	Steel (2)
Comfy Pillow	1	3	Cloth (3)
Concrete	3	1	Concrete (1)
Connecting Rod	5	2	Steel (2)
Cooking Oil	0.5	4	Oil (3), Plastic (1)
Cooking Pan	0.5	2	Steel (2)
Cooking Pot	0.5	4	Copper (1), Steel (2)
Coolant	1	7	Acid (2), Plastic (1)
Coolant Cap	1	5	Aluminum (2)
Copper	0.1	4	Copper (1)
Copper Bar	0.5	200	Copper (10)
Cork	0.1	1	Cork (1)
Cotton Yarn	0.5	1	Cloth (1)
Covered Sauce Pan	1.5	2	Steel (2)
Cracked Bowl	1	1	Ceramic (2)
Cracked Deathclaw Egg	0.1	5	Bone (2), Acid (1)
Cracked Glass Bowl	1	1	Glass (2)
Crystal	0.2	4	Crystal (1)
Crystal Liquor Decanter	3	18	Cork (1), Crystal (4)
Cue Ball	0.5	3	Plastic (2)
Cutting Board	0.5	2	Wood (2)
Cutting Fluid	1	7	Oil (3), Steel (1)
Danse's Holotags	0.1	1	Steel (1)
Dawnshire Vase	3	14	Ceramic (2)
Deathclaw Hand	5	25	Bone (2), Leather (2)
Deathclaw Hide	8	15	Leather (5)
Deflated Kickball	0.5	1	Rubber (3)
Derby-Winning Toy Car	1	16	Screw (1), Wood (2)
Desk Fan	3	4	Gear (2), Screw (2), Steel (2)
Desktop Picture Frame	1	2	Wood (2)
Dinner Fork	0.1	1	Steel (1)
Dinner Plate	1	1	Steel (1)
Dirty Ashtray	0.5	1	Ceramic (1)
Dishrag	0.1	1	Cloth (1)
Distress Pulser	1	5	Aluminum (2), Circuitry (1), Nuclear Material (1)
Dog Bowl	0.5	1	Plastic (2)
Dog Tags	0.1	1	Steel (1)
Drinking Glass	0.5	1	Glass (1)
Duct Tape	0.1	12	Adhesive (1), Cloth (1)
Ear Examiner	0.75	15	Aluminum (1), Fiber-Optics (1), Glass (1)
Economy Wonderglue	0.75	40	Adhesive (5)
Eight Ball	0.5	2	Plastic (2)
Eleven Ball	0.5	2	Plastic (2)
Empty Blood Pack	0.5	1	Plastic (1)
Empty Blood Sac	0.1	1	Antiseptic (1)
Empty Can	0.5	1	Steel (1)
Empty Coolant	0.5	1	Plastic (1)
Empty Floral Barrel Vase	1	1	Ceramic (2)
Empty Floral Bud Vase	1	1	Ceramic (2)
Empty Floral Flared Vase	2	1	Ceramic (2)
Empty Floral Rounded Vase	3	1	Ceramic (2)
Empty Floral Vaulted Vase	3	1	Ceramic (2)
Empty Milk Bottle	1	1	Glass (2)
Empty Paint Can	0.5	5	Steel (2)
Empty Teal Barrel Vase	1	1	Ceramic (2)
Empty Teal Bud Vase	1	1	Ceramic (2)
Empty Teal Flared Vase	2	1	Ceramic (2)
Empty Teal Rounded Vase	3	1	Ceramic (2)
Empty Teal Vaulted Vase	3	1	Ceramic (2)
Empty Willow Barrel Vase	1	1	Ceramic (2)
Empty Willow Bud Vase	1	1	Ceramic (2)
Empty Willow Flared Vase	2	1	Ceramic (2)
Empty Willow Rounded Vase	3	1	Ceramic (2)
Empty Willow Vaulted Vase	3	1	Ceramic (2)
Enamel Bucket	3	2	Steel (2)
Enhanced Targeting Card	0.25	9	Plastic (1), Silver (1), Circuitry (2)
Extinguisher	6	6	Rubber (2), Steel (4), Asbestos (2)
Fancy Hairbrush	0.5	9	Plastic (1), Silver (2)
Feather Duster	1	1	Plastic (2), Cloth (1)
Femur	1	1	Bone (2)
Fertilizer	0.1	1	Fertilizer (1)
Fiberglass	0.1	5	Fiberglass (1)
Fiber-Optics	0.1	6	Fiber Optics (1)
Fifteen Ball	0.5	2	Plastic (2)
Fishing Rod	3	4	Gear (2), Spring (1), Wood (1)
Five Ball	0.5	2	Plastic (2)
Flask	0.5	1	Glass (1)
Flight Data Recorder	3	17	Circuitry (1), Fiber-Optics (2), Copper (1)
Flip Lighter	0.5	12	Oil (1), Spring (1), Steel (1)
FLL3 Turbopump Bearings	0	300	Aluminum (3), Circuitry (1)
Floral Barrel Vase	1	1	Ceramic (2)
Floral Bud Vase	1	1	Ceramic (2)
Floral Flared Vase	2	1	Ceramic (2)
Floral Rounded Vase	3	1	Ceramic (2)
Floral Vaulted Vase	3	1	Ceramic (2)
Flux Sensor	0.1	1	Steel (1)
Fork	0.1	1	Steel (1)
Four Ball	0.5	2	Plastic (2)
Fourteen Ball	0.5	2	Plastic (2)
Frying Pan	1	2	Steel (2)
Fumigus Blowtorch	3	25	Steel (3), Oil (3)
Fuse	0.1	5	Copper (1), Glass (1)
Fusion Pulse Charge	3	31	Circuitry (2), Copper (1), Nuclear Material (5)
Gas Canister	3	10	Steel (3), Oil (1)
Gear	1	1	Steel (1)
Gear	0.2	3	Gear (1)
Giddyup Buttercup	8	177	Gear (3), Steel (5), Spring (4), Screw (4)
Giddyup Buttercup Back Leg	1	69	Spring (2), Steel (1), Gear (2)
Giddyup Buttercup Body	3	60	Steel (2), Spring (2), Screw (2)
Giddyup Buttercup Front Leg	1	69	Gear (2), Steel (1), Spring (2)
Giddyup Buttercup Head	3	36	Steel (2), Spring (2)
Giddyup Buttercup Toy Parts	1	45	Plastic (1), Spring (1)
Gilded Grasshopper	2	451	Gold (5), Glass (2), Copper (10)
Glass	0.1	2	Glass (1)
Glass Barrel Red Vase	3	26	Glass (2)
Glass Barrel Teal Vase	3	26	Glass (2)
Glass Barrel Vase	3	26	Glass (2)
Glass Bowl	1	2	Glass (2)
Glass Bud Red Vase	3	26	Glass (2)
Glass Bud Teal Vase	3	26	Glass (2)
Glass Bud Vase	3	26	Glass (2)
Glass Flared Red Vase	3	26	Glass (2)
Glass Flared Teal Vase	3	26	Glass (2)
Glass Flared Vase	3	26	Glass (2)
Glass Pitcher	1	1	Glass (3)
Glass Rounded Red Vase	3	26	Glass (2)
Glass Rounded Teal Vase	3	26	Glass (2)
Glass Rounded Vase	3	26	Glass (2)
Glass Vaulted Red Vase	3	26	Glass (2)
Glass Vaulted Teal Vase	3	26	Glass (2)
Glass Vaulted Vase	3	26	Glass (2)
Globe	3	2	Screw (1), Cork (2), Plastic (2)
Gold	0.1	9	Gold (1)
Gold Bar	0.5	450	Gold (10)
Gold Plated Flip Lighter	0.5	26	Gold (1), Oil (1), Steel (1)
Gold Watch	0.5	40	Gear (2), Gold (2), Spring (1)
Graduated Cylinder	0.5	1	Glass (1)
Gwinnett Ale Bottle	0.5	2	Glass (2)
Gwinnett Brew Bottle	0.5	2	Glass (2)
Gwinnett Lager Bottle	0.5	3	Glass (2)
Gwinnett Pale Ale Bottle	0.5	2	Glass (2)
Gwinnett Pilsner Bottle	0.5	3	Glass (2)
Gwinnett Stout Bottle	0.5	2	Glass (2)
Hack Saw	2	3	Steel (2), Wood (1)
Hairbrush	0.5	2	Plastic (2)
HalluciGen Gas Canister	3	35	Steel (1)
Hammer	1.5	5	Wood (1), Steel (2)
Handcuffs	0.5	6	Screw (1), Spring (1), Steel (2)
High-Powered Magnet	5	13	Copper (3), Ceramic (1), Nuclear Material (1)
High-Powered Microscope	5	22	Crystal (2), Fiber-Optics (1), Gear (2), Glass (2)
Hoe	5	3	Steel (3), Wood (3)
Home Plate	3	4	Plastic (2), Cloth (2)
Hot Plate	3	7	Circuitry (2), Copper (1), Screw (1)
Hubcap	3	5	Screw (2), Aluminum (2)
Human Jaw	0.1	1	Bone (2)
Ichor Sac	0.5	15	Acid (2), Nuclear Material (1)
Inactive Distress Pulser	1	5	Circuitry (1), Nuclear Material (1), Aluminum (2)
Industrial Oil Canister	3	14	Aluminum (2), Oil (2)
Industrial Size Shortening	4	20	Oil (5)
Industrial Solvent	1	15	Steel (3), Antiseptic (4)
Initiate Clarke's Holotag	0.1	1	Steel (1)
Injector	0.5	8	Aluminum (1)
IV Bag	0.25	3	Plastic (1)
Jangles the Moon Monkey	2	12	Cloth (3), Plastic (1), Fiberglass (1)
Jawless Brahmin Skull	3	1	Bone (4)
Kickball	0.5	1	Rubber (3)
Kitchen Scale	2	6	Steel (3), Spring (3)
Knight Rylan's Holotag	0.1	1	Steel (1)
Knight Varham's Holotag	0.1	1	Steel (1)
Lab Bottle	0.5	1	Glass (1)
Ladle	0.5	2	Steel (2)
Lantern	3	15	Glass (2), Oil (2), Steel (3)
Large Baby Bottle	1	4	Glass (2), Rubber (1)
Large Beaker	0.5	1	Glass (1)
Large Dinner Plate	1	1	Ceramic (3)
Large Plate	1	1	Ceramic (3)
Large Serving Plate	1	1	Ceramic (3)
Late Edition Newspaper	0.1	2	Cloth (2)
Lead	0.3	1	Lead (1)
League Bowling Pin	3	3	Plastic (2), Wood (2)
Leather	0.1	2	Leather (1)
Left Arm Bones	1	1	Bone (3)
Left Foot Bones	1	1	Bone (2)
Left Hand Bones	1	1	Bone (2)
Left Leg Bones	1	1	Bone (3)
Life Preserver	3	6	Plastic (3), Spring (1)
Lightbulb	0.5	3	Glass (1), Copper (1)
Liquor Bottle	0.5	2	Glass (2)
Lit Cigar	0	1	Cloth (1)
Lit Cigarette	0	1	Cloth (1)
Lit Stogie	0	1	Cloth (1)
Locket	0	50	Silver (2)
Luxobrew Coffee Pot	1	5	Plastic (2), Steel (3), Asbestos (2)
Magnifying Glass	0.5	8	Glass (2), Copper (1), Crystal (2)
Makeshift Battery	6	17	Lead (3), Wood (1), Acid (3)
Masonry Hammer	3	3	Wood (1), Steel (2)
Medical Liquid Nitrogen Dispenser	5	12	Steel (2)
Metal Bucket	3	2	Steel (2)
Microscope	5	22	Gear (2), Glass (2), Crystal (2), Fiber-Optics (1)
Military Ammo Bag	3	4	Ballistic Fiber (2)
Military-Grade Circuit Board	2	25	Circuitry (5)
Military-Grade Duct Tape	0.1	30	Ballistic Fiber (2), Adhesive (4)
Mini Nuke Beryllium Cap	0	0	Steel (2), Nuclear Material (1)
Mini Nuke Detonator Shell	0	0	Nuclear Material (2), Steel (3)
Mini Nuke Hemisphere Core	0	0	Nuclear Material (1), Steel (2)
Mini Nuke Stabilizer Fins	0	0	Steel (3), Screw (2)
Mole Rat Hide	0.5	8	Leather (1)
Mole Rat Teeth	0.5	1	Bone (1)
Mop	2	1	Wood (2), Cloth (2)
Mr. Handy Fuel	3	14	Steel (3), Oil (2)
New Floral Barrel Vase	1	1	Ceramic (2)
New Floral Bud Vase	1	1	Ceramic (2)
New Floral Flared Vase	2	1	Ceramic (2)
New Floral Rounded Vase	3	1	Ceramic (2)
New Floral Vaulted Vase	3	1	Ceramic (2)
New Power Cables	1	15	Copper (2), Steel (3)
New Teal Barrel Vase	1	1	Ceramic (2)
New Teal Bud Vase	1	1	Ceramic (2)
New Teal Flared Vase	2	1	Ceramic (2)
New Teal Rounded Vase	3	1	Ceramic (2)
New Teal Vaulted Vase	3	1	Ceramic (2)
New Toy Car	1	10	Screw (1), Wood (2)
New Toy Truck	2	15	Steel (2), Screw (2)
New Willow Barrel Vase	1	1	Ceramic (2)
New Willow Bud Vase	1	1	Ceramic (2)
New Willow Flared Vase	2	1	Ceramic (2)
New Willow Rounded Vase	3	1	Ceramic (2)
New Willow Vaulted Vase	3	1	Ceramic (2)
Nine Ball	0.5	2	Plastic (2)
Nuclear Material	0.1	10	Nuclear Material (1)
Nuka Cola Bottle	0.5	2	Glass (2)
NX-42 Guidance Chip	0	150	Plastic (1), Silver (1)
Office Desk Fan	3	4	Gear (2), Screw (2), Steel (2)
Oil	0.1	4	Oil (1)
Oil Can	0.5	15	Oil (4), Aluminum (1)
Oil Canister	3	12	Steel (2), Oil (2)
One Ball	0.5	2	Plastic (2)
Oven Mitt	1	1	Asbestos (1), Cloth (2)
Pack of Cigarettes	0.1	12	Plastic (1), Cloth (2), Asbestos (1)
Pack of Duct Tape	0.1	20	Adhesive (4), Cloth (2)
Paintbrush	0.5	2	Wood (1), Cloth (1)
Paint Can	5	10	Oil (2), Steel (2)
Paladin Brandis' Holotag	0.1	1	Steel (1)
Peizonucleic Liner	0	0	Ballistic Fiber (2), Rubber (1), Steel (1)
Pelvis Bones	1	1	Bone (3)
Pen	0	1	Plastic (1)
Pencil	0	1	Lead (1), Wood (1)
Pepper Mill	0.5	2	Screw (1), Plastic (1)
Picture Frame	1	4	Wood (2)
Pint Glass	0.5	3	Glass (2)
Pip-Boy	0	0	Fiber-Optics (2), Nuclear Material (1)
Plastic	0.1	1	Plastic (1)
Plastic Bowl	0.5	2	Plastic (2)
Plastic Fork	0.1	1	Plastic (1)
Plastic Knife	0.1	1	Plastic (1)
Plastic Plate	0.25	1	Plastic (2)
Plastic Pumpkin	1	2	Plastic (2)
Plastic Spoon	0.1	1	Plastic (1)
Plate	1	2	Steel (1)
Plunger	1	1	Rubber (2), Wood (1)
Poseidon Radar Transmitter	0	75	Steel (3), Circuitry (1)
Power Relay Coil	0.5	15	Copper (2), Steel (2)
Preserved Cigarette Pack	0.1	12	Plastic (1), Cloth (2), Asbestos (1)
Pre-War Lamp	3	15	Copper (4), Glass (2)
Pre-War Money	0	8	Cloth (1)
Pristine Deathclaw Egg	1	25	Bone (2), Acid (1)
ProSnap Camera	3	30	Gear (4), Spring (4), Crystal (4)
Prototype Biometric Scanner	3	164	Fiber-Optics (1), Asbestos (1), Nuclear Material (2)
Rack	0.5	2	Wood (2)
Radar Transmitter	0	30	Steel (3), Circuitry (1)
Radioactive Gland	0.5	30	Nuclear Material (2)
Radscorpion Stinger	0.5	30	Nuclear Material (2)
Radstag Hide	2	8	Leather (4)
Rat Poison	0.5	6	Steel (1), Asbestos (1), Fiberglass (2)
Recorder	0.75	23	Aluminum (1), Nuclear Material (1), Circuitry (1), Glass (1)
Red Plate	1	1	Ceramic (2)
Reflex Capacitor	0.1	1	Steel (1)
Reporter's Camera	3	112	Gear (2), Spring (2), Crystal (2)
Reporter's Pen	0	3	Plastic (1)
Reporter's Pencil	0	10	Lead (1), Wood (1)
Research Test Tube	0.1	1	Glass (1)
Restored Desk Fan	3	8	Steel (2), Screw (2), Gear (2)
RFID Device	0	0	Circuitry (1), Fiberglass (1)
Rib Cage	1	1	Bone (5)
Rib Cage and Pelvis	1	1	Bone (3)
Rib Cage and Spine	1	1	Bone (5)
Right Arm Bones	1	1	Bone (3)
Right Foot Bones	1	1	Bone (2)
Right Hand Bones	1	1	Bone (2)
Right Leg Bones	1	1	Bone (3)
Ring Stand	3	2	Steel (1), Aluminum (1)
Rolled Boston Bugle	0.1	2	Cloth (1)
Rubber	0.1	2	Rubber (1)
Rum Bottle	1	2	Glass (4)
Ruptured HalluciGen Gas Canister	3	10	Steel (1)
Sabotaged Turbopump Bearings	0	15	Aluminum (3), Circuitry (1)
Salt Shaker	0.5	1	Plastic (1)
Sauce Pan	1	2	Steel (2)
Sauce Pan Lid	0.5	1	Steel (1)
Saucer	0.5	1	Ceramic (1)
Saw	3	3	Steel (3), Rubber (1)
Scalpel	0.25	5	Steel (1)
Scissors	0.25	3	Plastic (1), Steel (2)
Screw	0.1	2	Screw (1)
Screwdriver	0.5	3	Steel (2), Wood (1)
Scribe Faris' Holotag	0.1	1	Steel (1)
Sealed Boston Bugle	0	1	Cloth (1)
Sealed Wonderglue	0.1	25	Adhesive (4)
Sensor	0.5	20	Aluminum (1), Nuclear Material (1)
Sensor Module	2	30	Steel (1), Circuitry (5), Copper (2)
Seven Ball	0.5	2	Plastic (2)
Shadeless Lamp	3	5	Copper (1), Glass (2)
Shadeless Table Lamp	3	5	Copper (1), Glass (2)
Shem Drowne's Skull	0.1	10	Bone (2)
Shopping Basket	1	1	Plastic (1), Steel (3)
Shot Glass	0.1	1	Glass (1)
Shovel	5	3	Steel (3), Wood (3)
Silver	0.1	6	Silver (1)
Silver Bar	0.5	300	Silver (10)
Silver Bowl	1	15	Silver (2)
Silver Fork	0.1	4	Silver (1)
Silver Hairbrush	0.5	63	Plastic (1), Silver (2)
Silver Locket	0.1	10	Silver (2)
Silver Plate	1	7	Silver (1)
Silver Pocket Watch	0.5	25	Gear (2), Silver (2), Spring (1)
Silver Shroud Costume	0	0	Cloth (3)
Silver Submachine Gun Prop	1	1	Wood (1), Steel (1), Spring (1)
Silver Table Knife	0.1	4	Silver (1)
Silver Table Spoon	0.1	4	Silver (1)
Six Ball	0.5	2	Plastic (2)
Skull	1	1	Bone (3)
Skull Cap Bone	0.1	1	Bone (2)
Skull Eye Socket	0.1	1	Bone (2)
Skull Faceplate	0.1	1	Bone (2)
Skull Fragment	0.1	1	Bone (2)
Small Baby Bottle	1	4	Glass (2), Rubber (1)
Small Covered Sauce Pan	1.25	1	Steel (1)
Small Dinner Plate	0.5	1	Ceramic (2)
Small Picture Frame	1	2	Wood (2)
Small Plate	0.5	1	Ceramic (2)
Small Sauce Pan	1	1	Steel (1)
Small Sauce Pan Lid	0.25	1	Steel (1)
Small Serving Plate	0.5	1	Ceramic (2)
Soap	0.5	4	Oil (1)
Spanner	0.5	8	Aluminum (1)
Spatula	0.5	1	Rubber (1), Steel (1)
Spine	1	5	Bone (5)
Spring	0.1	3	Spring (1)
Steel	0.2	1	Steel (1)
Stew Pot	3	8	Steel (3), Copper (1)
Stogie	0	1	Cloth (1)
Straw Pillow	1	1	Cloth (2)
Suprathaw Antifreeze	2	8	Acid (4), Plastic (3)
Surgical Scalpel	0.25	5	Steel (1)
Surgical Tray	0.5	2	Aluminum (3)
Swan Boat Fragments	0	12	Fiberglass (5), Plastic (1), Steel (1)
Sweeper	4	100	Nuclear Material (2), Aluminum (3), Circuitry (2)
Synth Component	0	20	Plastic (1)
Table Knife	0.1	1	Steel (1)
Table Spoon	0.1	1	Steel (1)
Tabletop Picture Frame	1	2	Wood (2)
Tack Hammer	1.5	2	Wood (1), Steel (1)
Tall Flask	0.5	1	Glass (1)
Teacup	0.5	1	Ceramic (2)
Tea Kettle	1.5	2	Steel (2)
Teal Barrel Vase	1	1	Ceramic (2)
Teal Bud Vase	1	1	Ceramic (2)
Teal Flared Vase	2	1	Ceramic (2)
Teal Rounded Vase	3	1	Ceramic (2)
Teal Vaulted Vase	3	1	Ceramic (2)
Teapot	1	2	Ceramic (5), Asbestos (1)
Teddy Bear	1	3	Leather (1), Cloth (3)
Telephone	3	5	Circuitry (2), Copper (1), Fiberglass (2)
Ten Ball	0.5	2	Plastic (2)
Test Tube	0.5	1	Glass (1)
Test Tube Rack	1	1	Wood (2)
Thermal Coupler	1	10	Rubber (2)
Thin Beaker	0.5	1	Glass (1)
Thirteen Ball	0.5	2	Plastic (2)
Three Ball	0.5	2	Plastic (2)
Tibia	1	1	Bone (2)
Tin Can	0.1	1	Steel (2)
Toaster	3	3	Spring (2), Steel (2)
Tongs	3	18	Steel (2), Screw (1)
Toothbrush	0.1	1	Plastic (1)
Toothpaste	0.25	3	Plastic (1), Antiseptic (2)
Torque Rod End	3	1	Steel (1)
Toy Alien	0.5	5	Plastic (2), Rubber (1)
Toy Car	1	5	Screw (1), Wood (2)
Toy Rocketship	0.5	7	Aluminum (1), Plastic (2)
Toy Truck	1	8	Steel (2), Screw (1)
Tray	1	12	Aluminum (1)
Trifold American Flag	3	3	Wood (2), Cloth (4)
Tri Tool	0.5	15	Aluminum (1), Nuclear Material (1)
Tube Flange	5	2	Steel (2)
Turpentine	1	10	Steel (2), Antiseptic (2)
TV Dinner Tray	0.5	1	Aluminum (3)
Tweezers	0.2	8	Aluminum (1)
Twelve Ball	0.5	2	Plastic (2)
Two Ball	0.5	2	Plastic (2)
Typewriter	5	11	Gear (3), Screw (2), Spring (3)
Umbrella	1.5	3	Spring (2), Plastic (2)
Umbrella Stand	2	2	Ceramic (2)
Undamaged Abraxo Cleaner	1	10	Acid (1), Antiseptic (2), Fiberglass (1)
Undamaged American Flag	3	9	Wood (2), Cloth (4)
Undamaged Baseball Glove	1	6	Leather (3)
Undamaged Camera	3	18	Gear (2), Spring (2), Crystal (2)
Undamaged Cigarettes	1	50	Plastic (2), Cloth (4), Asbestos (2)
Unfilled Kickball	0.5	1	Rubber (3)
Unrusted Tin Can	0.1	1	Steel (1), Aluminum (1)
Unscorched Oven Mitt	1	1	Asbestos (1), Cloth (2)
Untarnished Coffee Pot	1	3	Plastic (1), Steel (2), Asbestos (1)
Untarnished Metal Bucket	3	3	Steel (2)
Unused Ashtray	0.5	3	Ceramic (2)
Unused Enamel Bucket	3	3	Steel (2)
Unused Flip Lighter	0.5	21	Oil (1), Spring (1), Steel (1)
Upper Skull	0.1	1	Bone (1)
Used Oil Can	0.5	2	Steel (1), Oil (1)
Vacuum Tube	0.25	3	Copper (1), Glass (2)
Vase	3	1	Ceramic (3)
Vegetable Starch	0.5	6	Adhesive (5)
Vodka	1	4	Glass (4)
Vodka Bottle	1	2	Glass (4)
Wakemaster Alarm Clock	1	15	Aluminum (2), Glass (2), Spring (2), Nuclear Material (2)
Warwick Pump Part	0.25	1	Ceramic (2)
Warwick Pump Piece	0.25	1	Ceramic (2)
Whiskey	1	2	Glass (4)
Whiskey Bottle	1	2	Glass (4)
White Bottle	0.5	2	Glass (2)
White Plate	1	1	Ceramic (2)
Willow Barrel Vase	1	1	Ceramic (2)
Willow Bud Vase	1	1	Ceramic (2)
Willow Flared Vase	2	1	Ceramic (2)
Willow Rounded Vase	3	1	Ceramic (2)
Willow Vaulted Vase	3	1	Ceramic (2)
Wine Bottle	1	2	Glass (4)
Wonderglue	0.1	20	Adhesive (2)
Wood	0.2	1	Wood (1)
Wooden Block—B & Y	0.1	1	Wood (1)
Wooden Block—I & D	0.1	1	Wood (1)
Wooden Block—N & S	0.1	1	Wood (1)
Wooden Block—V & F	0.1	1	Wood (1)
Wooden Picture Frame	1	4	Wood (2)
Wooden Solider Toy	1	1	Ceramic (1)
Wooden Spoon	0.1	1	Wood (2)
Wrench	1	1	Steel (2)
Yao Guai Hide	2.5	10	Leather (4)
Yardstick	0.75	1	Wood (2)
Yellow Paint	5	10	Steel (2), Oil (2)
Yellow Plate	1	1	Ceramic (2)
Yellow Table Lamp	3	5	Copper (1), Glass (2)
Yellow-Trimmed Plate	1	2	Ceramic (2)
Youth League Baseball	1	20	Cork (2), Leather (1)
Youth League Glove	1	30	Leather (3)

JUNK SHIPMENTS

With a bit of time and effort, you can salvage materials for any and all of your crafting needs. However, many traders can ship components directly to a location of your choosing. After you purchase a shipment contract, place the contract in your desired workshop (or workstation) to receive your order.

JUNK SHIPMENTS

NAME	WEIGHT	VALUE	DELIVERED COMPONENTS
Shipment of Acid—25	0	250	Acid (25)
Shipment of Adhesive—25	0	1000	Adhesive (25)
Shipment of Adhesive—50	0	2000	Adhesive (50)
Shipment of Aluminum—25	0	375	Aluminum (25)
Shipment of Aluminum—50	0	750	Aluminum (50)
Shipment of Antiseptic—25	0	375	Antiseptic (25)
Shipment of Asbestos—25	0	750	Asbestos (25)
Shipment of Ballistic Fiber—25	0	625	Ballistic Fiber (25)
Shipment of Ceramic—25	0	175	Ceramic (25)
Shipment of Circuitry—25	0	625	Circuitry (25)
Shipment of Circuitry—50	0	1250	Circuitry (50)
Shipment of Cloth—25	0	100	Cloth (25)
Shipment of Concrete—50	0	150	Concrete (50)
Shipment of Copper—25	0	500	Copper (25)
Shipment of Cork—25	0	125	Cork (25)
Shipment of Crystal—25	0	575	Crystal (25)
Shipment of Fertilizer—25	0	300	Fertilizer (25)
Shipment of Fiberglass—25	0	700	Fiberglass (25)
Shipment of Fiber-Optics—25	0	850	Fiber-Optics (25)
Shipment of Gears—25	0	450	Gears (25)
Shipment of Glass—25	0	325	Glass (25)
Shipment of Gold—25	0	1125	Gold (25)
Shipment of Lead—25	0	200	Lead (25)
Shipment of Leather—25	0	250	Leather (25)
Shipment of Nuclear Material—25	0	1250	Nuclear Material (25)
Shipment of Oil—25	0	500	Oil (25)
Shipment of Plastic—25	0	75	Plastic (25)
Shipment of Rubber—25	0	250	Rubber (25)
Shipment of Screws—25	0	400	Screw (25)
Shipment of Silver—25	0	750	Silver (25)
Shipment of Springs—25	0	375	Spring (25)
Shipment of Steel—50	0	150	Steel (50)
Shipment of Steel—100	0	300	Steel (100)
Shipment of Wood—50	0	100	Wood (50)
Shipment of Wood—100	0	200	Wood (100)

GENERAL JUNK ITEMS

Biometric Scanner	Fiber Optics (1), Nuclear Material (2)
Military Ammo Bag	Ballistic Fiber (2)
Military-Grade Circuit Board	Circuitry (5)
Military-Grade Duct Tape	Ballistic Fiber (2), Adhesive (4)
Institute Recorder	Circuitry (1), Nuclear Material (1)
Baseball Glove	Leather (3)
Camera	Crystal (2)
Bag of Fertilizer	Fertilizer (4)
Microscope	Crystal (2), Fiber Optics (1)
Liquid Decanter	Crystal (4)
Magnifying Glass	Crystal (2), Copper (1)
Telephone	Fiberglass (2), Copper (1)
Abraxo Cleaner	Antiseptic (2), Fiberglass (1)
Aluminum Canister	Fiberglass (2), Oil (1)
Mr Handy Fuel	Oil (2)
Gold Plated Flip Lighter	Oil (1), Gold (1)
Typewriter	Gears (3), Springs (3)
Giddyup Buttercup	Screws (4), Springs (4)
Fancy Hairbrush	Silver (2)
Silver Watch	Silver (2), Gears (2)

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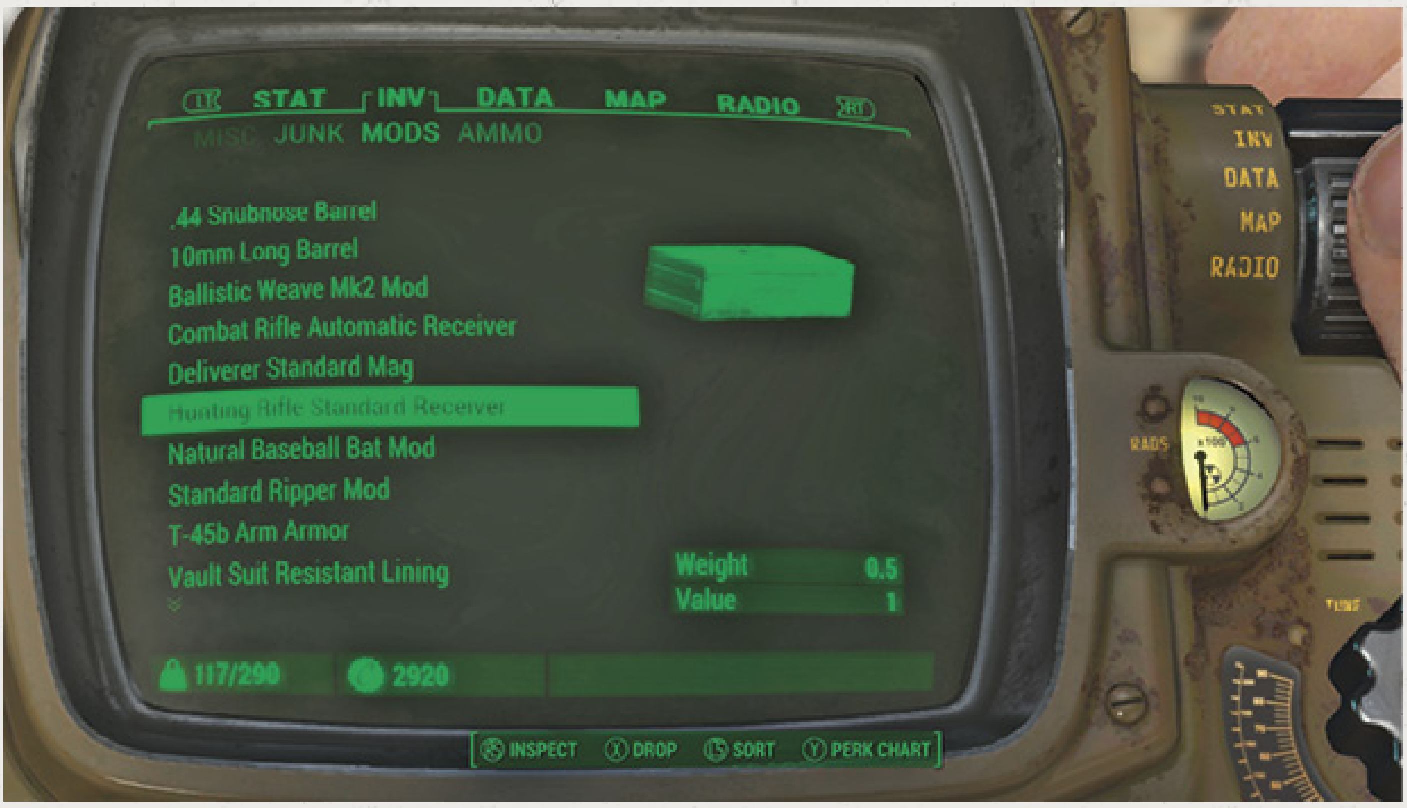
Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Mods

Overview

Mods are special attachments or alterations that can be added to **weapons**, **armor**, and **Power Armor**. You can purchase **mods** from some traders, and you'll find a few loose **mods** lying around the Commonwealth, but almost any mod can be hand-crafted or plucked from existing gear.


STAT
INV
DATA
MAP
RADIO
MISC
JUNK
MODS
AMMO
.44 Snubnose Barrel
10mm Long Barrel
Ballistic Weave Mk2 Mod
Combat Rifle Automatic Receiver
Deliverer Standard Mag
Hunting Rifle Standard Receiver
Natural Baseball Bat Mod
Standard Ripper Mod
T-45b Arm Armor
Vault Suit Resistant Lining
Weight 0.5
Value 1
117/290
2920
INSPECT
DROP
SORT
PERK CHART
RADS

Your Pip-Boy's **Mods** tab displays all of the loose **mods** that are currently in your inventory. In most cases, a mod's name indicates the **items** with which it can be used. A pipe bolt-action suppressor can be attached to any pipe-bolt-action gun. A shadowed leather arm mod can be placed on any leather **armor** arm piece. The Mod tab also displays the weight and value of each loose mod. Most of these **items** are relatively light, but a single **crafting** session can result in any number of loose **mods**; store or sell superfluous **mods** to keep them from weighing you down.

To attach an existing mod to a piece of gear, you simply need access to the appropriate workstation. With the required components and **perks**, you can build nearly any mod you'll find in the Commonwealth.

TIP

Need a complete list of every mod? Then remember accessing this book grants you unfettered access to the central database, or "online" component of this guide, where Vault-Tec automated charts are available for just this purpose. Refer to the "**MODS**" section for the entire chart and statistics.

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Mods

Weapon Mods

With the right mods and access to a weapons workbench, you can improve virtually every gun, blade, and club in your arsenal. You can craft variety simple mods as soon as you have the necessary components, but most advanced weapon mods require some combination of the Gun Nut, Blacksmith, and Science! perks.

GUNS

Nearly every gun you find can be modified to better suit your needs. Most guns can even be altered to take advantage of specific perks. However, even simple gun mods tend to require a selection of uncommon components. Specifics vary, but you'd do well to stock up on adhesive, aluminum, gears, screws, and oil if you plan on crafting your own gun mods.

If you favor ballistic guns, invest in the Gun Nut perk as early as possible. If energy weapons are your passion, make the Science! perk a priority—just know that some advanced gun mods require all available ranks of both Gun Nut and Science!

Barrel Mods

As applied to ballistic weapons, barrel mods tend to affect a gun's range, accuracy, and recoil. In general, longer barrels improve range and sighted accuracy while also increasing recoil. Shorter barrels usually reduce a gun's maximum range while improving hip-fire accuracy and weapon recoil.

On energy weapons, barrel mods can affect nearly every aspect of a gun's performance. Damage, range, accuracy, fire rate, and ammo capacity can all be altered with a single barrel mod. Barrel mods also have diverse effects on some heavy guns.

HELPFUL HINT FROM VAULT BOY!

The gamma gun barrel mod "Lorenzo's Artifact" can't be crafted. Complete the "Cabot House" quest to earn a weapon that contains this unique mod.

Grip Mods

Grip mods generally affect a gun's accuracy and recoil. Enhanced pistol grips tend to improve hip-fire accuracy. Enhanced rifle stocks usually improve sighted accuracy. Most stock upgrades also improve a rifle's bash damage.

Mag Mods

Mag mods usually determine a weapon's ammo capacity and reload speed. In rare cases, a mag mod can include a less conventional effect. A fusion mag, for example, allows an Alien Blaster to use fusion cells as ammunition; the gauss rifle's mag mods also affect overall weapon damage.

Muzzle Mods

Different muzzle mods serve different purposes. For ballistic weapons, compensators and muzzle breaks improve recoil while reducing weapon range. Suppressors reduce range while improving recoil and—most importantly—minimizing the sound of gunfire. Bayonets increase bash damage while reducing weapon range.

Most energy weapon muzzle mods are lenses used to focus or split the projected beam. These mods usually affect an energy weapon's range, accuracy, and recoil. Some weapons, like the gamma gun and Junk Jet, offer muzzle mods that add bonus energy damage to each shot fired.

Receiver Mods

Nearly all receivers play an important role in overall weapon damage, but these mods can dramatically change the way a weapon performs. Many ballistic gun receivers reduce per-shot damage to offer armor penetration or automatic fire. Some ballistic receivers increase accuracy or critical shot damage. Swapping a receiver mod can even change the ammo used by some guns.

Energy weapon receiver mods are just as diverse as those found on ballistic guns. There are plenty of options that alter accuracy or critical shot damage, but some energy weapon receivers affect ammo capacity, add burning damage, or allow for charged shots.

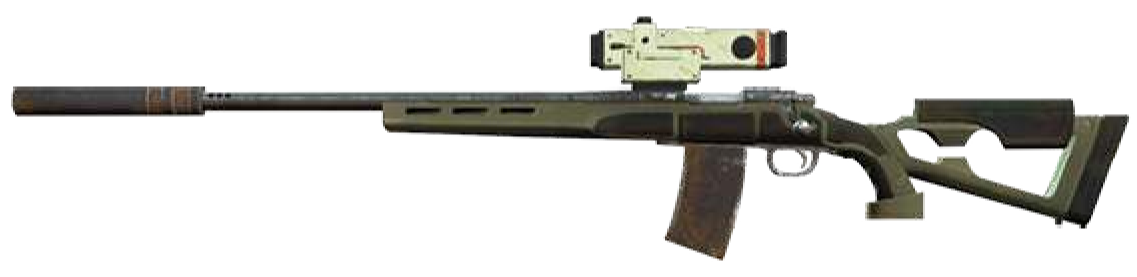
Sight Mods

Sight mods primarily affect a weapon's sighted accuracy. Sight rings and reflex sights make it easier to focus on targets, and the magnification offered by scopes makes it much easier to hit distant targets. Many advanced scopes even offer features like night vision and target tracking.

The Magic Of Mods

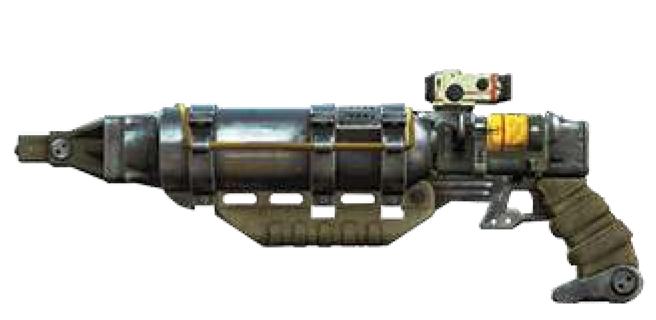
SAMPLE WEAPON MODIFICATIONS

Modified Hunting Rifle



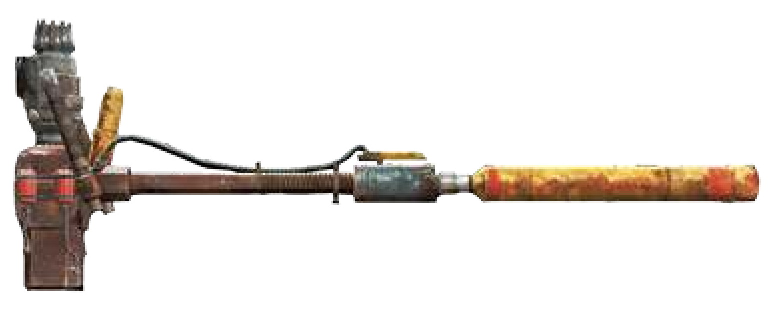
This heavily modified hunting rifle includes a .50 receiver, greatly increasing per-shot damage. A long ported barrel mod reduces recoil while increasing range and sighted accuracy. A marksman's stock further reduces recoil, and the long recon scope tags and tracks enemy targets. This rifle also includes a large quick-eject mag for increased ammo capacity and faster reloads, and the attached suppressor makes it much easier to remain hidden during covert operations.

Modified Laser Gun



This powerful laser pistol features an overcharged capacitor for superior damage; a connected sniper barrel adds even more damage to each shot and greatly increases the pistol's range. Recoil and hip-fire accuracy are both improved by the attached sharpshooter's grip. A long recon scope makes tracking targets easy, and the fine-tuned beam further improves range, accuracy, and recoil.

Modified Super Sledge



This upgraded Super Sledge features a stun pack that adds energy damage and a chance to stun targets with each hit that lands.

MELEE MODS

Melee and punching weapons don't feature the deep customization offered by most guns, but close-combat enthusiasts are sure to enjoy the benefits of a well-chosen mod. Again, different mods require different components, but maintaining a good supply of adhesive will make modifying your melee weapons considerably easier.

The most powerful melee mods can require up to Rank 3 of the Blacksmith perk; a small investment in Science! is also needed to craft a number of high-tech melee mods.

Material Mods

Baseball bats and rolling pins are the only weapons that accommodate material mods. These mods change the entire look of a weapon. Often, the change is purely cosmetic. However, an aluminum material mod can significantly enhance the performance of a bat or rolling pin.

Upgrade Mods

Most melee (and punching) weapons contain a single upgrade slot. The vast majority of upgrade mods increase weapon damage, but most upgrades also add special features. Even simple weapons can be modified to pierce armor, inflict bleeding, disarm targets, deal energy damage, and more. Of course, options vary by weapon, but some upgrade mods offer considerable utility.

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Mods

Armor Mods

Armor mods can dramatically improve your protective gear. Covert operators can benefit from mods that reduce armor weight and improve stealth; front-line combatants can reinforce armor for maximum protection. No matter how you engage your enemies, the right armor mods can greatly increase your chances of survival.

Pieces belonging to the major armor sets offer far more customization options than simpler garments. Each piece of armor that belongs to one of the major armor sets contains two mod slots—one for material mods and one for miscellaneous mods. However, for those with the proper skills, the Commonwealth contains a wide variety of customizable apparel.

If you plan to craft your own advanced armor mods, consider investing in all available ranks of the Armorer and Science! perks. Of course, the mods you build will also determine the components you need, but nearly all armor mods require some amount of adhesive.

MATERIAL MODS

Most armor material mods affect Damage Resistance and Energy Resistance. However, there are a few material mods that include special features. Shadowed mods—which are available for combat, leather, and metal armor pieces—improve stealth in dark areas. The Brotherhood of Steel material mod even improves the Radiation Resistance offered by a piece of combat armor. The headgear associated with major armor sets can accommodate similar material mods.

HELPFUL HINT FROM VAULT BOY!

Brotherhood of Steel **combat armor mods** are essentially custom paint jobs—removing one from existing **armor** doesn't produce a loose mod. These special material **mods** can only be applied by active members of the Brotherhood.

MISCELLANEOUS MODS

Miscellaneous mods are linings that further improve armor pieces. BioCommMesh mods increase the duration of chems; pocketed mods increase carrying capacity. Leg armor can be modified to improve sprinting or reduce falling damage. Arm mods can improve blocking or melee damage. Of course, every armor piece can be modified to improve resistances, but you'll find many more useful effects as you craft or collect new mods.Similar mods are available for miscellaneous armor pieces like DC umpire's pads and Vault-Tec security armor.

HEADLAMPS

You can attach various headlamps to mining helmets. These handy little mods work similarly to your Pip-Boy's onboard flashlight.

BALLISTIC WEAVE MODS

Ballistic weave mods reinforce lightweight garments that wouldn't otherwise offer much protection. You'll find clothing, outfits, and headgear that can accommodate these special linings. Unlike most mods, ballistic weaves aren't limited to a single item type. A ballistic weave mod that attaches to a battered fedora can also be placed in a set of farmhand clothes.

HELPFUL HINT FROM VAULT BOY!

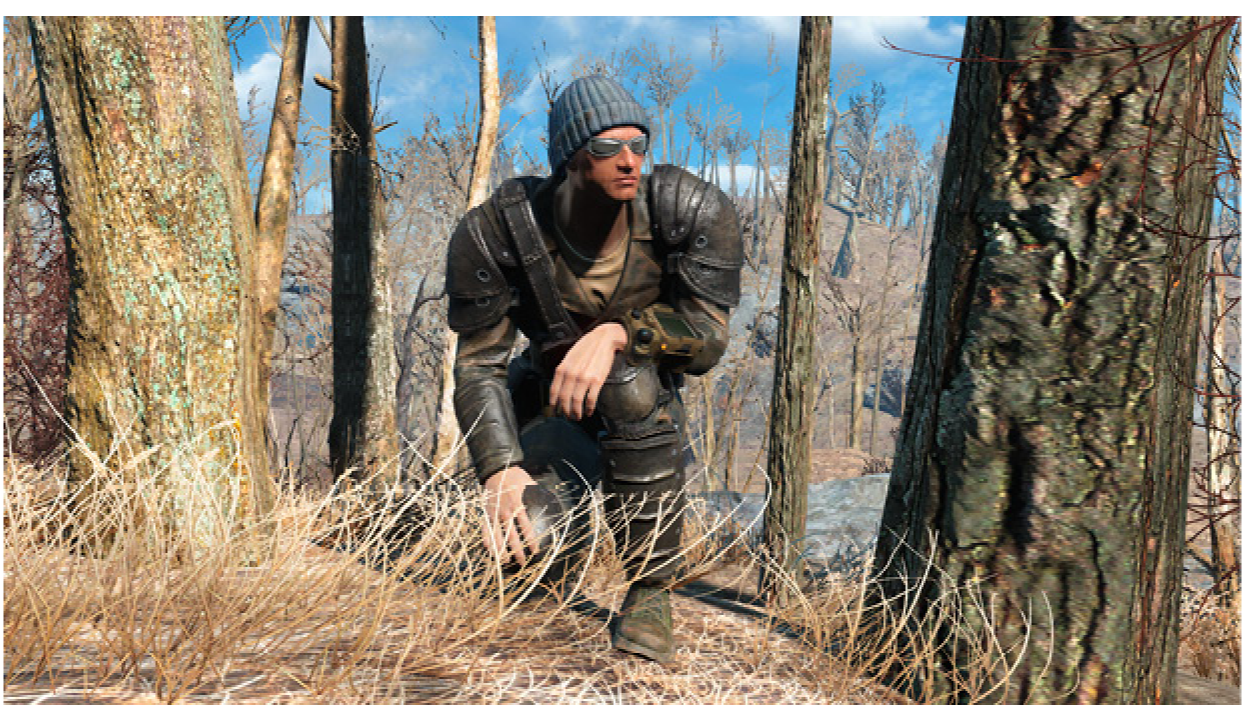
Before you can craft ballistic weave **mods**, you must prove your loyalty to the Railroad. Complete the "**Jackpot**" radiant quest; then speak to Tinker Tom to learn about these valuable upgrades.

You can also complete The Railroad Quest: **Randolph Safehouse** 6 to earn the Institute Killer Weave mod.

The Magic Of Mods

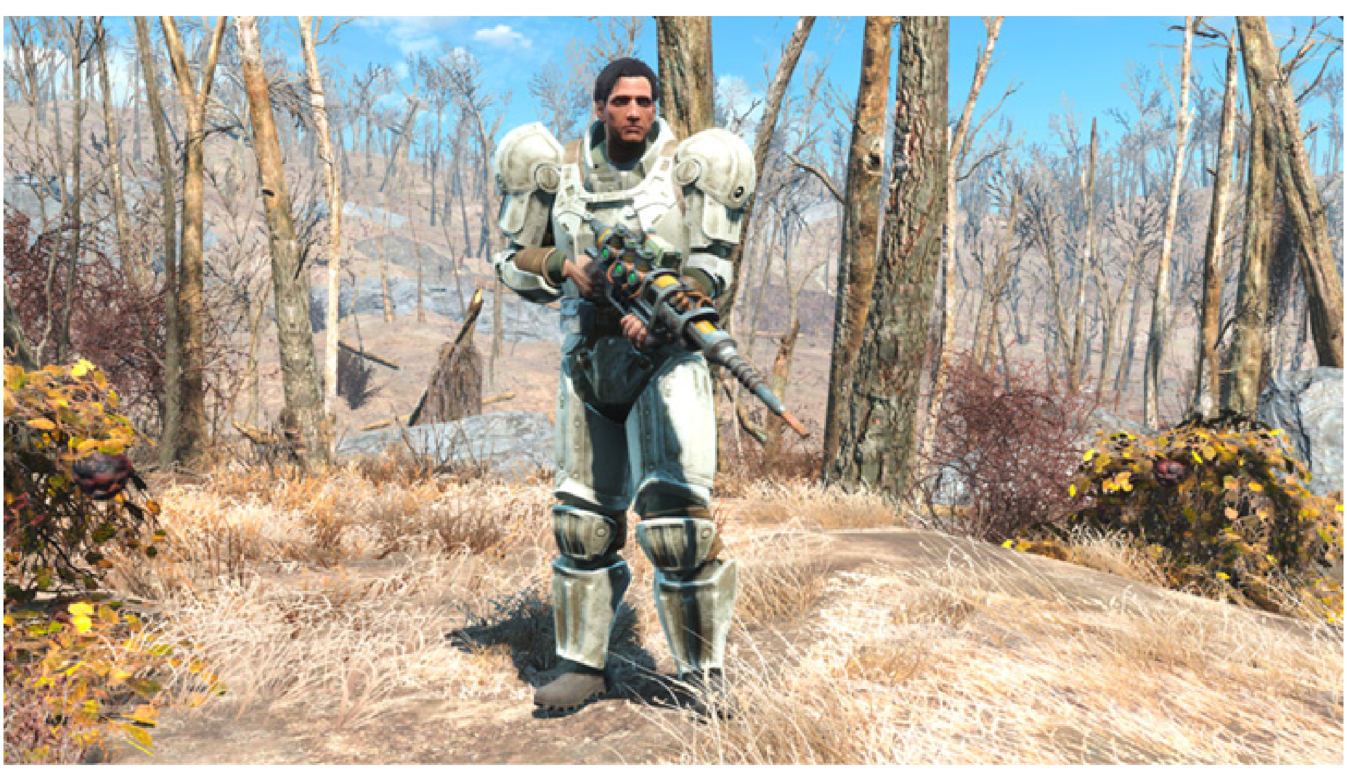
SAMPLE ARMOR MODIFICATIONS

Modified Leather Armor



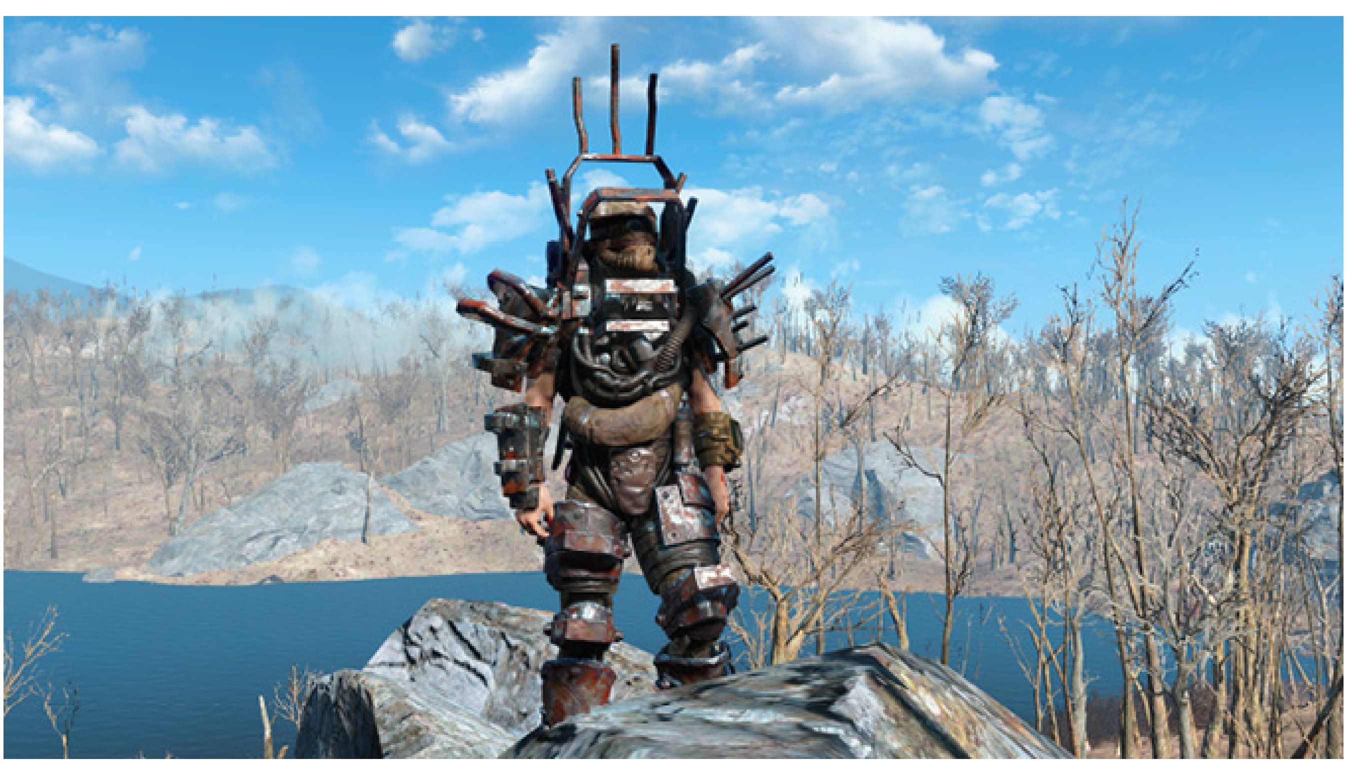
The right **mods** can make it much easier to stay out of sight. Each piece of this leather **armor** set is equipped with a shadowed material mod, improving stealth in dark areas. The chest piece's ultralight build reduces weight and grants bonus Action Points. Sleek leg **mods** allow you to move faster while sneaking, and the arms' stabilizer **mods** make scoped aiming more steady.

Modified Heavy Combat Armor



This collection of heavy **combat armor** has been modified to grant extra protection. Every piece is equipped with a polymer material mod, resulting in significantly increased Damage Resistance and Energy Resistance. The chest piece's asbestos lining further improves Energy Resistance and makes it impossible for you to be set on fire. Both arm pieces have been strengthened to reduce limb damage, and the lead-lined legs grant a bit of Radiation Resistance.

Modified Sturdy Raider Armor



This sturdy Raider **armor** has been customized for close **combat**. Every piece has been buttressed to provide extra protection. The chest piece's pneumatic mod reduces the magnitude of incoming staggers. Weighted arms allow punching attacks and melee attacks to ignore some of your target's **armor**, and custom-fitted legs reduce the Action Point cost for sprinting.

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Power Armor Mods

With the right mods, you can assemble a suit of Power Armor that provides unbeatable protection and unmatched utility. Damage mitigation is just the beginning—Power Armor mods can offer everything from custom paint jobs to integrated electronic devices.

You can earn modified parts by completing quests or defeating appropriately equipped enemies, but if you plan to craft your Power Armor mods, invest in all available ranks of the Science!, Blacksmith, and Armorer perks. You'll need a supply of rare components, but collecting adhesive, aluminum, and circuitry is a good place to start.

BASE MODS

Base mods determine the Damage Resistance and Energy Resistance offered by a piece of Power Armor. Raider Power Armor only offers two base mods (standard and welded), but more advanced models of Power Armor offer six levels of protection.

MATERIAL MODS

Most Power Armor parts offer slots for material mods. Options like lead plating, winterized coating, and explosive shielding grant bonuses as soon as they're applied. In many cases, you must apply matching material mods to all Power Armor parts before a bonus is activated. Unlock additional Power Armor material mods by collecting Hot Rodder magazines and earning the trust of various factions.

Aside from Raider Power Armor (for which there are no material mods), each model of Power Armor offers at least one unique paint scheme:

- Become the leader of the Minutemen to unlock a Minutemen paint scheme for T-45 Power Armor.
- Complete The Railroad Quest: Tradecraft to unlock a Railroad paint scheme for T-51 Power Armor.
- Complete Miscellaneous Quest: Atom Cats to unlock an Atom Cats paint scheme for T-60 Power Armor.
- Complete Brotherhood of Steel Quest: Shadow of Steel to unlock a BOS paint scheme for T-60 Power Armor. Earn promotions to unlock rank-based variations.
- Complete The Institute Quest: Nuclear Family to unlock an Institute paint scheme for X-01 Power Armor. Miscellaneous Mods

Miscellaneous mods grant powerful bonuses to individual parts. Arm mods tend to improve different aspects of unarmed combat, while leg mods offer effects like improved sprinting, increased carrying capacity, and larger impact landings. In most Power Armor torsos, miscellaneous mods can add extra features like jetpacks, medic pumps, and tesla coils. Helmets can be modified to improve target acquisition or remove radiation from items you consume. Of course, this is only the beginning—you'll find a variety of useful mods for every piece of Power Armor.

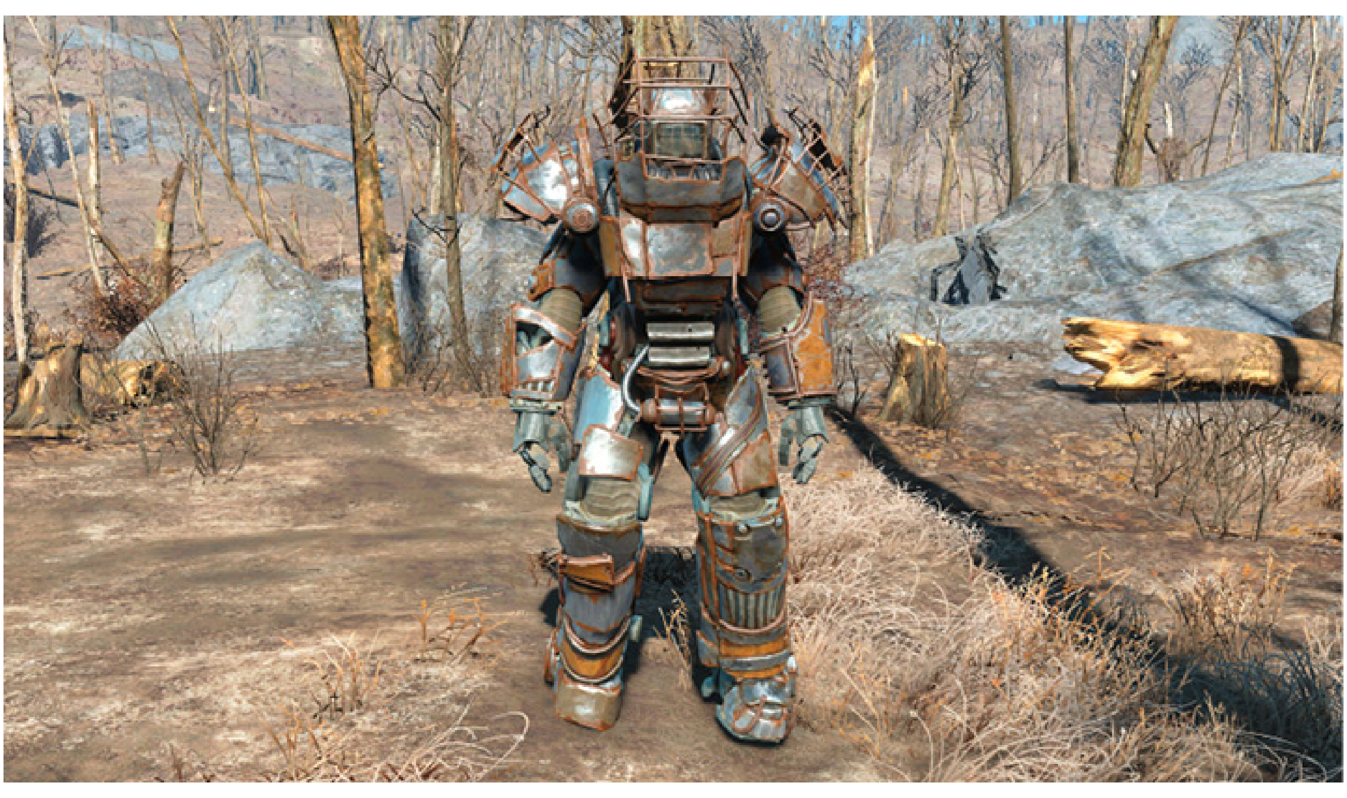
HEADLAMPS

Every Power Armor helmet can accommodate a variety of headlamps. Equip new headlamps to change the color of the projected beam.

The Magic Of Mods

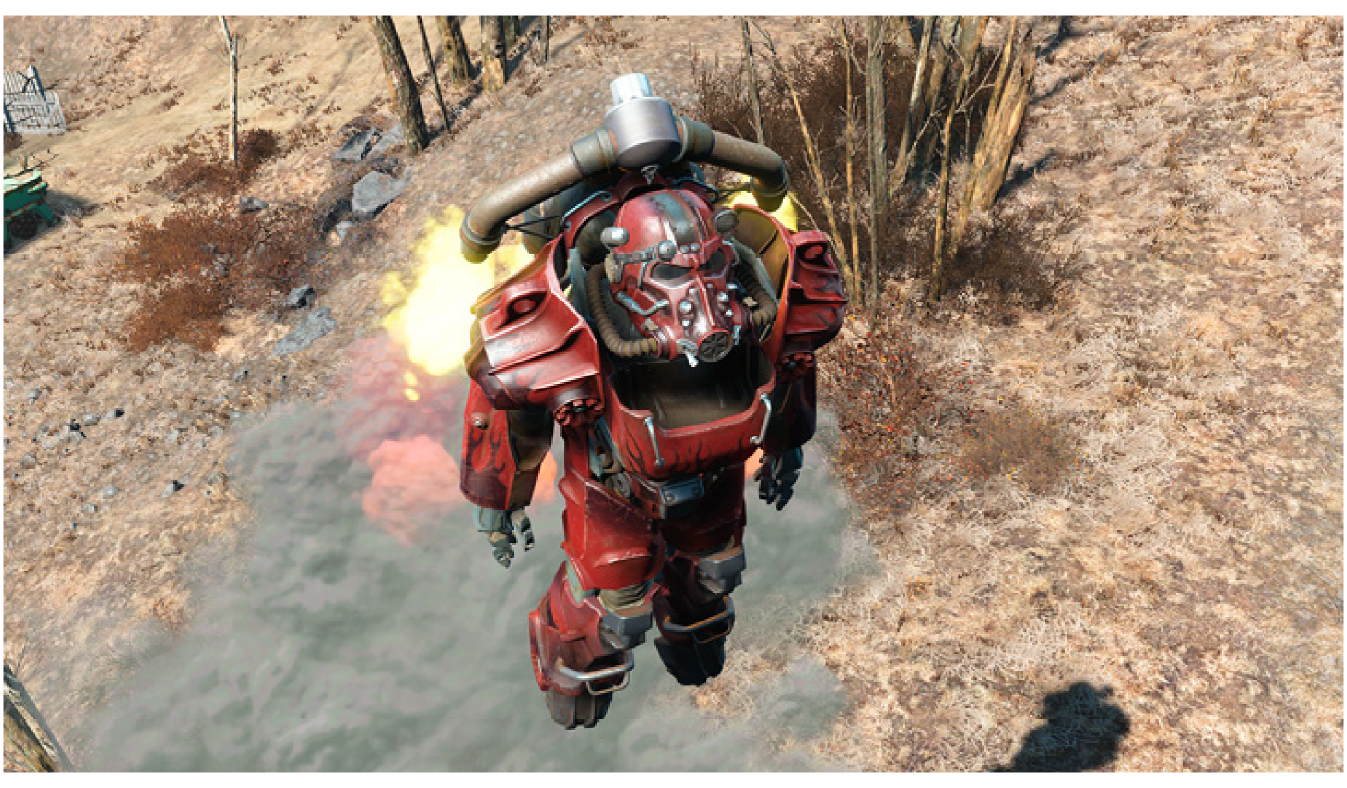
SAMPLE POWER ARMOR MODIFICATIONS

Modified Raider Power Armor



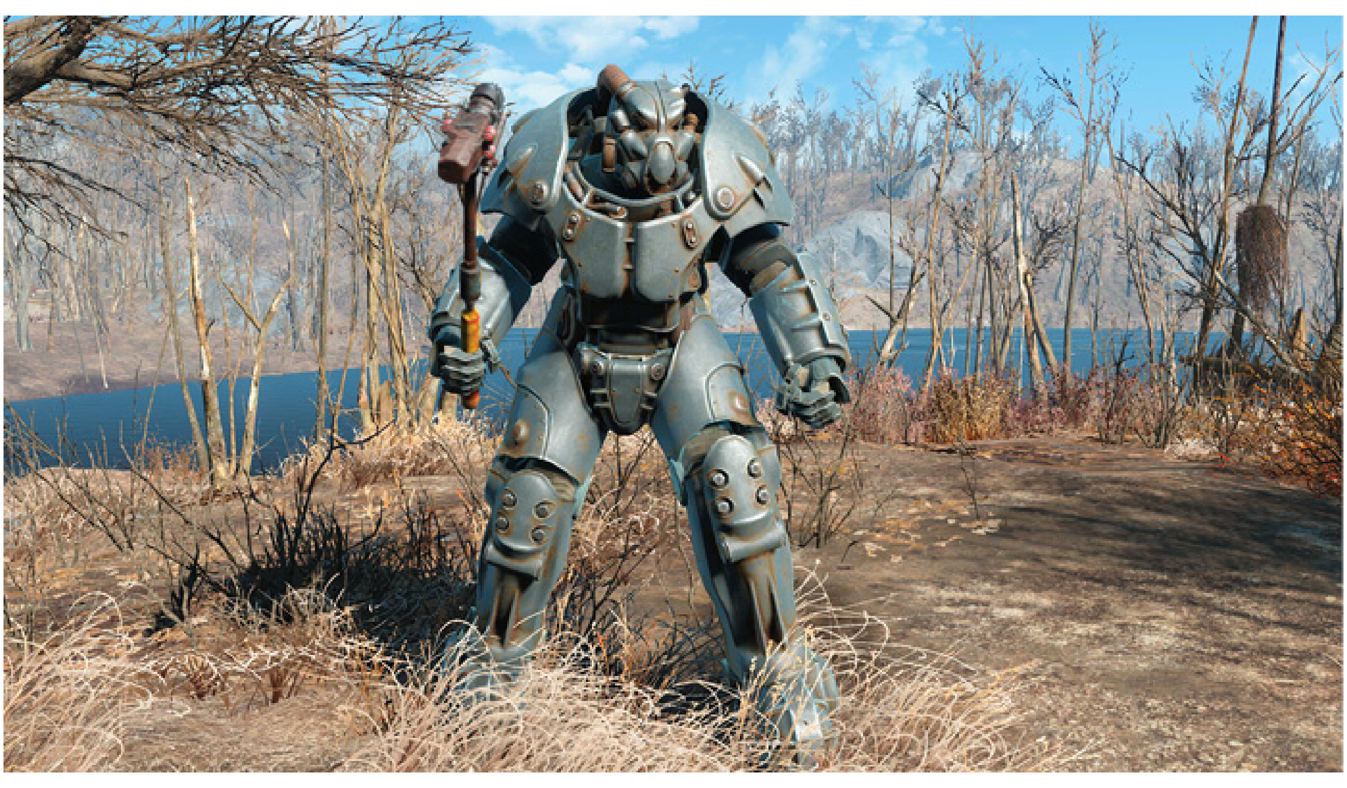
This suit of Raider Power Armor is geared toward unarmed combat. Every piece of this suit has been reinforced with welded plates. Both arms feature rusty knuckle mods that add bleeding damage to unarmed attacks, and the legs include overdrive servos to increase sprint speed. The torso's onboard medic pump automatically uses a stimpak when your health gets too low, and the helmet's rad scrubbers make it safe to top off your health with irradiated water.

Modified T-60 Power Armor



This suit of T-60 Power Armor has been modified for extra mobility and improved V.A.T.S. usage. Every piece of this suit has been upgraded with Model F mods for better protection. The The torso includes a jetpack for increased mobility and on-demand Impact Landings. The helmet's V.A.T.S. matrix increases V.A.T.S.' hit chance, and the custom hot-rod flames paint scheme boosts Agility. Both arms are equipped with optimized bracers that reduce the Action Point cost of power attacks, and the legs have kinetic servos that increase AP refresh speed while you're in motion.

Modified X-01 Power Armor



This suit of X-01 Power Armor has been customized for melee combat. Every piece has been upgraded with Mk. VI mods and titanium plating for damage mitigation and durability. The torso's tesla coils deal energy damage to nearby enemies. The helmet's targeting HUD highlights living creatures, making it much easier to spot potential threats. The legs' optimized servos reduce the Action Point cost for sprinting, and the arms' optimized bracers reduce the Action Point cost for power attacks.

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Mods Charts

Melee Mods

MELEE MODS

NAME	DESCRIPTION	BUILD WITH	PREREQUISITES	WEIGHT (LOOSE)	VALUE (LOOSE)
BASEBALL BAT					
Upgrade					
No Upgrade	—	—	—	—	—
Barbed	**Armor** piercing. Improved damage.	Adhesive (1), Steel (2)	—	0.5	8
Spiked	**Armor** piercing. Better damage.	Adhesive (1), Screw (1), Steel (1)	—	0.5	9
Sharp	Targets bleed. Better damage.	Adhesive (1), Steel (3)	—	0.5	10
Chain-wrapped	Superior damage.	Adhesive (1), Steel (1)	—	0.5	11
Bladed	Targets bleed. Exceptional damage.	Adhesive (1), Oil (1), Steel (5)	Rank 1: Blacksmith	0.5	12
Material					
Black	Cosmetic change.	Wood (5)	—	0.5	5
Blue	Cosmetic change.	Wood (5)	—	0.5	6
Grey	Cosmetic change.	Wood (5)	—	0.5	7
Red	Cosmetic change.	Wood (5)	—	0.5	8
Mahogany	Cosmetic change.	Wood (5)	—	0.5	9
Cedar	Cosmetic change.	Wood (5)	—	0.5	10
Oak	Cosmetic change.	Wood (5)	—	0.5	11
Natural	Cosmetic change.	Wood (5)	—	0.5	12
Aluminium	Increased damage. Reduced weapon weight.	Aluminum (6)	Rank 1: Blacksmith	0.5	13
Upgrade					
No Upgrade	—	—	—	—	—
Electrified	Adds Electrical damage.	Adhesive (1), Aluminum (2), Circuitry (1), Rubber (1)	Rank 2: Blacksmith, Rank 1: Science!	0.5	20
Stun Pack	Adds Electrical damage, and chance to stun.	Adhesive (1), Aluminum (2), Circuitry (3), Gold (2), Rubber (1)	Rank 2: Blacksmith, Rank 1: Science!	0.5	21
BOARD					
Upgrade					
No Upgrade	—	—	—	—	—
Spiked	**Armor** piercing. Better damage.	Adhesive (1), Steel (2)	—	0.5	8
Puncturing	**Armor** piercing. Superior damage.	Adhesive (2), Screw (2), Steel (4)	Rank 1: Blacksmith	0.5	9
Bladed	Targets bleed. Exceptional damage.	Ahdesive (3), Screw (4), Spring (2), Steel (5)	Rank 1: Blacksmith	0.5	10
BOXING GLOVE					
Upgrade					
No Upgrade	—	—	—	—	—
Spiked	**Armor** piercing. Better damage.	Adhesive (1), Screw (2), Steel (2)	—	0.5	5
Puncturing	**Armor** piercing. Superior damage.	Adhesive (2), Steel (4)	Rank 1: Blacksmith	0.5	6
Lead Lining	Chance to cripple. Extra limb damage. Superior damage.	Adhesive (4), Cloth (4), Lead (3)	Rank 1: Blacksmith	0.5	7
CHINESE OFFICER SWORD					
Upgrade					
No Upgrade	—	—	—	—	—
Serrated Blade	Targets bleed. Exceptional damage.	Adhesive (3), Fiberglass (4), Oil (3), Steel (7)	Rank 2: Blacksmith	0.5	25
Electrified Blade	Adds Electrical damage.	Adhesive (4), Aluminum (8), Circuitry (3), Rubber (3)	Rank 2: Blacksmith, Rank 1: Science!	0.5	50
Electrified Serrated Blade	Adds Electrical damage. Targets bleed. Exceptional damage.	Adhesive (5), Aluminum (8), Circuitry (2), Fiberglass (3), Oil (4), Rubber (4)	Rank 3: Blacksmith, Rank 1: Science!	0.5	52
DEATHCLAW GAUNTLET					
Upgrade					
No Upgrade	—	—	—	—	—
Extra Claw	Chance to disarm. Better damage.	Adhesive (4), Aluminum (7), Bone (4), Leather (3)	—	0.5	23
KNIFE					
Upgrade					
No Upgrade	—	—	—	—	—
Serrated Blade	Targets bleed. Exceptional damage.	Adhesive (1), Fiberglass (2), Steel (2)	Rank 1: Blacksmith	0.5	15
Stealth Blade	Increased damage from sneak attacks. Targets bleed. Exceptional damage.	Adhesive (2), Aluminum (2), Fiberglass (1), Oil (4)	Rank 2: Blacksmith	0.5	16
KNUCKLES					
Upgrade					
No Upgrade	—	—	—	—	—
Sharp	Targets bleed. Better damage.	Adhesive (2), Steel (4)	—	0.5	3
Spiked	**Armor** piercing. Better damage.	Adhesive (1), Screw (2), Steel (2)	—	0.5	4
Puncturing	**Armor** piercing. Superior damage.	Adhesive (1), Screw (2), Steel (4)	Rank 1: Blacksmith	0.5	6
Bladed	Targets bleed. Exceptional damage.	Adhesive (3), Leather (2), Steel (6)	Rank 1: Blacksmith	0.5	8
LEAD PIPE					
Upgrade					
No Upgrade	—	—	—	—	—
Spiked	**Armor** piercing. Better damage.	Adhesive (1), Screw (3)	—	0.5	8
Heavy	Chance to cripple. Extra limb damage. Superior damage	Adhesive (1), Concrete (2), Steel (1)	Rank 2: Blacksmith	0.5	9
MACHETE					
Upgrade					
No Upgrade	—	—	—	—	—
Serrated Blade	Targets bleed. Exceptional damage.	Adhesive (1), Steel (2)	Rank 2: Blacksmith	0.5	51
PIPE WRENCH					
Upgrade					
Standard	Standard.	Gear (1), Steel (1)	—	0.5	1
Hooked	Chance to disarm. Better damage.	Adhesive (2), Screw (2), Steel (2)	—	0.5	11
Heavy	Extra limb damage. Superior damage.	Adhesive (3), Screw (2), Steel (4)	Rank 1: Blacksmith	0.5	13
Puncturing	**Armor** piercing. Superior damage.	Adhesive (4), Steel (4)	Rank 1: Blacksmith	0.5	17
Extra Heavy	Chance to cripple. Extra limb damage. Superior damage.	Adhesive (4), Screw (4), Steel (6)	Rank 2: Blacksmith	0.5	19
POOL CUE					
Upgrade					
No Upgrade	—	—	—	—	—
Barbed	**Armor** piercing. Improved damage.	Adhesive (1), Steel (2)	—	0.5	2
Sharp	Targets bleed. Better damage.	Adhesive (1), Steel (3)	—	0.5	4
POWER FIST					
Upgrade					
No Upgrade	—	—	—	—	—
Puncturing	**Armor** piercing. Superior damage.	Adhesive (4), Aluminum (8), Concrete (5)	Rank 2: Blacksmith	0.5	50
Heating Coil	Adds energy damage.	Adhesive (6), Asbestos (4), Circuitry (5), Copper (11)	Rank 3: Blacksmith	0.5	51
REVOLUTIONARY SWORD					
Upgrade					
No Upgrade	—	—	—	—	—
Serrated Blade	Targets bleed. Exceptional damage.	Adhesive (1), Oil (1), Steel (2)	Rank 2: Blacksmith	0.5	51
Electrified	Adds Electrical damage.	Adhesive (2), Aluminum (2), Circuitry (2), Rubber (1)	Rank 2: Blacksmith, Rank 1: Science!	0.5	52
Stun Pack	Adds Electrical damage, and chance to stun.	Adhesive (2), Aluminum (2), Circuitry (3), Gold (2), Rubber (2)	Rank 3: Blacksmith, Rank 1: Science!	0.5	53
RIPPER					
Upgrade					
Standard	Standard.	Gear (4), Oil (3), Screw (3), Steel (8)	—	0.5	1
Curved Blade	Chance to disarm. Better damage.	Adhesive (6), Gear (5), Oil (4), Screw (5), Steel (10)	—	0.5	16
Extended Blade	Targets bleed. Exceptional damage.	Adhesive (8), Aluminum (11), Gear (7), Oil (5), Screw (6)	Rank 3: Blacksmith	0.5	17
ROLLING PIN					
Upgrade					
No Upgrade	—	—	—	—	—
Sharp	Targets bleed. Better damage.	Adhesive (1), Steel (3)	—	0.5	3
Spiked	**Armor** piercing. Better damage.	Adhesive (1), Screw (1), Steel (1)	—	0.5	5
Material					
Wood	Standard.	Wood (4)	—	0.5	3
Aluminium	Increased damage. Reduced weapon weight.	Aluminum (4)	—	0.5	4
SHISHKEBAB					
Upgrade					
No Upgrade	—	—	—	—	—
Extra Flame Jets	Increased Energy damage.	Adhesive (6), Asbestos (5), Copper (10), Steel (7)	Rank 3: Blacksmith	0.5	100
SLEDGEHAMMER					
Upgrade					
Standard	Standard.	Adhesive (2), Steel (6)	—	0.5	1
Puncturing	**Armor** piercing. Superior damage.	Adhesive (2), Steel (8)	Rank 2: Blacksmith	0.5	21
Heavy	Chance to cripple. Extra limb damage. Superior damage.	Adhesive (4), Concrete (7), Wood (2)	Rank 2: Blacksmith	0.5	22
SUPER SLEDGE					
Upgrade					
No Upgrade	—	—	—	—	—
Heating Coil	Adds energy damage.	Adhesive (4), Asbestos (3), Circuitry (3) Copper (7)	Rank 2: Blacksmith	0.5	150
Stun Pack	Adds Electrical damage, and chance to stun.	Adhesive (6), Aluminum (10), Circuitry (4), Gold (5), Rubber (2)	Rank 3: Blacksmith, Rank 1: Science!	0.5	151
SWITCHBLADE					
Upgrade					
No Upgrade	Standard.	Steel (1)	—	0.5	1
Serrated Blade	Targets bleed. Exceptional damage.	Adhesive (1), Fiberglass (1), Oil (1), Steel (1)	Rank 1: Blacksmith	0.5	11
TIRE IRON					
Upgrade					
No Upgrade	—	—	—	—	—
Bladed	Targets bleed. Exceptional damage.	Adhesive (2), Screw (2), Steel (4)	Rank 2: Blacksmith	0.5	12
WALKING CANE					
Upgrade					
No Upgrade	—	—	—	—	—
Barbed	**Armor** piercing. Improved damage.	Adhesive (1), Steel (1)	—	0.5	2
Spiked	**Armor** piercing. Better damage.	Adhesive (1), Screw (1), Steel (2)	—	0.5	4

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Mods Charts

Gun Mods

GUN MODS

NAME	DESCRIPTION	BUILD WITH	PREREQUISITES	WEIGHT (LOOSE)	VALUE (LOOSE)
.44					
Receiver					
Standard Receiver	Standard.	Nuclear Material (1), Screw (2), Steel (2)	—	0.5	25
Hardened Receiver	Better damage.	Adhesive (3), Crystal (2), Nuclear Material (2), Screw (3), Steel (8)	—	0.5	26
Powerful Receiver	Superior damage.	Adhesive (5), Aluminum (10), Crystal (2), Nuclear Material (3), Screw (4)	Rank 3: Gun Nut	0.5	27
Advanced Receiver	Exceptional damage. Improved rate of fire.	Adhesive (6), Aluminum (12), Crystal (3), Nuclear Materials (4), Screw (5)	Rank 4: Gun Nut	0.5	28
Barrel					
Snubnose Barrel	Improved hip-fire accuracy. Inferior range and sighted accuracy.	Adhesive (1), Screw (2), Steel (2)	—	0.5	25
Standard Barrel	Standard.	Adhesive (3), Screw (4), Steel (6)	—	0.5	26
Bull Barrel	Improved hip-fire accuracy.	Adhesive (5), Aluminum (8), Screw (4)	Rank 3: Gun Nut	0.5	27
Grip					
Standard Grip	Standard.	Screw (4), Steel (6)	—	0.5	25
Comfort Grip	Improved recoil and hip-fire accuracy.	Adhesive (1), Screw (2), Steel (2)	—	0.5	26
Sights					

Standard Sights	Standard.	Adhesive (1), Steel (1)	—	0.5	25
Short Scope	Improved magnification. Superior sighted accuracy.	Adhesive (3), Glass (2), Screw (2), Steel (4)	—	0.5	26
Reflex Sight	Better focus and sighted accuracy.	Adhesive (4), Aluminum (6), Glass (4), Nuclear Material (3), Screw (3)	—	0.5	27
Recon Scope	Tracks targets. Improved magnification. Superior sighted accuracy.	Adhesive (6), Aluminum (8), Circuitry (3), Crystal (6), Fiber Optics (3), Nuclear Material (5), Screw (4)	Rank 4: Gun Nut, Rank 1: Science!	0.5	28
10MM					
Receiver					
Standard Receiver	Standard.	Gear (1), Oil (2), Screw (1), Steel (2)	—	0.5	20
Light Frame Receiver	Lighter weight. Reduced damage.	Adhesive (1), Aluminum (2), Gear (1), Oil (2), Screw (1)	—	0.5	21
Heavy Frame Receiver	Heavier weight. Improved damage.	Adhesive (2), Gear (2), Oil (2), Screw (2), Steel (3)	—	0.5	22
Calibrated Receiver	Better critical shot damage.	Adhesive (3), Gear (3), Oil (3), Screw (3), Steel (5)	—	0.5	24
Hardened Receiver	Better damage.	Adhesive (3), Gear (4), Oil (3), Screw (4), Steel (6)	—	0.5	25
Automatic Receiver	Improved rate of fire. Inferior damage and range.	Adhesive (4), Gear (5), Oil (3), Screw (4), Steel (6)	—	0.5	26
Armor Piercing Automatic Receiver	Improved rate of fire and **armor** penetration. Reduced range. Inferior damage.	Adhesive (4), Gear (5), Oil (3), Screw (4), Steel (5)	Rank 1: Gun Nut	0.5	27
Hair Trigger Receiver	More sensitive trigger. Better rate of fire.	Adhesive (5), Oil (5), Screw (5), Spring (6), Steel (7)	Rank 1: Gun Nut	0.5	28
Powerful Receiver	Superior damage.	Adhesive (5), Aluminum (7), Gear (5), Oil (5), Screw (5)	Rank 1: Gun Nut	0.5	28
Hardened Automatic Receiver	Improved rate of fire. Reduced damage. Inferior range.	Adhesive (4), Gear (5), Oil (3), Screw (5), Steel (6)	Rank 1: Gun Nut	0.5	29
Rapid Automatic Receiver	Superior rate of fire. Inferior Range. Inferior damage.	Adhesive (5), Aluminum (7), Gear (5), Oil (4), Screw (5)	Rank 2: Gun Nut	0.5	30
Calibrated Powerful Receiver	Superior damage. Better critical shot damage and accuracy.	Adhesive (3), Aluminum (3), Gear (2), Oil (3), Screw (2)	Rank 2: Gun Nut	0.5	31
Hardened Piercing Auto Receiver	Improved rate of fire and **armor** penetration. Reduced damage and range.	Adhesive (6), Aluminum (8), Gear (5), Oil (5), Screw (6)	Rank 2: Gun Nut	0.5	32

Advanced Receiver	Exceptional damage. More sensitive trigger. Better rate of fire.	Adhesive (6), Aluminum (9), Gear (6), Oil (6), Screw (6)	Rank 2: Gun Nut	0.5	33
Powerful Automatic Receiver	Improved damage and rate of fire. Inferior Range.	Adhesive (7), Aluminum (9), Gear (6), Oil (6), Screw (7)	Rank 3: Gun Nut	0.5	34
Barrel					
Short Barrel	Improved hip-fire accuracy. Inferior range and sighted accuracy.	Adhesive (1), Screw (2), Steel (2)	—	0.5	20
Long Barrel	Standard.	Adhesive (2), Screw (3), Steel (3)	—	0.5	21
Long Light Barrel	Improved hip-fire accuracy.	Adhesive (3), Screw (2), Steel (4)	Rank 1: Gun Nut	0.5	22
Long Ported Barrel	Superior recoil.	Adhesive (5), Aluminum (6), Screw (4)	Rank 2: Gun Nut	0.5	23
Long Light Ported Barrel	Improved hip-fire and recoil.	Adhesive (5), Aluminum (6), Screw (5)	Rank 2: Gun Nut	0.5	24
Grip					
Standard Grip	Standard.	Screw (1), Steel (1)	—	0.5	20
Comfort Grip	Improved recoil and hip-fire accuracy.	Adhesive (1), Screw (2), Wood (3)	—	0.5	21
Sharpshooter's Grip	Better recoil and hip-fire accuracy.	Adhesive (1), Rubber (3), Screw (2), Steel (4)	Rank 1: Gun Nut	0.5	22
Mag					
Standard Magazine	Standard.	Adhesive (1), Screw (1), Spring (2), Steel (2)	—	0.5	20
Large Magazine	Better **ammo** capacity. Inferior reload speed.	Adhesive (3), Screw (2), Spring (4), Steel (4)	Rank 1: Gun Nut	0.5	21
Quick Eject Mag	Better reload speed.	Adhesive (2), Aluminum (2), Oil (2), Screw (1), Spring (5)	Rank 1: Gun Nut	0.5	22
Large Quick Eject Mag	Better **ammo** capacity. Improved reload speed.	Adhesive (4), Aluminum (5), Oil (2), Screw (2), Spring (6)	Rank 2: Gun Nut	0.5	23
Sights					
Standard Sights	Standard.	Adhesive (1), Steel (1)	—	0.5	20
Glow Sights	Improved focus and better sighted accuracy.	Adhesive (1), Nuclear Material (1), Steel (1)	—	0.5	21
Reflex Sight	Better focus and sighted accuracy.	Adhesive (2), Aluminum (3), Glass (3), Nuclear Material (2), Screw (2)	—	0.5	22

Reflex Sight (Circle)	Better focus and sighted accuracy.	Adhesive (2), Aluminum (3), Glass (3), Nuclear Material (2), Screw (2)	—	0.5	23
Recon Scope	Tracks targets. Better magnification. Superior sighted accuracy.	Adhesive (5), Aluminum (6), Circuitry (3), Crystal (6), Fiber Optics (2), Nuclear Material (4), Screw (4)	Rank 2: Gun Nut, Rank 1: Science!	0.5	24
Muzzle					
No Muzzle	—	—	—	—	—
Compensator	Improved per-shot recoil. Improved recoil control. Reduced range.	Adhesive (3), Aluminum (4)	Rank 1: Gun Nut	0.5	20
Muzzle Brake	Exceptional recoil control. Better per-shot recoil. Inferior range.	Adhesive (4), Aluminum (5)	Rank 2: Gun Nut	0.5	21
Suppressor	Silences weapon. Exceptional per-shot recoil. Improved recoil control. Poor range.	Adhesive (5), Aluminum (6), Plastic (4), Screw (3)	Rank 2: Gun Nut	0.5	22
ALIEN BLASTER					
Barrel					
Short Barrel	Standard.	Aluminum (3), Circuitry (3), Glass (4), Plastic (6), Screw (3)	—	0.5	65
Long Barrel	Superior range and sighted accuracy. Better recoil. Poor hip-fire accuracy.	Adhesive (5), Aluminum (4), Circuitry (3), Fiber Optics (2), Fiberglass (8), Glass (3), Screw (3)	Rank 3: Science!	0.5	66
Grip					
Standard Grip	Standard.	Aluminum (3), Plastic (4), Screw (3)	—	0.5	65
Sharpshooter's Grip	Better recoil and hip-fire accuracy.	Adhesive (4), Aluminum (6), Fiberglass (5), Rubber (4), Screw (4)	Rank 2: Science!	0.5	66
Mag					
Standard Mag	Uses standard Alien Blaster Rounds.	Adhesive (1), Aluminum (2), Circuitry (1), Fiber Optics (3), Screw (3)	—	0.5	65
Fusion Mag	Reduced damage and **ammo** capacity. Changes **ammo** type to Fusion Cells.	Adhesive (4), Aluminum (5), Circuitry (5), Fiber Optics (3), Gold (3), Nuclear Material (4), Screw (3)	Rank 4: Science!	0.5	66
Sights					
Standard Sights	Standard.	Adhesive (1), Aluminum (2), Plastic (2)	—	0.5	65

Short Scope	Improved magnification. Superior sighted accuracy.	Adhesive (2), Glass (2), Plastic (4), Screw (2)	Rank 2: Science!	0.5	66
Short Night Vision Scope	Night vision. Improved magnification. Superior sighted accuracy.	Adhesive (5), Circuitry (3), Crystal (3), Fiber Optics (3), Fiberglass (5), Nuclear Material (3), Screw (3), Silver (3)	Rank 3: Science!	0.5	67
ASSAULT RIFLE					
Receiver					
Standard Receiver	Standard.	Adhesive (1), Gear (1), Oil (1), Screw (2), Spring (1), Steel (3)	—	0.5	33
Light Frame Receiver	Lighter weight. Reduced damage.	Adhesive (1), Aluminum (5), Gear (2), Oil (3), Screw (2)	—	0.5	34
Heavy Frame Receiver	Heavier weight. Improved damage.	Adhesive (1), Gear (2), Oil (3), Screw (2), Steel (8)	—	0.5	35
Calibrated Receiver	Better critical shot damage.	Adhesive (4), Gear (4), Oil (4), Screw (5), Steel (8)	—	0.5	37
Hardened Receiver	Better damage.	Adhesive (4), Gear (4), Oil (4), Screw (5), Steel (9)	—	0.5	38
Automatic Receiver	Improved rate of fire. Inferior damage and range.	Adhesive (2), Gear (5), Oil (6), Screw (6), Steel (10)	Rank 2: Gun Nut	0.5	39
Armor Piercing Automatic Receiver	Improved rate of fire and **armor** penetration. Reduced range. Inferior damage.	Adhesive (5), Aluminum (9), Gear (5), Oil (6), Screw (7)	Rank 3: Gun Nut	0.5	40
Hair Trigger Receiver	More sensitive trigger. Better rate of fire.	Adhesive (5), Aluminum, (10), Gear (5), Oil (5), Screw (5)	Rank 3: Gun Nut	0.5	41
Powerful Receiver	Superior damage.	Adhesive (5), Aluminum (10), Gear (5), Oil (6), Screw (6)	Rank 3: Gun Nut	0.5	41
Hardened Automatic Receiver	Improved rate of fire. Reduced damage. Inferior range.	Adhesive (6), Aluminum (11), Gear (6), Oil (6), Screw (6)	Rank 3: Gun Nut	0.5	42
Rapid Automatic Receiver	Superior rate of fire. Inferior damage and range.	Adhesive (6), Aluminum (12), Gear (6), Oil (7), Screw (7)	Rank 4: Gun Nut	0.5	43
Calibrated Powerful Receiver	Superior damage. Better critical shot damage and accuracy.	Adhesive (7), Aluminum (13), Gear (8), Oil (6), Screw (7)	Rank 4: Gun Nut	0.5	44
Hardened Piercing Auto Receiver	Improved rate of fire and **armor** penetration. Reduced damage. Inferior range.	Adhesive (7), Aluminum (14), Gear (9), Oil (6), Screw (11)	Rank 4: Gun Nut	0.5	45
Advanced Receiver	Exceptional damage. More sensitive trigger. Better rate of fire.	Adhesive (9), Aluminum (15), Gear (7), Oil (6), Screw (10)	Rank 4: Gun Nut	0.5	46

Powerful Automatic Receiver	Improved damage and rate of fire. Inferior Range.	Adhesive (9), Aluminum (16), Gear (8), Oil (7), Screw (10)	Rank 4: Gun Nut	0.5	47
Barrel					
Short Barrel	Standard.	Adhesive (1), Screw (5), Steel (4)	—	0.5	33
Long Barrel	Superior range and sighted accuracy. Better recoil. Poor hip-fire accuracy.	Adhesive (2), Screw (10), Steel (8)	—	0.5	34
Ported Barrel	Superior recoil.	Adhesive (5), Aluminum (8), Screw (6)	Rank 4: Gun Nut	0.5	35
Vented Barrel	Superior recoil, range and sighted accuracy. Poor hip-fire accuracy.	Adhesive (6), Aluminum (10), Screw (8), Steel (5)	Rank 4: Gun Nut	0.5	36
Grip					
Short Stock	Standard.	Adhesive (2), Screw (7), Steel (6)	—	0.5	33
Full Stock	Better recoil.	Adhesive (4), Screw (8), Steel (8)	Rank 3: Gun Nut	0.5	34
Marksman's Stock	Superior recoil. Better aim with scopes.	Adhesive (5), Aluminum (8), Rubber (2), Screw (10), Spring (5)	Rank 4: Gun Nut	0.5	35
Recoil Compensating Stock	Exceptional recoil.	Adhesive (6), Aluminum (9), Rubber (3), Screw (12), Spring (8)	Rank 4: Gun Nut	0.5	36
Mag					
Standard Magazine	Standard.	Adhesive (3), Screw (4), Spring (4), Steel (4)	—	0.5	33
Drum Magazine	Exceptional **ammo** capacity. Inferior reload speed.	Adhesive (4), Screw (6), Spring (6), Steel (6)	Rank 3: Gun Nut	0.5	34
Quick Eject Mag	Better reload speed.	Adhesive (5), Aluminum (4), Oil (3), Screw (4), Spring (8)	Rank 4: Gun Nut	0.5	35
Quick Eject Drum Mag	Exceptional **ammo** capacity. Improved reload speed.	Adhesive (6), Aluminum (6), Oil (5), Screw (6), Spring (10)	Rank 4: Gun Nut	0.5	36
Sights					
Standard Sights	Standard.	Adhesive (1), Steel (2)	—	0.5	33
Short Scope	Improved magnification. Superior sighted accuracy.	Adhesive (2), Glass (1), Screw (2), Steel (3)	—	0.5	34
Reflex Sight	Better focus and sighted accuracy.	Adhesive (2), Aluminum (2), Glass (1), Nuclear Material (2), Screw (2), Silver (1)	—	0.5	35

Reflex Sight (Circle)	Better focus and sighted accuracy.	Adhesive (2), Aluminum (2), Glass (1), Nuclear Material (2), Screw (2), Silver (1)	—	0.5	36
Medium Scope	Better magnification. Superior sighted accuracy.	Adhesive (3), Glass (2), Screw (2), Steel (4)	Rank 3: Gun Nut	0.5	37
Long Scope	Superior magnification and sighted accuracy.	Adhesive (4), Glass (4), Screw (4), Steel (5)	Rank 4: Gun Nut	0.5	38
Short Night Vision Scope	Night vision. Improved magnification. Superior sighted accuracy.	Adhesive (4), Aluminum (5), Circuitry (2), Fiber Optics (1), Glass (2), Nuclear Material (2), Screw (2), Silver (2)	Rank 4: Gun Nut, Rank 1: Science!	0.5	40
Medium Night Vision Scope	Night vision. Better magnification. Superior sighted accuracy.	Adhesive (4), Aluminum (6), Circuitry (3), Fiber Optics (2), Glass (4), Nuclear Material (4), Screw (2), Silver (2)	Rank 4: Gun Nut, Rank 1: Science!	0.5	41
Long Night Vision Scope	Night vision. Superior magnification and sighted accuracy.	Adhesive (5), Aluminum (7), Circuitry (4), Fiber Optics (2), Glass (5), Nuclear Material (6), Screw (4)	Rank 4: Gun Nut, Rank 1: Science!	0.5	42
Short Recon Scope	Tracks targets. Improved magnification. Superior sighted accuracy.	Adhesive (8), Circuitry (4), Crystal (6), Fiber Optics (3), Nuclear Material, Screw (6)	Rank 4: Gun Nut, Rank 1: Science!	0.5	42
Long Recon Scope	Tracks targets. Superior magnification and sighted accuracy.	Adhesive (5), Aluminum (8), Circuitry (4), Crystal (6), Fiber Optics (3), Nuclear Material (7), Screw (6)	Rank 4: Gun Nut, Rank 1: Science!	0.5	43
Muzzle					
No Muzzle	—	—	—	—	—
Compensator	Improved per-shot recoil. Improved recoil control. Reduced range.	Adhesive (3), Aluminum (5)	Rank 3: Gun Nut	0.5	33
Muzzle Brake	Exceptional recoil control. Better per-shot recoil. Inferior range.	Adhesive (4), Aluminum (6)	Rank 4: Gun Nut	0.5	34
Suppressor	Suppresses sound from firing. Exceptional per-shot recoil. Improved recoil control. Poor range.	Adhesive (5), Aluminum (8), Plastic (4), Screw (4)	Rank 4: Gun Nut	0.5	35
BROADSIDER					

Barrel					
Standard Barrel	Standard.	Adhesive (4), Screw (10), Steel (13)	—	0.5	50
Light Barrel	Better hip-fire accuracy.	Adhesive (8), Aluminum (13), Lead (6), Oil (4), Screw (10)	Rank 1: Gun Nut	0.5	51
Grip					
Standard Grip	Standard.	Screw (8), Steel (13)	—	0.5	50
Steady Grip	Better recoil and hip-fire accuracy.	Adhesive (10), Aluminum (14), Rubber (6), Screw (12), Spring (11)	Rank 1: Gun Nut	0.5	51
Mag					
Standard Shot Canister	Standard.	Adhesive (2), Steel (4)	—	0.5	1
Multi Shot Canister	Better **ammo** capacity.	Adhesive (5), Aluminum (10), Screw (6), Spring (8)	Rank 1: Gun Nut	0.5	50
COMBAT RIFLE					
Receiver					
Standard Receiver	Standard.	Adhesive (1), Gear (2), Oil (3), Screw (2), Spring (2), Steel (4)	—	0.5	30
Light Frame Receiver	Lighter weight. Reduced damage.	Adhesive (1), Aluminum (4), Gear (2), Oil (3), Screw (2)	—	0.5	31
Heavy Frame Receiver	Heavier weight. Improved damage.	Adhesive (1), Gear (2), Oil (3), Screw (2), Steel (6)	—	0.5	32
Calibrated Receiver	Better critical shot damage.	Adhesive (2), Gear (3), Oil (4), Screw (3), Steel (6)	—	0.5	34
Hardened Receiver	Better damage.	Adhesive (3), Gear (3), Oil (4), Screw (4), Steel (8)	—	0.5	35
Automatic Receiver	Improved rate of fire. Inferior damage and range.	Adhesive (3), Gear (4), Oil (6), Screw (4), Steel (9)	Rank 1: Gun Nut	0.5	36
Armor Piercing Automatic Receiver	Improved rate of fire and **armor** penetration. Reduced range. Inferior damage.	Adhesive (3), Aluminum (8), Gear (4), Oil (5), Screw (5)	Rank 1: Gun Nut	0.5	37
Hair Trigger Receiver	More sensitive trigger. Better rate of fire.	Adhesive (5), Aluminum (9), Gear (4), Oil (5), Screw (5)	Rank 2: Gun Nut	0.5	38
Powerful Receiver	Superior damage.	Adhesive (5), Aluminum (9), Gear (4), Oil (6), Screw (5)	Rank 2: Gun Nut	0.5	38
Hardened Automatic Receiver	Improved rate of fire. Reduced damage. Inferior range.	Adhesive (4), Aluminum (9), Gear (4), Oil (6), Screw (6)	Rank 3: Gun Nut	0.5	39
Rapid Automatic Receiver	Superior rate of fire. Inferior Range. Inferior damage.	Adhesive (5), Aluminum (9), Gear (5), Oil (7), Screw (6)	Rank 3: Gun Nut	0.5	40

Calibrated Powerful Receiver	Superior damage. Better critical shot damage and accuracy.	Adhesive (5), Aluminum (5), Gear (5), Oil (6), Screw (6)	Rank 3: Gun Nut	0.5	41
Hardened Piercing Auto Receiver	Improved rate of fire and **armor** penetration. Reduced damage and range.	Adhesive (6), Aluminum (11), Gear (6), Oil (6), Screw (7)	Rank 3: Gun Nut	0.5	42
.38 Receiver	Reduced damage. Changes **ammo** type to .38 Caliber.	Adhesive (7), Aluminum (12), Gear (6), Oil (6), Screw (8)	Rank 4: Gun Nut	0.5	43
Powerful Automatic Receiver	Improved damage and rate of fire. Inferior Range.	Adhesive (8), Aluminum (13), Gear (6), Oil (7), Screw (8)	Rank 4: Gun Nut	0.5	44
.308 Receiver	Exceptional damage. Changes **ammo** type to .308 Caliber. More sensitive trigger. Better rate of fire.	Adhesive (7), Aluminum (12), Gear (6), Oil (6), Screw (8)	Rank 4: Gun Nut	0.5	45
Barrel					
Short Barrel	Standard.	Adhesive (1), Screw (3), Steel (3)	—	0.5	30
Short Light Barrel	Improved hip-fire accuracy.	Adhesive (2), Aluminum (3), Screw (3)	—	0.5	31
Long Barrel	Superior range and sighted accuracy. Better recoil. Poor hip-fire accuracy.	Adhesive (2), Screw (6), Steel (6)	—	0.5	32
Long Light Barrel	Superior range and sighted accuracy. Better recoil. Reduced hip-fire accuracy.	Adhesive (4), Aluminum (8), Screw (6)	Rank 3: Gun Nut	0.5	33
Short Ported Barrel	Superior recoil.	Adhesive (4), Aluminum (6), Screw (3)	Rank 3: Gun Nut	0.5	34
Long Ported Barrel	Superior recoil, range and sighted accuracy. Poor hip-fire accuracy.	Adhesive (6), Aluminum (10), Screw (7)	Rank 3: Gun Nut	0.5	35
Grip					
Short Stock	Standard.	Adhesive (2), Screw (5), Wood (5)	—	0.5	30
Full Stock	Better recoil.	Adhesive (4), Screw (6), Steel (6)	Rank 3: Gun Nut	0.5	31
Marksman's Stock	Superior recoil. Better aim with scopes.	Adhesive (5), Aluminum (6), Rubber (2), Screw (6), Spring (3)	Rank 3: Gun Nut	0.5	32
Recoil Compensating Stock	Exceptional recoil.	Adhesive (6), Aluminum (7), Rubber (3), Screw (8), Spring (6)	Rank 3: Gun Nut	0.5	33
Mag					
Standard Magazine	Standard.	Adhesive (4), Screw (3), Spring (3), Steel (5)	—	0.5	30

Large Magazine	Better **ammo** capacity. Inferior reload speed.	Adhesive (5), Screw (4), Spring (5), Steel (6)	Rank 2: Gun Nut	0.5	31
Medium Quick Eject Mag	Better reload speed.	Adhesive (6), Aluminum (3), Oil (3), Screw (3), Spring (6)	Rank 3: Gun Nut	0.5	32
Large Quick Eject Mag	Better **ammo** capacity. Improved reload speed.	Adhesive (7), Aluminum (10), Oil (5), Screw (4), Spring (8)	Rank 4: Gun Nut	0.5	33
Sights					
Standard Sights	Standard.	Adhesive (1), Steel (1)	—	0.5	30
Front Sight Ring	Improved focus and sighted accuracy.	Adhesive (1), Steel (2)	—	0.5	31
Glow Sights	Improved focus and better sighted accuracy.	Adhesive (2), Nuclear Material (2), Steel (2)	—	0.5	32
Short Scope	Improved magnification. Superior sighted accuracy.	Adhesive (2), Glass (1), Screw (2), Steel (2)	—	0.5	33
Reflex Sight (Circle)	Better focus and sighted accuracy.	Adhesive (2), Aluminum (2), Glass (1), Nuclear Material (2), Screw (2), Silver (1)	—	0.5	34
Reflex Sight (Dot)	Better focus and sighted accuracy.	Adhesive (2), Aluminum (2), Glass (1), Nuclear Material (2), Screw (2), Silver (1)	—	0.5	35
Medium Scope	Better magnification. Superior sighted accuracy.	Adhesive (3), Glass (2), Screw (2), Steel (3)	Rank 3: Gun Nut	0.5	37
Long Scope	Superior magnification and sighted accuracy.	Adhesive (4), Glass (4), Screw (2), Steel (4)	Rank 3: Gun Nut	0.5	38
Short Night Vision Scope	Night vision. Improved magnification. Superior sighted accuracy.	Adhesive (4), Aluminum (4), Circuitry (1), Fiber Optics (1), Glass (2), Nuclear Material (2), Screw (2), Silver (2)	Rank 3: Gun Nut, Rank 1: Science!	0.5	39
Medium Night Vision Scope	Night vision. Better magnification. Superior sighted accuracy.	Adhesive (4), Aluminum (5), Circuitry (2), Fiber Optics (1), Glass (4), Nuclear Material (4), Screw (2), Silver (2)	Rank 3: Gun Nut, Rank 1: Science!	0.5	40
Long Night Vision Scope	Night vision. Superior magnification and sighted accuracy.	Adhesive (5), Aluminum (6), Circuitry (2), Fiber Optics (2), Glass (5), Nuclear Material (6), Screw (2)	Rank 4: Gun Nut, Rank 1: Science!	0.5	41
Short Recon Scope	Tracks targets. Improved magnification. Superior sighted accuracy.	Adhesive (5), Aluminum (7), Circuitry (3), Crystal (6), Fiber Optics (2), Nuclear Material (7), Screw (3)	Rank 4: Gun Nut, Rank 1: Science!	0.5	41

Long Recon Scope	Tracks targets. Superior magnification and sighted accuracy.	Adhesive (5), Aluminum (7), Circuitry (3), Crystal (6), Fiber Optics (2), Nuclear Material (7), Screw (3)	Rank 4: Gun Nut, Rank 1: Science!	0.5	42
Muzzle					
No Muzzle	—	—	—	—	—
Large Bayonet	Superior bash. Inferior range.	Adhesive (2), Screw (3), Steel (3)	—	0.5	30
Compensator	Improved per-shot recoil. Improved recoil control. Reduced range.	Adhesive (3), Aluminum (4)	Rank 3: Gun Nut	0.5	31
Muzzle Brake	Exceptional recoil control. Better per-shot recoil. Inferior range.	Adhesive (4), Aluminum (5)	Rank 3: Gun Nut	0.5	32
Suppressor	Suppresses sound from firing. Exceptional per-shot recoil. Improved recoil control. Poor range.	Adhesive (5), Aluminum (7), Plastic (4), Screw (3)	Rank 4: Gun Nut	0.5	33
COMBAT SHOTGUN					
Receiver					
Standard Receiver	Standard.	Adhesive (1), Gear (2), Oil (3), Screw (2), Spring (2), Steel (4)	—	0.5	20
Light Frame Receiver	Lighter weight. Reduced damage.	Adhesive (1), Aluminum (4), Gear (2), Oil (3), Screw (2)	—	0.5	21
Heavy Frame Receiver	Heavier weight. Improved damage.	Adhesive (1), Gear (2), Oil (3), Screw (2), Steel (6)	—	0.5	22
Calibrated Receiver	Better critical shot damage.	Adhesive (2), Gear (3), Oil (4), Screw (4), Steel (6)	—	0.5	24
Hardened Receiver	Better damage.	Adhesive (2), Gear (3), Oil (4), Screw (5), Steel (6)	—	0.5	25
Automatic Receiver	Improved rate of fire. Inferior Range.	Adhesive (2), Gear (4), Oil (6), Screw (5), Steel (6)	Rank 1: Gun Nut	0.5	26
Armor Piercing Automatic Receiver	Improved rate of fire and **armor** penetration. Reduced range.	Adhesive (3), Aluminum (4), Gear (4), Oil (6), Screw (6)	Rank 2: Gun Nut	0.5	27
Hair Trigger Receiver	More sensitive trigger. Better rate of fire.	Adhesive (4), Aluminum (6), Gear (4), Oil (6), Screw (5)	Rank 2: Gun Nut	0.5	28
Powerful Receiver	Superior damage.	Adhesive (4), Aluminum (6), Gear (4), Oil (6), Screw (6)	Rank 2: Gun Nut	0.5	28
Hardened Automatic Receiver	Improved rate of fire. Better damage. Inferior Range.	Adhesive (4), Aluminum (7), Gear (4), Oil (6), Screw (6)	Rank 2: Gun Nut	0.5	29
Rapid Automatic Receiver	Superior rate of fire. Inferior Range.	Adhesive (5), Aluminum (8), Gear (5), Oil (7), Screw (6)	Rank 3: Gun Nut	0.5	30

Calibrated Powerful Receiver	Superior damage. Better critical shot damage and accuracy.	Adhesive (4), Aluminum (9), Gear (5), Oil (6), Screw (5)	Rank 3: Gun Nut	0.5	31
Hardened Piercing Auto Receiver	Improved rate of fire and **armor** penetration. Reduced range.	Adhesive (5), Aluminum (10), Gear (6), Oil (6), Screw (7)	Rank 3: Gun Nut	0.5	32
Advanced Receiver	Exceptional damage. More sensitive trigger. Better rate of fire.	Adhesive (6), Aluminum (11), Gear (8), Oil (6), Screw (6)	Rank 3: Gun Nut	0.5	33
Powerful Automatic Receiver	Superior damage. Improved rate of fire. Inferior Range.	Adhesive (7), Aluminum (12), Gear (8), Oil (7), Screw (6)	Rank 4: Gun Nut	0.5	34
Barrel					
Short Barrel	Standard.	Adhesive (1), Screw (3), Steel (3)	—	0.5	20
Long Barrel	Superior range. Better recoil. Narrow spread.	Adhesive (2), Screw (6), Steel (6)	—	0.5	21
Short Ported and Shielded Barrel	Superior recoil.	Adhesive (4), Aluminum (6), Screw (3)	Rank 2: Gun Nut	0.5	22
Long Ported and Shielded Barrel	Superior recoil and range. Narrow spread.	Adhesive (5), Aluminum (8), Screw (6)	Rank 3: Gun Nut	0.5	23
Grip					
Short Stock	Standard.	Adhesive (2), Screw (5), Wood (5)	—	0.5	20
Full Stock	Better recoil.	Adhesive (4), Screw (6), Wood (6)	Rank 2: Gun Nut	0.5	21
Marksman's Stock	Superior recoil. Better aim with scopes.	Adhesive (5), Aluminum (6), Rubber (2), Screw (6), Spring (3)	Rank 2: Gun Nut	0.5	22
Recoil Compensating Stock	Exceptional recoil.	Adhesive (6), Aluminum (7), Rubber (3), Screw (8), Spring (6)	Rank 3: Gun Nut	0.5	23
Mag					
Standard Magazine	Standard.	Adhesive (1), Spring (2), Steel (2)	—	0.5	20
Medium Magazine	Better **ammo** capacity. Reduced reload speed.	Adhesive (1), Screw (3), Spring (3), Steel (3)	—	0.5	21
Drum Magazine	Exceptional **ammo** capacity. Inferior reload speed.	Adhesive (2), Screw (4), Spring (5), Steel (5)	Rank 2: Gun Nut	0.5	22
Quick Eject Mag	Superior reload speed.	Adhesive (3), Aluminum (2), Oil (2), Screw (2), Spring (5)	—	0.5	23
Medium Quick Eject Mag	Better **ammo** capacity and reload speed.	Adhesive (4), Aluminum (3), Oil (3), Screw (3), Spring (6)	Rank 2: Gun Nut	0.5	24

Quick Eject Drum Mag	Exceptional **ammo** capacity. Improved reload speed.	Adhesive (2), Aluminum (5), Oil (5), Screw (4), Spring (8)	Rank 3: Gun Nut	0.5	25
Sights					
Standard Sights	Standard.	Adhesive (1), Steel (2)	—	0.5	20
Front Sight Ring	Improved focus and sighted accuracy.	Adhesive (1), Steel (2)	—	0.5	21
Glow Sights	Improved focus and better sighted accuracy.	Adhesive (2), Nuclear Material (2), Steel (2)	—	0.5	22
Short Scope	Improved magnification. Superior sighted accuracy.	Adhesive (2), Glass (2), Screw (2), Steel (2)	—	0.5	23
Reflex Sight (Dot)	Better focus and sighted accuracy.	Adhesive (2), Aluminum (2), Glass (1), Nuclear Material (2), Screw (2), Silver (1)	—	0.5	24
Reflex Sight (Circle)	Better focus and sighted accuracy.	Adhesive (2), Aluminum (2), Glass (1), Nuclear Material (2), Screw (2), Silver (1)	—	0.5	25
Medium Scope	Better magnification. Superior sighted accuracy.	Adhesive (3), Glass (2), Screw (2), Steel (3)	Rank 2: Gun Nut	0.5	27
Long Scope	Superior magnification and sighted accuracy.	Adhesive (4), Glass (4), Screw (2), Steel (4)	Rank 2: Gun Nut	0.5	28
Short Night Vision Scope	Night vision. Improved magnification. Superior sighted accuracy.	Adhesive (4), Aluminum (2), Circuitry (1), Fiber Optics (1), Glass (2), Nuclear Material (2), Screw (2), Silver (2)	Rank 2: Gun Nut, Rank 1: Science!	0.5	29
Medium Night Vision Scope	Night vision. Better magnification. Superior sighted accuracy.	Adhesive (4), Aluminum (3), Circuitry (2), Fiber Optics (1), Glass (4), Nuclear Material (4), Screw (2), Silver (2)	Rank 3: Gun Nut, Rank 1: Science!	0.5	30
Long Night Vision Scope	Night vision. Superior magnification and sighted accuracy.	Adhesive (5), Aluminum (5), Circuitry (3), Fiber Optics (3), Glass (5), Nuclear Material (6), Screw (2)	Rank 3: Gun Nut, Rank 1: Science!	0.5	31
Short Recon Scope	Tracks targets. Improved magnification. Superior sighted accuracy.	Adhesive (5), Aluminum (6), Circuitry (3), Crystal (6), Fiber Optics (4), Nuclear Material (7), Screw (3)	Rank 3: Gun Nut, Rank 1: Science!	0.5	31
Long Recon Scope	Tracks targets. Superior magnification and sighted accuracy.	Adhesive (5), Aluminum (6), Circuitry (3), Crystal (6), Fiber Optics (4), Nuclear Material (7), Screw (3)	Rank 3: Gun Nut, Rank 1: Science!	0.5	32
Muzzle					

No Muzzle	—	—	—	—	—
Large Bayonet	Superior bash. Inferior range.	Adhesive (2), Screw (3), Steel (3)	—	0.5	20
Compensator	Improved per-shot recoil. Improved recoil control. Reduced range.	Adhesive (3), Aluminum (2)	Rank 2: Gun Nut	0.5	21
Muzzle Brake	Exceptional recoil control. Better per-shot recoil. Inferior range.	Adhesive (4), Aluminum (5)	Rank 3: Gun Nut	0.5	22
Suppressor	Suppresses sound from firing. Exceptional per-shot recoil. Improved recoil control. Poor range.	Adhesive (6), Aluminum (7), Plastic (5), Screw (4)	Rank 3: Gun Nut	0.5	23
CRYOLATOR					
Barrel					
Standard Barrel	Standard.	Circuitry (2), Glass (3), Plastic (3), Screw (3), Steel (4)	—	0.5	40
Crystallizing Barrel	Shoots cryogenic capsules. Superior range.	Adhesive (4), Circuitry (4), Fiber Optics (3), Glass (3), Plastic (7), Screw (6), Steel (7)	—	0.5	41
Grip					
Standard Stock	Better recoil.	Adhesive (6), Plastic (2), Screw (8), Steel (13)	—	0.5	40
Recoil Compensating Stock	Exceptional recoil.	Adhesive (6), Aluminum (11), Fiberglass (11), Rubber (1), Screw (8), Spring (6)	—	0.5	41
Sights					
Standard Sights	Standard.	Adhesive (1), Plastic (2), Steel (2)	—	0.5	40
Glow Sights	Improved focus and better sighted accuracy.	Adhesive (3), Nuclear Material (2), Plastic (3), Steel (3)	—	0.5	41
DELIVERER					
Receiver					
Standard Receiver	Standard.	Gear (2), Oil (2), Screw (2), Steel (4)	—	0.5	35
Light Frame Receiver	Lighter weight. Reduced damage.	Adhesive (2), Aluminum (2), Gear (3), Oil (3), Screw (3), Steel (5)	—	0.5	36
Heavy Frame Receiver	Heavier weight. Improved damage.	Adhesive (3), Gear (4), Oil (3), Screw (3), Steel (7)	—	0.5	37
Calibrated Receiver	Better critical shot damage.	Adhesive (4), Gear (5), Oil (3), Screw (4), Steel (9)	—	0.5	39

Hardened Receiver	Better damage.	Adhesive (4), Aluminum (7), Gear (5), Oil (4), Screw (4)	—	0.5	40
Hair Trigger Receiver	More sensitive trigger. Better rate of fire.	Adhesive (5), Aluminum (8), Oil (4), Screw (5), Spring (5)	Rank 2: Gun Nut	0.5	41
Powerful Receiver	Superior damage.	Adhesive (5), Aluminum (8), Gear (5), Oil (5), Screw (5)	Rank 2: Gun Nut	0.5	41
Calibrated Powerful Receiver	Superior damage. Better critical shot damage and accuracy.	Adhesive (6), Aluminum (9), Gear (5), Oil (5), Screw (5)	Rank 3: Gun Nut	0.5	42
Advanced Receiver	Exceptional damage. More sensitive trigger. Better rate of fire.	Adhesive (7), Aluminum (10), Gear (6), Oil (6), Screw (6)	Rank 3: Gun Nut	0.5	43
Barrel					
Short Barrel	Improved hip-fire accuracy. Inferior range and sighted accuracy.	Screw (3), Steel (6)	—	0.5	35
Extended Barrel	Standard.	Adhesive (3), Screw (3), Steel (8)	—	0.5	36
Grip					
Standard Grip	Standard.	Screw (2), Steel (4)	—	0.5	35
Comfort Grip	Improved recoil and hip-fire accuracy.	Adhesive (3), Screw (3), Steel (5)	—	0.5	36
Sharpshooter's Grip	Better recoil and hip-fire accuracy.	Adhesive (4), Aluminum (6), Rubber (3), Screw (4)	Rank 2: Gun Nut	0.5	37
Mag					
Standard Mag	Standard.	Spring (4), Steel (2)	—	0.5	35
Large Magazine	Superior **ammo** capacity. Inferior reload speed.	Adhesive (3), Screw (2), Spring (3), Steel (6)	—	0.5	36
Quick Eject Mag	Better reload speed.	Adhesive (4), Aluminum (6), Oil (3), Screw (3), Spring (3)	—	0.5	37
Large Quick Eject Mag	Superior **ammo** capacity. Improved reload speed.	Adhesive (5), Aluminum (8), Oil (4), Screw (5), Spring (4)	Rank 3: Gun Nut	0.5	38
Sights					
Standard Sights	Standard.	Steel (4)	—	0.5	35
Glow Sights	Improved focus and better sighted accuracy.	Adhesive (3), Nuclear Material (3), Steel (6)	—	0.5	36
Muzzle					
No Muzzle	—	—	—	—	—

Suppressor	Silences weapon. Exceptional per-shot recoil. Improved recoil control. Poor range.	Adhesive (3), Aluminum (6), Plastic (4), Screw (3)	—	0.5	35
DOUBLE-BARREL SHOTGUN					
Receiver					
Standard Receiver	Standard.	Gear (1), Oil (2), Screw (1), Steel (2)	—	0.5	10
Light Frame Receiver	Lighter weight. Reduced damage.	Adhesive (1), Aluminum (2), Gear (1), Oil (2), Screw (1)	—	0.5	11
Heavy Frame Receiver	Heavier weight. Improved damage.	Adhesive (1), Gear (1), Oil (2), Screw (1), Steel (3)	—	0.5	12
Calibrated Receiver	Better critical shot damage.	Adhesive (1), Gear (2), Oil (2), Screw (1), Steel (3)	—	0.5	14
Hardened Receiver	Better damage.	Adhesive (2), Gear (2), Oil (2), Screw (2), Steel (4)	—	0.5	15
Hair Trigger Receiver	More sensitive trigger. Better rate of fire.	Adhesive (3), Aluminum (4), Oil (2), Screw (2), Spring (3)	Rank 1: Gun Nut	0.5	16
Powerful Receiver	Superior damage.	Adhesive (3), Gear (2), Oil (3), Screw (3), Steel (4)	Rank 1: Gun Nut	0.5	16
Calibrated Powerful Receiver	Superior damage. Better critical shot damage and accuracy.	Adhesive (4), Aluminum (5), Gear (3), Oil (3), Screw (3)	Rank 2: Gun Nut	0.5	17
Advanced Receiver	Exceptional damage. More sensitive trigger. Better rate of fire.	Adhesive (4), Aluminum (6), Gear (4), Oil (3), Screw (4)	Rank 2: Gun Nut	0.5	18
Barrel					
Short Barrel	Standard.	Adhesive (1), Screw (2), Steel (4)	—	0.5	10
Sawed-Off Barrel	Superior critical shot damage. Inferior range. Wide spread.	Adhesive (2), Screw (2), Steel (2)	—	0.5	11
Long Barrel	Superior range. Better recoil. Narrow spread.	Adhesive (2), Screw (2), Steel (6)	—	0.5	12
Grip					
Short Stock	Standard.	Adhesive (1), Screw (2), Wood (2)	—	0.5	10
Full Stock	Better recoil.	Adhesive (4), Screw (4), Wood (5)	Rank 2: Gun Nut	0.5	11
Sights					
Standard Sights	Standard.	Adhesive (1), Steel (2)	—	0.5	10
Glow Sights	Improved focus and better sighted accuracy.	Adhesive (2), Nuclear Material (2), Steel (2)	—	0.5	11

Reflex Sight (Dot)	Better focus and sighted accuracy.	Adhesive (3), Glass (4), Nuclear Material (3), Screw (3)	—	0.5	12
Reflex Sight (Circle)	Better focus and sighted accuracy.	Adhesive (3), Glass (4), Nuclear Material (3), Screw (3)	—	0.5	13
Muzzle					
No Muzzle	—	—	—	—	—
Muzzle Brake	Exceptional recoil control. Better per-shot recoil. Inferior range.	Adhesive (3), Aluminum (4)	Rank 2: Gun Nut	0.5	10
Spiked Muzzle Brake	Exceptional recoil control. Better per-shot recoil. Improved bash. Inferior range.	Adhesive (4), Aluminum (5)	Rank 2: Gun Nut	0.5	11
FAT MAN					
Barrel					
Standard Launcher	Standard.	Adhesive (4), Aluminum (6), Gear (6), Nuclear Material (4), Screw (5), Spring (6), Steel (9)	—	0.5	15
MIRV Launcher	An experimental modification.	Adhesive (9), Aluminum (11), Circuitry (5), Gear (8), Nuclear Material (6), Screw (8), Spring (7)	Rank 4: Gun Nut, Rank 4: Science!	0.5	151
FLAMER					
Receiver					
Standard Tank	Standard.	Adhesive (3), Screw (3), Steel (8)	—	0.5	25
Napalm Tank	Superior damage.	Adhesive (4), Aluminum (8), Copper (2), Screw (3)	—	0.5	26
Barrel					
Standard Barrel	Standard.	Adhesive (2), Asbestos (1), Screw (2), Steel (4)	—	0.5	25
Long Barrel	Increased reach.	Adhesive (3), Asbestos (2), Screw (3), Steel (8)	—	0.5	26
Mag					
Standard Propellant Tank	Standard.	Adhesive (2), Screw (1), Spring (2), Steel (4)	—	0.5	25
Large Propellant Tank	Better **ammo** capacity. Reduced reload speed.	Adhesive (2), Screw (2), Spring (4), Steel (6)	—	0.5	26
Huge Propellant Tank	Exceptional **ammo** capacity. Inferior reload speed.	Adhesive (2), Gear (2), Screw (2), Spring (4), Steel (6)	—	0.5	27

Muzzle					
Standard Nozzle	Standard.	Adhesive (4), Asbestos (1), Steel (2)	—	0.5	25
Compression Nozzle	Better damage. Reduced range.	Aluminum (3), Asbestos (2), Steel (5)	—	0.5	26
Vaporization Nozzle	Superior damage. Inferior range.	Adhesive (7), Asbestos (4), Steel (5)	—	0.5	27
GAMMA GUN					
Barrel					
Standard Dish	Standard.	Adhesive (1), Plastic (5), Screw (3), Steel (5)	—	0.5	1
Deep Dish	Better range and damage.	Adhesive (2), Aluminum (10), Plastic (10), Screw (6	Rank 4: Science!	0.5	43
Lorenzo's Artifact	Uses telekinesis to push targets away.	(Cannot be crafted.)	Complete the Side Quest: **The Secret of Cabot House**.	0.5	41
Grip					
Standard Grip	Standard.	Adhesive (1), Plastic (2), Screw (2), Steel (2)	—	0.5	1
Sharpshooter's Grip	Better recoil and hip-fire accuracy.	Adhesive (2), Aluminum (4), Fiberglass (4), Screw (3)	Rank 2: Gun Nut	0.5	41
Muzzle					
No Muzzle	—	—	—	—	—
Electric Signal Carrier Antennae	Hold fire to charge additional electrical damage.	Adhesive (5), Aluminum (10), Fiberglass (10), Screw (6)	Rank 3: Science!	0.5	40
Signal Repeater	Improved rate of fire.	Adhesive (4), Fiberglass (6), Screw (3)	Rank 4: Science!	0.5	41
GATLING LASER					
Receiver					
Gatling Laser Receiver	Standard.	Adhesive (3), Circuitry (4), Crystal (4), Nuclear Material (4), Screw (5), Steel (8)	—	0.5	1
Photon Exciter	Improved critical shot damage and accuracy.	Adhesive (3), Circuitry (5), Crystal (4), Nuclear Material (4), Screw (5), Steel (8)	—	0.5	150
Beta Wave Tuner	Adds burning damage. Improved range.	Adhesive (4), Circuitry (4), Crystal (4), Nuclear Material (4), Screw (5), Steel (8)	—	0.5	151

Boosted Capacitor	Improved damage.	Adhesive (4), Circuitry (7), Nuclear Material (6), Screw (5), Silver (3), Steel (9)	—	0.5	152
Photon Agitator	Superior critical shot damage. Better accuracy.	Adhesive (5), Circuitry (7), Crystal (6), Nuclear Material (6), Screw (5), Silver (4), Steel (9)	Rank 3: Science!	0.5	153
Gamma Wave Emitter	Adds better burning damage. Better range.	Adhesive (6), Circuitry (7), Crystal (6), Nuclear Material (6), Screw (5), Silver (4), Steel (9)	Rank 3: Science!	0.5	154
Maximized Capacitor	Better damage.	Adhesive (6), Aluminum (9), Circuitry (8), Crystal (8), Gold (2), Nuclear Material (7), Screw (5)	Rank 4: Science!	0.5	155
Boosted Photon Agitator	Superior critical shot damage. Better accuracy. Improved damage.	Adhesive (7), Aluminum (9), Circuitry (8), Crystal (7), Gold (4), Nuclear Material (7), Screw (5)	Rank 4: Science!	0.5	156
Boosted Gamma Wave Emitter	Adds better burning damage. Better range. Improved damage.	Adhesive (7), Aluminum (9), Circuitry (8), Crystal (7), Gold (4), Nuclear Material (7), Screw (5)	Rank 4: Science!	0.5	157
Overcharged Capacitor	Superior damage.	Adhesive (8), Aluminum (12), Circuitry (10), Crystal (8), Gold (5), Nuclear Material (8), Screw (5)	Rank 4: Science!, Rank 2: Gun Nut	0.5	158
Barrel					
Standard Barrel	Standard.	Adhesive (7), Circuitry (6), Crystal (2), Fiber Optics (10), Gear (14), Glass (7), Oil (6), Plastic (16), Screw (13), Silver (10), Spring (10	—	0.5	1
Charging Barrels	Better damage and range. Inferior rate of fire.	Adhesive (10), Circuitry (10), Crystal (7), Fiber Optics (21), Fiberglass (16), Gear (16), Glass (10), Gold (10), Oil (8), Screw (16), Spring (13)	Rank 4: Science!	0.5	151
Sights					
Standard Sights	Standard.	Adhesive (2), Plastic (4)	—	0.5	1
Reflex Sight	Better focus and sighted accuracy.	Adhesive (7), Fiber Optics (3), Fiberglass (5), Glass (4), Nuclear Material (6), Screw (4), Silver (5)	Rank 4: Science!	0.5	151

Muzzle					
No Muzzle	—	—	—	—	—
Beam Focuser	Better range, accuracy, and recoil.	Adhesive (4), Glass (4), Plastic (6), Screw (5), Silver (5)	Rank 4: Science!	0.5	150
GAUSS RIFLE					
Barrel					
Standard Barrel	Standard.	Adhesive (4), Aluminum (10), Screw (5)	—	0.5	70
Shielded Barrel	Better range and damage.	Adhesive (9), Aluminum (15), Lead (10), Screw (8)	Rank 3: Gun Nut	0.5	71
Grip					
Standard Stock	Standard.	Adhesive (5), Screw (6), Wood (8)	—	0.5	1
Recoil Compensating Stock	Exceptional recoil.	Adhesive (8), Aluminum (9), Rubber (2), Screw (8), Spring (6)	Rank 4: Gun Nut	0.5	71
Mag					
Half Capacitors	Standard.	Adhesive (4), Aluminum (2), Circuitry (4), Nuclear Material (2), Screw (4), Silver (2), Spring (4)	—	0.5	70
Full Capacitors	Superior **ammo** capacity. Better damage.	Adhesive (6), Aluminum (4), Circuitry (8), Nuclear Material (4), Screw (8), Silver (4), Spring (8)	Rank 3: Gun Nut, Rank 2: Science!	0.5	71
Capacitor Boosting Coil	Exceptional **ammo** capacity. Superior damage.	Adhesive (8), Aluminum (4), Circuitry (8), Gold (5), Nuclear Material (5), Screw (10), Spring (10)	Rank 4: Gun Nut, Rank 3: Science!	0.5	72
Sights					
Standard Sights	Standard.	Adhesive (2), Aluminum (2), Steel (3)	—	0.5	1
Short Scope	Improved magnification. Superior sighted accuracy.	Adhesive (2), Glass (1), Screw (2), Steel (3)	—	0.5	71
Gauss Reflex Sight	Better focus and sighted accuracy.	Adhesive (2), Aluminum (2), Glass (1), Nuclear Material (2), Screw (2), Silver (1)	Rank 3: Gun Nut, Rank 1: Science!	0.5	72
Medium Scope	Better magnification. Superior sighted accuracy.	Adhesive (3), Glass (2), Screw (2), Steel (4)	Rank 4: Gun Nut, Rank 1: Science!	0.5	74
Long Scope	Superior magnification and sighted accuracy.	Adhesive (4), Glass (4), Screw (4), Steel (5)	Rank 4: Gun Nut, Rank 1: Science!	0.5	75

Short Night Vision Scope	Night vision. Improved magnification. Superior sighted accuracy.	Adhesive (4), Aluminum (5), Circuitry (1), Fiber Optics (1), Glass (2), Nuclear Material (3), Screw (2), Silver (2)	Rank 4: Gun Nut, Rank 2: Science!	0.5	76
Medium Night Vision Scope	Night vision. Better magnification. Superior sighted accuracy.	Adhesive (4), Aluminum (6), Circuitry (2), Fiber Optics (2), Glass (4), Nuclear Material (4), Screw (2), Silver (2)	Rank 4: Gun Nut, Rank 2: Science!	0.5	77
Long Night Vision Scope	Night vision. Superior magnification and sighted accuracy.	Adhesive (5), Aluminum (7), Circuitry (3), Fiber Optics (2), Glass (5), Nuclear Material (6), Screw (4)	Rank 4: Gun Nut, Rank 2: Science!	0.5	78
Short Recon Scope	Tracks targets. Improved magnification. Superior sighted accuracy.	Adhesive (6), Aluminum (8), Circuitry (4), Crystal (6), Fiber Optics (4), Nuclear Material (7), Screw (5)	Rank 4: Gun Nut, Rank 1: Science!	0.5	78
Long Recon Scope	Tracks targets. Superior magnification and sighted accuracy.	Adhesive (6), Aluminum (8), Circuitry (4), Crystal (6), Fiber Optics (4), Nuclear Material (7), Screw (5)	Rank 4: Gun Nut, Rank 1: Science!	0.5	79
Muzzle					
No Muzzle	—	—	—	—	—
Compensator	Improved per-shot recoil. Improved recoil control. Reduced range.	Adhesive (6), Aluminum (7), Screw (4)	Rank 3: Gun Nut, Rank 1: Science!	0.5	70
Suppressor	Suppresses sound from firing. Exceptional per-shot recoil. Improved recoil control. Poor range.	Adhesive (8), Aluminum (9), Fiberglass (5), Screw (6)	Rank 4: Gun Nut, Rank 2: Science!	0.5	71
HUNTING RIFLE					
Receiver					
Standard Receiver	Standard.	Gear (1), Oil (2), Screw (2), Spring (2), Steel (4)	—	0.5	1
Light Frame Receiver	Lighter weight. Reduced damage.	Adhesive (1), Aluminum (3), Gear (1), Oil (2), Screw (2)	—	0.5	21
Heavy Frame Receiver	Heavier weight. Improved damage.	Adhesive (1), Gear (1), Oil (2), Screw (2), Steel (6)	—	0.5	22
Tuned Receiver	Improved rate of fire.	Adhesive (3), Oil (4), Screw (2), Steel (5)	—	0.5	23
Calibrated Receiver	Better critical shot damage.	Adhesive (3), Gear (4), Oil (3), Screw (3), Steel (6)	—	0.5	24
Hardened Receiver	Better damage.	Adhesive (4), Gear (2), Oil (3), Screw (3), Steel (5)	Rank 1: Gun Nut	0.5	25

Powerful Receiver	Superior damage.	Adhesive (5), Aluminum (8), Gear (3), Oil (4), Screw (6)	Rank 1: Gun Nut	0.5	26
Calibrated Powerful Receiver	Superior damage. Better critical shot damage and accuracy.	Adhesive (6), Aluminum (9), Gear (4), Oil (5), Screw (7)	Rank 2: Gun Nut	0.5	27
.38 Receiver	Reduced damage. Changes **ammo** type to .38 Caliber.	Adhesive (7), Aluminum (10), Gear (4), Oil (5), Screw (8)	Rank 3: Gun Nut	0.5	28
.50 Receiver	Exceptional damage. Changes **ammo** type to .50 Caliber. Improved rate of fire.	Adhesive (7), Aluminum (10), Gear (4), Oil (5), Screw (8)	Rank 3: Gun Nut	0.5	29
Barrel					
Short Barrel	Standard.	Adhesive (1), Screw (3), Steel (3)	—	0.5	20
Short Light Barrel	Improved hip-fire accuracy.	Adhesive (2), Aluminum (2), Screw (3)	—	0.5	21
Long Barrel	Superior range and sighted accuracy. Better recoil. Poor hip-fire accuracy.	Adhesive (3), Screw (6), Steel (6)	—	0.5	22
Long Light Barrel	Superior range and sighted accuracy. Better recoil. Reduced hip-fire accuracy.	Adhesive (4), Aluminum (5), Screw (6)	Rank 1: Gun Nut	0.5	23
Long Ported Barrel	Superior recoil, range and sighted accuracy. Poor hip-fire accuracy.	Adhesive (5), Aluminum (7), Screw (6)	Rank 2: Gun Nut	0.5	24
Grip					
Short Stock	Standard.	Adhesive (2), Screw (5), Wood (5)	—	0.5	20
Full Stock	Better recoil.	Adhesive (3), Screw (6), Wood (6)	Rank 1: Gun Nut	0.5	21
Marksman's Stock	Superior recoil. Better aim with scopes.	Adhesive (4), Aluminum (5), Rubber (2), Screw (6), Spring (3)	Rank 2: Gun Nut	0.5	22
Mag					
Standard Magazine	Standard.	Spring (2), Steel (2)	—	0.5	1
Medium Magazine	Better **ammo** capacity. Reduced reload speed.	Adhesive (1), Screw (3), Spring (3), Steel (3)	—	0.5	21
Large Magazine	Superior **ammo** capacity. Inferior reload speed.	Adhesive (4), Screw (4), Spring (5), Steel (5)	Rank 1: Gun Nut	0.5	22
Quick Eject Mag	Superior reload speed.	Adhesive (4), Aluminum (3), Oil (3), Screw (4), Spring (5)	—	0.5	25
Medium Quick Eject Mag	Better **ammo** capacity and reload speed.	Adhesive (5), Aluminum (5), Oil (2), Screw (3), Spring (6)	Rank 2: Gun Nut	0.5	24

Large Quick Eject Mag	Superior **ammo** capacity. Improved reload speed.	Adhesive (6), Aluminum (6), Oil (4), Screw (4), Spring (8)	Rank 3: Gun Nut	0.5	25
Sights					
Standard Sights	Standard.	Adhesive (1), Steel (2)	—	0.5	1
Glow Sights	Improved focus and better sighted accuracy.	Adhesive (2), Nuclear Material (2), Steel (2)	—	0.5	21
Short Scope	Improved magnification. Superior sighted accuracy.	Adhesive (2), Glass (2), Screw (2), Steel (2)	—	0.5	22
Reflex Sight (Circle)	Better focus and sighted accuracy.	Adhesive (3), Aluminum (3), Glass (3), Nuclear Material (2), Screw (3), Silver (2)	—	0.5	23
Reflex Sight (Dot)	Better focus and sighted accuracy.	Adhesive (3), Aluminum (3), Glass (3), Nuclear Material (2), Screw (3), Silver (2)	—	0.5	23
Medium Scope	Better magnification. Superior sighted accuracy.	Adhesive (3), Glass (4), Screw (3), Steel (3)	Rank 1: Gun Nut	0.5	24
Long Scope	Superior magnification and sighted accuracy.	Adhesive (4), Aluminum (5), Glass (5), Screw (3)	Rank 2: Gun Nut	0.5	25
Short Night Vision Scope	Night vision. Improved magnification. Superior sighted accuracy.	Adhesive (4), Aluminum (6), Circuitry (3), Fiber Optics (3), Glass (5), Nuclear Material (3), Screw (4), Silver (3)	Rank 2: Gun Nut, Rank 1: Science!	0.5	26
Medium Night Vision Scope	Night vision. Better magnification. Superior sighted accuracy.	Adhesive (5), Aluminum (7), Circuitry (3), Fiber Optics (4), Glass (6), Nuclear Material (3), Screw (4), Silver (3)	Rank 2: Gun Nut, Rank 1: Science!	0.5	28
Long Night Vision Scope	Night vision. Superior magnification and sighted accuracy.	Adhesive (6), Aluminum (8), Circuitry (4), Fiber Optics (4), Glass (6), Nuclear Material (4), Screw (5), Silver (3)	Rank 3: Gun Nut, Rank 1: Science!	0.5	29
Short Recon Scope	Tracks targets. Improved magnification. Superior sighted accuracy.	Adhesive (7), Aluminum (9), Circuitry (4), Crystal (6), Fiber Optics (5), Nuclear Material (4), Screw (5), Silver (4)	Rank 3: Gun Nut, Rank 1: Science!	0.5	29
Long Recon Scope	Tracks targets. Superior magnification and sighted accuracy.	Adhesive (7), Aluminum (9), Circuitry (4), Crystal (6), Fiber Optics (5), Nuclear Material (4), Screw (5), Silver (4)	Rank 3: Gun Nut, Rank 1: Science!	0.5	30
Muzzle					

No Muzzle	—	—	—	—	—
Bayonet	Superior bash. Inferior range.	Adhesive (1), Screw (2), Steel (2)	—	0.5	20
Compensator	Improved per-shot recoil. Improved recoil control. Reduced range.	Adhesive (3), Aluminum (3)	Rank 2: Gun Nut	0.5	21
Muzzle Brake	Exceptional recoil control. Better per-shot recoil. Inferior range.	Adhesive (4), Aluminum (4)	Rank 2: Gun Nut	0.5	22
Suppressor	Suppresses sound from firing. Exceptional per-shot recoil. Improved recoil control. Poor range.	Adhesive (4), Aluminum (6), Plastic (4), Screw (2)	Rank 3: Gun Nut	0.5	23
INSTITUTE LASER					
Receiver					
Standard Capacitor	Standard.	Adhesive (1), Circuitry (2), Crystal (1), Nuclear Material (2), Plastic (6), Screw (3)	—	0.5	1
Photon Exciter	Improved critical shot damage and accuracy.	Adhesive (1), Circuitry (2), Crystal (2), Nuclear Material (2), Plastic (6), Screw (3)	—	0.5	21
Beta Wave Tuner	Adds burning damage. Improved range.	Adhesive (2), Circuitry (2), Crystal (2), Nuclear Material (2), Plastic (6), Screw (3)	—	0.5	22
Boosted Capacitor	Improved damage. Reduced **ammo** capacity.	Adhesive (3), Circuitry (5), Crystal (4), Nuclear Material (4), Plastic (7), Screw (3), Silver (1)	—	0.5	23
Photon Agitator	Superior critical shot damage. Better accuracy and **ammo** capacity.	Adhesive (4), Circuitry (5), Crystal (4), Nuclear Material (4), Plastic (7), Screw (3), Silver (2)	Rank 1: Science!	0.5	24
Gamma Wave Emitter	Adds better burning damage. Better range and **ammo** capacity.	Adhesive (5), Circuitry (5), Crystal (4), Nuclear Material (4), Plastic (8), Screw (3), Silver (2)	Rank 1: Science!	0.5	25
Maximized Capacitor	Better damage.	Adhesive (5), Circuitry (6), Crystal (5), Fiberglass (9), Gold (1), Nuclear Material (5), Screw (3)	Rank 2: Science!	0.5	26
Boosted Photon Agitator	Superior critical shot damage and **ammo** capacity. Better accuracy. Improved damage.	Adhesive (6), Circuitry (6), Crystal (5), Fiberglass (10), Gold (2), Nuclear Material (5), Screw (3)	Rank 2: Science!	0.5	27

Boosted Gamma Wave Emitter	Adds better burning damage. Superior **ammo** capacity. Better range. Improved damage.	Adhesive (7), Circuitry (6), Crystal (5), Fiberglass (11), Gold (2), Nuclear Material (5), Screw (3)	Rank 2: Science!	0.5	28
Overcharged Capacitor	Superior damage. Improved **ammo** capacity.	Adhesive (8), Circuitry (8), Crystal (6), Fiberglass (12), Gold (3), Nuclear Material (6), Screw (3)	Rank 3: Science!	0.5	29
Barrel					
Short Barrel	Standard.	Adhesive (1), Circuitry (1), Fiber Optics (2), Glass (2), Plastic (2), Screw (2)	—	0.5	20
Long Barrel	Better range. Improved damage, sighted accuracy and recoil. Reduced **ammo** capacity. Poor hip-fire accuracy.	Adhesive (1), Circuitry (2), Fiber Optics (3), Glass (2), Plastic (5), Screw (3)	—	0.5	21
Automatic Barrel	Improved rate of fire, range and sighted accuracy. Worse recoil. Inferior **ammo** capacity. Poor hip-fire accuracy.	Adhesive (2), Circuitry (2), Crystal (3), Fiber Optics (5), Gear (4), Plastic (7), Screw (4), Silver (2)	Rank 1: Science!	0.5	22
Improved Short Barrel	Improved damage.	Adhesive (3), Circuitry (2), Crystal (3), Fiber Optics (3), Fiberglass (2), Screw (2), Silver (3)	Rank 1: Science!	0.5	20
Improved Long Barrel	Better damage and range. Improved sighted accuracy and recoil. Reduced **ammo** capacity. Poor hip-fire accuracy.	Adhesive (4), Circuitry (3), Crystal (4), Fiber Optics (6), Fiberglass (5), Screw (4), Silver (4)	Rank 2: Science!	0.5	24
Improved Automatic Barrel	Superior rate of fire. Improved damage, range and sighted accuracy. Worse recoil. Inferior **ammo** capacity. Poor hip-fire accuracy.	Adhesive (4), Circuitry (4), Crystal (5), Fiber Optics (10), Fiberglass (7), Gear (6), Gold (3), Screw (5)	Rank 2: Science!	0.5	25
Grip					
Standard Grip	Standard.	Adhesive (1), Plastic (2), Screw (2)	—	0.5	1
Full Stock	Exceptional sighted accuracy. Better recoil and aim with scopes. Improved bash.	Adhesive (4), Plastic (10), Screw (6)	—	0.5	2
Sights					
Standard Sights	Standard.	Adhesive (1), Plastic (2)	—	0.5	1
Short Scope	Improved magnification. Superior sighted accuracy.	Adhesive (2), Glass (2), Plastic (4), Screw (2)	—	0.5	21

Reflex Sight	Better focus and sighted accuracy.	Adhesive (2), Fiber Optics (2), Fiberglass (2), Glass (2), Nuclear Material (1), Screw (2), Silver (1)	—	0.5	22
Medium Scope	Better magnification. Superior sighted accuracy.	Adhesive (3), Glass (3), Plastic (5), Screw (2)	Rank 1: Science!	0.5	24
Long Scope	Superior magnification and sighted accuracy.	Adhesive (4), Glass (5), Plastic (6), Screw (2)	Rank 2: Science!	0.5	25
Short Night Vision Scope	Night vision. Improved magnification. Superior sighted accuracy.	Adhesive (4), Circuitry (2), Fiber Optics (3), Fiberglass (4), Glass (3), Nuclear Material (2), Screw (2), Silver (2)	Rank 2: Science!	0.5	26
Medium Night Vision Scope	Night vision. Better magnification. Superior sighted accuracy.	Adhesive (4), Circuitry (3), Fiber Optics (5), Fiberglass (5), Glass (5), Nuclear Material (3), Screw (2), Silver (2)	Rank 2: Science!	0.5	27
Long Night Vision Scope	Night vision. Superior magnification and sighted accuracy.	Adhesive (5), Circuitry (5), Fiber Optics (6), Fiberglass (6), Glass (6), Gold (2), Nuclear Material (4), Screw (2)	Rank 2: Science!	0.5	28
Short Recon Scope	Tracks targets. Improved magnification. Superior sighted accuracy.	Adhesive (5), Circuitry (6), Crystal (8), Fiber Optics (8), Fiberglass (6), Gold (3), Nuclear Material (5), Screw (3)	Rank 3: Science!	0.5	28
Long Recon Scope	Tracks targets. Superior magnification and sighted accuracy.	Adhesive (5), Circuitry (6), Crystal (8), Fiber Optics (8), Fiberglass (6), Gold (3), Nuclear Material (5), Screw (3)	Rank 3: Science!	0.5	29
Muzzle					
No Muzzle	—	—	—	—	—
Beam Splitter	Splits beam into multiple projectiles covering a wider area. Poor accuracy and range.	Adhesive (3), Glass (2), Plastic (4), Screw (3), Silver (2)	Rank 1: Science!	0.5	20
Beam Focuser	Better range, accuracy, and recoil.	Adhesive (3), Glass (2), Plastic (4), Screw (2), Silver (2)	Rank 1: Science!	0.5	21
Gyro Compensating Lens	Superior recoil. Reduced range.	Adhesive (2), Circuitry (2), Glass (3), Plastic (5), Screw (2), Silver (3), Spring (2)	Rank 1: Science!	0.5	22
Amplified Beam Splitter	Splits beam into multiple projectiles covering a wider area. Reduced accuracy. Poor range.	Adhesive (4), Fiberglass (6), Glass (4), Gold (3), Screw (4)	Rank 2: Science!	0.5	23

Fine-tuned Beam Focuser	Super range and accuracy. Better recoil.	Adhesive (4), Fiberglass (7), Glass (3), Gold (3), Screw (4)	Rank 2: Science!	0.5	24
Quantum Gyro Compensating Lens	Exceptional recoil. Reduced range.	Adhesive (5), Circuitry (2), Fiberglass (8), Glass (4), Gold (3), Screw (5), Spring (3)	Rank 3: Science!	0.5	25
JUNK JET					
Barrel					
Short Barrel	Standard.	Adhesive (2), Plastic (2), Screw (5), Steel (6)	—	0.5	1
Long Barrel	Superior range and sighted accuracy. Better recoil. Poor hip-fire accuracy.	Adhesive (6), Plastic (3), Screw (10), Steel (13)	Rank 1: Gun Nut	0.5	61
Grip					
Standard Stock	Standard.	Adhesive (6), Plastic (3), Screw (8), Steel (13)	—	0.5	1
Recoil Compensating Stock	Exceptional recoil.	Adhesive (10), Aluminum (14), Rubber (3), Screw (12), Spring (11)	—	0.5	61
Sights					
Standard Sights	Standard.	Steel (2)	—	0.5	2
Gunner Sight	Better focus and sighted accuracy.	Adhesive (2), Plastic (1), Steel (3)	—	0.5	5
Muzzle					
No Muzzle	—	—	—	—	—
Electrification Module	Adds electrical damage to projectiles.	Adhesive (6), Gear (4), Oil (10), Plastic (6), Screw (4), Spring (6), Steel (12)	Rank 2: Gun Nut, Rank 1: Science!	0.5	63
Ignition Module	Adds fire damage to projectiles.	Adhesive (5), Gear (4), Oil (10), Plastic (4), Screw (4), Spring (5), Steel (12)	Rank 3: Gun Nut, Rank 1: Science!	0.5	64
LASER GUN					
Receiver					
Standard Capacitor	Standard.	Adhesive (1), Circuitry (2), Crystal (1), Nuclear Material (2), Plastic (6), Screw (3)	—	0.5	1
Photon Exciter	Improved critical shot damage and accuracy.	Adhesive (1), Circuitry (2), Crystal (2), Nuclear Material (2), Plastic (6), Screw (3)	—	0.5	16
Beta Wave Tuner	Adds burning damage. Improved range.	Adhesive (2), Circuitry (2), Crystal (2), Nuclear Material (2), Plastic (6), Screw (3)	—	0.5	17

Boosted Capacitor	Improved damage. Reduced **ammo** capacity.	Adhesive (2), Circuitry (5), Crystal (4), Nuclear Material (4), Plastic (7), Screw (3), Silver (1)	—	0.5	18
Photon Agitator	Superior critical shot damage, accuracy and **ammo** capacity.	Adhesive (3), Circuitry (5), Crystal (4), Nuclear Material (4), Plastic (7), Screw (3), Silver (2)	Rank 1: Science!	0.5	19
Gamma Wave Emitter	Adds better burning damage. Better range and **ammo** capacity.	Adhesive (4), Circuitry (5), Crystal (4), Nuclear Material (4), Plastic (7), Screw (3), Silver (2)	Rank 1: Science!	0.5	20
Maximized Capacitor	Better damage.	Adhesive (5), Circuitry (6), Crystal (5), Fiberglass (7), Gold (3), Nuclear Material (5), Screw (3)	Rank 2: Science!	0.5	21
Boosted Photon Agitator	Superior critical shot damage and **ammo** capacity. Better accuracy. Improved damage.	Adhesive (6), Circuitry (6), Crystal (5), Fiberglass (8), Gold (4), Nuclear Material (5), Screw (3)	Rank 2: Science!	0.5	22
Boosted Gamma Wave Emitter	Adds better burning damage. Superior **ammo** capacity. Better range. Improved damage.	Adhesive (7), Circuitry (6), Crystal (5), Fiberglass (10), Gold (5), Nuclear Material (5), Screw (3)	Rank 2: Science!	0.5	23
Overcharged Capacitor	Superior damage. Improved **ammo** capacity.	Adhesive (8), Circuitry (8), Crystal (6), Fiberglass (12), Gold (6), Nuclear Material (6), Screw (3)	Rank 3: Science!	0.5	24
Barrel					
Short Barrel	Standard.	Adhesive (1), Circuitry (1), Fiber Optics (2), Glass (2), Plastic (2), Screw (2)	—	0.5	1
Long Barrel	Better range. Improved damage, sighted accuracy and recoil. Reduced **ammo** capacity. Poor hip-fire accuracy.	Adhesive (1), Circuitry (2), Fiber Optics (3), Glass (2), Plastic (5), Screw (3)	—	0.5	17
Automatic Barrel	Improved rate of fire, range and sighted accuracy. Worse recoil. Reduced **ammo** capacity. Poor hip-fire accuracy.	Adhesive (2), Circuitry (2), Crystal (3), Fiber Optics (5), Gear (4), Oil (1), Plastic (7), Screw (4), Silver (2)	Rank 1: Science!	0.5	18
Sniper Barrel	Superior damage and range. Worse recoil. Poor **ammo** capacity and hip-fire accuracy.	Adhesive (2), Circuitry (3), Crystal (4), Fiber Optics (8), Plastic (10), Screw (5), Silver (2)	Rank 1: Science!	0.5	19

Improved Short Barrel	Improved damage.	Adhesive (3), Circuitry (2), Crystal (3), Fiber Optics (3), Fiberglass (2), Glass (3), Screw (2), Silver (3)	Rank 1: Science!	0.5	20
Improved Long Barrel	Better damage and range. Improved sighted accuracy and recoil. Reduced **ammo** capacity. Poor hip-fire accuracy.	Adhesive (4), Circuitry (3), Crystal (1), Fiber Optics (6), Fiberglass (5), Glass (4), Screw (4), Silver (4)	Rank 2: Science!	0.5	21
Improved Automatic Barrel	Superior rate of fire. Improved damage, range and sighted accuracy. Worse recoil. Reduced **ammo** capacity. Poor hip-fire accuracy.	Adhesive (4), Circuitry (4), Crystal (5), Fiber Optics (10), Fiberglass (7), Gear (6), Gold (3), Oil (1), Screw (5)	Rank 2: Science!	0.5	22
Improved Sniper Barrel	Exceptional damage. Superior range. Worse recoil. Poor **ammo** capacity and hip-fire accuracy.	Adhesive (5), Circuitry (5), Crystal (6), Fiber Optics (16), Fiberglass (10), Gold (4), Screw (6), Spring (2)	Rank 2: Science!	0.5	23
Grip					
Standard Grip	Standard.	Adhesive (1), Plastic (2), Screw (2)	—	0.5	1
Comfort Grip	Improved recoil and hip-fire accuracy.	Adhesive (2), Plastic (4), Screw (3)	—	0.5	16
Short Stock	Exceptional sighted accuracy. Better recoil and aim with scopes. Improved bash.	Adhesive (2), Plastic (7), Screw (5)	—	0.5	17
Sharpshooter's Grip	Better recoil and hip-fire accuracy.	Adhesive (3), Fiberglass (4), Screw (4)	Rank 1: Science!	0.5	18
Full Stock	Exceptional sighted accuracy. Better recoil and aim with scopes. Improved bash.	Adhesive (4), Plastic (10), Screw (6)	Rank 1: Science!	0.5	19
Marksman's Stock	Exceptional sighted accuracy. Superior recoil and aim with scopes. Improved bash.	Adhesive (5), Fiberglass (10), Rubber (1), Screw (6), Spring (3)	Rank 2: Science!	0.5	20
Recoil Compensating Stock	Exceptional sighted accuracy and recoil. Better aim with scopes. Improved bash.	Adhesive (6), Fiberglass (11), Rubber (1), Screw (8), Spring (6)	Rank 2: Science!	0.5	21
Sights					
Standard Sights	Standard.	Adhesive (1), Plastic (2)	—	0.5	1
Improved Sights	Improved focus and sighted accuracy.	Adhesive (1), Plastic (2)	—	0.5	16
Short Scope	Improved magnification. Superior sighted accuracy.	Adhesive (2), Glass (2), Plastic (4), Screw (2)	—	0.5	17
Reflex Sight	Better focus and sighted accuracy.	Adhesive (2), Fiber Optics (2), Fiberglass (2), Glass (2), Nuclear Material (1), Screw (2), Silver (1)	Rank 1: Science!	0.5	18

Medium Scope	Better magnification. Superior sighted accuracy.	Adhesive (3), Glass (3), Plastic (5), Screw (2)	Rank 1: Science!	0.5	20
Long Scope	Superior magnification and sighted accuracy.	Adhesive (4), Glass (5), Plastic (6), Screw (2)	Rank 2: Science!	0.5	21
Short Night Vision Scope	Night vision. Improved magnification. Superior sighted accuracy.	Adhesive (4), Circuitry (2), Fiber Optics (3), Fiberglass (4), Glass (3), Nuclear Material (2), Screw (2), Silver (2)	Rank 2: Science!	0.5	22
Medium Night Vision Scope	Night vision. Better magnification. Superior sighted accuracy.	Adhesive (4), Circuitry (3), Fiber Optics (5), Fiberglass (5), Glass (5), Nuclear Material (3), Screw (2), Silver (2)	Rank 2: Science!	0.5	23
Long Night Vision Scope	Night vision. Superior magnification and sighted accuracy.	Adhesive (5), Circuitry (5), Fiber Optics (6), Fiberglass (6), Glass (6), Gold (2), Nuclear Material (4), Screw (2)	Rank 2: Science!	0.5	24
Short Recon Scope	Tracks targets. Improved magnification. Superior sighted accuracy.	Adhesive (6), Circuitry (6), Crystal (8), Fiber Optics (8), Fiberglass (6), Gold (3), Nuclear Material (5), Screw (3)	Rank 3: Science!	0.5	24
Long Recon Scope	Tracks targets. Superior magnification and sighted accuracy.	Adhesive (6), Circuitry (6), Crystal (8), Fiber Optics (8), Fiberglass (6), Gold (3), Nuclear Material (5), Screw (3)	Rank 3: Science!	0.5	25
Muzzle					
No Muzzle	—	—	—	—	—
Beam Splitter	Splits beam into multiple projectiles covering a wider area. Poor accuracy and range.	Adhesive (3), Glass (2), Plastic (4), Screw (3), Silver (2)	Rank 1: Science!	0.5	15
Beam Focuser	Better range, accuracy, and recoil.	Adhesive (3), Glass (2), Plastic (4), Screw (2), Silver (2)	Rank 1: Science!	0.5	16
Gyro Compensating Lens	Superior recoil. Reduced range.	Adhesive (2), Circuitry (2), Glass (3), Plastic (5), Screw (2), Silver (3), Spring (2)	Rank 1: Science!	0.5	17
Amplified Beam Splitter	Splits beam into multiple projectiles covering a wider area. Reduced accuracy. Poor range.	Adhesive (4), Fiberglass (6), Glass (4), Gold (3), Screw (4)	Rank 2: Science!	0.5	18
Fine-tuned Beam Focuser	Super range and accuracy. Better recoil.	Adhesive (4), Fiberglass (7), Glass (4), Gold (3), Screw (4)	Rank 2: Science!	0.5	15

Quantum Gyro Compensating Lens	Exceptional recoil. Reduced range.	Adhesive (5), Circuitry (2), Fiberglass (8), Glass (4), Gold (3), Screw (5), Spring (3)	Rank 3: Science!	0.5	20
LASER MUSKET					
Receiver					
Standard Capacitor	Two crank reload maximum.	Adhesive (1), Gear (2), Oil (2), Screw (2), Steel (3)	—	0.5	15
Three Crank Capacitor	Three crank reload maximum.	Adhesive (2), Gear (4), Oil (3), Screw (4), Steel (5)	—	0.5	16
Four Crank Capacitor	Four crank reload maximum.	Adhesive (3), Aluminum (7), Gear (5), Oil (4), Screw (5)	Rank 1: Science!	0.5	17
Five Crank Capacitor	Five crank reload maximum.	Adhesive (4), Aluminum (8), Gear (6), Oil (5), Screw (6)	Rank 2: Science!	0.5	18
Six Crank Capacitor	Six crank reload maximum.	Adhesive (5), Aluminum (9), Gear (7), Oil (6), Screw (7)	Rank 3: Science!	0.5	19
Barrel					
Short Barrel	Standard.	Adhesive (1), Circuitry (1), Fiber Optics (2), Glass (2), Plastic (2), Screw (2)	—	0.5	15
Extended Short Barrel	Improved range. (No muzzle slot.)	Adhesive (1), Circuitry (1), Fiber Optics (2), Glass (2), Plastic (2), Screw (2)	—	0.5	16
Bracketed Short Barrel	Improved range.	Adhesive (1), Circuitry (1), Fiber Optics (2), Glass (2), Plastic (2), Screw (2)	—	0.5	17
Long Barrel	Better range. Improved damage, sighted accuracy and recoil. Reduced **ammo** capacity. Poor hip-fire accuracy.	Adhesive (3), Circuitry (2), Fiber Optics (3), Glass (2), Plastic (5), Screw (3)	Rank 1: Science!	0.5	18
Extended Long Barrel	Superior range. Improved damage, sighted accuracy and recoil. Reduced **ammo** capacity. Poor hip-fire accuracy. (No muzzle slot.)	Adhesive (4), Circuitry (3), Fiber Optics (3), Glass (3), Plastic (5), Screw (3)	Rank 1: Science!	0.5	19
Bracketed Long Barrel	Superior range. Improved damage, sighted accuracy and recoil. Reduced **ammo** capacity. Poor hip-fire accuracy.	Adhesive (5), Circuitry (2), Fiber Optics (3), Glass (2), Plastic (5), Screw (3)	Rank 1: Science!	0.5	20
Grip					
Short Stock	Standard.	Adhesive (3), Screw (6), Wood (7)	—	0.5	15
Full Stock	Better recoil.	Adhesive (5), Screw (7), Wood (10)	—	0.5	16
Sights					

Standard Sights	Standard.	Adhesive (2), Steel (2)	—	0.5	15
Short Scope	Improved magnification. Superior sighted accuracy.	Adhesive (1), Glass (1), Screw (1), Steel (1)	—	0.5	16
Reflex Sight	Better focus and sighted accuracy.	Adhesive (2), Glass (3), Nuclear Material (2), Screw (2), Steel (3)	—	0.5	17
Medium Scope	Better magnification. Superior sighted accuracy.	Adhesive (3), Aluminum (4), Glass (3), Screw (2)	Rank 1: Gun Nut	0.5	19
Long Scope	Superior magnification and sighted accuracy.	Adhesive (3), Aluminum (5), Glass (3), Screw (3)	Rank 1: Gun Nut	0.5	20
Long Night Vision Scope	Night vision. Superior magnification and sighted accuracy.	Adhesive (6), Circuitry (2), Fiber Optics (2), Glass (4), Nuclear Material (4), Screw (4), Silver (6)	Rank 2: Gun Nut, Rank 1: Science!	0.5	21
Short Night Vision Scope	Night vision. Improved magnification. Superior sighted accuracy.	Adhesive (4), Glass (3), Nuclear Material (2), Screw (3), Silver (4)	Rank 1: Gun Nut, Rank 1: Science!	0.5	22
Medium Night Vision Scope	Night vision. Better magnification. Superior sighted accuracy.	Adhesive (5), Circuitry (2), Fiber Optics (2), Glass (4), Nuclear Material (3), Screw (4), Silver (5)	Rank 1: Gun Nut, Rank 1: Science!	0.5	23
Short Recon Scope	Tracks targets. Improved magnification. Superior sighted accuracy.	Adhesive (7), Circuitry (3), Crystal (4), Fiber Optics (3), Nuclear Material (4), Screw (5), Silver (8)	Rank 2: Gun Nut, Rank 1: Science!	0.5	23
Long Recon Scope	Tracks targets. Superior magnification and sighted accuracy.	Adhesive (7), Circuitry (3), Crystal (4), Fiber Optics (3), Nuclear Material (4), Screw (5), Silver (8)	Rank 2: Gun Nut, Rank 1: Science!	0.5	24
Glow Sights	Improved focus and better sighted accuracy.	Adhesive (2), Nuclear Material (1), Steel (2)	—	0.5	25
Muzzle					
No Muzzle	—	—	—	—	—
Beam Splitter	Splits beam into multiple projectiles covering a wider area. Poor accuracy and range.	Adhesive (1), Glass (2), Plastic (2), Screw (2), Silver (2)	Rank 1: Science!	0.5	15
Beam Focuser	Better range, accuracy, and recoil.	Adhesive (2), Glass (2), Plastic (4), Screw (2), Silver (2)	Rank 1: Science!	0.5	16
Gyro Compensating Lens	Superior recoil. Reduced range.	Adhesive (2), Circuitry (2), Glass (3), Plastic (5), Screw (2), Silver (3), Spring (2)	Rank 1: Science!	0.5	17

MINIGUN

Barrel					
Standard Barrel	Standard.	Adhesive (4), Gear (9), Oil (6), Screw (8), Spring (8), Steel (12)	—	0.5	80
Accelerated Barrel	Improved damage and rate of fire. Inferior range and accuracy.	Adhesive (8), Gear (16), Oil (8), Screw (10), Spring (10), Steel (13)	Rank 3: Gun Nut	0.5	81
Tri Barrel	Inferior rate of fire. Better damage, range, accuracy, and recoil.	Adhesive (10), Aluminum (18), Gear (18), Oil (12), Screw (12), Spring (14)	Rank 4: Gun Nut	0.5	82
Sights					
Standard Sights	Standard.	Steel (2)	—	0.5	1
Gunner Sight	Better focus and sighted accuracy.	Adhesive (6), Glass (4), Steel (6)	—	0.5	81
Muzzle					
No Muzzle	—	—	—	—	—
Shredder	Superior bash. Inferior range.	Adhesive (4), Screw (5), Steel (7)	Rank 2: Gun Nut	0.5	80
MISSILE LAUNCHER					
Barrel					
Standard Barrel	Standard.	Adhesive (2), Screw (3), Steel (8)	—	0.5	1
Triple Barrel	Improved **ammo** capacity.	Adhesive (8), Aluminum (12), Screw (6)	Rank 2: Gun Nut	0.5	101
Quad Barrel	Improved **ammo** capacity.	Adhesive (10), Aluminum (16), Screw (8)	Rank 3: Gun Nut	0.5	102
Sights					
Standard Sights	Standard.	Adhesive (1), Steel (2)	—	0.5	1
Scope	Superior magnification and sighted accuracy.	Adhesive (4), Glass (4), Screw (2), Steel (4)	Rank 2: Gun Nut	0.5	101
Night Vision Scope	Night vision. Superior magnification and sighted accuracy.	Adhesive (5), Aluminum (8), Circuitry (4), Crystal (6), Fiber Optics (3), Glass (5), Nuclear Material (5), Screw (4)	Rank 4: Gun Nut, Rank 1: Science!	0.5	102
Targeting Computer	Locks onto target. Fire and forget.	Adhesive (6), Aluminum (10), Circuitry (5), Fiber Optics (4), Nuclear Material (6), Screw (4)	Rank 4: Gun Nut, Rank 2: Science!	0.5	103
Muzzle					
No Muzzle	—	—	—	—	—

Bayonet	Better bash.	Adhesive (2), Screw (2), Steel (3)	—	0.5	100
Stabilizer	Better accuracy and recoil. Reduced range.	Adhesive (4), Aluminum (5)	Rank 2: Gun Nut	0.5	101
PIPE BOLT-ACTION					
Receiver					
Standard Receiver	Standard.	Gear (1), Oil (2), Screw (1), Steel (2)	—	0.5	5
Light Frame Receiver	Lighter weight. Reduced damage.	Adhesive (1), Gear (1), Oil (2), Screw (1), Steel (2)	—	0.5	6
Heavy Frame Receiver	Heavier weight. Improved damage.	Adhesive (2), Gear (1), Oil (2), Screw (1), Steel (3)	—	0.5	7
Tuned Receiver	Improved rate of fire.	Adhesive (2), Oil (2), Screw (2), Spring (2), Steel (3)	—	0.5	8
Calibrated Receiver	Better critical shot damage.	Adhesive (3), Gear (2), Oil (2), Screw (3), Steel (4)	—	0.5	9
Hardened Receiver	Better damage.	Adhesive (3) Gear (2), Oil (2), Screw (1), Steel (4)	—	0.5	10
Powerful Receiver	Superior damage.	Adhesive (3) Gear (3), Oil (3), Screw (3), Steel (4)	Rank 1: Gun Nut	0.5	11
Calibrated Powerful Receiver	Superior damage. Better critical shot damage and accuracy.	Adhesive (4), Aluminum (5), Gear (2), Oil (3), Screw (4)	Rank 2: Gun Nut	0.5	12
.38 Receiver	Reduced damage. Changes **ammo** type .38 Caliber.	Adhesive (4), Aluminum (6), Gear (2), Oil (3), Screw (4)	Rank 2: Gun Nut	0.5	13
.50 Receiver	Exceptional damage. Changes **ammo** type to .50 Caliber. Improved rate of fire.	Adhesive (4), Aluminum (6), Gear (2), Oil (3), Screw (4)	Rank 2: Gun Nut	0.5	14
Barrel					
Stub Barrel	Improved hip-fire accuracy. Inferior range and sighted accuracy.	Screw (1), Steel (1)	—	0.5	5
Short Barrel	Standard.	Adhesive (1), Screw (1), Steel (2)	—	0.5	6
Short Light Barrel	Improved hip-fire accuracy.	Adhesive (2), Copper (2), Screw (1)	—	0.5	7
Long Barrel	Superior range and sighted accuracy. Better recoil. Poor hip-fire accuracy.	Adhesive (2), Screw (2), Steel (4)	—	0.5	8
Long Light Barrel	Superior range and sighted accuracy. Better recoil. Reduced hip-fire accuracy.	Adhesive (3), Aluminum (5), Copper (4), Screw (3)	Rank 1: Gun Nut	0.5	9
Short Ported Barrel	Superior recoil.	Adhesive (3), Copper (5), Screw (3), Steel (3)	Rank 1: Gun Nut	0.5	10

Long Ported Barrel	Superior recoil, range and sighted accuracy. Poor hip-fire accuracy.	Adhesive (4), Aluminum (4), Copper (5), Screw (3)	Rank 1: Gun Nut	0.5	11
Long Finned Barrel	No accuracy penalty while firing. Superior range and sighted accuracy. Better recoil. Poor hip-fire accuracy.	Adhesive (5), Aluminum (3), Copper (6), Screw (4)	Rank 2: Gun Nut	0.5	12
Grip					
Standard Grip	Standard.	Screw (1), Steel (1)	—	0.5	5
Comfort Grip	Improved recoil and hip-fire accuracy.	Adhesive (1), Screw (1), Steel (1)	—	0.5	6
Standard Stock	Exceptional sighted accuracy. Better recoil and aim with scopes. Improved bash.	Adhesive (3), Copper (4), Screw (3)	—	0.5	7
Sharpshooter's Grip	Better recoil and hip-fire accuracy.	Adhesive (2), Cork (1), Rubber (1), Screw (2), Wood (3)	Rank 1: Gun Nut	0.5	8
Marksman's Stock	Exceptional sighted accuracy. Superior recoil and aim with scopes. Improved bash.	Adhesive (4), Copper (5), Cork (2), Rubber (3), Screw (3)	Rank 1: Gun Nut	0.5	9
Recoil Compensating Stock	Exceptional sighted accuracy and recoil. Better aim with scopes. Improved bash.	Adhesive (5), Copper (6), Cork (2), Rubber (4), Screw (4)	Rank 2: Gun Nut	0.5	10
Sights					
Standard Sights	Standard.	Adhesive (1), Steel (1)	—	0.5	5
Glow Sights	Improved focus and better sighted accuracy.	Adhesive (2), Nuclear Material (1), Steel (2)	—	0.5	6
Short Scope	Improved magnification. Superior sighted accuracy.	Adhesive (1), Glass (1), Screw (1), Steel (1)	—	0.5	7
Reflex Sight	Better focus and sighted accuracy.	Adhesive (2), Aluminum (3), Screw (2)	—	0.5	8
Glow Reflex Sight	Better focus and sighted accuracy.	Adhesive (2), Aluminum (3), Nuclear Material (1), Screw (2)	—	0.5	10
Medium Scope	Better magnification. Superior sighted accuracy.	Adhesive (2), Aluminum (3), Glass (2), Screw (1)	Rank 1: Gun Nut	0.5	11
Long Scope	Superior magnification and sighted accuracy.	Adhesive (3), Aluminum (4), Glass (4), Screw (2)	Rank 1: Gun Nut	0.5	12
Short Night Vision Scope	Night vision. Improved magnification. Superior sighted accuracy.	Adhesive (3), Glass (2), Nuclear Material (1), Screw (2), Silver (2)	Rank 1: Gun Nut, Rank 1: Science!	0.5	13
Medium Night Vision Scope	Night vision. Better magnification. Superior sighted accuracy.	Adhesive (5), Circuitry (1), Fiber Optics (1), Glass (4), Nuclear Material (2), Screw (2), Silver (3)	Rank 1: Gun Nut, Rank 1: Science!	0.5	14

Long Night Vision Scope	Night vision. Superior magnification and sighted accuracy.	Adhesive (6), Circuitry (2), Fiber Optics (2), Glass (5), Nuclear Material (3), Screw (3), Silver (4)	Rank 2: Gun Nut, Rank 1: Science!	0.5	15
Short Recon Scope	Tracks targets. Improved magnification. Superior sighted accuracy.	Adhesive (6), Circuitry (3), Crystal (5), Fiber Optics (3), Nuclear Material (4), Screw (4), Silver (5)	Rank 2: Gun Nut, Rank 1: Science!	0.5	15
Long Recon Scope	Tracks targets. Superior magnification and sighted accuracy.	Adhesive (6), Circuitry (3), Crystal (5), Fiber Optics (3), Nuclear Material (4), Screw (4), Silver (5)	Rank 2: Gun Nut, Rank 1: Science!	0.5	16
Muzzle					
No Muzzle	—	—	—	—	—
Small Bayonet	Better bash. Reduced range.	Adhesive (1), Screw (1), Steel (3)	—	0.5	5
Large Bayonet	Superior bash. Inferior range.	Adhesive (2), Screw (2), Steel (4)	—	0.5	6
Compensator	Improved per-shot recoil. Improved recoil control. Reduced range.	Adhesive (3), Screw (2), Steel (3)	Rank 1: Gun Nut	0.5	7
Muzzle Brake	Exceptional recoil control. Better per-shot recoil. Inferior range.	Adhesive (3), Screw (3), Steel (4)	Rank 1: Gun Nut	0.5	8
Suppressor	Suppresses sound from firing. Exceptional per-shot recoil. Improved recoil control. Poor range.	Adhesive (4), Aluminum (5), Plastic (4), Screw (4)	Rank 2: Gun Nut	0.5	9
PIPE GUN					
Receiver					
Standard Receiver	Standard.	Gear (1), Oil (2), Screw (1), Steel (2)	—	0.5	5
Light Frame Receiver	Lighter weight. Reduced damage.	Adhesive (1), Gear (1), Oil (2), Screw (1), Steel (2)	—	0.5	6
Heavy Frame Receiver	Heavier weight. Improved damage.	Adhesive (1), Gear (2), Oil (2), Screw (2), Steel (3)	—	0.5	7
Calibrated Receiver	Better critical shot damage.	Adhesive (2), Gear (2), Oil (2), Screw (2), Steel (4)	—	0.5	9
Hardened Receiver	Better damage.	Adhesive (2), Gear (2), Oil (2), Screw (3), Steel (4)	—	0.5	10
Automatic Receiver	Improved rate of fire. Inferior damage and range.	Adhesive (3), Gear (2), Oil (3), Screw (3), Steel (4)	—	0.5	11
Armor Piercing Automatic Receiver	Improved rate of fire and **armor** penetration. Reduced range. Inferior damage.	Adhesive (3), Gear (2), Oil (3), Screw (3), Steel (4)	Rank 1: Gun Nut	0.5	12

Hair Trigger Receiver	More sensitive trigger. Better rate of fire.	Adhesive (4), Oil (3), Screw (2), Spring (3), Steel (5)	Rank 1: Gun Nut	0.5	13
Powerful Receiver	Superior damage.	Adhesive (4), Aluminum (5), Gear (3), Oil (3), Screw (3)	Rank 1: Gun Nut	0.5	13
Hardened Automatic Receiver	Improved rate of fire. Reduced damage. Inferior range.	Adhesive (3), Gear (3), Oil (3), Screw (4), Steel (5)	Rank 1: Gun Nut	0.5	14
Rapid Automatic Receiver	Superior rate of fire. Inferior Range. Inferior damage.	Adhesive (4), Aluminum (5), Gear (4), Oil (3), Screw (4)	Rank 2: Gun Nut	0.5	15
Calibrated Powerful Receiver	Superior damage. Better critical shot damage and accuracy.	Adhesive (5), Aluminum (6), Gear (4), Oil (4), Screw (4)	Rank 2: Gun Nut	0.5	16
Hardened Piercing Auto Receiver	Improved rate of fire and **armor** penetration. Reduced damage and range.	Adhesive (4), Aluminum (6), Gear (5), Oil (4), Screw (5)	Rank 2: Gun Nut	0.5	17
Powerful Automatic Receiver	Improved damage and rate of fire. Inferior Range.	Adhesive (6), Aluminum (7), Gear (5), Oil (6), Screw (5)	Rank 2: Gun Nut	0.5	18
.45 Receiver	Exceptional damage. Changes **ammo** type to .45 Caliber. More sensitive trigger. Better rate of fire.	Adhesive (6), Aluminum (7), Gear (5), Oil (5), Screw (6)	Rank 2: Gun Nut	0.5	19
Barrel					
Stub Barrel	Improved hip-fire accuracy. Inferior range and sighted accuracy.	Screw (1), Steel (1)	—	0.5	5
Short Barrel	Standard.	Adhesive (1), Screw (1), Steel (2)	—	0.5	6
Short Light Barrel	Improved hip-fire accuracy.	Adhesive (2), Copper (2), Screw (1)	—	0.5	7
Long Barrel	Superior range and sighted accuracy. Better recoil. Poor hip-fire accuracy.	Adhesive (2), Screw (2), Steel (4)	—	0.5	8
Long Light Barrel	Superior range and sighted accuracy. Better recoil. Reduced hip-fire accuracy.	Adhesive (3), Copper (4), Screw (3)	Rank 1: Gun Nut	0.5	9
Short Ported Barrel	Superior recoil.	Adhesive (3), Copper (5), Screw (3)	Rank 1: Gun Nut	0.5	10
Long Ported Barrel	Superior recoil, range and sighted accuracy. Poor hip-fire accuracy.	Adhesive (4), Copper (5), Screw (3)	Rank 1: Gun Nut	0.5	11
Long Finned Barrel	No accuracy penalty while firing. Superior range and sighted accuracy. Better recoil. Poor hip-fire accuracy.	Adhesive (5), Aluminum (3), Copper (6), Screw (4)	Rank 2: Gun Nut	0.5	12
Grip					
Standard Grip	Standard.	Screw (1), Steel (1)	—	0.5	5

Comfort Grip	Improved recoil and hip-fire accuracy.	Adhesive (1) Screw (1), Steel (2)	—	0.5	6
Standard Stock	Exceptional sighted accuracy. Better recoil and aim with scopes. Improved bash.	Adhesive (3), Copper (4), Screw (3)	—	0.5	7
Sharpshooter's Grip	Better recoil and hip-fire accuracy.	Adhesive (2), Cork (1), Rubber (1), Screw (2), Wood (3)	Rank 1: Gun Nut	0.5	8
Marksman's Stock	Exceptional sighted accuracy. Superior recoil and aim with scopes. Improved bash.	Adhesive (4), Copper (5), Cork (2), Rubber (3), Screw (3)	Rank 1: Gun Nut	0.5	9
Recoil Compensating Stock	Exceptional sighted accuracy and recoil. Better aim with scopes. Improved bash.	Adhesive (5), Copper (6), Cork (2), Rubber (4), Screw (4)	Rank 2: Gun Nut	0.5	10
Mag					
Standard Magazine	Standard.	Spring (1), Steel (1)	—	0.5	5
Large Magazine	Superior **ammo** capacity. Inferior reload speed.	Adhesive (1), Screw (1), Spring (2), Steel (2)	—	0.5	6
Quick Eject Mag	Superior reload speed.	Adhesive (3), Oil (2), Screw (3), Spring (2), Steel (4)	—	0.5	7
Drum Magazine	Exceptional **ammo** capacity. Inferior reload speed.	Adhesive (2), Screw (2), Spring (3), Steel (4)	Rank 1: Gun Nut	0.5	8
Large Quick Eject Mag	Superior **ammo** capacity. Improved reload speed.	Adhesive (3), Oil (3), Screw (2), Spring (4), Steel (5)	Rank 1: Gun Nut	0.5	9
Quick Eject Drum Mag	Exceptional **ammo** capacity. Improved reload speed.	Adhesive (4), Aluminum (6), Oil (3), Screw (3), Spring (4)	Rank 2: Gun Nut	0.5	10
Sights					
Standard Sights	Standard.	Adhesive (1), Steel (1)	—	0.5	5
Glow Sights	Improved focus and better sighted accuracy.	Adhesive (1), Nuclear Material (1), Steel (1)	—	0.5	6
Short Scope	Improved magnification. Superior sighted accuracy.	Adhesive (1), Glass (1), Screw (1), Steel (1)	—	0.5	7
Reflex Sight	Better focus and sighted accuracy.	Adhesive (2), Aluminum (3), Screw (2)	—	0.5	8
Glow Reflex Sight	Better focus and sighted accuracy.	Adhesive (2), Aluminum (3), Nuclear Material (1), Screw (2)	—	0.5	10
Medium Scope	Better magnification. Superior sighted accuracy.	Adhesive (2), Aluminum (3), Glass (2), Screw (1)	Rank 1: Gun Nut	0.5	11
Long Scope	Superior magnification and sighted accuracy.	Adhesive (3), Aluminum (4), Glass (4), Screw (2)	Rank 1: Gun Nut	0.5	12

Short Night Vision Scope	Night vision. Improved magnification. Superior sighted accuracy.	Adhesive (3), Glass (2), Nuclear Material (1), Screw (2), Silver (2)	Rank 1: Gun Nut, Rank 1: Science!	0.5	13
Medium Night Vision Scope	Night vision. Better magnification. Superior sighted accuracy.	Adhesive (5), Circuitry (1), Fiber Optics (1), Glass (4), Nuclear Material (2), Screw (3), Silver (3)	Rank 1: Gun Nut, Rank 1: Science!	0.5	14
Long Night Vision Scope	Night vision. Superior magnification and sighted accuracy.	Adhesive (6), Circuitry (2), Fiber Optics (2), Glass (5), Nuclear Material (3), Screw (3), Silver (4)	Rank 2: Gun Nut, Rank 1: Science!	0.5	15
Short Recon Scope	Tracks targets. Improved magnification. Superior sighted accuracy.	Adhesive (6), Circuitry (3), Crystal (5), Fiber Optics (3), Nuclear Material (4), Screw (4), Silver (5)	Rank 2: Gun Nut, Rank 1: Science!	0.5	15
Long Recon Scope	Tracks targets. Superior magnification and sighted accuracy.	Adhesive (6), Circuitry (3), Crystal (5), Fiber Optics (3), Nuclear Material (4), Screw (4), Silver (5)	Rank 2: Gun Nut, Rank 1: Science!	0.5	16
Muzzle					
No Muzzle	—	—	—	—	—
Small Bayonet	Better bash. Reduced range.	Adhesive (1), Screw (1), Steel (3)	—	0.5	5
Large Bayonet	Superior bash. Inferior range.	Adhesive (2), Screw (2), Steel (4)	—	0.5	6
Compensator	Improved per-shot recoil. Improved recoil control. Reduced range.	Adhesive (3), Screw (2), Steel (3)	Rank 1: Gun Nut	0.5	7
Muzzle Brake	Exceptional recoil control. Better per-shot recoil. Inferior range.	Adhesive (3), Screw (3), Steel (4)	Rank 1: Gun Nut	0.5	8
Suppressor	Suppresses sound from firing. Exceptional per-shot recoil. Improved recoil control. Poor range.	Adhesive (4), Aluminum (5), Plastic (4), Screw (4)	Rank 2: Gun Nut	0.5	9
PIPE REVOLVER					
Receiver					
Standard Receiver	Standard.	Gear (1), Oil (2), Screw (1), Steel (2)	—	0.5	10
Light Frame Receiver	Lighter weight. Reduced damage.	Adhesive (1), Gear (1), Oil (2), Screw (1), Steel (2)	—	0.5	11
Heavy Frame Receiver	Heavier weight. Improved damage.	Adhesive (1), Gear (1), Oil (2), Screw (2), Steel (3)	—	0.5	12
Calibrated Receiver	Better critical shot damage.	Adhesive (3), Gear (3), Oil (2), Screw (3), Steel (3)	—	0.5	14

Hardened Receiver	Better damage.	Adhesive (3), Gear (4), Oil (3), Screw (3), Steel (4)	—	0.5	15
Powerful Receiver	Superior damage.	Adhesive (3), Aluminum (4), Gear (3), Oil (3), Screw (4)	Rank 2: Gun Nut	0.5	16
Calibrated Powerful Receiver	Superior damage. Better critical shot damage and accuracy.	Adhesive (4), Aluminum (5), Gear (3), Oil (3), Screw (4)	Rank 3: Gun Nut	0.5	17
.38 Receiver	Reduced damage. Changes **ammo** type to .38 Caliber.	Adhesive (4), Aluminum (6), Gear (4), Oil (3), Screw (5)	Rank 3: Gun Nut	0.5	18
.308 Receiver	Exceptional damage. Changes **ammo** type to .308 Caliber. Improved rate of fire.	Adhesive (4), Aluminum (6), Gear (4), Oil (3), Screw (5)	Rank 3: Gun Nut	0.5	19
Barrel					
Stub Barrel	Improved hip-fire accuracy. Inferior range and sighted accuracy.	Screw (1), Steel (1)	—	0.5	10
Short Barrel	Standard.	Adhesive (1), Screw (1), Steel (2)	—	0.5	11
Short Light Barrel	Improved hip-fire accuracy.	Adhesive (2), Copper (2), Screw (1)	—	0.5	12
Long Barrel	Superior range and sighted accuracy. Better recoil. Poor hip-fire accuracy.	Adhesive (2), Screw (2), Steel (4)	—	0.5	13
Long Light Barrel	Superior range and sighted accuracy. Better recoil. Reduced hip-fire accuracy.	Adhesive (3), Copper (4), Screw (3)	Rank 1: Gun Nut	0.5	14
Short Ported Barrel	Superior recoil.	Adhesive (3), Copper (5), Screw (3)	Rank 2: Gun Nut	0.5	15
Long Ported Barrel	Superior recoil, range and sighted accuracy. Poor hip-fire accuracy.	Adhesive (4), Copper (5), Screw (3)	Rank 2: Gun Nut	0.5	16
Long Finned Barrel	No accuracy penalty while firing. Superior range and sighted accuracy. Better recoil. Poor hip-fire accuracy.	Adhesive (5), Aluminum (3), Copper (6), Screw (4)	Rank 2: Gun Nut	0.5	17
Grip					
Standard Grip	Standard.	Screw (1), Steel (1)	—	0.5	10
Comfort Grip	Improved recoil and hip-fire accuracy.	Adhesive (1), Screw (1), Steel (1)	—	0.5	11
Standard Stock	Exceptional sighted accuracy. Better recoil and aim with scopes. Improved bash.	Adhesive (3), Copper (4), Screw (3)	—	0.5	12
Sharpshooter's Grip	Better recoil and hip-fire accuracy.	Adhesive (2), Cork (1), Rubber (1), Screw (2), Wood (3)	Rank 1: Gun Nut	0.5	13

Marksman's Stock	Exceptional sighted accuracy. Superior recoil and aim with scopes. Improved bash.	Adhesive (4), Copper (5), Cork (2), Rubber (3), Screw (3)	Rank 2: Gun Nut	0.5	14
Recoil Compensating Stock	Exceptional sighted accuracy and recoil. Better aim with scopes. Improved bash.	Adhesive (5), Copper (6), Cork (2), Rubber (4), Screw (4)	Rank 3: Gun Nut	0.5	15
Sights					
Standard Sights	Standard.	Adhesive (1), Steel (1)	—	0.5	10
Glow Sights	Improved focus and better sighted accuracy.	Adhesive (1), Nuclear Material (1), Steel (1)	—	0.5	11
Short Scope	Improved magnification. Superior sighted accuracy.	Adhesive (1), Glass (1), Screw (1), Steel (1)	—	0.5	12
Reflex Sight	Better focus and sighted accuracy.	Adhesive (2), Aluminum (3), Screw (2)	—	0.5	13
Glow Reflex Sight	Better focus and sighted accuracy.	Adhesive (2), Aluminum (3), Nuclear Material (1), Screw (2)	—	0.5	14
Medium Scope	Better magnification. Superior sighted accuracy.	Adhesive (2), Aluminum (3), Glass (2), Screw (1)	Rank 1: Gun Nut	0.5	16
Long Scope	Superior magnification and sighted accuracy.	Adhesive (3), Aluminum (4), Glass (4), Screw (2)	Rank 2: Gun Nut	0.5	17
Short Night Vision Scope	Night vision. Improved magnification. Superior sighted accuracy.	Adhesive (3), Glass (2), Nuclear Material (1), Screw (2), Silver (2)	Rank 2: Gun Nut, Rank 1: Science!	0.5	18
Medium Night Vision Scope	Night vision. Better magnification. Superior sighted accuracy.	Adhesive (5), Circuitry (1), Fiber Optics (1), Glass (4), Nuclear Material (2), Screw (3), Silver (3)	Rank 2: Gun Nut, Rank 1: Science!	0.5	19
Long Night Vision Scope	Night vision. Superior magnification and sighted accuracy.	Adhesive (6), Circuitry (2), Fiber Optics (2), Glass (5), Nuclear Material (3), Screw (3)	Rank 3: Gun Nut, Rank 1: Science!	0.5	20
Short Recon Scope	Tracks targets. Improved magnification. Superior sighted accuracy.	Adhesive (6), Circuitry (3), Crystal (5), Fiber Optics (3), Nuclear Material (4), Screw (4)	Rank 3: Gun Nut, Rank 1: Science!	0.5	20
Long Recon Scope	Tracks targets. Superior magnification and sighted accuracy.	Adhesive (6), Circuitry (3), Crystal (5), Fiber Optics (3), Nuclear Material (4), Screw (4)	Rank 3: Gun Nut, Rank 1: Science!	0.5	21
Muzzle					
No Muzzle	—	—	—	—	—
Small Bayonet	Better bash. Reduced range.	Adhesive (1), Screw (1), Steel (3)	—	0.5	10

Large Bayonet	Superior bash. Inferior range.	Adhesive (2), Screw (2), Steel (4)	—	0.5	11
Compensator	Improved per-shot recoil. Improved recoil control. Reduced range.	Adhesive (3), Screw (2), Steel (3)	Rank 1: Gun Nut	0.5	12
Muzzle Brake	Exceptional recoil control. Better per-shot recoil. Inferior range.	Adhesive (3), Aluminum (4), Screw (3)	Rank 2: Gun Nut	0.5	13
Suppressor	Suppresses sound from firing. Exceptional per-shot recoil. Improved recoil control. Poor range.	Adhesive (4), Aluminum (5), Plastic (4), Screw (4)	Rank 3: Gun Nut	0.5	14
PLASMA GUN					
Receiver					
Standard Capacitor	Standard.	Adhesive (1), Circuitry (2), Crystal (2), Nuclear Material (2), Screw (4), Steel (7)	—	0.5	30
Beta Wave Tuner	Adds burning damage. Improved range.	Adhesive (2), Circuitry (3), Crystal (3), Nuclear Material (3), Screw (4), Steel (7)	—	0.5	31
Boosted Capacitor	Improved damage. Reduced **ammo** capacity.	Adhesive (3), Circuitry (6), Crystal (5), Nuclear Material (5), Screw (4), Silver (1), Steel (8)	—	0.5	32
Photon Exciter	Improved critical shot damage and accuracy.	Adhesive (2), Circuitry (3), Crystal (2), Nuclear Material (3), Screw (4), Steel (7)	—	0.5	33
Photon Agitator	Superior critical shot damage. Better accuracy and **ammo** capacity.	Adhesive (4), Circuitry (6), Crystal (5), Nuclear Material (5), Screw (4), Silver (2), Steel (8)	Rank 2: Science!	0.5	34
Gamma Wave Emitter	Adds better burning damage. Better range and **ammo** capacity.	Adhesive (5), Circuitry (6), Crystal (5), Nuclear Material (5), Screw (4), Silver (3), Steel (8)	Rank 2: Science!	0.5	35
Maximized Capacitor	Better damage.	Adhesive (6), Aluminum (8), Circuitry (8), Crystal (6), Gold (1), Nuclear Material (6), Screw (4)	Rank 2: Science!	0.5	36
Boosted Photon Agitator	Superior critical shot damage and **ammo** capacity. Better accuracy. Improved damage.	Adhesive (6), Aluminum (8), Circuitry (8), Crystal (6), Gold (2), Nuclear Material (6), Screw (4)	Rank 3: Science!	0.5	37

Boosted Gamma Wave Emitter	Adds better burning damage. Superior **ammo** capacity. Better range. Improved damage.	Adhesive (7), Aluminum (8), Circuitry (8), Crystal (6), Gold (3), Nuclear Material (6), Screw (4)	Rank 3: Science!	0.5	38
Overcharged Capacitor	Superior damage. Improved **ammo** capacity.	Adhesive (8), Aluminum (11), Circuitry (10), Crystal (8), Gold (4), Nuclear Material (8), Screw (4)	Rank 4: Science!	0.5	39
Barrel					
Short Barrel	Standard.	Adhesive (1), Circuitry (1), Fiber Optics (1), Glass (2), Screw (2), Steel (3)	—	0.5	30
Splitter	Fires multiple projectiles. Improved damage. Poor accuracy.	Adhesive (2), Circuitry (2), Fiber Optics (1), Glass (3), Screw (4), Steel (6)	—	0.5	31
Automatic Barrel	Improved rate of fire, range and sighted accuracy. Worse recoil. Reduced **ammo** capacity. Poor hip-fire accuracy.	Adhesive (2), Circuitry (3), Crystal (4), Fiber Optics (2), Gear (5), Oil (2), Screw (5), Silver (2), Steel (8)	Rank 1: Science!	0.5	32
Sniper Barrel	Superior damage and range. Worse recoil. Poor **ammo** capacity and hip-fire accuracy.	Adhesive (3), Circuitry (4), Crystal (5), Fiber Optics (3), Screw (6), Silver (3), Steel (11)	Rank 2: Science!	0.5	33
Flamer Barrel	Flame-thrower conversion.	Adhesive (3), Circuitry (4), Crystal (5), Fiber Optics (3), Screw (6), Silver (5), Steel (11)	Rank 2: Science!	0.5	34
Improved Short Barrel	Improved damage.	Adhesive (4), Aluminum (3), Circuitry (3), Crystal (4), Fiber Optics (1), Screw (3), Silver (4)	Rank 2: Science!	0.5	35
Improved Splitter	Fires multiple projectiles. Better damage. Poor accuracy.	Adhesive (5), Aluminum (6), Circuitry (4), Crystal (5), Fiber Optics (2), Screw (5), Silver (5)	Rank 3: Science!	0.5	36
Improved Automatic Barrel	Superior rate of fire. Improved damage, range and sighted accuracy. Worse recoil. Reduced **ammo** capacity. Poor hip-fire accuracy.	Adhesive (6), Aluminum (8), Circuitry (5), Crystal (3), Fiber Optics (4), Gear (8), Glass (6), Gold (4), Oil (2), Screw (6), Spring (6)	Rank 3: Science!	0.5	32
Improved Sniper Barrel	Exceptional damage. Superior range. Worse recoil. Poor **ammo** capacity and hip-fire accuracy.	Adhesive (6), Aluminum (11), Circuitry (6), Crystal (8), Fiber Optics (6), Gold (5), Screw (7)	Rank 3: Science!	0.5	33
Grip					
Standard Grip	Standard.	Adhesive (1), Screw (2), Steel (3)	—	0.5	30
Comfort Grip	Improved recoil and hip-fire accuracy.	Adhesive (2), Plastic (4), Screw (3)	—	0.5	31

Standard Stock	Exceptional sighted accuracy. Better recoil and aim with scopes. Improved bash.	Adhesive (5), Screw (7), Steel (1)	Rank 2: Science!	0.5	32
Marksman's Stock	Exceptional sighted accuracy. Superior recoil and aim with scopes. Improved bash.	Adhesive (5), Fiberglass (10), Rubber (1), Screw (6), Spring (3)	Rank 3: Science!	0.5	33
Recoil Compensating Stock	Exceptional sighted accuracy and recoil. Better aim with scopes. Improved bash.	Adhesive (8), Aluminum (13), Rubber (2), Screw (10), Spring (8)	Rank 3: Science!	0.5	34
Sights					
Standard Sights	Standard.	Adhesive (1), Steel (2)	—	0.5	30
Short Scope	Improved magnification. Superior sighted accuracy.	Adhesive (2), Glass (1), Screw (2), Steel (3)	—	0.5	31
Reflex Sight	Better focus and sighted accuracy.	Adhesive (2), Aluminum (2), Glass (1), Nuclear Material (2), Screw (2), Silver (1)	Rank 1: Science!	0.5	32
Medium Scope	Better magnification. Superior sighted accuracy.	Adhesive (3), Glass (2), Screw (2), Steel (4)	Rank 2: Science!	0.5	34
Long Scope	Superior magnification and sighted accuracy.	Adhesive (4), Glass (4), Screw (4), Steel (5)	Rank 2: Science!	0.5	35
Short Night Vision Scope	Night vision. Improved magnification. Superior sighted accuracy.	Adhesive (4), Aluminum (6), Circuitry (1), Fiber Optics (1), Glass (2), Nuclear Material (2), Screw (2), Silver (2)	Rank 3: Science!	0.5	36
Medium Night Vision Scope	Night vision. Better magnification. Superior sighted accuracy.	Adhesive (4), Aluminum (7), Circuitry (2), Fiber Optics (2), Glass (4), Nuclear Material (4), Screw (2), Silver (2)	Rank 3: Science!	0.5	37
Long Night Vision Scope	Night vision. Superior magnification and sighted accuracy.	Adhesive (5), Aluminum (8), Circuitry (3), Fiber Optics (2), Glass (5), Nuclear Material (6), Screw (4)	Rank 3: Science!	0.5	38
Short Recon Scope	Tracks targets. Improved magnification. Superior sighted accuracy.	Adhesive (6), Aluminum (9), Circuitry (4), Crystal (6), Fiber Optics (2), Nuclear Material (7), Screw (5)	Rank 4: Science!	0.5	38
Long Recon Scope	Tracks targets. Superior magnification and sighted accuracy.	Adhesive (6), Aluminum (9), Circuitry (4), Crystal (6), Fiber Optics (2), Nuclear Material (7), Screw (5)	Rank 4: Science!	0.5	39

RAILWAY RIFLE

Receiver					
Standard Receiver	Standard.	Gear (4), Nuclear Material (4), Oil (6), Screw (4), Steel (8)	—	0.5	1
Automatic Piston Receiver	Improved rate of fire. Inferior Range.	Adhesive (8), Aluminum (12), Gear (6), Nuclear Material (6), Oil (8), Screw (6)	Rank 2: Gun Nut	0.5	71
Barrel					
Short Barrel	Standard.	Screw (4), Steel (6)	—	0.5	70
Long Barrel	Superior range and sighted accuracy. Better recoil. Poor hip-fire accuracy.	Adhesive (7), Aluminum (10), Fiberglass (8), Oil (4), Screw (6)	—	0.5	71
Grip					
Standard Stock	Standard.	Adhesive (6), Plastic (2), Screw (8), Steel (13)	—	0.5	70
Recoil Compensating Stock	Exceptional recoil.	Adhesive (10), Aluminum (14), Rubber (3), Screw (12), Spring (11)	Rank 3: Gun Nut	0.5	71
Sights					
Standard Sights	Standard.	Adhesive (1), Steel (2)	—	0.5	1
Short Scope	Improved magnification. Superior sighted accuracy.	Adhesive (2), Glass (2), Screw (2), Steel (4)	—	0.5	71
Reflex Sight	Better focus and sighted accuracy.	Adhesive (3), Aluminum (4), Fiber Optics (2), Glass (2), Nuclear Material (2), Screw (2)	—	0.5	72
Medium Scope	Better magnification. Superior sighted accuracy.	Adhesive (3), Glass (3), Screw (2), Steel (5)	Rank 3: Gun Nut	0.5	74
Long Scope	Superior magnification and sighted accuracy.	Adhesive (4), Glass (5), Screw (2), Steel (6)	Rank 3: Gun Nut	0.5	75
Short Night Vision Scope	Night vision. Improved magnification. Superior sighted accuracy.	Adhesive (4), Aluminum (4), Circuitry (2), Fiber Optics (3), Glass (3), Nuclear Material (2), Screw (2), Silver (2)	Rank 3: Gun Nut, Rank 1: Science!	0.5	76
Medium Night Vision Scope	Night vision. Better magnification. Superior sighted accuracy.	Adhesive (4), Aluminum (5), Circuitry (3), Fiber Optics (5), Glass (5), Nuclear Material (4), Screw (2), Silver (2)	Rank 3: Gun Nut, Rank 1: Science!	0.5	77
Long Night Vision Scope	Night vision. Superior magnification and sighted accuracy.	Adhesive (5), Aluminum (6), Circuitry (5), Fiber Optics (6), Glass (6), Gold (2), Nuclear Material (6), Screw (2)	Rank 4: Gun Nut, Rank 1: Science!	0.5	78

Short Recon Scope	Tracks targets. Improved magnification. Superior sighted accuracy.	Adhesive (6), Aluminum (6), Circuitry (6), Crystal (8), Fiber Optics (8), Gold (3), Nuclear Material (7), Screw (3)	Rank 4: Gun Nut, Rank 1: Science!	0.5	78
Long Recon Scope	Tracks targets. Superior magnification and sighted accuracy.	Adhesive (6), Aluminum (6), Circuitry (6), Crystal (8), Fiber Optics (8), Gold (3), Nuclear Material (7), Screw (3)	Rank 4: Gun Nut, Rank 1: Science!	0.5	79
Muzzle					
No Muzzle	—	—	—	—	—
Large Bayonet	Superior bash. Inferior range.	Adhesive (6), Plastic (5), Screw (6), Steel (8)	—	0.5	70
SUBMACHINE GUN					
Receiver					
Standard Receiver	Standard.	Adhesive (2), Gear (4), Oil (6), Screw (4), Steel (6)	—	0.5	15
Armor Piercing Receiver	Improved **armor** penetration and range.	Adhesive (3), Gear (4), Oil (6), Screw (5), Steel (4)	Rank 1: Gun Nut	0.5	16
Hardened Receiver	Better damage.	Adhesive (4), Gear (4), Oil (6), Screw (4), Steel (5)	Rank 1: Gun Nut	0.5	17
Rapid Receiver	Superior rate of fire.	Adhesive (4), Aluminum (5), Gear (5), Oil (7), Spring (6)	Rank 2: Gun Nut	0.5	18
Hardened Piercing Receiver	Better damage. Improved **armor** penetration and range.	Adhesive (4), Aluminum (6), Gear (6), Oil (6), Screw (7)	Rank 2: Gun Nut	0.5	19
Powerful Receiver	Superior damage.	Adhesive (5), Aluminum (6), Gear (6), Oil (7), Screw (5)	Rank 2: Gun Nut	0.5	20
Barrel					
Standard Barrel	Standard.	Adhesive (1), Screw (3), Steel (3)	—	0.5	15
Short Light Barrel	Improved hip-fire accuracy.	Adhesive (2), Aluminum (3), Screw (3)	—	0.5	16
Grip					
Short Stock	Standard.	Adhesive (2), Screw (5), Wood (5)	—	0.5	15
Full Stock	Better recoil.	Adhesive (4), Screw (6), Steel (6)	Rank 1: Gun Nut	0.5	16
Recoil Compensating Stock	Exceptional recoil.	Adhesive (6), Aluminum (7), Rubber (3), Screw (8), Spring (6)	Rank 2: Gun Nut	0.5	17
Mag					

Medium Magazine	Standard.	Adhesive (1), Screw (3), Spring (3), Steel (3)	—	0.5	1
Large Drum	Superior **ammo** capacity. Inferior reload speed.	Adhesive (2), Screw (4), Spring (5), Steel (5)	—	0.5	16
Medium Quick Eject Drum	Better reload speed.	Adhesive (2), Oil (3), Screw (3), Spring (6), Steel (3)	Rank 1: Gun Nut	0.5	17
Large Quick Eject Drum	Superior **ammo** capacity. Improved reload speed.	Adhesive (3), Aluminum (5), Oil (5), Screw (4), Spring (8)	Rank 2: Gun Nut	0.5	18
Sights					
Standard Sights	Standard.	Adhesive (1), Steel (1)	—	0.5	1
Glow Sights	Improved focus and better sighted accuracy.	Adhesive (1), Nuclear Material (1), Steel (1)	—	0.5	16
Reflex Sight	Better focus and sighted accuracy.	Adhesive (2), Aluminum (2), Glass (1), Nuclear Material (1), Screw (1)	—	0.5	17
Muzzle					
No Muzzle	—	—	—	—	—
Compensator	Improved per-shot recoil. Improved recoil control. Reduced range.	Adhesive (3), Steel (2)	Rank 1: Gun Nut	0.5	15
Muzzle Brake	Exceptional recoil control. Better per-shot recoil. Inferior range.	Adhesive (4), Steel (2)	Rank 1: Gun Nut	0.5	16
Suppressor	Suppresses sound from firing. Exceptional per-shot recoil. Improved recoil control. Poor range.	Adhesive (5), Aluminum (3), Plastic (3), Screw (2)	Rank 2: Gun Nut	0.5	17
SYRINGER					
Barrel					
Stub Barrel	Improved hip-fire accuracy. Inferior range and sighted accuracy.	Screw (1), Steel (1)	—	0.5	30
Short Barrel	Standard.	Adhesive (1), Copper (2), Screw (1)	—	0.5	31
Long Barrel	Superior range and sighted accuracy. Better recoil. Poor hip-fire accuracy.	Adhesive (2), Copper (3), Screw (2)	—	0.5	32
Grip					
Standard Stock	Standard.	Adhesive (2), Screw (2), Steel (3)	—	0.5	32
Marksman's Stock	Superior recoil. Better aim with scopes.	Adhesive (2), Copper (3), Cork (1), Rubber (1), Screw (2), Spring (2)	—	0.5	34

Recoil Compensating Stock	Exceptional recoil.	Adhesive (3), Copper (4), Cork (2), Rubber (2), Screw (3), Spring (3)	—	0.5	35
Sights					
Standard Sights	Standard.	Adhesive (1), Steel (1)	—	0.5	1
Glow Sights	Improved focus and better sighted accuracy.	Adhesive (2), Nuclear Material (1), Steel (2)	—	0.5	31
Short Scope	Improved magnification. Superior sighted accuracy.	Adhesive (1), Glass (1), Screw (1), Steel (1)	—	0.5	32
Reflex Sight	Better focus and sighted accuracy.	Adhesive (1), Screw (2)	—	0.5	33
Glow Reflex Sight	Better focus and sighted accuracy.	Adhesive (1), Nuclear Material (1), Screw (2)	—	0.5	31
Medium Scope	Better magnification. Superior sighted accuracy.	Adhesive (2), Glass (2), Screw (1), Steel (2)	Rank 1: Gun Nut	0.5	36
Long Scope	Superior magnification and sighted accuracy.	Adhesive (2), Glass (4), Screw (1), Steel (2)	Rank 1: Gun Nut	0.5	37
Short Night Vision Scope	Night vision. Improved magnification. Superior sighted accuracy.	Adhesive (2), Glass (2), Nuclear Material (1), Screw (1), Silver (1)	Rank 1: Gun Nut, Rank 1: Science!	0.5	38
Medium Night Vision Scope	Night vision. Better magnification. Superior sighted accuracy.	Adhesive (2), Circuitry 1, Fiber Optics (1), Glass (4), Nuclear Material (2), Screw (1), Silver (1)	Rank 1: Gun Nut, Rank 1: Science!	0.5	39
Long Night Vision Scope	Night vision. Superior magnification and sighted accuracy.	Adhesive (2), Circuitry (2), Fiber Optics (1), Glass (5), Nuclear Material (3), Screw (2)	Rank 2: Gun Nut, Rank 1: Science!	0.5	40
Short Recon Scope	Tracks targets. Improved magnification. Superior sighted accuracy.	Adhesive (3), Circuitry (2), Crystal (6), Fiber Optics (2), Nuclear Material (4), Screw (2)	Rank 2: Gun Nut, Rank 1: Science!	0.5	40
Long Recon Scope	Tracks targets. Superior magnification and sighted accuracy.	Adhesive (3), Circuitry (2), Crystal (6), Fiber Optics (2), Nuclear Material (4), Screw (2)	Rank 2: Gun Nut, Rank 1: Science!	0.5	41

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Mods Charts

Armor Mods

ARMOR MODS

NAME	DESCRIPTION	BUILD WITH	PREREQUISITES	WEIGHT (LOOSE)	VALUE (LOOSE)
BALLISTIC WEAVE (MISC. GARMENTS)					
Weave					
Ballistic Weave	Adds Damage and Energy Resistance.	Adhesive (4), Ballistic Fiber (8), Fiberglass (6)	Complete Railroad Quest: **Jackpot**, then speak to Tinker Tom.	0.5	20
Ballistic Weave Mk2	Improved Damage and Energy Resistance.	Adhesive (5), Ballistic Fiber (9), Fiberglass (7)	Rank 1: Armorer / Complete Railroad Quest: **Jackpot**, then speak to Tinker Tom.	0.5	40
Ballistic Weave Mk3	Better Damage and Energy Resistance.	Adhesive (6), Ballistic Fiber (10), Fiberglass (8)	Rank 2: Armorer / Complete Railroad Quest: **Jackpot**, then speak to Tinker Tom.	0.5	60
Ballistic Weave Mk4	Superior Damage and Energy Resistance.	Adhesive (7), Ballistic Fiber (11), Fiberglass (9)	Rank 3: Armorer / Complete Railroad Quest: **Jackpot**, then speak to Tinker Tom.	0.5	80
Ballistic Weave Mk5	Exceptional Damage and Energy Resistance.	Adhesive (8), Ballistic Fiber (12), Fiberglass (10)	Rank 4: Armorer / Complete Railroad Quest: **Jackpot**, then speak to Tinker Tom.	0.5	100
Institute Killer Weave	Grants 10% bonus damage against Institute members and synths.	(Cannot be crafted.)	Complete Railroad Quest: **Randolph Safehouse** 6. Additional Institute Killer Weave **mods** can then be purchased from Tinker Tom.	0.5	121
COMBAT ARMOR ARM					
Material					
Standard	Standard.	—	—	—	—
Brotherhood of Steel	Adds Radiation Resistance.	—	Complete Brotherhood of Steel Quest: **Shadow of Steel** and remain a member of the Brotherhood.	—	—
Reinforced **Combat Armor**	Improves Damage and Energy Resistance.	Adhesive (1), Cloth)2, Leather (2), Steel (2)	—	0.5	25
Shadowed **Combat Armor**	Improves stealth in dark areas, Damage and Energy Resistance.	Adhesive (1), Cloth (2), Leather (2), Oil (2), Steel (2)	Rank 4: Armorer	0.5	26
Fiberglass **Combat Armor**	Improves Damage and Energy Resistance.	Adhesive (2), Cloth (4), Leather (4), Steel (4)	Rank 4: Armorer	0.5	27
Polymer **Combat Armor**	Improves Damage and Energy Resistance.	Adhesive (4), Cloth (8), Leather (8), Steel (8)	Rank 4: Armorer	0.5	28
MISCELLANEOUS					
No **Misc**					
Lighter Build	Reduces weight. (Compatible with any **Combat Armor** limb.)	Adhesive (3), Cork (4), Fiberglass (4), Rubber (3)	—	0.5	5
Pocketed	Improves carrying capacity. (Compatible with any **Combat Armor** limb.)	Adhesive (3), Cloth (4), Leather (4)	—	0.5	15
Braced	Reduce additional melee damage while blocking.	Adhesive (5), Bone (6), Steel (4)	Rank 1: Armorer	0.5	10
Brawling	Improved Unarmed damage.	Adhesive (5), Bone (3), Lead (4), Screw (2)	Rank 1: Armorer	0.5	10
Strengthened	Reduces limb damage. (Compatible with any **Combat Armor** limb.)	Adhesive (5), Plastic (5), Screw (5), Steel (5)	Rank 1: Armorer	0.5	10
Deep Pocketed	Improved carrying capacity. (Compatible with any **Combat Armor** limb.)	Adhesive (6), Cloth (5), Leather (6)	Rank 2: Armorer	0.5	15
Lead Lined	Reduces radiation damage. (Compatible with any **Combat Armor** limb.)	Adhesive (6), Lead (8), Screw (4)	Rank 2: Armorer, Rank 1: Science!	0.5	15
Stabilized	Scoped Aiming is more steady.	Adhesive (6), Aluminum (7), Fiber Optics (3), Spring (4)	Rank 2: Armorer	0.5	15
Aerodynamic	**Power** attacks drain less AP.	Adhesive (7), Aluminum (7), Fiberglass (6), Spring (5)	Rank 3: Armorer	0.5	20
Ultra-Light Build	Greatly reduced weight and increased AP bonus. (Compatible with any **Combat Armor** limb.)	Adhesive (7), Cork (6), Fiberglass (8), Rubber (5)	Rank 3: Armorer	0.5	20
Weighted	Unarmed and Melee attacks ignore some of target's **armor**.	Adhesive (8), Aluminum (10), Bone (4), Fiberglass (4)	Rank 4: Armorer	0.5	25
COMBAT ARMOR CHEST PIECE					
Material					
Standard	Standard.	—	—	—	—
Brotherhood of Steel	Adds Radiation Resistance.	—	Complete Brotherhood of Steel Quest: **Shadow of Steel** and remain a member of the Brotherhood.	—	—
Reinforced **Combat Armor**	Improves Damage and Energy Resistance.	Adhesive (2), Cloth (4), Leather (6), Steel (6)	—	0.5	25
Shadowed **Combat Armor**	Improves stealth in dark areas, Damage and Energy Resistance.	Adhesive (2), Cloth (4), Leather (6), Oil (4), Steel (6)	Rank 4: Armorer	0.5	26
Fiberglass **Combat Armor**	Improves Damage and Energy Resistance.	Adhesive (4), Cloth (8), Leather (12), Steel (12)	Rank 4: Armorer	0.5	27
Polymer **Combat Armor**	Improves Damage and Energy Resistance.	Adhesive (8), Cloth (16), Leather (24) ,Steel (24)	Rank 4: Armorer	0.5	28
Miscellaneous					
No **Misc**	—	—	—	—	—
Lighter Build	Reduces weight.	Adhesive (3), Cork (4), Fiberglass (5), Rubber (3)	—	0.5	5
Padded	Reduced damage from explosions.	Adhesive (3), Ballistic Fiber (3), Rubber (3)	—	0.5	5
Pocketed	Improves carrying capacity.	Adhesive (3), Cloth (4), Leather (4)	—	0.5	5
Asbestos Lining	Reduced Energy Damage and Immune to being set on Fire.	Adhesive (5), Asbestos (6), Ballistic Fiber (6), Rubber (3)	Rank 1: Armorer	0.5	10
Deep Pocketed	Improved carrying capacity.	Adhesive (6), Cloth (5), Leather (6)	Rank 2: Armorer	0.5	15
Lead Lined	Reduces radiation damage.	Adhesive (6), Lead (8), Screw (4)	Rank 2: Armorer, Rank 1: Science!	0.5	15
Dense	Greatly reduced damage from explosions.	Adhesive (7), Ballistic Fiber (6), Fiberglass (3), Rubber (4)	Rank 3: Armorer	0.5	20
Ultra-Light Build	Greatly reduced weight and increased AP bonus.	Adhesive (7), Cork (6), Fiberglass (8), Rubber (5)	Rank 3: Armorer	0.5	20
Pneumatic	Reduces the magnitude of incoming staggers.	Adhesive (8), Aluminum (5), Ballistic Fiber (7), Lead (10)	Rank 4: Armorer	0.5	25
BioCommMesh	Increases duration of **chems** 50%.	Adhesive (8), Aluminum (12), Circuitry (8), Cloth (6)	Rank 4: Armorer, Rank 2: Science!	0.5	31
COMBAT ARMOR HELMET					
Material					
Standard	Standard.	—	—	—	—
Brotherhood of Steel	Adds Radiation Resistance.	—	Complete Brotherhood of Steel Quest: **Shadow of Steel** and remain a member of the Brotherhood.	—	—
Reinforced **Combat Armor**	Improves Damage and Energy Resistance.	Adhesive (1), Cloth (2), Leather (2), Steel (2)	—	0.5	25
Shadowed **Combat Armor**	Improves stealth in dark areas, Damage and Energy Resistance.	Adhesive (1), Cloth (2), Leather (2), Oil (2), Steel (2)	Rank 2: Armorer	0.5	26
Fiberglass **Combat Armor**	Improves Damage and Energy Resistance.	Adhesive (2), Cloth (4), Leather (4), Steel (4)	Rank 2: Armorer	0.5	27
Polymer **Combat Armor**	Improves Damage and Energy Resistance.	Adhesive (4), Cloth (8), Leather (8), Steel (8)	Rank 2: Armorer	0.5	28
COMBAT ARMOR LEG					
Material					
Standard	Standard.	—	—	—	—
Brotherhood of Steel	Adds Radiation Resistance.	—	Complete Brotherhood of Steel Quest: **Shadow of Steel** and remain a member of the Brotherhood.	—	—
Reinforced **Combat Armor**	Improves Damage and Energy Resistance.	Adhesive (1), Cloth (2), Leather (2), Steel (2)	—	0.5	25
Shadowed **Combat Armor**	Improves stealth in dark areas, Damage and Energy Resistance.	Adhesive (1), Cloth (2), Leather (2), Oil (2), Steel (2)	Rank 4: Armorer	0.5	26
Fiberglass **Combat Armor**	Improves Damage and Energy Resistance.	Adhesive (2), Cloth (4), Leather (4), Steel (4)	Rank 4: Armorer	0.5	27
Polymer **Combat Armor**	Improves Damage and Energy Resistance.	Adhesive (4), Cloth (8), Leather (8), Steel (8)	Rank 4: Armorer	0.5	28
Miscellaneous					
No **Misc**	—	—	—	—	—
Lighter Build	Reduces weight. (Compatible with any **Combat Armor** limb.)	Adhesive (3), Cork (4), Fiberglass (4), Rubber (3)	—	0.5	5
Pocketed	Improves carrying capacity. (Compatible with any **Combat Armor** limb.)	Adhesive (3), Cloth (4), Leather (4)	—	0.5	5
Cushioned	Reduces falling damage.	Adhesive (5), Cloth (6), Cork (7), Rubber (7)	Rank 1: Armorer	0.5	10
Strengthened	Reduces limb damage. (Compatible with any **Combat Armor** limb.)	Adhesive (5), Plastic (5), Screw (5), Steel (5)	Rank 1: Armorer	0.5	10
Deep Pocketed	Improved carrying capacity. (Compatible with any **Combat Armor** limb.)	Adhesive (6), Cloth (5), Leather (6)	Rank 2: Armorer	0.5	15
Lead Lined	Reduces radiation damage. (Compatible with any **Combat Armor** limb.)	Adhesive (6), Lead (8), Screw (4)	Rank 2: Armorer, Rank 1: Science!	0.5	15
Muffled	Reduces detection from moving.	Adhesive (6), Cloth (5), Rubber (7)	Rank 2: Armorer	0.5	15
Custom Fitted	Sprinting takes less AP.	Adhesive (7), Leather (8), Rubber (4), Spring (5)	Rank 3: Armorer	0.5	20
Ultra-Light Build	Greatly reduced weight and increased AP bonus. (Compatible with any **Combat Armor** limb.)	Adhesive (7), Cork (6), Fiberglass (8), Rubber (5)	Rank 3: Armorer	0.5	20
Sleek	Increased Movement Speed while sneaking.	Adhesive (8), Fiberglass (5), Oil (4), Rubber (10)	Rank 4: Armorer	0.5	25
DC GUARD UMPIRE'S PADS					
Miscellaneous					
No **Misc**	—	—	—	—	—
Lighter Build	Reduces weight.	Adhesive (3), Cork (4), Fiberglass (4), Rubber (3)	—	0.5	5
Padded	Reduced damage from explosions.	Adhesive (3), Ballistic Fiber (3), Rubber (3)	—	0.5	5
Pocketed	Improves carrying capacity.	Adhesive (3), Cloth (4), Leather (4)	—	0.5	5
Asbestos Lining	Reduced Energy Damage and Immune to being set on Fire.	Adhesive (5), Asbestos (6), Ballistic Fiber (6), Rubber (3)	Rank 1: Armorer	0.5	10
Deep Pocketed	Improved carrying capacity.	Adhesive (6), Cloth (5), Leather (6)	Rank 2: Armorer	0.5	15
Lead Lined	Reduces radiation damage.	Adhesive (6), Lead (8), Screw (4)	Rank 2: Armorer, Rank 1: Science!	0.5	15
Dense	Greatly reduced damage from explosions.	Adhesive (7), Ballistic Fiber (6), Fiberglass (3), Rubber (4)	Rank 3: Armorer	0.5	20
Ultra-Light Build	Greatly reduced weight and increased AP bonus.	Adhesive (7), Cork (6), Fiberglass (8), Rubber (5)	Rank 3: Armorer	0.5	20
BioCommMesh	Increases duration of **chems** 50%.	Adhesive (8), Aluminum (12), Circuitry (8), Cloth (6)	Rank 4: Armorer, Rank 2: Science!	0.5	25
Pneumatic	Reduces the magnitude of incoming staggers.	Adhesive (8), Aluminum (5), Ballistic Fiber (7), Lead (10)	Rank 4: Armorer	0.5	25
LEATHER ARM					
Material					
Standard	Standard.	—	—	—	—
Boiled Leather	Improves Damage and Energy Resistance.	Adhesive (1), Cloth (2), Leather (2)	—	0.5	10
Girded Leather	Improves Damage and Energy Resistance.	Adhesive (1), Cloth (2), Leather (3)	—	0.5	11
Treated Leather	Improves Damage and Energy Resistance.	Adhesive (2), Cloth (2), Leather (2)	—	0.5	12
Shadowed Leather	Improves stealth in dark areas, Damage and Energy Resistance.	Adhesive (2), Cloth (2), Leather (4), Oil (2)	Rank 1: Armorer	0.5	13
Studded Leather	Improves Damage and Energy Resistance.	Adhesive (2), Cloth (2), Leather (5)	Rank 1: Armorer	0.5	14
Miscellaneous					
No **Misc**	—	—	—	—	—
Lighter Build	Reduces weight. (Compatible with any Leather limb.)	Adhesive (3), Cork (4), Fiberglass (4), Rubber (3)	—	0.5	5
Pocketed	Improves carrying capacity. (Compatible with any Leather limb.)	Adhesive (3), Cloth (4), Leather (4)	—	0.5	5
Braced	Reduce additional melee damage while blocking.	Adhesive (5), Bone (6), Steel (4)	Rank 1: Armorer	0.5	10
Brawling	Improved Unarmed damage.	Adhesive (5), Bone (3), Lead (4), Screw (2)	Rank 1: Armorer	0.5	10
Strengthened	Reduces limb damage. (Compatible with any Leather limb.)	Adhesive (5), Plastic (5), Screw (5), Steel (5)	Rank 1: Armorer	0.5	10
Deep Pocketed	Improved carrying capacity. (Compatible with any Leather limb.)	Adhesive (6), Cloth (5), Leather (6)	Rank 2: Armorer	0.5	15
Lead Lined	Reduces radiation damage. (Compatible with any Leather limb.)	Adhesive (6), Lead (8), Screw (4)	Rank 2: Armorer, Rank 1: Science!	0.5	15
Stabilized	Scoped Aiming is more steady.	Adhesive (6), Aluminum (7), Fiber Optics (3), Spring (4)	Rank 2: Armorer	0.5	15
Aerodynamic	**Power** attacks drain less AP.	Adhesive (7), Aluminum (7), Fiberglass (6), Spring (5)	Rank 3: Armorer	0.5	20
Ultra-Light Build	Greatly reduced weight and increased AP bonus. (Compatible with any Leather limb.)	Adhesive (7), Cork (6), Fiberglass (8), Rubber (5)	Rank 3: Armorer	0.5	20
Weighted	Unarmed and Melee attacks ignore some of target's **armor**.	Adhesive (8), Aluminum (10), Bone (4), Fiberglass (4)	Rank 4: Armorer	0.5	25
LEATHER CHEST PIECE					
Material					
Standard	Standard.	—	—	—	—
Boiled Leather	Improves Damage and Energy Resistance.	Adhesive (2), Cloth (4), Leather (6)	—	0.5	10
Girded Leather	Improves Damage and Energy Resistance.	Adhesive (2), Cloth (4) Leather (8)	—	0.5	11
Treated Leather	Improves Damage and Energy Resistance.	Adhesive (3), Cloth (4), Leather (10)	Rank 1: Armorer	0.5	12
Shadowed Leather	Improves stealth in dark areas, Damage and Energy Resistance.	Adhesive (3), Cloth (4), Leather (10), Oil (4)	Rank 1: Armorer	0.5	13
Studded Leather	Improves Damage and Energy Resistance.	Adhesive (3), Cloth (4), Leather (12)	Rank 1: Armorer	0.5	14
Miscellaneous					
No **Misc**	—	—	—	—	—
Lighter Build	Reduces weight.	Adhesive (3), Cork (4), Fiberglass (4), Rubber (3)	—	0.5	5
Padded	Reduced damage from explosions.	Adhesive (3), Ballistic Fiber (3), Rubber (3)	—	0.5	5
Pocketed	Improves carrying capacity.	Adhesive (3), Cloth (4), Leather (4)	—	0.5	5
Asbestos Lining	Reduced Energy Damage and Immune to being set on Fire.	Adhesive (5), Asbestos (6), Ballistic Fiber (6), Rubber (3)	Rank 1: Armorer	0.5	10
Deep Pocketed	Improved carrying capacity.	Adhesive (6), Cloth (5), Leather (6)	Rank 2: Armorer	0.5	15
Lead Lined	Reduces radiation damage.	Adhesive (6), Lead (8), Screw (4)	Rank 2: Armorer, Rank 1: Science!	0.5	15
Dense	Greatly reduced damage from explosions.	Adhesive (7), Ballistic Fiber (6), Fiberglass (3), Rubber (4)	Rank 3: Armorer	0.5	20
Ultra-Light Build	Greatly reduced weight and increased AP bonus.	Adhesive (7), Cork (6), Fiberglass (8), Rubber (5)	Rank 3: Armorer	0.5	20
BioCommMesh	Increases duration of **chems** 50%.	Adhesive (8), Aluminum (12), Circuitry (8), Cloth (6)	Rank 4: Armorer, Rank 2: Science!	0.5	25
Pneumatic	Reduces the magnitude of incoming staggers.	Adhesive (8), Aluminum (5), Ballistic Fiber (7), Lead (10)	Rank 4: Armorer	0.5	25
Leather Leg					
Material					
Standard	Standard.	—	—	—	—
Boiled Leather	Improves Damage and Energy Resistance.	Adhesive (1), Cloth (2), Leather (2)	—	0.5	10
Girded Leather	Improves Damage and Energy Resistance.	Adhesive (1), Cloth (2), Leather (3)	—	0.5	11
Treated Leather	Improves Damage and Energy Resistance.	Adhesive (2), Cloth (2), Leather (4)	Rank 1: Armorer	0.5	12
Shadowed Leather	Improves stealth in dark areas, Damage and Energy Resistance.	Adhesive (2), Cloth (2), Leather (4), Oil (2)	Rank 1: Armorer	0.5	13
Studded Leather	Improves Damage and Energy Resistance.	Adhesive (2), Cloth (2), Leather (5)	Rank 1: Armorer	0.5	14
Miscellaneous					
No **Misc**	—	—	—	—	—
Lighter Build	Reduces weight. (Compatible with any Leather limb.)	Adhesive (3), Cork (4), Fiberglass (4), Rubber (3)	—	0.5	5
Pocketed	Improves carrying capacity. (Compatible with any Leather limb.)	Adhesive (3), Cloth (4), Leather (4)	—	0.5	5
Cushioned	Reduces falling damage.	Adhesive (5), Cloth (6), Cork (7), Rubber (7)	Rank 1: Armorer	0.5	10
Strengthened	Reduces limb damage. (Compatible with any Leather limb.)	Adhesive (5), Plastic (5), Screw (5), Steel (5)	Rank 1: Armorer	0.5	10
Deep Pocketed	Improved carrying capacity. (Compatible with any Leather limb.)	Adhesive (6), Cloth (5), Leather (6)	Rank 2: Armorer	0.5	15
Lead Lined	Reduces radiation damage. (Compatible with any Leather limb.)	Adhesive (6), Lead (8), Screw (4)	Rank 2: Armorer, Rank 1: Science!	0.5	15
Muffled	Reduces detection from moving.	Adhesive (6), Cloth (5), Rubber (7)	Rank 2: Armorer	0.5	15
Custom Fitted	Sprinting takes less AP.	Adhesive (7), Leather (8), Rubber (4), Spring (5)	Rank 3: Armorer	0.5	20
Ultra-Light Build	Greatly reduced weight and increased AP bonus. (Compatible with any Leather limb.)	Adhesive (7), Cork (6), Fiberglass (8), Rubber (5)	Rank 3: Armorer	0.5	20
Sleek	Increased Movement Speed while sneaking.	Adhesive (8), Fiberglass (5), Oil (4), Rubber (10)	Rank 4: Armorer	0.5	25
METAL ARM					
Material					
Standard	Standard.	—	—	—	—
Painted Metal	Improves Damage and Energy Resistance.	Adhesive (1), Cloth (2), Steel (2)	—	0.5	25
Enameled Metal	Improves Damage and Energy Resistance.	Adhesive (1), Cloth (2), Steel (3)	Rank 1: Armorer	0.5	26
Shadowed Metal	Improves stealth in dark areas, Damage and Energy Resistance.	Adhesive (1), Cloth (2), Rubber (2), Steel (2)	Rank 1: Armorer	0.5	27
Alloyed Metal	Improves Damage and Energy Resistance.	Adhesive (2), Cloth (2), Steel (4)	Rank 1: Armorer	0.5	28
Polished Metal	Improves Damage and Energy Resistance.	Adhesive (2), Cloth (2), Steel (5)	Rank 2: Armorer	0.5	29
Miscellaneous					
No **Misc**	—	—	—	—	—
Lighter Build	Reduces weight. (Compatible with any Metal limb.)	Adhesive (3), Cork (4), Fiberglass (4), Rubber (3)	—	0.5	5
Pocketed	Improves carrying capacity. (Compatible with any Metal limb.)	Adhesive (3), Cloth (4), Leather (4)	—	0.5	5
Braced	Reduce additional melee damage while blocking.	Adhesive (5), Bone (6), Steel (4)	Rank 1: Armorer	0.5	10
Brawling	Improved Unarmed damage.	Adhesive (5), Bone (3), Lead (4), Screw (2)	Rank 1: Armorer	0.5	10
Strengthened	Reduces limb damage. (Compatible with any Metal limb.)	Adhesive (5), Plastic (5), Screw (5), Steel (5)	Rank 1: Armorer	0.5	10
Deep Pocketed	Improved carrying capacity. (Compatible with any Metal limb.)	Adhesive (6), Cloth (5), Leather (6)	Rank 2: Armorer	0.5	15
Lead Lined	Reduces radiation damage. (Compatible with any Metal limb.)	Adhesive (6), Lead (8), Screw (4)	Rank 2: Armorer, Rank 1: Science!	0.5	15
Stabilized	Scoped Aiming is more steady.	Adhesive (6), Aluminum (7), Fiber Optics (3), Spring (4)	Rank 2: Armorer	0.5	15
Aerodynamic	**Power** attacks drain less AP.	Adhesive (7), Aluminum (7), Fiberglass (6), Spring (5)	Rank 3: Armorer	0.5	20
Ultra-Light Build	Greatly reduced weight and increased AP bonus. (Compatible with any Metal limb.)	Adhesive (7), Cork (6), Fiberglass (8), Rubber (5)	Rank 3: Armorer	0.5	20
Weighted	Unarmed and Melee attacks ignore some of target's **armor**.	Adhesive (8), Aluminum (10), Bone (4), Fiberglass (4)	Rank 4: Armorer	0.5	25
METAL CHEST PIECE					
Material					
Standard	Standard.	—	—	—	—
Painted Metal	Improves Damage and Energy Resistance.	Adhesive (2), Cloth (4), Steel (6)	—	0.5	25
Enameled Metal	Improves Damage and Energy Resistance.	Adhesive (2), Cloth (4), Steel (8)	Rank 1: Armorer	0.5	26
Shadowed Metal	Improves stealth in dark areas, Damage and Energy Resistance.	Adhesive (2), Cloth (4), Rubber (6), Steel (7)	Rank 1: Armorer	0.5	27
Alloyed Metal	Improves Damage and Energy Resistance.	Adhesive (3), Cloth (4), Steel (10)	Rank 1: Armorer	0.5	28
Polished Metal	Improves Damage and Energy Resistance.	Adhesive (4), Cloth (4), Steel (12)	Rank 2: Armorer	0.5	29
Miscellaneous					
No **Misc**	—	—	—	—	—
Lighter Build	Reduces weight.	Adhesive (3), Cork (4), Fiberglass (4), Rubber (3)	—	0.5	5
Padded	Reduced damage from explosions.	Adhesive (3), Ballistic Fiber (3), Rubber (3)	—	0.5	5
Pocketed	Improves carrying capacity.	Adhesive (3), Cloth (4), Leather (4)	—	0.5	5
Asbestos Lining	Reduced Energy Damage and Immune to being set on Fire.	Adhesive (5), Asbestos (6), Ballistic Fiber (6), Rubber (3)	Rank 1: Armorer	0.5	10
Deep Pocketed	Improved carrying capacity.	Adhesive (6), Cloth (5), Leather (6)	Rank 2: Armorer	0.5	15
Lead Lined	Reduces radiation damage.	Adhesive (6), Lead (8), Screw (4)	Rank 2: Armorer, Rank 1: Science!	0.5	15
Dense	Greatly reduced damage from explosions.	Adhesive (7), Ballistic Fiber (6), Fiberglass (3), Rubber (4)	Rank 3: Armorer	0.5	20
Ultra-Light Build	Greatly reduced weight and increased AP bonus.	Adhesive (7), Cork (6), Fiberglass (8), Rubber (5)	Rank 3: Armorer	0.5	20
Pneumatic	Reduces the magnitude of incoming staggers.	Adhesive (8), Aluminum (5), Ballistic Fiber (7), Lead (10)	Rank 4: Armorer	0.5	25
BioCommMesh	Increases duration of **chems** 50%.	Adhesive (8), Aluminum (12), Circuitry (8), Cloth (6)	Rank 4: Armorer, Rank 2: Science!	0.5	31
METAL HELMET					
Material					
Standard	Standard.	—	—	—	—
Painted Metal	Improves Damage and Energy Resistance.	Adhesive (1), Cloth (1), Steel (2)	—	0.5	25
Enameled Metal	Improves Damage and Energy Resistance.	Adhesive (1), Cloth (1), Steel (3)	Rank 1: Armorer	0.5	26
Shadowed Metal	Improves stealth in dark areas, Damage and Energy Resistance.	Adhesive (1), Cloth (1), Rubber (1), Steel (2)	Rank 1: Armorer	0.5	27
Alloyed Metal	Improves Damage and Energy Resistance.	Adhesive (2), Cloth (1), Steel (4)	Rank 1: Armorer	0.5	28
Polished Metal	Improves Damage and Energy Resistance.	Adhesive (2), Cloth (1), Steel (5)	Rank 2: Armorer	0.5	29
METAL LEG					
Material					
Standard	Standard.	—	—	—	—
Painted Metal	Improves Damage and Energy Resistance.	Adhesive (1), Cloth (2), Steel (2)	—	0.5	25
Enameled Metal	Improves Damage and Energy Resistance.	Adhesive (1), Cloth (2), Steel (3)	Rank 1: Armorer	0.5	26
Shadowed Metal	Improves stealth in dark areas, Damage and Energy Resistance.	Adhesive (1), Cloth (2), Rubber (2), Steel (2)	Rank 1: Armorer	0.5	27
Alloyed Metal	Improves Damage and Energy Resistance.	Adhesive (2), Cloth (2), Steel (4)	Rank 1: Armorer	0.5	28
Polished Metal	Improves Damage and Energy Resistance.	Adhesive (2), Cloth (2), Steel (5)	Rank 2: Armorer	0.5	29
Miscellaneous					
No **Misc**	—	—	—	—	—
Lighter Build	Reduces weight. (Compatible with any Metal limb.)	Adhesive (3), Cork (4), Fiberglass (4), Rubber (3)	—	0.5	5
Pocketed	Improves carrying capacity. (Compatible with any Metal limb.)	Adhesive (3), Cloth (4), Leather (4)	—	0.5	5
Cushioned	Reduces falling damage.	Adhesive (5), Cloth (6), Cork (7), Rubber (7)	Rank 1: Armorer	0.5	10
Strengthened	Reduces limb damage. (Compatible with any Metal limb.)	Adhesive (5), Plastic (5), Screw (5), Steel (5)	Rank 1: Armorer	0.5	10
Deep Pocketed	Improved carrying capacity. (Compatible with any Metal limb.)	Adhesive (6), Cloth (5), Leather (6)	Rank 2: Armorer	0.5	15
Lead Lined	Reduces radiation damage. (Compatible with any Metal limb.)	Adhesive (6), Lead (8), Screw (4)	Rank 2: Armorer, Rank 1: Science!	0.5	15
Muffled	Reduces detection from moving.	Adhesive (6), Cloth (5), Rubber (7)	Rank 2: Armorer	0.5	15
Custom Fitted	Sprinting takes less AP.	Adhesive (7), Leather (8), Rubber (4), Spring (5)	Rank 3: Armorer	0.5	20
Ultra-Light Build	Greatly reduced weight and increased AP bonus. (Compatible with any Metal limb.)	Adhesive (7), Cork (6), Fiberglass (8), Rubber (5)	Rank 3: Armorer	0.5	20
Sleek	Increased Movement Speed while sneaking.	Adhesive (8), Fiberglass (5), Oil (4), Rubber (10)	Rank 4: Armorer	0.5	25
MINING HELMET					
Headlamp	–	–	–	–	–
Mining Headlamp	Default headlamp.	Aluminum (1), Copper (1), Fiber Optics (1)	—	0.5	100
Mining Headlamp Blue	Adds blue headlamp.	Aluminum (1), Copper (1), Fiber Optics (1)	—	0.5	100
Mining Headlamp Bright	Adds bright headlamp.	Aluminum (1), Copper (1), Fiber Optics (1)	—	0.5	100
Mining Headlamp Purple	Adds purple headlamp.	Aluminum (1), Copper (1), Fiber Optics (1)	—	0.5	100
Mining Headlamp Red Tactical	Adds red tactical headlamp.	Aluminum (1), Copper (1), Fiber Optics (1)	—	0.5	100
Mining Headlamp Vault Boy	Adds Vault Boy headlamp.	Aluminum (1), Copper (1), Fiber Optics (1)	—	0.5	100
RAIDER ARM					
Material					
Standard	Standard.	—	—	—	—
Welded	Improves Damage and Energy Resistance.	Adhesive (1), Cloth (1), Steel (1)	—	0.5	8
Tempered	Improves Damage and Energy Resistance.	Adhesive (1), Cloth (1), Steel (2)	—	0.5	9
Hardened	Improves Damage and Energy Resistance.	Adhesive (2), Cloth (1), Steel (3)	Rank 1: Armorer	0.5	10
Buttressed	Improves Damage and Energy Resistance.	Adhesive (2), Cloth (1), Steel (4)	Rank 1: Armorer	0.5	11
Miscellaneous					
No **Misc**	—	—	—	—	—
Lighter Build	Reduces weight. (Compatible with any Raider limb.)	Adhesive (3), Cork (4) ,Fiberglass (4), Rubber (3)	—	0.5	5
Pocketed	Improves carrying capacity. (Compatible with any Raider limb.)	Adhesive (3), Cloth (4), Leather (4)	—	0.5	5
Brawling	Improved Unarmed damage.	Adhesive (5), Bone (3), Lead (4), Screw (2)	Rank 1: Armorer	0.5	10
Strengthened	Reduces limb damage. (Compatible with any Raider limb.)	Adhesive (5), Plastic (5), Screw (5), Steel (5)	Rank 1: Armorer	0.5	10
Braced	Reduce additional melee damage while blocking.	Adhesive (5), Bone (6), Steel (4)	Rank 1: Armorer	0.5	11
Deep Pocketed	Improved carrying capacity. (Compatible with any Raider limb.)	Adhesive (6), Cloth (5), Leather (6)	Rank 2: Armorer	0.5	15
Lead Lined	Reduces radiation damage. (Compatible with any Raider limb.)	Adhesive (6), Lead (8), Screw (4)	Rank 2: Armorer, Rank 1: Science!	0.5	15
Stabilized	Scoped Aiming is more steady.	Adhesive (6), Aluminum (7), Fiber Optics (3), Spring (4)	Rank 2: Armorer	0.5	15
Aerodynamic	**Power** attacks drain less AP.	Adhesive (7), Aluminum (7), Fiberglass (6), Spring (5)	Rank 3: Armorer	0.5	20
Ultra-Light Build	Greatly reduced weight and increased AP bonus. (Compatible with any Raider limb.)	Adhesive (7), Cork (6), Fiberglass (8), Rubber (5)	Rank 3: Armorer	0.5	20
Weighted	Unarmed and Melee attacks ignore some of target's **armor**.	Adhesive (8), Aluminum (10), Bone (4), Fiberglass (4)	Rank 4: Armorer	0.5	25
RAIDER CHEST PIECE					
Material					
Standard	Standard.	—	—	—	—
Welded	Improves Damage and Energy Resistance.	Adhesive (2), Cloth (2), Steel (4)	—	0.5	8
Tempered	Improves Damage and Energy Resistance.	Adhesive (2), Cloth (2), Steel (6)	—	0.5	9
Hardened	Improves Damage and Energy Resistance.	Adhesive (2), Cloth (2), Steel (8)	Rank 1: Armorer	0.5	10
Buttressed	Improves Damage and Energy Resistance.	Adhesive (2), Cloth (2), Steel (10)	Rank 1: Armorer	0.5	11
Miscellaneous					
No **Misc**	—	—	—	—	—
Lighter Build	Reduces weight.	Adhesive (3), Cork (4), Fiberglass (4), Rubber (3)	—	0.5	5
Padded	Reduced damage from explosions.	Adhesive (3), Ballistic Fiber (3), Rubber (3)	—	0.5	5
Pocketed	Improves carrying capacity.	Adhesive (3), Cloth (4), Leather (4)	—	0.5	5
Asbestos Lining	Reduced Energy Damage and Immune to being set on Fire.	Adhesive (5), Asbestos (6), Ballistic Fiber (6), Rubber (3)	Rank 1: Armorer	0.5	10
Deep Pocketed	Improved carrying capacity.	Adhesive (6), Cloth (5), Leather (6)	Rank 2: Armorer	0.5	15
Lead Lined	Reduces radiation damage.	Adhesive (6), Lead (8), Screw (4)	Rank 2: Armorer, Rank 1: Science!	0.5	15
Dense	Greatly reduced damage from explosions.	Adhesive (7), Ballistic Fiber (6), Fiberglass (3), Rubber (4)	Rank 3: Armorer	0.5	20
Ultra-Light Build	Greatly reduced weight and increased AP bonus.	Adhesive (7), Cork (6), Fiberglass (8), Rubber (5)	Rank 3: Armorer	0.5	20
BioCommMesh	Increases duration of **chems** 50%.	Adhesive (8), Aluminum (12), Circuitry (8), Cloth (6)	Rank 4: Armorer, Rank 2: Science!	0.5	25
Pneumatic	Reduces the magnitude of incoming staggers.	Adhesive (8), Aluminum (5), Ballistic Fiber (7), Lead (10)	Rank 4: Armorer	0.5	25
RAIDER LEG					
Material					
Standard	Standard.	—	—	—	—
Welded	Improves Damage and Energy Resistance.	Adhesive (1), Cloth (1), Steel (1)	—	0.5	8
Tempered	Improves Damage and Energy Resistance.	Adhesive (1), Cloth (1), Steel (2)	—	0.5	9
Hardened	Improves Damage and Energy Resistance.	Adhesive (2), Cloth (1), Steel (3)	Rank 1: Armorer	0.5	10
Buttressed	Improves Damage and Energy Resistance.	Adhesive (2), Cloth (1), Steel (4)	Rank 1: Armorer	0.5	11
Miscellaneous					
No **Misc**	—	—	—	—	—
Lighter Build	Reduces weight. (Compatible with any Raider limb)	Adhesive (3), Cork (4), Fiberglass (4), Rubber (3)	—	0.5	5
Pocketed	Improves carrying capacity. (Compatible with any Raider limb.)	Adhesive (3), Cloth (4), Leather (4)	—	0.5	5
Cushioned	Reduces falling damage.	Adhesive (5), Cloth (6), Cork (7), Rubber (7)	Rank 1: Armorer	0.5	10
Strengthened	Reduces limb damage. (Compatible with any Raider limb.)	Adhesive (5), Plastic (5), Screw (5), Steel (5)	Rank 1: Armorer	0.5	10
Deep Pocketed	Improved carrying capacity. (Compatible with any Raider limb.)	Adhesive (6), Cloth (5), Leather (6)	Rank 2: Armorer	0.5	15
Lead Lined	Reduces radiation damage. (Compatible with any Raider limb.)	Adhesive (6), Lead (8), Screw (4)	Rank 2: Armorer, Rank 1: Science!	0.5	15
Muffled	Reduces detection from moving.	Adhesive (6), Cloth (5), Rubber (7)	Rank 2: Armorer	0.5	15
Custom Fitted	Sprinting takes less AP.	Adhesive (7), Leather (8), Rubber (4), Spring (5)	Rank 3: Armorer	0.5	20
Ultra-Light Build	Greatly reduced weight and increased AP bonus. (Compatible with any Raider limb.)	Adhesive (7), Cork (6), Fiberglass (8), Rubber (5)	Rank 3: Armorer	0.5	20
Sleek	Increased Movement Speed while sneaking.	Adhesive (8), Fiberglass (5), Oil (4), Rubber (10)	Rank 4: Armorer	0.5	25
SYNTH ARM					
Material					
Standard	Standard.	—	—	—	—
Laminated Material	Improves Damage and Energy Resistance.	Adhesive (1), Cloth (2), Fiberglass (2), Plastic (1), Screw (2)	—	0.5	15
Resin Material	Improves Damage and Energy Resistance.	Adhesive (2), Cloth (2), Fiberglass (4), Plastic (2), Screw (2)	Rank 2: Armorer	0.5	16
Microcarbon Material	Improves Damage and Energy Resistance.	Adhesive (4), Cloth (4), Fiberglass (8), Plastic (4), Screw (4)	Rank 3: Armorer	0.5	17
Nanofiliment Material	Improves Damage and Energy Resistance.	Adhesive (6), Cloth (4), Fiberglass (12), Plastic (6), Screw (4)	Rank 4: Armorer	0.5	18
Miscellaneous					
No **Misc**	—	—	—	—	—
Lighter Build	Reduces weight. (Compatible with any Synth limb.)	Adhesive (3), Cork (4), Fiberglass (4), Rubber (3)	—	0.5	5
Pocketed	Improves carrying capacity. (Compatible with any Synth limb.)	Adhesive (3), Cloth (4), Leather (4)	—	0.5	5
Braced	Reduce additional melee damage while blocking.	Adhesive (5), Bone (6), Steel (4)	Rank 1: Armorer	0.5	10
Brawling	Improved Unarmed damage.	Adhesive (5), Bone (3), Lead (4), Screw (2)	Rank 1: Armorer	0.5	10
Strengthened	Reduces limb damage. (Compatible with any Synth limb.)	Adhesive (5), Plastic (5), Screw (5), Steel (5)	Rank 1: Armorer	0.5	11
Deep Pocketed	Improved carrying capacity. (Compatible with any Synth limb.)	Adhesive (6), Cloth (5), Leather (6)	Rank 2: Armorer	0.5	15
Lead Lined	Reduces radiation damage. (Compatible with any Synth limb.)	Adhesive (6), Lead (8), Screw (4)	Rank 2: Armorer, Rank 1: Science!	0.5	15
Stabilized	Scoped Aiming is more steady.	Adhesive (6), Aluminum (7), Fiber Optics (3), Spring (4)	Rank 2: Armorer	0.5	15
Aerodynamic	**Power** attacks drain less AP.	Adhesive (7), Aluminum (7), Fiberglass (6), Spring (5)	Rank 3: Armorer	0.5	20
Ultra-Light Build	Greatly reduced weight and increased AP bonus. (Compatible with any Synth limb.)	Adhesive (7), Cork (6), Fiberglass (8), Rubber (5)	Rank 3: Armorer	0.5	20
Weighted	Unarmed and Melee attacks ignore some of target's **armor**.	Adhesive (8), Aluminum (10), Bone (4), Fiberglass (4)	Rank 4: Armorer	0.5	25
SYNTH CHEST PIECE					
Material					
Standard	Standard.	—	—	—	—
Laminated Material	Improves Damage and Energy Resistance.	Adhesive (2), Cloth (4), Fiberglass (6), Plastic (4), Screw (4)	—	0.5	15
Resin Material	Improves Damage and Energy Resistance.	Adhesive (4), Cloth (6), Fiberglass (10), Plastic (8), Screw (6)	Rank 2: Armorer	0.5	16
Microcarbon Material	Improves Damage and Energy Resistance.	Adhesive (6), Cloth (8), Fiberglass (14), Plastic (12), Screw (8)	Rank 3: Armorer	0.5	17
Nanofiliment Material	Improves Damage and Energy Resistance.	Adhesive (8), Cloth (10), Fiberglass (18), Plastic (16), Screw (10)	Rank 4: Armorer	0.5	18
Miscellaneous					
No **Misc**	—	—	—	—	—
Lighter Build	Reduces weight.	Adhesive (3), Cork (4), Fiberglass (4), Rubber (3)	—	0.5	5
Padded	Reduced damage from explosions.	Adhesive (3), Ballistic Fiber (3), Rubber (3)	—	0.5	5
Pocketed	Improves carrying capacity.	Adhesive (3), Cloth (4), Leather (4)	—	0.5	5
Asbestos Lining	Reduced Energy Damage and Immune to being set on Fire.	Adhesive (5), Asbestos (6), Ballistic Fiber (6), Rubber (3)	Rank 1: Armorer	0.5	10
Deep Pocketed	Improved carrying capacity.	Adhesive (6), Cloth (5), Leather (6)	Rank 2: Armorer	0.5	15
Lead Lined	Reduces radiation damage.	Adhesive (6), Lead (8), Screw (4)	Rank 2: Armorer, Rank 1: Science!	0.5	15
Dense	Greatly reduced damage from explosions.	Adhesive (7), Ballistic Fiber (6), Fiberglass (3), Rubber (4)	Rank 3: Armorer	0.5	20
Ultra-Light Build	Greatly reduced weight and increased AP bonus.	Adhesive (7), Cork (6), Fiberglass (8), Rubber (5)	Rank 3: Armorer	0.5	20
BioCommMesh	Increases duration of **chems** 50%.	Adhesive (8), Aluminum (12), Circuitry (8), Cloth (6), Fiberglass (12)	Rank 4: Armorer, Rank 2: Science!	0.5	25
Pneumatic	Reduces the magnitude of incoming staggers.	Adhesive (8), Aluminum (5), Ballistic Fiber (7), Lead (10)	Rank 4: Armorer	0.5	25
SYNTH HELMET					
Material					
Standard	Standard.	—	—	—	—
Laminated Material	Improves Damage and Energy Resistance.	Adhesive (1), Fiberglass (2), Plastic (1), Screw (2)	—	0.5	15
Resin Material	Improves Damage and Energy Resistance.	Adhesive (2), Fiberglass (4), Plastic (2), Screw (2)	Rank 2: Armorer	0.5	16
Microcarbon Material	Improves Damage and Energy Resistance.	Adhesive (3), Fiberglass (6), Plastic (3), Screw (4)	Rank 2: Armorer	0.5	17
Nanofiliment Material	Improves Damage and Energy Resistance.	Adhesive (4), Fiberglass (8), Plastic (4), Screw (4)	Rank 2: Armorer	0.5	18
SYNTH LEG					
Material					
Standard	Standard.	—	—	—	—
Laminated Material	Improves Damage and Energy Resistance.	Adhesive (1), Cloth (2), Fiberglass (2), Plastic (1), Screw (2)	—	0.5	15
Resin Material	Improves Damage and Energy Resistance.	Adhesive (2), Cloth (2), Fiberglass (4), Plastic (2), Screw (2)	Rank 2: Armorer	0.5	16
Microcarbon Material	Improves Damage and Energy Resistance.	Adhesive (4), Cloth (4), Fiberglass (8), Plastic (4), Screw (4)	Rank 3: Armorer	0.5	17
Nanofiliment Material	Improves Damage and Energy Resistance.	Adhesive (6), Cloth (4), Fiberglass (12), Plastic (6), Screw (4)	Rank 4: Armorer	0.5	18
Miscellaneous					
No **Misc**	—	—	—	—	—
Lighter Build	Reduces weight. (Compatible with any Raider limb)	Adhesive (3), Cork (4), Fiberglass (4), Rubber (3)	—	0.5	5
Pocketed	Improves carrying capacity. (Compatible with any Raider limb.)	Adhesive (3), Cloth (4), Leather (4)	—	0.5	5
Cushioned	Reduces falling damage.	Adhesive (5), Cloth (6), Cork (7), Rubber (7)	Rank 1: Armorer	0.5	10
Strengthened	Reduces limb damage. (Compatible with any Raider limb.)	Adhesive (5), Plastic (5), Screw (5), Steel (5)	Rank 1: Armorer	0.5	10
Deep Pocketed	Improved carrying capacity. (Compatible with any Raider limb.)	Adhesive (6), Cloth (5), Leather (6)	Rank 2: Armorer	0.5	15
Lead Lined	Reduces radiation damage. (Compatible with any Raider limb.)	Adhesive (6), Lead (8), Screw (4)	Rank 2: Armorer, Rank 1: Science!	0.5	15
Muffled	Reduces detection from moving.	Adhesive (6), Cloth (5), Rubber (7)	Rank 2: Armorer	0.5	15
Custom Fitted	Sprinting takes less AP.	Adhesive (7), Leather (8), Rubber (4), Spring (5)	Rank 3: Armorer	0.5	20
Ultra-Light Build	Greatly reduced weight and increased AP bonus. (Compatible with any Raider limb.)	Adhesive (7), Cork (6), Fiberglass (8), Rubber (5)	Rank 3: Armorer	0.5	20
Sleek	Increased Movement Speed while sneaking.	Adhesive (8), Fiberglass (5), Oil (4), Rubber (10)	Rank 4: Armorer	0.5	25
VAULT JUMPSUIT					
Miscellaneous					
No **Misc**	—	—	—	—	—
Insulated Lining	Improved Energy Resistance.	Adhesive (1), Leather (1), Rubber (1)	—	0.5	8
Treated Lining	Improved Radiation and Energy Resistance.	Adhesive (1), Lead (2), Leather (2), Rubber (2)	Rank 2: Armorer	0.5	9
Resistant Lining	Improved Radiation and Energy Resistance.	Adhesive (3), Lead (1), Leather (2), Rubber (3)	Rank 3: Armorer	0.5	10
Protective Lining	Better Radiation and Energy Resistance.	Adhesive (4), Lead (3), Leather (3), Rubber (3)	Rank 4: Armorer, Rank 2: Science!	0.5	11
Shielded Lining	Exceptional Radiation and Energy Resistance.	Adhesive (6), Lead (5), Leather (5), Rubber (5)	Rank 4: Armorer, Rank 4: Science!	0.5	12
VAULT-TEC ARMOR					
Miscellaneous					
No **Misc**	—	—	—	—	—
Lighter Build	Reduces weight.	Adhesive (3), Cork (4), Fiberglass (4), Rubber (3)	—	0.5	5
Padded	Reduced damage from explosions.	Adhesive (3), Ballistic Fiber (3), Rubber (3)	—	0.5	5
Pocketed	Improves carrying capacity.	Adhesive (3), Cloth (4), Leather (4)	—	0.5	5
Asbestos Lining	Reduced Energy Damage and Immune to being set on Fire.	Adhesive (5), Asbestos (6), Ballistic Fiber (6), Rubber (3)	Rank 1: Armorer	0.5	10
Deep Pocketed	Improved carrying capacity.	Adhesive (6), Cloth (5), Leather (6)	Rank 2: Armorer	0.5	15
Lead Lined	Reduces radiation damage.	Adhesive (6), Lead (8), Screw (4)	Rank 2: Armorer, Rank 1: Science!	0.5	15
Dense	Greatly reduced damage from explosions.	Adhesive (7), Ballistic Fiber (6), Fiberglass (3), Rubber (4)	Rank 3: Armorer	0.5	20
Ultra-Light Build	Greatly reduced weight and increased AP bonus.	Adhesive (7), Cork (6), Fiberglass (8), Rubber (5)	Rank 3: Armorer	0.5	20
BioCommMesh	Increases duration of **chems** 50%.	Adhesive (8), Aluminum (12), Circuitry (8), Cloth (6)	Rank 4: Armorer, Rank 2: Science!	0.5	25
Pneumatic	Reduces the magnitude of incoming staggers.	Adhesive (8), Aluminum (5), Ballistic Fiber (7), Lead (10)	Rank 4: Armorer	0.5	25

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Mods Charts

Power Armor Mods

POWER ARMOR MODS

NAME	DESCRIPTION	BUILD WITH	PREREQUISITES	WEIGHT (LOOSE)	VALUE (LOOSE)
RAIDER POWER ARM					
Base					
Standard Plate	Standard.	—	—	—	—
Welded Plate	Improves Damage Resistance.	Aluminum (3)	—	3	55
Miscellaneous					
No **Misc**	—	—	—	—	—
Rusty Knuckles	Unarmed attacks cause bleeding damage.	Adhesive (3), Cloth (8), Steel (6)	Rank 1: Blacksmith	3	50
Hydraulic Bracers	Increases Unarmed Damage.	Adhesive (4), Aluminum (3), Oil (4), Steel (6)	Rank 3: Blacksmith	0.5	100
Optimized Bracers	Reduces Action Point cost for **Power** Attacks.	Adhesive (3), Aluminum (3), Ceramic (3), Rubber (2)	Rank 1: Blacksmith	0.5	101
RAIDER POWER HELMET					
Base					
Standard Plate	Standard.	—	—	—	—
Welded Plate	Improves Damage Resistance.	Aluminum (3)	—	1	55
Miscellaneous					
No **Misc**	—	—	—	—	—
Rad Scrubbers	Removes radiation from water when drinking.	Adhesive (3), Aluminum (2), Circuitry (2), Lead (3)	Rank 2: Science!	0.5	101

Sensor Array	Increases Perception.	Adhesive (2), Aluminum (3), Fiber Optics (2), Fiberglass (2)	Rank 3: Science!	0.5	102
Targeting HUD	Visor highlights living targets.	Adhesive (3), Aluminum (2), Circuitry (3), Copper (1)	Rank 3: Science!	0.5	103
Internal Database	Increases Intelligence.	Adhesive (3), Aluminum (3), Crystal (2), Fiber Optics (2)	Rank 2: Science!	0.5	104
Headlamp					
Headlamp	Default headlamp.	Aluminum (1), Copper (1), Fiber Optics (1)		0.5	100
Headlamp Blue	Adds blue headlamp.	Aluminum (1), Copper (1), Fiber Optics (1)	Rank 1: Science!	0.5	100
Headlamp Bright	Adds bright headlamp.	Aluminum (1), Copper (1), Fiber Optics (1), Nuclear Material (1)	Rank 1: Science!	0.5	100
Headlamp Purple	Adds purple headlamp.	Aluminum (1), Copper (1), Fiber Optics (1)	Rank 1: Science!	0.5	100
Headlamp Red Tactical	Adds red tactical headlamp.	Aluminum (1), Circuitry (1), Copper (1), Fiber Optics (1)	Rank 1: Science!	0.5	100
Headlamp Vault Boy	Adds Vault Boy headlamp.	Aluminum (1), Copper (1), Fiber Optics (1)	Rank 1: Science!	0.5	100
RAIDER POWER LEG					
Base					
Standard Plate	Standard.	—	—	—	—
Welded Plate	Improves Damage Resistance.	Aluminum (4)	—	4	55
Miscellaneous					
No **Misc**	—	—	—	—	—
Calibrated Shocks	Increases Carry Weight capacity.	Adhesive (2), Aluminum (4), Fiberglass (3)	Rank 2: Science!	0.5	100
Explosive Vent	Increases damage radius for Impact Landing.	Adhesive (4), Aluminum (10), Asbestos (8), Nuclear Material (6)	Rank 3: Science!	0.5	101
Optimized Servos	Reduces Action Point cost for sprinting.	Adhesive (3), Aluminum (3), Fiberglass (5), Spring (3)	Rank 3: Science!	0.5	102
Overdrive Servos	Increases Sprint speed at additional Action Point cost.	Adhesive (3), Aluminum (6), Fiberglass (5), Nuclear Material (3)	Rank 3: Science!	0.5	103

Kinetic Servos	Increases Action Point refresh speed while moving.	Adhesive (3), Aluminum (3), Nuclear Material (2)	Rank 2: Science!	0.5	104
RAIDER POWER TORSO					
Base					
Standard Plate	Standard.	—	—	—	—
Welded Plate	Improves Damage Resistance.	Aluminum (6)	—	1	55
Miscellaneous					
No **Misc**	—	—	—	—	—
Welded Rebar	**Enemies** take damage from successful melee attacks.	Adhesive (3), Aluminum (2), Steel (6)	Rank 1: Armorer	1	50
Core Assembly	Increases Action Point refresh speed.	Adhesive (4), Aluminum (5), Circuitry (3), Nuclear Material (3)	Rank 3: Science!	0.5	100
Blood Cleanser	Reduces chance for addiction from drugs.	Adhesive (3), Aluminum (2), Antiseptic (3), Rubber (2)	Rank 1: Science!	0.5	101
Emergency Protocols	Below 20% health, speed increases 25% and incoming damage is reduced 50%.	Adhesive (4), Aluminum (4), Circuitry (6), Nuclear Material (5)	Rank 4: Science!	0.5	102
Motion-Assist Servos	Increases Strength.	Adhesive (8), Aluminum (12), Rubber (10), Spring (8)	Rank 3: Science!	0.5	103
Kinetic Dynamo	Taking damage recharges Action Points.	Adhesive (4), Aluminum (3), Ceramic (3), Rubber (3)	Rank 4: Science!	0.5	104
Medic Pump	Detects hits during **combat** and automatically uses a Stimpak when health is low.	Adhesive (4), Aluminum (3), Antiseptic (5), Circuitry (2)	Rank 4: Science!	0.5	105
Reactive Plates	Reflects 50% of melee damage back on attacker.	Adhesive (5), Aluminum (3), Asbestos (4), Nuclear Material (5)	Rank 4: Armorer	0.5	106
Tesla Coils	Deals Energy damage to nearby **enemies**.	Adhesive (5), Aluminum (4), Copper (6), Fiber Optics (3), Rubber (6)	Rank 3: Science!	0.5	107
T-45 ARM					

Base					
Model A	Standard.	—	—	—	—
Model B	Improves Damage and Energy Resistance.	Adhesive (2), Aluminum (3), Circuitry (1)	—	3	105
Model C	Improves Damage and Energy Resistance.	Adhesive (3), Aluminum (4), Circuitry (2)	Rank 1: Science!, Rank 1: Armorer	3	110
Model D	Improves Damage and Energy Resistance.	Adhesive (3), Aluminum (6), Circuitry (2)	Rank 1: Science!, Rank 2: Armorer	3	115
Model E	Improves Damage and Energy Resistance.	Adhesive (4), Aluminum (8), Circuitry (3)	Rank 1: Science!, Rank 3: Armorer	3	120
Model F	Improves Damage and Energy Resistance.	Adhesive (5), Aluminum (10), Circuitry (4)	Rank 1: Science!, Rank 4: Armorer	3	125
Material					
No Material	—	—	—	—	—
Hot Rod Flames Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #1, located at Robotics Disposal Ground)	—	—
Hot Rod Hot Pink Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #3, located at West Roxbury Station)	—	—
Hot Rod Shark Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #2, located at Atom Cats Garage)	—	—
Minuteman Paint	Increases Charisma with all pieces painted.	—	Become the leader of the Minutemen.	—	—
Military Paint	Increases Strength with all pieces painted. (Compatible with any T-45 part.)	Adhesive (2), Aluminum (4), Nuclear Material (1)	—	0.5	120
Vault-Tec Paint	Increases Charisma with all pieces painted. (Compatible with any T-45 part.)	Adhesive (1), Aluminum (2), Plastic (1)	—	0.5	121
Explosive Shielding	Reduces Damage from explosions. (Compatible with any T-45 part.)	Adhesive (4), Aluminum (2), Ceramic (4)	Rank 1: Science!	0.5	122
Titanium Plating	Increases **Armor** Health. (Compatible with any T-45 part.)	Adhesive (4), Aluminum (5), Steel (2)	Rank 3: Armorer	0.5	123
Lead Plating	Increases Radiation Resistance. (Compatible with any T-45 part.)	Adhesive (5), Aluminum (4), Circuitry (2), Fiber Optics (4), Lead (4)	Rank 1: Armorer	0.5	124
Prism Shielding	Increases Energy Resistance. (Compatible with any T-45 part.)	Adhesive (4), Aluminum (2), Nuclear Material (4), Rubber (4)	Rank 2: Science!	0.5	126
Winterized Coating	Increases Energy Resistance. (Compatible with any T-45 part.)	Adhesive (4), Aluminum (3), Rubber (6)	—	0.5	141

Miscellaneous					
No **Misc**	—	—	—	—	—
Hydraulic Bracers	Increases Unarmed Damage.	Adhesive (3), Aluminum (3), Oil (4), Steel (3)	Rank 3: Blacksmith	3	100
Rusty Knuckles	Unarmed attacks cause bleeding damage.	Adhesive (2), Aluminum (3), Ceramic (4), Steel (3)	Rank 2: Blacksmith	0.5	120
Tesla Bracers	Adds Energy damage to Unarmed attacks.	Adhesive (4), Aluminum (4), Copper (2), Rubber (2)	Rank 3: Blacksmith, Rank 1: Science!	0.5	120
Optimized Bracers	Reduces Action Point cost for **Power** Attacks.	Adhesive (2), Aluminum (2), Ceramic (2), Rubber (2)	Rank 1: Blacksmith	0.5	121
T-45 HELMET					
Base					
Model A	Standard.	—	—	—	—
Model B	Improves Damage and Energy Resistance.	Adhesive (2), Aluminum (3), Circuitry (1)	—	1	105
Model C	Improves Damage and Energy Resistance.	Adhesive (3), Aluminum (4), Circuitry (2)	Rank 1: Science!, Rank 1: Armorer	1	110
Model D	Improves Damage and Energy Resistance.	Adhesive (3), Aluminum (6), Circuitry (2)	Rank 1: Science!, Rank 2: Armorer	1	115
Model E	Improves Damage and Energy Resistance.	Adhesive (4), Aluminum (8), Circuitry (3)	Rank 1: Science!, Rank 3: Armorer	1	120
Model F	Improves Damage and Energy Resistance.	Adhesive (5), Aluminum (10), Circuitry (4)	Rank 1: Science!, Rank 4: Armorer	1	125
Material					
No Material	—	—	—	—	—
No Material	—	—	—	—	—
Hot Rod Flames Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #1, located at Robotics Disposal Ground)	—	—
Hot Rod Hot Pink Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #3, located at West Roxbury Station)	—	—
Hot Rod Shark Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #2, located at Atom Cats Garage)	—	—
Minuteman Paint	Increases Charisma with all pieces painted.	—	Become the leader of the Minutemen.	—	—
Military Paint	Increases Strength with all pieces painted. (Compatible with any T-45 part.)	Adhesive (2), Aluminum (4), Nuclear Material (1)	—	0.5	120

Vault-Tec Paint	Increases Charisma with all pieces painted. (Compatible with any T-45 part.)	Adhesive (1), Aluminum (2), Plastic (1)	—	0.5	121
Explosive Shielding	Reduces Damage from explosions. (Compatible with any T-45 part.)	Adhesive (4), Aluminum (2), Ceramic (4)	Rank 1: Science!	0.5	122
Titanium Plating	Increases **Armor** Health. (Compatible with any T-45 part.)	Adhesive (4), Aluminum (5), Steel (2)	Rank 3: Armorer	0.5	123
Lead Plating	Increases Radiation Resistance. (Compatible with any T-45 part.)	Adhesive (5), Aluminum (4), Circuitry (2), Fiber Optics (4), Lead (4)	Rank 1: Armorer	0.5	124
Photovoltaic Coating	Increases Action Point refresh speed in sunlight.	Adhesive (4), Aluminum (2), Crystal (4), Nuclear Material (4), Silver (2)	Rank 3: Science!	0.5	125
Prism Shielding	Increases Energy Resistance. (Compatible with any T-45 part.)	Adhesive (4), Aluminum (2), Nuclear Material (4), Rubber (4)	Rank 2: Science!	0.5	126
Winterized Coating	Increases Energy Resistance. (Compatible with any T-45 part.)	Adhesive (4), Aluminum (3), Rubber (6)	—	0.5	141
Miscellaneous					
No **Misc**	—	—	—	—	—
Recon Sensors	Sighted aiming marks **enemies** with a compass pip.	Adhesive (4), Aluminum (3), Circuitry (2), Fiber Optics (3)	Rank 2: Science!	1	100
VATS Matrix Overlay	Increases VATS hit chance.	Adhesive (4), Aluminum (3), Circuitry (4), Fiber Optics (3)	Rank 2: Science!	0.5	127
Targeting HUD	Visor highlights living targets.	Adhesive (4), Aluminum (3), Circuitry (4), Copper (2)	Rank 3: Science!	0.5	128
Internal Database	Increases Intelligence.	Adhesive (4), Aluminum (4), Crystal (3), Fiber Optics (3)	Rank 2: Science!	0.5	129
Rad Scrubbers	Removes radiation from consumed **food** and water.	Adhesive (4), Aluminum (3), Circuitry (2), Fiber Optics (3), Lead (4)	Rank 2: Science!	0.5	130
Sensor Array	Increases Perception.	Adhesive (2), Aluminum (4), Fiber Optics (2), Fiberglass (2)	Rank 3: Science!	0.5	131
Headlamp					
Headlamp	Default headlamp.	Aluminum (1), Copper (1), Fiber Optics (1)	—	0.5	120
Headlamp Blue	Adds blue headlamp.	Aluminum (1), Copper (1), Fiber Optics (1)	Rank 1: Science!	0.5	121

Headlamp Bright	Adds bright headlamp.	Aluminum (1), Copper (1), Fiber Optics (1), Nuclear Material (1)	Rank 1: Science!	0.5	122
Headlamp Purple	Adds purple headlamp.	Aluminum (1), Copper (1), Fiber Optics (1)	Rank 1: Science!	0.5	124
Headlamp Red Tactical	Adds red tactical headlamp.	Aluminum (1), Circuitry (1), Copper (1), Fiber Optics (1)	Rank 1: Science!	0.5	125
Headlamp Vault Boy	Adds Vault Boy headlamp.	Aluminum (1), Copper (1), Fiber Optics (1)	Rank 1: Science!	0.5	126
T-45 LEG					
Base					
Model A	Standard.	—	—	—	—
Model B	Improves Damage and Energy Resistance.	Adhesive (2), Aluminum (3), Circuitry (1)	—	4	105
Model C	Improves Damage and Energy Resistance.	Adhesive (3), Aluminum (4), Circuitry (2)	Rank 1: Science!, Rank 1: Armorer	4	110
Model D	Improves Damage and Energy Resistance.	Adhesive (3), Aluminum (6), Circuitry (2)	Rank 1: Science!, Rank 2: Armorer	4	115
Model E	Improves Damage and Energy Resistance.	Adhesive (4), Aluminum (8), Circuitry (3)	Rank 1: Science!, Rank 3: Armorer	4	120
Model F	Improves Damage and Energy Resistance.	Adhesive (5), Aluminum (10), Circuitry (4)	Rank 1: Science!, Rank 4: Armorer	4	125
Material					
No Material	—	—	—	—	—
Hot Rod Flames Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #1, located at Robotics Disposal Ground)	—	—
Hot Rod Hot Pink Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #3, located at West Roxbury Station)	—	—
Hot Rod Shark Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #2, located at Atom Cats Garage)	—	—
Minuteman Paint	Increases Charisma with all pieces painted.	—	Become the leader of the Minutemen.	—	—
Military Paint	Increases Strength with all pieces painted. (Compatible with any T-45 part.)	Adhesive (2), Aluminum (4), Nuclear Material (1)	—	0.5	120
Vault-Tec Paint	Increases Charisma with all pieces painted. (Compatible with any T-45 part.)	Adhesive (1), Aluminum (2), Plastic (1)	—	0.5	121

Explosive Shielding	Reduces Damage from explosions. (Compatible with any T-45 part.)	Adhesive (4), Aluminum (2), Ceramic (4)	Rank 1: Science!	0.5	122
Titanium Plating	Increases **Armor** Health. (Compatible with any T-45 part.)	Adhesive (4), Aluminum (5), Steel (2)	Rank 3: Armorer	0.5	123
Lead Plating	Increases Radiation Resistance. (Compatible with any T-45 part.)	Adhesive (5), Aluminum (4), Circuitry (2), Fiber Optics (4), Lead (4)	Rank 1: Armorer	0.5	124
Prism Shielding	Increases Energy Resistance. (Compatible with any T-45 part.)	Adhesive (4), Aluminum (2), Nuclear Material (4), Rubber (4)	Rank 2: Science!	0.5	126
Winterized Coating	Increases Energy Resistance. (Compatible with any T-45 part.)	Adhesive (4), Aluminum (3), Rubber (6)	—	0.5	141
Miscellaneous					
No **Misc**	—	—	—	—	—
Overdrive Servos	Increases Sprint speed at additional Action Point cost.	Adhesive (4), Aluminum (8), Fiberglass (6), Nuclear Material (4)	Rank 3: Science!	4	100
Calibrated Shocks	Increases Carry Weight capacity.	Adhesive (2), Aluminum (5), Fiberglass (4)	Rank 2: Science!	0.5	120
Explosive Vent	Increases damage radius for Impact Landing.	Adhesive (6), Aluminum (15), Asbestos (12), Nuclear Material (9)	Rank 3: Science!	0.5	121
Optimized Servos	Reduces Action Point cost for sprinting.	Adhesive (4), Aluminum (4), Fiberglass (4), Spring (4)	Rank 3: Science!	0.5	122
Kinetic Servos	Increases Action Point refresh speed while moving.	Adhesive (4), Aluminum (4), Nuclear Material (2)	Rank 2: Science!	0.5	123
T-45 TORSO					
Base					
Model A	Standard.	—	—	—	—
Model B	Improves Damage and Energy Resistance.	Adhesive (2), Aluminum (4), Circuitry (1), Nuclear Material (1)	—	1	105
Model C	Improves Damage and Energy Resistance.	Adhesive (4), Aluminum (5), Circuitry (2), Nuclear Material (2)	Rank 1: Science!, Rank 1: Armorer	1	110
Model D	Improves Damage and Energy Resistance.	Adhesive (4), Aluminum (8), Circuitry (2), Nuclear Material (2)	Rank 1: Science!, Rank 2: Armorer	1	115

Model E	Improves Damage and Energy Resistance.	Adhesive (5), Aluminum (10), Circuitry (4), Nuclear Material (4)	Rank 1: Science!, Rank 3: Armorer	1	120
Model F	Improves Damage and Energy Resistance.	Adhesive (6), Aluminum (12), Circuitry (5), Nuclear Material (5)	Rank 1: Science!, Rank 4: Armorer	1	125
Material					
No Material	—	—	—	—	—
Hot Rod Flames Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #1, located at Robotics Disposal Ground)	—	—
Hot Rod Hot Pink Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #3, located at West Roxbury Station)	—	—
Hot Rod Shark Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #2, located at Atom Cats Garage)	—	—
Minuteman Paint	Increases Charisma with all pieces painted.	—	Become the leader of the Minutemen.	—	—
Military Paint	Increases Strength with all pieces painted. (Compatible with any T-45 part.)	Adhesive (2), Aluminum (4), Nuclear Material (1)	—	0.5	120
Vault-Tec Paint	Increases Charisma with all pieces painted. (Compatible with any T-45 part.)	Adhesive (1), Aluminum (2), Plastic (1)	—	0.5	121
Explosive Shielding	Reduces Damage from explosions. (Compatible with any T-45 part.)	Adhesive (4), Aluminum (2), Ceramic (4)	Rank 1: Science!	0.5	122
Titanium Plating	Increases **Armor** Health. (Compatible with any T-45 part.)	Adhesive (4), Aluminum (5), Steel (2)	Rank 3: Armorer	0.5	123
Lead Plating	Increases Radiation Resistance. (Compatible with any T-45 part.)	Adhesive (5), Aluminum (4), Circuitry (2), Fiber Optics (4), Lead (4)	Rank 1: Armorer	0.5	124
Prism Shielding	Increases Energy Resistance. (Compatible with any T-45 part.)	Adhesive (4), Aluminum (2), Nuclear Material (4), Rubber (4)	Rank 2: Science!	0.5	126
Winterized Coating	Increases Energy Resistance. (Compatible with any T-45 part.)	Adhesive (4), Aluminum (3), Rubber (6)	—	0.5	141
Miscellaneous					
No **Misc**	—	—	—	—	—
Stealth Boy	Activates stealth field while crouched.	Adhesive (6), Aluminum (6), Circuitry (3), Fiber Optics (4), Gold (3)	Rank 4: Science!	1	100

Core Assembly	Increases Action Point refresh speed.	Adhesive (5), Aluminum (6), Circuitry (4), Nuclear Material (4)	Rank 3: Science!	0.5	120
Blood Cleanser	Reduces chance for addiction from drugs.	Adhesive (4), Aluminum (2), Antiseptic (4), Rubber (2)	Rank 1: Science!	0.5	121
Emergency Protocols	Below 20% health, speed increases 25% and incoming damage is reduced 50%.	Adhesive (5), Aluminum (5), Circuitry (8), Nuclear Material (6)	Rank 4: Science!	0.5	122
Motion-Assist Servos	Increases Strength.	Adhesive (8), Aluminum (12), Rubber (10), Spring (8)	Rank 3: Science!	0.5	123
Kinetic Dynamo	Taking damage recharges Action Points.	Adhesive (5), Aluminum (4), Ceramic (4), Rubber (4)	Rank 4: Science!	0.5	124
Medic Pump	Detects hits during **combat** and automatically uses a Stimpak when health is low.	Adhesive (5), Aluminum (4), Antiseptic (6), Circuitry (2)	Rank 4: Science!	0.5	125
Reactive Plates	Reflects 50% of melee damage back on attacker.	Adhesive (6), Asbestos (5), Nuclear Material (6)	Rank 4: Science!	0.5	126
Tesla Coils	Deals Energy damage to nearby **enemies**.	Adhesive (6), Aluminum (5), Copper (8), Fiber Optics (4), Rubber (8)	Rank 3: Science!	0.5	127
Jet Pack	Enables jet-assisted boost while jumping.	Adhesive (4), Aluminum (6), Asbestos (5), Nuclear Material (7)	Rank 4: Science!, Rank 4: Armorer	1	1000
T-51 ARM					
Base					
Model A	Standard.	—	—	—	—
Model B	Improves Damage and Energy Resistance.	Adhesive (3), Aluminum (4), Circuitry (2)	—	3	155
Model C	Improves Damage and Energy Resistance.	Adhesive (3), Aluminum (6), Circuitry (3)	Rank 1: Science!, Rank 1: Armorer	3	160
Model D	Improves Damage and Energy Resistance.	Adhesive (4), Aluminum (8), Circuitry (3)	Rank 1: Science!, Rank 2: Armorer	3	165
Model E	Improves Damage and Energy Resistance.	Adhesive (4), Aluminum (10), Circuitry (4)	Rank 1: Science!, Rank 3: Armorer	3	170
Model F	Improves Damage and Energy Resistance.	Adhesive (5), Aluminum (11), Circuitry (5)	Rank 1: Science!, Rank 4: Armorer	3	175
Material					

No Material	—	—	—	—	—
Hot Rod Flames Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #1, located at Robotics Disposal Ground)	—	—
Hot Rod Hot Pink Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #3, located at West Roxbury Station)	—	—
Hot Rod Shark Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #2, located at Atom Cats Garage)	—	—
Railroad Paint	Increases Perception with six pieces painted.	—	Complete the Railroad Quest: **Tradecraft** and remain a member of the Railroad.	—	—
Titanium Plating	Increases **Armor** Health. (Compatible with any T-51 part.)	Adhesive (4), Aluminum (6), Steel (3)	Rank 3: Armorer	0.5	140
Winterized Coating	Increases Energy Resistance. (Compatible with any T-51 part.)	Adhesive (4), Aluminum (3), Rubber (6)	—	0.5	141
Explosive Shielding	Reduces Damage from explosions. (Compatible with any T-51 part.)	Adhesive (4), Aluminum (3), Ceramic (4)	Rank 1: Science!	0.5	142
Military Paint	Increases Strength with all pieces painted. (Compatible with any T-51 part.)	Adhesive (3), Aluminum (4), Nuclear Material (1)	—	0.5	143
Vault-Tec Paint	Increases Charisma with all pieces painted. (Compatible with any T-51 part.)	Adhesive (2), Aluminum (3), Plastic (2)	—	0.5	144
Lead Plating	Increases Radiation Resistance. (Compatible with any T-51 part.)	Adhesive (5), Aluminum (4), Circuitry (2), Fiber Optics (4), Lead (4)	Rank 1: Armorer	0.5	145
Prism Shielding	Increases Energy Resistance. (Compatible with any T-51 part.)	Adhesive (4), Aluminum (2), Nuclear Material (4), Rubber (4)	Rank 2: Science!	0.5	147
Miscellaneous					
No **Misc**	—	—	—	—	—
Rusty Knuckles	Unarmed attacks cause bleeding damage.	Adhesive (2), Aluminum (4), Ceramic (2), Steel (3)	Rank 2: Blacksmith	0.5	140
Tesla Bracers	Adds Energy damage to Unarmed attacks.	Adhesive (4), Aluminum (4), Copper (3), Rubber (2)	Rank 3: Blacksmith, Rank 1: Science!	0.5	140
Hydraulic Bracers	Increases Unarmed Damage.	Adhesive (3), Aluminum (4), Oil (4), Steel (4)	Rank 3: Blacksmith, Rank 1: Science!	0.5	141
Optimized Bracers	Reduces Action Point cost for **Power** Attacks.	Adhesive (2), Aluminum (2), Ceramic (2), Rubber (3)	Rank 1: Blacksmith	3	150

T-51 HELMET

Base					
Model A	Standard.	—	—	—	—
Model B	Improves Damage and Energy Resistance.	Adhesive (3), Aluminum (4), Circuitry (2)	—	1	155
Model C	Improves Damage and Energy Resistance.	Adhesive (3), Aluminum (6), Circuitry (3)	Rank 1: Science!, Rank 1: Armorer	1	160
Model D	Improves Damage and Energy Resistance.	Adhesive (4), Aluminum (8), Circuitry (3)	Rank 1: Science!, Rank 2: Armorer	1	165
Model E	Improves Damage and Energy Resistance.	Adhesive (4), Aluminum (10), Circuitry (4)	Rank 1: Science!, Rank 3: Armorer	1	170
Model F	Improves Damage and Energy Resistance.	Adhesive (5), Aluminum (11), Circuitry (5)	Rank 1: Science!, Rank 4: Armorer	1	175
Material					
No Material	—	—	—	—	—
Hot Rod Flames Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #1, located at Robotics Disposal Ground)	—	—
Hot Rod Hot Pink Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #3, located at West Roxbury Station)	—	—
Hot Rod Shark Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #2, located at Atom Cats Garage)	—	—
Railroad Paint	Increases Perception with six pieces painted.	—	Complete the Railroad Quest: **Tradecraft** and remain a member of the Railroad.	—	—
Titanium Plating	Increases **Armor** Health. (Compatible with any T-51 part.)	Adhesive (4), Aluminum (6), Steel (3)	Rank 3: Armorer	0.5	140
Winterized Coating	Increases Energy Resistance. (Compatible with any T-51 part.)	Adhesive (4), Aluminum (3), Rubber (6)	—	0.5	141
Explosive Shielding	Reduces Damage from explosions. (Compatible with any T-51 part.)	Adhesive (4), Aluminum (3), Ceramic (4)	Rank 1: Science!	0.5	142
Military Paint	Increases Strength with all pieces painted. (Compatible with any T-51 part.)	Adhesive (3), Aluminum (4), Nuclear Material (1)	—	0.5	143
Vault-Tec Paint	Increases Charisma with all pieces painted. (Compatible with any T-51 part.)	Adhesive (2), Aluminum (3), Plastic (2)	—	0.5	144
Lead Plating	Increases Radiation Resistance. (Compatible with any T-51 part.)	Adhesive (5), Aluminum (4), Circuitry (2), Fiber Optics (4), Lead (4)	Rank 1: Armorer	0.5	145

Photovoltaic Coating	Increases Action Point refresh speed in sunlight.	Adhesive (4), Aluminum (2), Crystal (4), Nuclear Material (4), Silver (2)	Rank 1: Science!	0.5	146
Prism Shielding	Increases Energy Resistance. (Compatible with any T-51 part.)	Adhesive (4), Aluminum (2), Nuclear Material (4), Rubber (4)	Rank 2: Science!	0.5	147
Miscellaneous					
No **Misc**	—	—	—	—	—
Targeting HUD	Visor highlights living targets.	Adhesive (5), Aluminum (4), Circuitry (5), Copper (3)	Rank 3: Science!	0.5	147
Internal Database	Increases Intelligence.	Adhesive (5), Aluminum (5), Crystal (4), Fiber Optics (3)	Rank 2: Science!	0.5	148
Rad Scrubbers	Removes radiation from consumed **food** and water.	Adhesive (5), Aluminum (4), Circuitry (2), Fiber Optics (4), Lead (4)	Rank 2: Science!	0.5	149
Recon Sensors	Sighted aiming marks **enemies** with a compass pip.	Adhesive (5), Aluminum (4), Circuitry (2), Fiber Optics (4)	Rank 2: Science!	1	150
Sensor Array	Increases Perception.	Adhesive (3), Aluminum (4), Fiber Optics (3), Fiberglass (3)	Rank 3: Science!	0.5	150
VATS Matrix Overlay	Increases VATS hit chance.	Adhesive (4), Aluminum (3), Circuitry (4), Fiber Optics (3)	Rank 2: Science!	1	150
Headlamp					
Headlamp	Default headlamp.	Aluminum (1), Copper (1), Fiber Optics (1)	—	0.5	140
Headlamp Blue	Adds blue headlamp.	Aluminum (1), Copper (1), Fiber Optics (1)	Rank 1: Science!	0.5	141
Headlamp Bright	Adds bright headlamp.	Aluminum (1), Copper (1), Fiber Optics (1), Nuclear Material (1)	Rank 1: Science!	0.5	142
Headlamp Purple	Adds purple headlamp.	Aluminum (1), Copper (1), Fiber Optics (1)	Rank 1: Science!	0.5	144
Headlamp Red Tactical	Adds red tactical headlamp.	Aluminum (1), Circuitry (1), Copper (1), Fiber Optics (1)	Rank 1: Science!	0.5	145
Headlamp Vault Boy	Adds Vault Boy headlamp.	Aluminum (1), Copper (1), Fiber Optics (1)	Rank 1: Science!	0.5	146

T-51 LEG

Base					
Model A	Standard.	—	—	—	—
Model B	Improves Damage and Energy Resistance.	Adhesive (3), Aluminum (4), Circuitry (2)	—	4	155
Model C	Improves Damage and Energy Resistance.	Adhesive (3), Aluminum (6), Circuitry (3)	Rank 1: Science!, Rank 1: Armorer	4	160
Model D	Improves Damage and Energy Resistance.	Adhesive (4), Aluminum (8), Circuitry (3)	Rank 1: Science!, Rank 2: Armorer	4	165
Model E	Improves Damage and Energy Resistance.	Adhesive (4), Aluminum (10), Circuitry (4)	Rank 1: Science!, Rank 3: Armorer	4	170
Model F	Improves Damage and Energy Resistance.	Adhesive (5), Aluminum (11), Circuitry (5)	Rank 1: Science!, Rank 4: Armorer	4	175
Material					
No Material	—	—	—	—	—
Hot Rod Flames Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #1, located at Robotics Disposal Ground)	—	—
Hot Rod Hot Pink Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #3, located at West Roxbury Station)	—	—
Hot Rod Shark Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #2, located at Atom Cats Garage)	—	—
Railroad Paint	Increases Perception with six pieces painted.	—	Complete the Railroad Quest: **Tradecraft** and remain a member of the Railroad.	—	—
Titanium Plating	Increases **Armor** Health. (Compatible with any T-51 part.)	Adhesive (4), Aluminum (6), Steel (3)	Rank 3: Armorer	0.5	140
Winterized Coating	Increases Energy Resistance. (Compatible with any T-51 part.)	Adhesive (4), Aluminum (3), Rubber (6)	—	0.5	141
Explosive Shielding	Reduces Damage from explosions. (Compatible with any T-51 part.)	Adhesive (4), Aluminum (3), Ceramic (4)	Rank 1: Science!	0.5	142
Military Paint	Increases Strength with all pieces painted. (Compatible with any T-51 part.)	Adhesive (3), Aluminum (4), Nuclear Material (1)	—	0.5	143
Vault-Tec Paint	Increases Charisma with all pieces painted. (Compatible with any T-51 part.)	Adhesive (2), Aluminum (3), Plastic (2)	—	0.5	144
Lead Plating	Increases Radiation Resistance. (Compatible with any T-51 part.)	Adhesive (5), Aluminum (4), Circuitry (2), Fiber Optics (4), Lead (4)	Rank 1: Armorer	0.5	145

Prism Shielding	Increases Energy Resistance. (Compatible with any T-51 part.)	Adhesive (4), Aluminum (2), Nuclear Material (4), Rubber (4)	Rank 2: Science!	0.5	147
Miscellaneous					
No **Misc**	—	—	—	—	—
Explosive Vent	Increases damage radius for Impact Landing.	Adhesive (6), Aluminum (15), Asbestos (12), Nuclear Material (9)	Rank 3: Science!	0.5	140
Overdrive Servos	Increases Sprint speed at additional Action Point cost.	Adhesive (4), Aluminum (9), Fiberglass (8), Nuclear Material (4)	Rank 2: Science!	0.5	141
Kinetic Servos	Increases Action Point refresh speed while moving.	Adhesive (4), Aluminum (4), Nuclear Material (3)	Rank 2: Science!	0.5	142
Calibrated Shocks	Increases Carry Weight capacity.	Adhesive (3), Aluminum (6), Fiberglass (4)	Rank 2: Science!	4	150
Optimized Servos	Reduces Action Point cost for sprinting.	Adhesive (4), Aluminum (4), Fiberglass (8), Spring (4)	Rank 3: Science!	4	150
T-51 TORSO					
Base					
Model A	Standard.	—	—	—	—
Model B	Improves Damage and Energy Resistance.	Adhesive (5), Circuitry (2), Nuclear Material (2)	—	1	155
Model C	Improves Damage and Energy Resistance.	Adhesive (4), Aluminum (8), Circuitry (4), Nuclear Material (4)	Rank 1: Science!, Rank 1: Armorer	1	160
Model D	Improves Damage and Energy Resistance.	Adhesive (5), Aluminum (10), Circuitry (4), Nuclear Material (5)	Rank 1: Science!, Rank 2: Armorer	1	165
Model E	Improves Damage and Energy Resistance.	Adhesive (5), Aluminum (12), Circuitry (5), Nuclear Material (6)	Rank 1: Science!, Rank 3: Armorer	1	170
Model F	Improves Damage and Energy Resistance.	Adhesive (6), Aluminum (14), Circuitry (6), Nuclear Material (7)	Rank 1: Science!, Rank 4: Armorer	1	175
Material					
No Material	—	—	—	—	—
Hot Rod Flames Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #1, located at Robotics Disposal Ground)	—	—

Hot Rod Hot Pink Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #3, located at West Roxbury Station)	—	—
Hot Rod Shark Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #2, located at Atom Cats Garage)	—	—
Railroad Paint	Increases Perception with six pieces painted.	—	Complete the Railroad Quest: **Tradecraft** and remain a member of the Railroad.	—	—
Titanium Plating	Increases **Armor** Health. (Compatible with any T-51 part.)	Adhesive (4), Aluminum (6), Steel (3)	Rank 3: Armorer	0.5	140
Winterized Coating	Increases Energy Resistance. (Compatible with any T-51 part.)	Adhesive (4), Aluminum (3), Rubber (6)	—	0.5	141
Explosive Shielding	Reduces Damage from explosions. (Compatible with any T-51 part.)	Adhesive (4), Aluminum (3), Ceramic (4)	Rank 1: Science!	0.5	142
Military Paint	Increases Strength with all pieces painted. (Compatible with any T-51 part.)	Adhesive (3), Aluminum (4), Nuclear Material (1)	—	0.5	143
Vault-Tec Paint	Increases Charisma with all pieces painted. (Compatible with any T-51 part.)	Adhesive (2), Aluminum (3), Plastic (2)	—	0.5	144
Lead Plating	Increases Radiation Resistance. (Compatible with any T-51 part.)	Adhesive (5), Aluminum (4), Circuitry (2), Fiber Optics (4), Lead (4)	Rank 1: Armorer	0.5	145
Prism Shielding	Increases Energy Resistance. (Compatible with any T-51 part.)	Adhesive (4), Aluminum (2), Nuclear Material (4), Rubber (4)	Rank 2: Science!	0.5	147
Miscellaneous					
No **Misc**	—	—	—	—	—
Blood Cleanser	Reduces chance for addiction from drugs..	Adhesive (4), Aluminum (4), Antiseptic (4), Rubber (3)	Rank 1: Science!	0.5	140
Motion-Assist Servos	Increases Strength.	Adhesive (8), Aluminum (12), Rubber (10), Spring (8)	Rank 3: Science!	0.5	141
Kinetic Dynamo	Taking damage recharges Action Points.	Adhesive (6), Aluminum (4), Ceramic (4), Rubber (4)	Rank 4: Science!	0.5	142
Medic Pump	Detects hits during **combat** and automatically uses a Stimpak when health is low.	Adhesive (6), Aluminum (4), Antiseptic (8), Circuitry (3)	Rank 4: Science!	0.5	143
Reactive Plates	Reflects 50% of melee damage back on attacker.	Adhesive (8), Aluminum (4), Asbestos (6) Nuclear Material (8)	Rank 4: Armorer	0.5	144

Tesla Coils	Deals Energy damage to nearby **enemies**.	Adhesive (8), Aluminum (6), Copper (9), Fiber Optics (4), Rubber (9)	Rank 3: Science!	0.5	145
Core Assembly	Increases Action Point refresh speed.	Adhesive (6), Aluminum (8), Circuitry (4), Nuclear Material (4)	Rank 3: Science!	1	150
Emergency Protocols	Below 20% health, speed increases 25% and incoming damage is reduced 50%.	Adhesive (6), Aluminum (6), Circuitry (9), Nuclear Material (8)	Rank 4: Science!	1	150
Jet Pack	Enables jet-assisted boost while jumping.	Adhesive (5), Aluminum (8), Asbestos (6), Nuclear Material (9)	Rank 4: Science!, Rank 4: Armorer	1	150
Stealth Boy	Activates stealth field while crouched.	Adhesive (8), Aluminum (8), Circuitry (4), Fiber Optics (5), Gold (4)	Rank 4: Science!	1	150
T-60 ARM					
Base					
Model A	Standard.	—	—	—	—
Model B	Improves Damage and Energy Resistance.	Adhesive (4), Aluminum (3), Ceramic (2), Circuitry (2), Rubber (1)	—	3	205
Model C	Improves Damage and Energy Resistance.	Adhesive (4), Aluminum (5), Ceramic (3), Circuitry (3), Rubber (2)	Rank 1: Science!, Rank 1: Armorer	3	210
Model D	Improves Damage and Energy Resistance.	Adhesive (5), Aluminum (6), Ceramic (4), Circuitry (3), Rubber (3)	Rank 1: Science!, Rank 2: Armorer	3	215
Model E	Improves Damage and Energy Resistance.	Adhesive (6), Aluminum (8), Ceramic (6), Circuitry (4), Rubber (3)	Rank 1: Science!, Rank 3: Armorer	3	220
Model F	Improves Damage and Energy Resistance.	Adhesive (7), Aluminum (10), Ceramic (8), Circuitry (5), Rubber (4)	Rank 1: Science!, Rank 4: Armorer	3	225
Material					
No Material	—	—	—	—	—
Atom Cat Paint	Reduces Action Point cost for sprinting. Increases Charisma with all pieces painted.	—	Complete **Miscellaneous** Quest: Atom Cats, then purchase the Atom Cats Custom Paint Job from Rowdy.	—	—

BOS Knight Paint	Brotherhood of Steel Knight, increases Strength with all pieces painted.	—	Complete Brotherhood of Steel Quest: **Shadow of Steel** and remain a Knight of the Brotherhood.	—	—
BOS Paladin Paint	Brotherhood of Steel Paladin, increases Strength with all pieces painted.	—	Complete Brotherhood of Steel Quest: **Blind Betrayal** and remain a Paladin of the Brotherhood.	—	—
BOS Sentinel Paint	Brotherhood of Steel Sentinel, increases Strength with all pieces painted.	—	Destroy the Institute and remain a Sentinel of the Brotherhood.	—	—
Hot Rod Flames Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #1, located at Robotics Disposal Ground)	—	—
Hot Rod Hot Pink Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #3, located at West Roxbury Station)	—	—
Hot Rod Shark Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #2, located at Atom Cats Garage)	—	—
Military Paint	Increases Strength with all pieces painted. (Compatible with any T-60 part.)	Adhesive (4), Aluminum (5), Nuclear Material (2)	—	0.5	161
Vault-Tec Paint	Increases Charisma with all pieces painted. (Compatible with any T-60 part.)	Adhesive (2), Aluminum (3), Plastic (2)	—	0.5	162
Lead Plating	Increases Radiation Resistance. (Compatible with any T-60 part.)	Adhesive (5), Aluminum (4), Circuitry (2), Fiber Optics (4), Lead (4)	Rank 1: Armorer	0.5	163
Winterized Coating	Increases Energy Resistance. (Compatible with any T-60 part.)	Adhesive (5), Aluminum (4), Rubber (7)	—	0.5	165
Prism Shielding	Increases Energy Resistance. (Compatible with any T-60 part.)	Adhesive (4), Aluminum (2), Nuclear Material (4), Rubber (4)	Rank 2: Science!	0.5	166
Explosive Shielding	Reduces Damage from explosions. (Compatible with any T-60 part.)	Adhesive (5), Aluminum (4), Ceramic (5)	Rank 1: Science!	0.5	167
Titanium Plating	Increases **Armor** Health. (Compatible with any T-60 part.)	Adhesive (5), Aluminum (7), Steel (4)	Rank 3: Armorer	0.5	168
Miscellaneous					
No **Misc**	—	—	—	—	—
Optimized Bracers	Reduces Action Point cost for **Power** Attacks.	Adhesive (3), Aluminum (4), Ceramic (3), Rubber (3)	Rank 1: Blacksmith	0.5	160
Rusty Knuckles	Unarmed attacks cause bleeding damage.	Adhesive (3), Aluminum (4), Ceramic (3), Steel (3)	Rank 2: Blacksmith	0.5	160

Hydraulic Bracers	Increases Unarmed Damage.	Adhesive (3), Aluminum (5), Oil (4), Steel (4)	Rank 3: Blacksmith	0.5	161
Tesla Bracers	Adds Energy damage to Unarmed attacks.	Adhesive (5), Aluminum (5), Copper (4), Rubber (4)	Rank 3: Blacksmith, Rank 1: Science!	0.5	162
T-60 HELMET					
Base					
Model A	Standard.	—	—	—	—
Model B	Improves Damage and Energy Resistance.	Adhesive (4), Aluminum (3), Ceramic (2), Circuitry (2), Rubber (1)	—	1	205
Model C	Improves Damage and Energy Resistance.	Adhesive (4), Aluminum (5), Ceramic (3), Circuitry (3), Rubber (2)	Rank 1: Science!, Rank 1: Armorer	1	210
Model D	Improves Damage and Energy Resistance.	Adhesive (5), Aluminum (6), Ceramic (4), Circuitry (3), Rubber (3)	Rank 1: Science!, Rank 2: Armorer	1	215
Model E	Improves Damage and Energy Resistance.	Adhesive (6), Aluminum (8), Ceramic (6), Circuitry (4), Rubber (3)	Rank 1: Science!, Rank 3: Armorer	1	220
Model F	Improves Damage and Energy Resistance.	Adhesive (7), Aluminum (10), Ceramic (8), Circuitry (5), Rubber (4)	Rank 1: Science!, Rank 4: Armorer	1	225
Material					
No Material	—	—	—	—	—
Atom Cat Paint	Reduces Action Point cost for sprinting. Increases Charisma with all pieces painted.	—	Complete **Miscellaneous** Quest: Atom Cats, then purchase the Atom Cats Custom Paint Job from Rowdy.	—	—
BOS Knight Paint	Brotherhood of Steel Knight, increases Strength with all pieces painted.	—	Complete Brotherhood of Steel Quest: **Shadow of Steel** and remain a Knight of the Brotherhood.	—	—
BOS Paladin Paint	Brotherhood of Steel Paladin, increases Strength with all pieces painted.	—	Complete Brotherhood of Steel Quest: **Blind Betrayal** and remain a Paladin of the Brotherhood.	—	—
BOS Sentinel Paint	Brotherhood of Steel Sentinel, increases Strength with all pieces painted.	—	Destroy the Institute and remain a Sentinel of the Brotherhood.	—	—
Hot Rod Flames Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #1, located at Robotics Disposal Ground)	—	—

Hot Rod Hot Pink Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #3, located at West Roxbury Station)	—	—
Hot Rod Shark Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #2, located at Atom Cats Garage)	—	—
Military Paint	Increases Strength with all pieces painted. (Compatible with any T-60 part.)	Adhesive (4), Aluminum (5), Nuclear Material (2)	—	0.5	161
Vault-Tec Paint	Increases Charisma with all pieces painted. (Compatible with any T-60 part.)	Adhesive (2), Aluminum (3), Plastic (2)	—	0.5	162
Lead Plating	Increases Radiation Resistance. (Compatible with any T-60 part.)	Adhesive (5), Aluminum (4), Circuitry (2), Fiber Optics (4), Lead (4)	Rank 1: Armorer	0.5	163
Photovoltaic Coating	Increases Action Point refresh speed in sunlight.	Adhesive (4), Aluminum (2), Crystal (4), Gold (2), Nuclear Material (4)	Rank 3: Science!	0.5	164
Winterized Coating	Increases Energy Resistance. (Compatible with any T-60 part.)	Adhesive (5), Aluminum (4), Rubber (7)	—	0.5	165
Prism Shielding	Increases Energy Resistance. (Compatible with any T-60 part.)	Adhesive (4), Aluminum (2), Nuclear Material (4), Rubber (4)	Rank 2: Science!	0.5	166
Explosive Shielding	Reduces Damage from explosions. (Compatible with any T-60 part.)	Adhesive (5), Aluminum (4), Ceramic (5)	Rank 1: Science!	0.5	167
Titanium Plating	Increases **Armor** Health. (Compatible with any T-60 part.)	Adhesive (5), Aluminum (7), Steel (4)	Rank 3: Armorer	0.5	168
Miscellaneous					
No **Misc**	—	—	—	—	—
Targeting HUD	Visor highlights living targets.	Adhesive (6), Aluminum (5), Circuitry (6), Copper (4)	Rank 3: Science!	0.5	167
Internal Database	Increases Intelligence.	Adhesive (6), Aluminum (6), Crystal 95), Fiber Optics (4)	Rank 2: Science!	0.5	168
VATS Matrix Overlay	Increases VATS hit chance.	Adhesive (4), Aluminum (3), Circuitry (4), Fiber Optics (3)	Rank 2: Science!	0.5	169
Rad Scrubbers	Removes radiation from consumed **food** and water.	Adhesive (6), Aluminum (4), Circuitry (3), Fiber Optics (4), Lead (5)	Rank 2: Science!	1	200
Recon Sensors	Sighted aiming marks **enemies** with a compass pip.	Adhesive (6), Aluminum (4), Circuitry (3), Fiber Optics (4)	Rank 2: Science!	1	200

Sensor Array	Increases Perception.	Adhesive (4), Aluminum (5), Fiber Optics (4), Fiberglass (4)	Rank 3: Science!	1	200
Headlamp					
Headlamp	Default headlamp.	Aluminum (1), Copper (1), Fiber Optics (1)	—	0.5	160
Headlamp Blue	Adds blue headlamp.	Aluminum (1), Copper (1), Fiber Optics (1)	Rank 1: Science!	0.5	161
Headlamp Bright	Adds bright headlamp.	Aluminum (1), Copper (1), Fiber Optics (1), Nuclear Material (1)	Rank 1: Science!	0.5	162
Headlamp Purple	Adds purple headlamp.	Aluminum (1), Copper (1), Fiber Optics (1)	Rank 1: Science!	0.5	164
Headlamp Red Tactical	Adds red tactical headlamp.	Aluminum (1), Circuitry (1), Copper (1), Fiber Optics (1)	Rank 1: Science!	0.5	165
Headlamp Vault Boy	Adds Vault Boy headlamp.	Aluminum (1), Copper (1), Fiber Optics (1)	Rank 1: Science!	0.5	166
T-60 LEG					
Base					
Model A	Standard.	—	—	—	—
Model B	Improves Damage and Energy Resistance.	Adhesive (4), Aluminum (3), Ceramic (2), Circuitry (2), Rubber (1)	—	4	205
Model C	Improves Damage and Energy Resistance.	Adhesive (4), Aluminum (5), Ceramic (3), Circuitry (3), Rubber (2)	Rank 1: Science!, Rank 1: Armorer	4	210
Model D	Improves Damage and Energy Resistance.	Adhesive (5), Aluminum (6), Ceramic (4), Circuitry (3), Rubber (3)	Rank 1: Science!, Rank 2: Armorer	4	215
Model E	Improves Damage and Energy Resistance.	Adhesive (6), Aluminum (8), Ceramic (6), Circuitry (4), Rubber (3)	Rank 1: Science!, Rank 3: Armorer	4	220
Model F	Improves Damage and Energy Resistance.	Adhesive (7), Aluminum (10), Ceramic (8), Circuitry (5), Rubber (4)	Rank 1: Science!, Rank 4: Armorer	4	225
Material					
No Material	—	—	—	—	—
Atom Cat Paint	Reduces Action Point cost for sprinting. Increases Charisma with all pieces painted.	—	Complete **Miscellaneous** Quest: Atom Cats, then purchase the Atom Cats Custom Paint Job from Rowdy.	—	—

BOS Knight Paint	Brotherhood of Steel Knight, increases Strength with all pieces painted.	—	Complete Brotherhood of Steel Quest: **Shadow of Steel** and remain a Knight of the Brotherhood.	—	—
BOS Paladin Paint	Brotherhood of Steel Paladin, increases Strength with all pieces painted.	—	Complete Brotherhood of Steel Quest: **Blind Betrayal** and remain a Paladin of the Brotherhood.	—	—
BOS Sentinel Paint	Brotherhood of Steel Sentinel, increases Strength with all pieces painted.	—	Destroy the Institute and remain a Sentinel of the Brotherhood.	—	—
Hot Rod Flames Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #1, located at Robotics Disposal Ground)	—	—
Hot Rod Hot Pink Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #3, located at West Roxbury Station)	—	—
Hot Rod Shark Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #2, located at Atom Cats Garage)	—	—
Military Paint	Increases Strength with all pieces painted. (Compatible with any T-60 part.)	Adhesive (4), Aluminum (5), Nuclear Material (2)	—	0.5	161
Vault-Tec Paint	Increases Charisma with all pieces painted. (Compatible with any T-60 part.)	Adhesive (2), Aluminum (3), Plastic (2)	—	0.5	162
Lead Plating	Increases Radiation Resistance. (Compatible with any T-60 part.)	Adhesive (5), Aluminum (4), Circuitry (2), Fiber Optics (4), Lead (4)	Rank 1: Armorer	0.5	163
Winterized Coating	Increases Energy Resistance. (Compatible with any T-60 part.)	Adhesive (5), Aluminum (4), Rubber (7)	—	0.5	165
Prism Shielding	Increases Energy Resistance. (Compatible with any T-60 part.)	Adhesive (4), Aluminum (2), Nuclear Material (4), Rubber (4)	Rank 2: Science!	0.5	166
Explosive Shielding	Reduces Damage from explosions. (Compatible with any T-60 part.)	Adhesive (5), Aluminum (4), Ceramic (5)	Rank 1: Science!	0.5	167
Titanium Plating	Increases **Armor** Health. (Compatible with any T-60 part.)	Adhesive (5), Aluminum (7), Steel (4)	Rank 3: Armorer	0.5	168
Miscellaneous					
No **Misc**	—	—	—	—	—
Calibrated Shocks	Increases Carry Weight capacity.	Adhesive (4), Aluminum (7), Fiberglass (5)	Rank 2: Science!	0.5	160
Optimized Servos	Reduces Action Point cost for sprinting.	Adhesive (5), Aluminum (5), Fiberglass (9), Spring (5)	Rank 3: Science!	0.5	161

Overdrive Servos	Increases Sprint speed at additional Action Point cost.	Adhesive (5), Aluminum (10), Fiberglass (9), Nuclear Material (5)	Rank 3: Science!	0.5	162
Kinetic Servos	Increases Action Point refresh speed while moving.	Adhesive (5), Aluminum (5), Nuclear Material (4)	Rank 2: Science!	0.5	163
Explosive Vent	Increases damage radius for Impact Landing.	Adhesive (7), Aluminum (18), Asbestos (14), Nuclear Material (10)	Rank 3: Science!	4	200
T-60 TORSO					
Base					
Model A	Standard.	—	—	—	—
Model B	Improves Damage and Energy Resistance.	Adhesive (5), Aluminum (4), Ceramic (2), Circuitry (2), Nuclear Material (2), Rubber (1)	—	1	205
Model C	Improves Damage and Energy Resistance.	Adhesive (5), Aluminum (6), Ceramic (4), Circuitry (4), Nuclear Material (4), Rubber (2)	Rank 1: Science!, Rank 1: Armorer	1	210
Model D	Improves Damage and Energy Resistance.	Adhesive (6), Aluminum (8), Ceramic (5), Circuitry (4), Nuclear Material (4), Rubber (4)	Rank 1: Science!, Rank 2: Armorer	1	215
Model E	Improves Damage and Energy Resistance.	Adhesive (8), Aluminum (10), Ceramic (8), Circuitry (5), Nuclear Material (5), Rubber (4)	Rank 1: Science!, Rank 3: Armorer	1	220
Model F	Improves Damage and Energy Resistance.	Adhesive (9), Aluminum (12), Ceramic (10), Circuitry (6), Nuclear Material (6), Rubber (5)	Rank 1: Science!, Rank 4: Armorer	1	225
Material					
No Material	—	—	—	—	—
Atom Cat Paint	Reduces Action Point cost for sprinting. Increases Charisma with all pieces painted.	—	Complete **Miscellaneous** Quest: Atom Cats, then purchase the Atom Cats Custom Paint Job from Rowdy.	—	—
BOS Knight Paint	Brotherhood of Steel Knight, increases Strength with all pieces painted.	—	Complete Brotherhood of Steel Quest: **Shadow of Steel** and remain a Knight of the Brotherhood.	—	—
BOS Paladin Paint	Brotherhood of Steel Paladin, increases Strength with all pieces painted.	—	Complete Brotherhood of Steel Quest: **Blind Betrayal** and remain a Paladin of the Brotherhood.	—	—

BOS Sentinel Paint	Brotherhood of Steel Sentinel, increases Strength with all pieces painted.	—	Destroy the Institute and remain a Sentinel of the Brotherhood.	—	—
Hot Rod Flames Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #1, located at Robotics Disposal Ground)	—	—
Hot Rod Hot Pink Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #3, located at West Roxbury Station)	—	—
Hot Rod Shark Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #2, located at Atom Cats Garage)	—	—
Military Paint	Increases Strength with all pieces painted. (Compatible with any T-60 part.)	Adhesive (4), Aluminum (5), Nuclear Material (2)	—	0.5	161
Vault-Tec Paint	Increases Charisma with all pieces painted. (Compatible with any T-60 part.)	Adhesive (2), Aluminum (3), Plastic (2)	—	0.5	162
Lead Plating	Increases Radiation Resistance. (Compatible with any T-60 part.)	Adhesive (5), Aluminum (4), Circuitry (2), Fiber Optics (4), Lead (4)	Rank 1: Armorer	0.5	163
Winterized Coating	Increases Energy Resistance. (Compatible with any T-60 part.)	Adhesive (5), Aluminum (4), Rubber (7)	—	0.5	165
Prism Shielding	Increases Energy Resistance. (Compatible with any T-60 part.)	Adhesive (4), Aluminum (2), Nuclear Material (4), Rubber (4)	Rank 2: Science!	0.5	166
Explosive Shielding	Reduces Damage from explosions. (Compatible with any T-60 part.)	Adhesive (5), Aluminum (4), Ceramic (5)	Rank 1: Science!	0.5	167
Titanium Plating	Increases **Armor** Health. (Compatible with any T-60 part.)	Adhesive (5), Aluminum (7), Steel (4)	Rank 3: Armorer	0.5	168
Miscellaneous					
No **Misc**	—	—	—	—	—
Emergency Protocols	Below 20% health, speed increases 25% and incoming damage is reduced 50%.	Adhesive (7), Aluminum (7), Circuitry (10), Nuclear Material (9)	Rank 4: Science!	0.5	160
Motion-Assist Servos	Increases Strength.	Adhesive (8), Aluminum (12), Rubber (10), Spring (8)	Rank 3: Science!	0.5	161
Kinetic Dynamo	Taking damage recharges Action Points.	Adhesive (7), Aluminum (5), Ceramic (5), Rubber (5)	Rank 4: Science!	0.5	162
Tesla Coils	Deals Energy damage to nearby **enemies**.	Adhesive (9), Aluminum (7), Copper (10), Fiber Optics (5), Rubber (10)	Rank 3: Science!	0.5	163

Blood Cleanser	Reduces chance for addiction from drugs.	Adhesive (5), Aluminum (4), Antiseptic (5), Rubber (4)	Rank 1: Science!	1	200
Core Assembly	Increases Action Point refresh speed.	Adhesive (7), Aluminum (9), Circuitry (5), Nuclear Material (5)	Rank 3: Science!	1	200
Medic Pump	Detects hits during **combat** and automatically uses a Stimpak when health is low.	Adhesive (7), Aluminum (5), Antiseptic (9), Circuitry (4)	Rank 4: Science!	1	200
Reactive Plates	Reflects 50% of melee damage back on attacker.	Adhesive (9), Aluminum (5), Asbestos (7), Nuclear Material (9)	Rank 4: Armorer	3	200
Stealth Boy	Activates stealth field while crouched.	Adhesive (9), Aluminum (9), Circuitry (4), Fiber Optics (6), Gold (4)	Rank 4: Science!	1	200
Jet Pack	Enables jet-assisted boost while jumping.	Adhesive (6), Aluminum (9), Asbestos (8), Nuclear Material (10)	Rank 4: Science!, Rank 4: Armorer	1	1000
X-01 ARM					
Base					
Mk.I	Standard.	—	—	—	—
Mk.II	Improves Damage and Energy Resistance.	Adhesive (5), Aluminum (4), Ceramic (3), Circuitry (3), Rubber (2)	—	3	205
Mk.III	Improves Damage and Energy Resistance.	Adhesive (6), Aluminum (6), Ceramic (5), Circuitry (3), Rubber (3)	Rank 1: Science!, Rank 1: Armorer	3	210
Mk.IV	Improves Damage and Energy Resistance.	Adhesive (7), Aluminum (8), Ceramic (6), Circuitry (3), Rubber (4)	Rank 1: Science!, Rank 2: Armorer	3	215
Mk.V	Improves Damage and Energy Resistance.	Adhesive (8), Aluminum (9), Ceramic (7), Circuitry (4), Rubber (5)	Rank 1: Science!, Rank 3: Armorer	3	220
Mk.VI	Improves Damage and Energy Resistance.	Adhesive (8), Aluminum (11), Ceramic (9), Circuitry (6), Rubber (6)	Rank 1: Science!, Rank 4: Armorer	3	225
Material					
No Material	—	—	—	—	—
Hot Rod Flames Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #1, located at Robotics Disposal Ground)	—	—

Hot Rod Hot Pink Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #3, located at West Roxbury Station)	—	—
Hot Rod Shark Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #2, located at Atom Cats Garage)	—	—
Institute Paint	Increases Intelligence with all pieces painted.	—	Complete Institute Quest: **Nuclear Family** and remain a member of the Institute.	—	—
Military Paint	Increases Strength with all pieces painted. (Compatible with any X-01 part.)	Adhesive (4), Aluminum (6), Nuclear Material (2)	—	0.5	180
Vault-Tec Paint	Increases Charisma with all pieces painted. (Compatible with any X-01 part.)	Adhesive (2), Aluminum (4), Plastic (2)	—	0.5	181
Titanium Plating	Increases **Armor** Health. (Compatible with any X-01 part.)	Adhesive (6), Aluminum (8), Steel (4)	Rank 3: Armorer	0.5	
Lead Plating	Increases Radiation Resistance. (Compatible with any X-01 part.)	Adhesive (5), Aluminum (4), Circuitry (2), Fiber Optics (4), Lead (4)	Rank 1: Armorer	0.5	183
Prism Shielding	Increases Energy Resistance. (Compatible with any X-01 part.)	Adhesive (4), Aluminum (2), Nuclear Material (4), Rubber (4)	Rank 2: Science!	0.5	185
Explosive Shielding	Reduces Damage from explosions. (Compatible with any X-01 part.)	Adhesive (6), Aluminum (4), Ceramic (6)	Rank 1: Science!	0.5	186
X-01 EMP Shielding	Increased Energy Resistance. (Compatible with any X-01 part.)	Adhesive (6), Aluminum (8), Rubber (8)	—	0.5	187
Thermal Coating	Increased Energy Resistance. (Compatible with any X-01 part.)	Adhesive (8), Aluminum (8), Crystal (6)	—	0.5	188
Miscellaneous					
No **Misc**	—	—	—	—	—
Rusty Knuckles	Unarmed attacks cause bleeding damage.	Adhesive (4), Aluminum (4), Ceramic (4), Steel (5)	Rank 2: Blacksmith	0.5	180
Hydraulic Bracers	Increases Unarmed Damage.	Adhesive (4), Aluminum (6), Oil (4), Steel (3)	Rank 3: Blacksmith	0.5	181
Optimized Bracers	Reduces Action Point cost for **Power** Attacks.	Adhesive (3), Aluminum (3), Ceramic (3), Rubber (4)	Rank 1: Blacksmith	0.5	182
Tesla Bracers	Adds Energy damage to Unarmed attacks.	Adhesive (6), Aluminum (6), Copper (5), Rubber (4)	Rank 3: Blacksmith, Rank 1: Science!	0.5	184

X-01 HELMET

Base					
Mk.I	Standard.	—	—	—	—
Mk.II	Improves Damage and Energy Resistance.	Adhesive (5), Aluminum (4), Ceramic (3), Circuitry (3), Rubber (2)	—	3	255
Mk.III	Improves Damage and Energy Resistance.	Adhesive (6), Aluminum (6), Ceramic (5), Circuitry (3), Rubber (3)	Rank 1: Science!, Rank 1: Armorer	3	260
Mk.IV	Improves Damage and Energy Resistance.	Adhesive (7), Aluminum (8), Ceramic (6), Circuitry (3), Rubber (4)	Rank 1: Science!, Rank 2: Armorer	3	265
Mk.V	Improves Damage and Energy Resistance.	Adhesive (8), Aluminum (9), Ceramic (7), Circuitry (4), Rubber (5)	Rank 1: Science!, Rank 3: Armorer	3	270
Mk.VI	Improves Damage and Energy Resistance.	Adhesive (8), Aluminum (11), Ceramic (9), Circuitry (6), Rubber (6)	Rank 1: Science!, Rank 4: Armorer	3	275
Material					
No Material	—	—	—	—	—
Hot Rod Flames Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #1, located at Robotics Disposal Ground)	—	—
Hot Rod Hot Pink Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #3, located at West Roxbury Station)	—	—
Hot Rod Shark Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #2, located at Atom Cats Garage)	—	—
Institute Paint	Increases Intelligence with all pieces painted.	—	Complete Institute Quest: **Nuclear Family** and remain a member of the Institute.	—	—
Military Paint	Increases Strength with all pieces painted. (Compatible with any X-01 part.)	Adhesive (4), Aluminum (6), Nuclear Material (2)	—	0.5	180
Vault-Tec Paint	Increases Charisma with all pieces painted. (Compatible with any X-01 part.)	Adhesive (2), Aluminum (4), Plastic (2)	—	0.5	181
Titanium Plating	Increases **Armor** Health. (Compatible with any X-01 part.)	Adhesive (6), Aluminum (8), Steel (4)	Rank 3: Armorer	0.5	
Lead Plating	Increases Radiation Resistance. (Compatible with any X-01 part.)	Adhesive (5), Aluminum (4), Circuitry (2), Fiber Optics (4), Lead (4)	Rank 1: Armorer	0.5	183

Photovoltaic Coating	Increases Action Point refresh speed in sunlight.	Adhesive (4), Aluminum (2), Crystal (4), Gold (2), Nuclear Material (4)	Rank 3: Science!		
Prism Shielding	Increases Energy Resistance. (Compatible with any X-01 part.)	Adhesive (4), Aluminum (2), Nuclear Material (4), Rubber (4)	Rank 2: Science!	0.5	185
Explosive Shielding	Reduces Damage from explosions. (Compatible with any X-01 part.)	Adhesive (6), Aluminum (4), Ceramic (6)	Rank 1: Science!	0.5	186
X-01 EMP Shielding	Increased Energy Resistance. (Compatible with any X-01 part.)	Adhesive (6), Aluminum (8), Rubber (8)	—	0.5	187
Thermal Coating	Increased Energy Resistance. (Compatible with any X-01 part.)	Adhesive (8), Aluminum (8), Crystal (6)	—	0.5	188
Miscellaneous					
No **Misc**	—	—	—	—	—
Rad Scrubbers	Removes radiation from consumed **food** and water.	Adhesive (7), Aluminum (5), Circuitry (4), Fiber Optics (5), Lead (6)	Rank 2: Science!	0.5	187
Sensor Array	Increases Perception.	Adhesive (4), Aluminum (6), Fiber Optics (4), Fiberglass (4)	Rank 3: Science!	0.5	188
VATS Matrix Overlay	Increases VATS hit chance.	Adhesive (4), Aluminum (3), Circuitry (4), Fiber Optics (3)	Rank 2: Science!	0.5	189
Internal Database	Increases Intelligence.	Adhesive (7), Aluminum (7), Crystal (6), Fiber Optics (5)	Rank 2: Science!	1	250
Recon Sensors	Sighted aiming marks **enemies** with a compass pip.	Adhesive (7), Aluminum (7), Circuitry (4), Fiber Optics (5)	Rank 2: Science!	1	250
Targeting HUD	Visor highlights living targets.	Adhesive (7), Aluminum (6), Circuitry (7), Gold (3)	Rank 3: Science!	1	250
Headlamp					
Headlamp	Adds headlamp.	Aluminum (1), Copper (1), Fiber Optics (1)	—	0.5	180
Headlamp Blue	Adds headlamp.	Aluminum (1), Copper (1), Fiber Optics (1)	Rank 1: Science!	0.5	181
Headlamp Bright	Adds headlamp.	Aluminum (1), Copper (1), Fiber Optics (1), Nuclear Material (1)	Rank 1: Science!	0.5	182
Headlamp Purple	Adds headlamp.	Aluminum (1), Copper (1), Fiber Optics (1)	Rank 1: Science!	0.5	184

Headlamp Red Tactical	Adds headlamp.	Aluminum (1), Circuitry (1), Copper (1), Fiber Optics (1)	Rank 1: Science!	0.5	185
Headlamp Vault Boy	Adds Vault Boy headlamp.	Aluminum (1), Copper (1), Fiber Optics (1)	Rank 1: Science!	0.5	186
X-01 LEG					
Base					
Mk.I	Standard.	—	—	—	—
Mk.II	Improves Damage and Energy Resistance.	Adhesive (5), Aluminum (4), Ceramic (3), Circuitry (3), Rubber (2)	—	4	255
Mk.III	Improves Damage and Energy Resistance.	Adhesive (6), Aluminum (6), Ceramic (5), Circuitry (3), Rubber (3)	Rank 1: Science!, Rank 1: Armorer	4	260
Mk.IV	Improves Damage and Energy Resistance.	Adhesive (7), Aluminum (8), Ceramic (6), Circuitry (3), Rubber (4)	Rank 1: Science!, Rank 2: Armorer	4	265
Mk.V	Improves Damage and Energy Resistance.	Adhesive (8), Aluminum (9), Ceramic (7), Circuitry (4), Rubber (5)	Rank 1: Science!, Rank 3: Armorer	4	270
Mk.VI	Improves Damage and Energy Resistance.	Adhesive (8), Aluminum (11), Ceramic (9), Circuitry (6), Rubber (6)	Rank 1: Science!, Rank 4: Armorer	4	275
Material					
No Material	—	—	—	—	—
Hot Rod Flames Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #1, located at Robotics Disposal Ground)	—	—
Hot Rod Hot Pink Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #3, located at West Roxbury Station)	—	—
Hot Rod Shark Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #2, located at Atom Cats Garage)	—	—
Institute Paint	Increases Intelligence with all pieces painted.	—	Complete Institute Quest: **Nuclear Family** and remain a member of the Institute.	—	—
Military Paint	Increases Strength with all pieces painted. (Compatible with any X-01 part.)	Adhesive (4), Aluminum (6), Nuclear Material (2)	—	0.5	180
Vault-Tec Paint	Increases Charisma with all pieces painted. (Compatible with any X-01 part.)	Adhesive (2), Aluminum (4), Plastic (2)	—	0.5	181

Titanium Plating	Increases **Armor** Health. (Compatible with any X-01 part.)	Adhesive (6), Aluminum (8), Steel (4)	Rank 3: Armorer	0.5	
Lead Plating	Increases Radiation Resistance. (Compatible with any X-01 part.)	Adhesive (5), Aluminum (4), Circuitry (2), Fiber Optics (4), Lead (4)	Rank 1: Armorer	0.5	183
Prism Shielding	Increases Energy Resistance. (Compatible with any X-01 part.)	Adhesive (4), Aluminum (2), Nuclear Material (4), Rubber (4)	Rank 2: Science!	0.5	185
Explosive Shielding	Reduces Damage from explosions. (Compatible with any X-01 part.)	Adhesive (6), Aluminum (4), Ceramic (6)	Rank 1: Science!	0.5	186
X-01 EMP Shielding	Increased Energy Resistance. (Compatible with any X-01 part.)	Adhesive (6), Aluminum (8), Rubber (8)	—	0.5	187
Thermal Coating	Increased Energy Resistance. (Compatible with any X-01 part.)	Adhesive (8), Aluminum (8), Crystal (6)	—	0.5	188
Miscellaneous					
No **Misc**	—	—	—	—	—
Calibrated Shocks	Increases Carry Weight capacity.	Adhesive (4), Aluminum (8), Fiberglass (6)	Rank 2: Science!	0.5	180
Explosive Vent	Increases damage radius for Impact Landing.	Adhesive (8), Aluminum (20), Asbestos (16), Nuclear Material (12)	Rank 3: Science!	0.5	181
Optimized Servos	Reduces Action Point cost for sprinting.	Adhesive (6), Aluminum (6), Fiberglass (10), Spring (6)	Rank 3: Science!	0.5	182
Overdrive Servos	Increases Sprint speed at additional Action Point cost.	Adhesive (6), Aluminum (12), Fiberglass (10), Nuclear Materials (6)	Rank 3: Science!	0.5	183
Kinetic Servos	Increases Action Point refresh speed while moving.	Adhesive (6), Aluminum (6), Nuclear Material (4)	Rank 2: Science!	0.5	184
X-01 TORSO					
Base					
Mk.I	Standard.	—	—	—	—
Mk.II	Improves Damage and Energy Resistance.	Adhesive (6), Aluminum (5), Ceramic (4), Circuitry (4), Nuclear Material (4), Rubber (2)	—	1	255
Mk.III	Improves Damage and Energy Resistance.	Adhesive (8), Aluminum (8), Ceramic (6), Circuitry (4), Nuclear Material (4), Rubber (4)	Rank 1: Science!, Rank 1: Armorer	1	260

Mk.IV	Improves Damage and Energy Resistance.	Adhesive (9), Aluminum (10), Ceramic (8), Circuitry (4), Nuclear Material (4), Rubber (5)	Rank 1: Science!, Rank 2: Armorer	1	265
Mk.V	Improves Damage and Energy Resistance.	Adhesive (10), Aluminum (11), Ceramic (9), Circuitry (5), Nuclear Material (5), Rubber (6)	Rank 1: Science!, Rank 3: Armorer	1	270
Mk.VI	Improves Damage and Energy Resistance.	Adhesive (10), Aluminum (14), Ceramic (11), Circuitry (8), Nuclear Material (8), Rubber (8)	Rank 1: Science!, Rank 4: Armorer	1	275
Material					
No Material	—	—	—	—	—
Hot Rod Flames Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #1, located at Robotics Disposal Ground)	—	—
Hot Rod Hot Pink Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #3, located at West Roxbury Station)	—	—
Hot Rod Shark Paint	Increases Agility with all pieces painted.	—	Hot Rodder (Issue #2, located at Atom Cats Garage)	—	—
Institute Paint	Increases Intelligence with all pieces painted.	—	Complete Institute Quest: **Nuclear Family** and remain a member of the Institute.	—	—
Military Paint	Increases Strength with all pieces painted. (Compatible with any X-01 part.)	Adhesive (4), Aluminum (6), Nuclear Material (2)	—	0.5	180
Vault-Tec Paint	Increases Charisma with all pieces painted. (Compatible with any X-01 part.)	Adhesive (2), Aluminum (4), Plastic (2)	—	0.5	181
Titanium Plating	Increases **Armor** Health. (Compatible with any X-01 part.)	Adhesive (6), Aluminum (8), Steel (4)	Rank 3: Armorer	0.5	
Lead Plating	Increases Radiation Resistance. (Compatible with any X-01 part.)	Adhesive (5), Aluminum (4), Circuitry (2), Fiber Optics (4), Lead (4)	Rank 1: Armorer	0.5	183
Prism Shielding	Increases Energy Resistance. (Compatible with any X-01 part.)	Adhesive (4), Aluminum (2), Nuclear Material (4), Rubber (4)	Rank 2: Science!	0.5	185
Explosive Shielding	Reduces Damage from explosions. (Compatible with any X-01 part.)	Adhesive (6), Aluminum (4), Ceramic (6)	Rank 1: Science!	0.5	186
X-01 EMP Shielding	Increased Energy Resistance. (Compatible with any X-01 part.)	Adhesive (6), Aluminum (8), Rubber (8)	—	0.5	187

Thermal Coating	Increased Energy Resistance. (Compatible with any X-01 part.)	Adhesive (8), Aluminum (8), Crystal (6)	—	0.5	188
Miscellaneous					
No **Misc**	—	—	—	—	—
Core Assembly	Increases Action Point refresh speed.	Adhesive (9), Aluminum (11), Circuitry (7), Nuclear Material (6)	Rank 3: Science!	0.5	180
Blood Cleanser	Reduces chance for addiction from drugs.	Adhesive (6), Aluminum (4), Antiseptic (6), Rubber (4)	Rank 1: Science!	0.5	181
Emergency Protocols	Below 20% health, speed increases 25% and incoming damage is reduced 50%.	Adhesive (8), Aluminum (8), Circuitry (12), Nuclear Material (10)	Rank 4: Science!	0.5	182
Motion-Assist Servos	Increases Strength.	Adhesive (8), Aluminum (12), Rubber (10), Spring (8)	Rank 3: Science!	0.5	183
Kinetic Dynamo	Taking damage recharges Action Points.	Adhesive (8), Aluminum (6), Ceramic (6), Rubber (6)	Rank 4: Science!	0.5	184
Medic Pump	Detects hits during **combat** and automatically uses a Stimpak when health is low.	Adhesive (8), Aluminum (6), Antiseptic (10), Circuitry (4)	Rank 4: Science!	0.5	185
Reactive Plates	Reflects 50% of melee damage back on attacker.	Adhesive (10), Aluminum (6), Asbestos (8), Nuclear Material (10)	Rank 4: Armorer	0.5	186
Stealth Boy	Activates stealth field while crouched.	Adhesive (10), Aluminum (10), Circuitry (5), Fiber Optics (7), Gold (5)	Rank 4: Science!	1	250
Tesla Coils	Deals Energy damage to nearby **enemies**.	Adhesive (10), Aluminum (8), Copper (12), Fiber Optics (6), Rubber (12)	Rank 3: Science!	1	250
Jet Pack	Enables jet-assisted boost while jumping.	Adhesive (7), Aluminum (10), Asbestos (9), Nuclear Material (12)	Rank 4: Science!, Rank 4: Armorer	1	2500

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Ammo

Overview

What good is a gun without ammo? All ammunition is weightless, so there's never a reason to avoid collecting it. Your level determines which ammo types can appear in containers or on defeated enemies. However, there are a few types of ammo that only appear at specific locations. You'll find plenty of ammo scattered throughout the Commonwealth, but when you're running low on a specific type, head to the nearest trader to see what's in stock.

AMMO TYPES

NAME	VALUE	MIN. LEVEL
.308 Round	3	4
.38 Round	1	1
.44 Round	3	18
.45 Round	2	12
.50 Caliber Round	4	17
10 mm Round	2	1
2 mm Electromagnetic Cartridge	10	28
5.56 Round	2	24
5 mm Round	1	24
Alien Blaster Round	1	—
Cannonball	8	—
Cryo Cell	10	—
Flamer Fuel	1	10
Flare	1	—
Fusion Cell	3	7
Fusion Core	200	10
Gamma Round	10	10
Mini Nuke	100	—
Missile	25	9
Plasma Cartridge	5	17
Railway Spike	1	10
Shotgun Shell	3	14

HELPFUL HINT FROM VAULT BOY!

Alien Blaster Rounds, Cannonballs, Cryo Cells, Flares, and Mini Nukes don't appear randomly. These rare ammo types can only be found at specific locations or on specific individuals. However, most of them can be purchased from vendors.

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

DATA

Introduction: Helping Others to Help Yourself

Quality of life depends on the friends you make.

Understand the predicament you are facing.

Escape situations you find uncomfortable.

Study before making life-changing decisions.

Trust in yourself to adapt over time.

It has come to our attention that the vault dweller's continued well-being outside in the Commonwealth is dependent upon working on a variety of tasks. Some are simple activities designed to make friends, win favor, improve combat, seek an interesting item or two, or to stave off the feeling of hopelessness and dread you may be experiencing. Others are complex, multistage explorations that may lead to difficult decisions that you cannot take back and that change the Commonwealth forever.

At this time, you may be feeling overwhelmed. Don't worry; this is perfectly natural. Please consult your vault doctor for the correct dosage of chems to ease this anxiety.

The vast array of quests available show up in the Data > Quests menu of your Pip-Boy. RobCo Industries is proud to show a list of all activities you can undertake. On the left side of the Quests screen are the names of your quests. On the right side of the screen is a brief description of the objective you have reached in the highlighted quest, and underneath is the objective itself.

HELPFUL HINT FROM VAULT BOY!

Making the most of your Pip-Boy should be second nature to a seasoned explorer. But are you more of a timid Timmy? Well, make sure you highlight the quest you're interested in, while optionally turning off any other quests that can wait until later. That way you can see highlighted markers on your **world map** and compass pointing you in the correct direction. This even works with **miscellaneous** quests as long as you highlight the objective first. Are there too many markers clogging up your view? Then highlight only the quest you need directions for. Or better yet, remain comfortably and sensibly underground.

If a quest doesn't have a name, it is noted as "miscellaneous." These are one or more objectives and aren't usually related to each other. Some of these may lead to quests. Others may lead to more straightforward, smaller victories. Or traps.

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Questing the Vault-Tec Way

Comprehensive and thorough scientific testing projections using the SimTek 5000 indicate the necessity to further separate and define the types of quests available to you on your travels. These are divided into the following groupings:

MAIN QUESTS

It appears you have woken from your cryogenetic slumber, Vault Dweller. These quests chart the progress you're likely to take to reunite yourself with your offspring, and as deemed to be the quests most important to you, they are referenced first.

INSTITUTE QUESTS

This faction of important scientists has a distinct vision of the Commonwealth, and you're able to play an integral role in helping realize this. Meet a man named Father during your Main Quest, and seek further information then.

BROTHERHOOD OF STEEL QUESTS

After an unequivocal arrival, this military fraternity of honor-bound technology salvagers requires your assistance in helping their cause. Should you wish to work with Paladin Danse and eventually Elder Maxson, find out more in this section.

THE RAILROAD QUESTS

A clandestine group of synth sympathizers led by Desdemona, the Railroad needs your help in ferrying the downtrodden to safety. Latest data shows the Railroad recently left a compromised home base close to Lexington. Perhaps the Freedom Trail holds the answer?

MINUTEMEN QUESTS

A ragtag band of surface dwellers, Preston Garvey and his crew want nothing more than a new society to blossom. Are you game to help establish settlements and trade routes and help fellow settlers build a new utopia? The aptly-named Museum of Freedom is where to find these folks.

SIDE QUESTS

Perhaps you'd like to meet and greet (or eventually maim) potential companions, rescue hapless fools who have gotten themselves in a bind, or solve a conundrum not linked to the main factions? Then try this pot-luck selection of disparate and unrelated activities.

LOCATION QUESTS

It's a large and frankly terrifying world out there. Fortunately, Vault-Tec is here to provide notes on which locations have one or more activities to undertake. Some are frivolous, but many offer monetary rewards, and some offer hope to those who need it. Seek them all in the Map chapter of this book.

RANDOM ENCOUNTERS

You have every right to be suspicious, as danger may arrive in many guises, at any time, and in every place you might wander. But a list of probable encounters can ease your consternation.

WHERE ARE YOUR MAPS?

Each quest has a compilation of the most likely objectives available and the order you complete them. After that is a list of known locations to visit during the quest. Use the page numbers found in the location lists to find that area in the **Map** chapter. Usually it will be a schematic of the surface area, along with important **items** and an optimal path through the route. Combine both chapters while researching your quest and never be lost again!

HELPFUL HINT FROM VAULT BOY!

Like a pebble thrown into a pond (a prewar pond of course, as present-day ponds are likely to dissolve your pebble), your actions cause ripple effects that may or may not be obvious to you. Certain friendships with one set of pals, and the tasks they ask you to complete for them, may be in conflict with another group's wishes. Are you conflicted about an action you're going to undertake? Then ponder these decisions carefully and consult this chapter. Also be sure to make eye contact when talking to others.

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DATA

Quests: A Big Table

Here is a big table. It lists all the quests Vault-Tec has predicted may be available on your travels. As always, the Vault-Tec Documentation Department's simulations guarantee close (but not 100 percent) accuracy.

Have a great—and careful—day!

QUEST NAME	QUEST TYPE
Building a Better Crop	The Institute (**Miscellaneous**)
Butcher's Bill 2	The Railroad Quest (Radiant)
Abernathy Farm: Retribution	Minutemen Quest (Radiant Recruitment)
Ad Victoriam	Brotherhood of Steel Quest (Main)
Airship Down	The Institute (Main)
Appropriation	The Institute (Radiant)
Banished from the Institute	The Institute (**Miscellaneous**)
Battle of Bunker Hill	The Institute (Main)
Benign Intervention	Side Quest
Blind Betrayal	Brotherhood of Steel Quest (Main)
Boston After Dark	The Railroad Quest (**Miscellaneous**)
Burning Cover	The Railroad Quest (Main)
Butcher's Bill 1	The Railroad Quest (Radiant)
Call to Arms	Brotherhood of Steel Quest (Main)
Clean Equation, A	The Railroad Quest (Radiant)
Cleansing the Commonwealth	Brotherhood of Steel Quest (Radiant)
Clearing the Way	Minutemen Quest (Radiant Recruitment)
Combat Zone	Side Quest
Concierge	The Railroad Quest (Radiant)
Confidence Man	Side Quest
Curtain Call	Side Quest
Dangerous Minds	Main Quest (Act II)
Defend a Settlement	Minutemen Quest (Radiant Ownership)
Defend Artillery	Minutemen Quest (Radiant Ownership)
Defend the Castle	Minutemen Quest (Main)
Detective Case Files	Side Quest
Devil's Due, The	Side Quest
Diamond City Blues	Side Quest
Disappearing Act, The	Side Quest
Duty or Dishonor	Brotherhood of Steel Quest (**Miscellaneous**)
Emergent Behavior	Side Quest
End of the Line	The Institute (Main)
Feeding the Troops	Brotherhood of Steel Quest (Radiant)
Fire Support	Brotherhood of Steel Quest (Main)
First Step, The	Minutemen Quest (Radiant Recruitment)
Food	Minutemen Quest (Radiant Ownership)
Form Ranks	Minutemen Quest (Main)
From Within	Brotherhood of Steel Quest (Main)
Getting a Clue	Main Quest (Act I)
Ghoul Problem	Minutemen Quest (Radiant Recruitment)
Glowing Sea, The	Main Quest (Act II)
Greenskins	Minutemen Quest (Radiant Recruitment)
Guilded Grasshopper, The	Side Quest
Here There be Monsters	Side Quest
High Ground	The Railroad Quest (Radiant)
Hole in the Wall	Side Quest
House Divided, A	The Institute (**Miscellaneous**)
Human Error	Side Quest
Hunter/Hunted	Main Quest (Act II)
Hypothesis	The Institute (Radiant)
In Sheep's Clothing	**Location Quest: Freeform (Diamond City)**
Inside Job	Minutemen Quest (Main)
Institutionalized	Main Quest (Act II)
Jackpot	The Railroad Quest (Radiant)
Jewel of the Commonwealth	Main Quest (Act I)
Kicked out of the Railroad	The Railroad Quest (**Miscellaneous**)
Kid in a Fridge	Side Quest
Kidnapped Trader	Minutemen Quest (Radiant Ownership)
Kidnapping	Minutemen Quest (Radiant Recruitment)
Last Voyage of the U.S.S. Constitution	**Side Quest**
Leading by Example	Brotherhood of Steel Quest (Radiant)
Learning Curve	Brotherhood of Steel Quest (Radiant)
Liberty Reprimed	Brotherhood of Steel Quest (Main)
Long Road Ahead	Side Quest
Long Time Coming	Side Quest
Loose End, A	Brotherhood of Steel Quest (**Miscellaneous**)
Lost Patrol, The	Brotherhood of Steel Quest (**Miscellaneous**)
Lost Soul	The Railroad Quest (Radiant)
Mankind—Redefined	**The Institute (Main)**
Mass Fusion (the Institute)	The Institute (Main)
Memory Den, The	**Location Quest: Freeform (Goodneighbor)**
Memory Interrupted	The Railroad Quest (**Miscellaneous**)
Mercer Safehouse	The Railroad Quest (Radiant)
Miscellaneous (Atom Cats Garage): Atom Cats*	**Location Quest (Atom Cats Garage)**
Miscellaneous (Bunker Hill): Fallen Hero*	**Location Quest: Freeform (Bunker Hill)**
Miscellaneous (Bunker Hill): Meg's Tour	**Location Quest: Freeform (Bunker Hill)**
Miscellaneous (Bunker Hill): Prep School*	**Location Quest: Freeform (Bunker Hill)**
Miscellaneous (Bunker Hill): Traffic Jam*	**Location Quest: Freeform (Bunker Hill)**
Miscellaneous (Cambridge Polymer Labs): Cambridge Polymer Labs*	**Location Quest (Cambridge Polymer Labs)**
Miscellaneous (Charles View Amphitheater): A Pillar of the Community*	**Location Quest (Charles View Amphitheater)**
Miscellaneous (Chestnut Hillock Reservoir): Edwin's Terminal*	**Location Quest (Chestnut Hillock Reservoir)**
Miscellaneous (**Combat** Zone): **Combat** Zone*	**Location Quest (Combat Zone)**
Miscellaneous (Crater House): **Message In a Bottle - Trapped For Days**	**Location Quest (Crater House)**
Miscellaneous (Diamond City): Botany Class*	**Location Quest: Freeform (Diamond City)**
Miscellaneous (Diamond City): Brother Against Brother*	**Location Quest: Freeform (Diamond City)**
Miscellaneous (Diamond City): Diamond City's Most Wanted*	**Location Quest: Freeform (Diamond City)**
Miscellaneous (Diamond City): End Game*	**Location Quest: Freeform (Diamond City)**
Miscellaneous (Diamond City): Fly Fishing*	**Location Quest: Freeform (Diamond City)**
Miscellaneous (Diamond City): Holidays*	**Location Quest: Freeform (Diamond City)**
Miscellaneous (Diamond City): Home Run!*	**Location Quest: Freeform (Diamond City)**
Miscellaneous (Diamond City): New Hair, New Face*	**Location Quest: Freeform (Diamond City)**
Miscellaneous (Diamond City): Nuka Cola Needs*	**Location Quest: Freeform (Diamond City)**
Miscellaneous (Diamond City): Pool Cleaning*	**Location Quest: Freeform (Diamond City)**
Miscellaneous (Diamond City): Wedding Day*	**Location Quest: Freeform (Diamond City)**
Miscellaneous (Diamond City): World Series Win*	**Location Quest: Freeform (Diamond City)**
Miscellaneous (Drumlin Diner): Drumlin Diner Shakedown*	**Location Quest (Drumlin Diner)**
Miscellaneous (Dunwich Borers): Dunwich Borers*	**Location Quest (Dunwich Borers)**
Miscellaneous (Egret Tours Marina): Phyllis Daily*	**Location Quest (Egret Tours Marina)**
Miscellaneous (Fens Street Sewer): Dear Detective*	**Location Quest (Fens Street Sewer)**
Miscellaneous (General Atomics Factory): Quality Assurance*	**Location Quest (General Atomics Factory)**
Miscellaneous (General Atomics Galleria): Galleria*	**Location Quest (General Atomics Galleria)**
Miscellaneous (Goodneighbor): Art Appreciation*	**Location Quest: Freeform (Goodneighbor)**
Miscellaneous (Goodneighbor): The Cleaner*	**Location Quest: Freeform (Goodneighbor)**
Miscellaneous (Goodneighbor): Familiar Faces*	**Location Quest: Freeform (Goodneighbor)**
Miscellaneous (Goodneighbor): Hazardous Material*	**Location Quest: Freeform (Goodneighbor)**
Miscellaneous (Goodneighbor): MacCready for Action*	**Location Quest: Freeform (Goodneighbor)**
Miscellaneous (Goodneighbor): Recruiting Hancock*	**Location Quest: Freeform (Goodneighbor)**
Miscellaneous (Goodneighbor): Tough Times*	**Location Quest: Freeform (Goodneighbor)**
Miscellaneous (Graygarden): Supervisor Brown*	**Location Quest (Graygarden)**
Miscellaneous (Graygarden): Supervisor Green*	**Location Quest (Graygarden)**
Miscellaneous (Greenetech Genetics): K1-98*	**Location Quest (Greenetech Genetics)**
Miscellaneous (HalluciGen, Inc.): HalluciGen Exploration*	**Location Quest (HalluciGen, Inc.)**
Miscellaneous (Jamaica Plain): Treasure of Jamaica Plain*	**Location Quest (Jamaica Plain)**
Miscellaneous (Longneck Lukowski's Cannery): Mystery Meat*	**Location Quest (Longneck Lukowski's Cannery)**
Miscellaneous (Longneck Lukowski's Cannery): Trader Rylee*	**Location Quest (Longneck Lukowski's Cannery)**
Miscellaneous (Pickman Gallery): Pickman's Gift*	**Location Quest (Pickman Gallery)**
Miscellaneous (Prydwen): **Blood Bank***	Brotherhood of Steel Quest (**Miscellaneous**)
Miscellaneous (Prydwen): **Getting Technical***	Brotherhood of Steel Quest (**Miscellaneous**)
Miscellaneous (Prydwen): **Reactor Coolant***	Brotherhood of Steel Quest (**Miscellaneous**)
Miscellaneous (Rocky Cave): Virgil's Cure*	Location Quest (Rocky Cave)
Miscellaneous (Rook Family House): Barney Rook*	**Location Quest (Rook Family House)**
Miscellaneous (Skylanes Flight 1981): Random Encounter: Ness	**Location Quest (Skylanes Flight 1981)**
Miscellaneous (the Slog): Arlen Glass*	**Location Quest (the Slog)**
Miscellaneous (the Slog): Holly*	**Location Quest (the Slog)**
Miscellaneous (the Slog): Marlene's Holotape*	**Location Quest (the Slog)**
Miscellaneous (the Slog): Wiseman*	**Location Quest (the Slog)**
Miscellaneous (Vault 75): Vault 75*	Location Quest (Vault 75)
Miscellaneous (Vault 81): Austin: Vault 81 Tour*	**Location Quest (Vault 81)**
Miscellaneous (Vault 81): Bobby DeLuca: Dependency*	**Location Quest (Vault 81)**
Miscellaneous (Vault 81): Calvin: Maintenance Man*	**Location Quest (Vault 81)**
Miscellaneous (Vault 81): Doctor Penske: Fertilizer Woman*	**Location Quest (Vault 81)**
Miscellaneous (Vault 81): Erin: Here Kitty, Kitty*	**Location Quest (Vault 81)**
Miscellaneous (Vault 81): Katy: Short Stories*	**Location Quest (Vault 81)**
Miscellaneous (Warwick Homestead): Bill Sutton	**Location Quest (Warwick Homestead)**
Miscellaneous (Wicked Shipping Fleet Lockup): Wicked Shipments*	**Location Quest (Wicked Shipping Fleet Lockup)**
Molecular Level, The	Main Quest (Act II)
New Dawn, A	Brotherhood of Steel Quest (Main)
Nuclear Family	The Institute (Main)
Nuclear Option, The (Brotherhood of Steel)	Brotherhood of Steel Quest (Main)
Nuclear Option, The (Minutemen)	Minutemen Quest (Main)
Nuclear Option, The (the Railroad)	The Railroad Quest (Main)
Old Guns	Minutemen Quest (Main)
Operation Ticonderoga	The Railroad Quest (Main)
Out in Left Field	**Location Quest: Freeform (Diamond City)**
Out of the Fire	**Location Quest (Finch Farm)**
Out of Time	Main Quest (Act I)
Outside the Wire	Brotherhood of Steel Quest (Main)
Painting the Town	**Location Quest: Freeform (Diamond City)**
Pest Control	The Institute (Radiant)
Pinned	The Institute (Main)
Plugging a Leak	The Institute (**Miscellaneous**)
Political Leanings	The Institute (Radiant)
Power	Minutemen Quest (Radiant Ownership)
Powering Up	The Institute (Main)
Precipice of War	The Railroad Quest (Main)
Public Knowledge	**Location Quest: Freeform (Goodneighbor)**
Pull the Plug	**Location Quest (Thicket Excavations)**
Quartermastery	Brotherhood of Steel Quest (Radiant)
Raider Troubles	Minutemen Quest (Radiant Recruitment)
Randolph Safehouse	The Railroad Quest (Radiant)
Reactor Coolant	Brotherhood of Steel Quest (Radiant)
Reclamation	The Institute (Radiant)
Resettle Refugees	Minutemen Quest (Radiant Recruitment)
Reunions	Main Quest (Act I)
Reveille	Brotherhood of Steel Quest (Main)
Road to Freedom	The Railroad Quest (Main)
Rockets' Red Glare	The Railroad Quest (Main)
Rogue Courser	Minutemen Quest (Radiant Recruitment)
Sanctuary	Minutemen Quest (Main)
Secret of Cabot House, The	Side Quest
Semper Invicta	Brotherhood of Steel Quest (Main)
Shadow of Steel	Brotherhood of Steel Quest (Main)
Shattered	Main Quest (Act II)
Show No Mercy	Brotherhood of Steel Quest (Main)
Sight, The	Minutemen Quest (Main)
Silver Shroud, The	Side Quest
Spoils of War	Brotherhood of Steel Quest (Main)
Stop the Raiding	Minutemen Quest (Radiant Ownership)
Story of the Century	**Location Quest: Freeform (Diamond City)**
Suspected Synth	Minutemen Quest (Radiant Ownership)
Synth Retention	The Institute (Main)
Tactical Thinking	Brotherhood of Steel Quest (Main)
Taking Independence	Minutemen Quest (Main)
Taking Point	Minutemen Quest (Radiant Recruitment)
To the Mattresses	The Railroad Quest (Radiant)
Tour of Duty	Brotherhood of Steel Quest (Main)
Tradecraft	The Railroad Quest (Main)
Trouble Brewin'	**Location Quest: Freeform (Goodneighbor)**
Troubled Waters	**Location Quest (Graygarden)**
Underground Undercover	The Railroad Quest (Main)
Unlikely Valentine	Main Quest (Act I)
Variable Removal	The Railroad Quest (Radiant)
Vault 81	Side Quest
War Never Changes	Main Quest (Act I)
Water	Minutemen Quest (Radiant Ownership)
Weathervane	The Railroad Quest (Radiant)
When Freedom Calls	Minutemen Quest (Main)
With Our Powers Combined	Minutemen Quest (Main)

HOW DO I SEARCH FOR MISCELLANEOUS OBJECTIVES?

Glad you asked: Any quest with an asterisk (*) will not appear on your Pip-Boy. What should you do? First, remain calm. Second, any unnamed quest appears under "M" for "**Miscellaneous**" in this chart. Fortunately, the location of the occurring quest is also listed, enabling you to look up the quest by location. So if you've discovered a new place to explore, check this chart (or the **Map** chapter) for evidence of quest activities before continuing.

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Fallout 4 G.O.T.Y.
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Main Quest: Act I

War Never Changes

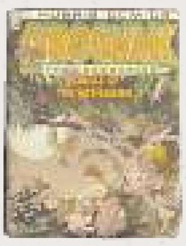
YOU'RE ONE S.P.E.C.I.A.L. FAMILY

Rise and shine! After making some changes to your appearance, explore your domicile until there's a knock at the door. Great news! The Vault-Tec representative is here to help secure your future.

HELPFUL HINT FROM VAULT BOY!

Please fill in the registration form to the best of your abilities. Literally. Made a mistake? Don't worry, you can reassign your SPECIALs just before leaving Vault 111.

ESSENTIAL READING



Grognak the Barbarian Comic

Peruse the Grognak the Barbarian comic in the kitchen and Shaun's You're **S.P.E.C.I.A.L.** book in your child's bedroom. Such reading materials offer excellent insights and statistical **data** to benefit your predicament, but only after exiting Vault 111.

When your day becomes a trifle more chaotic, follow the instructions of the government personnel and seek refuge inside Vault 111. Ignore the gnawing fear you might feel; this is quite natural. Please enter the decontamination pod.

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Fallout 4 G.O.T.Y.
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Main Quest: Act I

Out of Time

1. Exit Vault 111

2. Go home

3. Talk to Codsworth

4. Search the neighborhood with Codsworth

5. Kill the insects

6. Investigate Concord

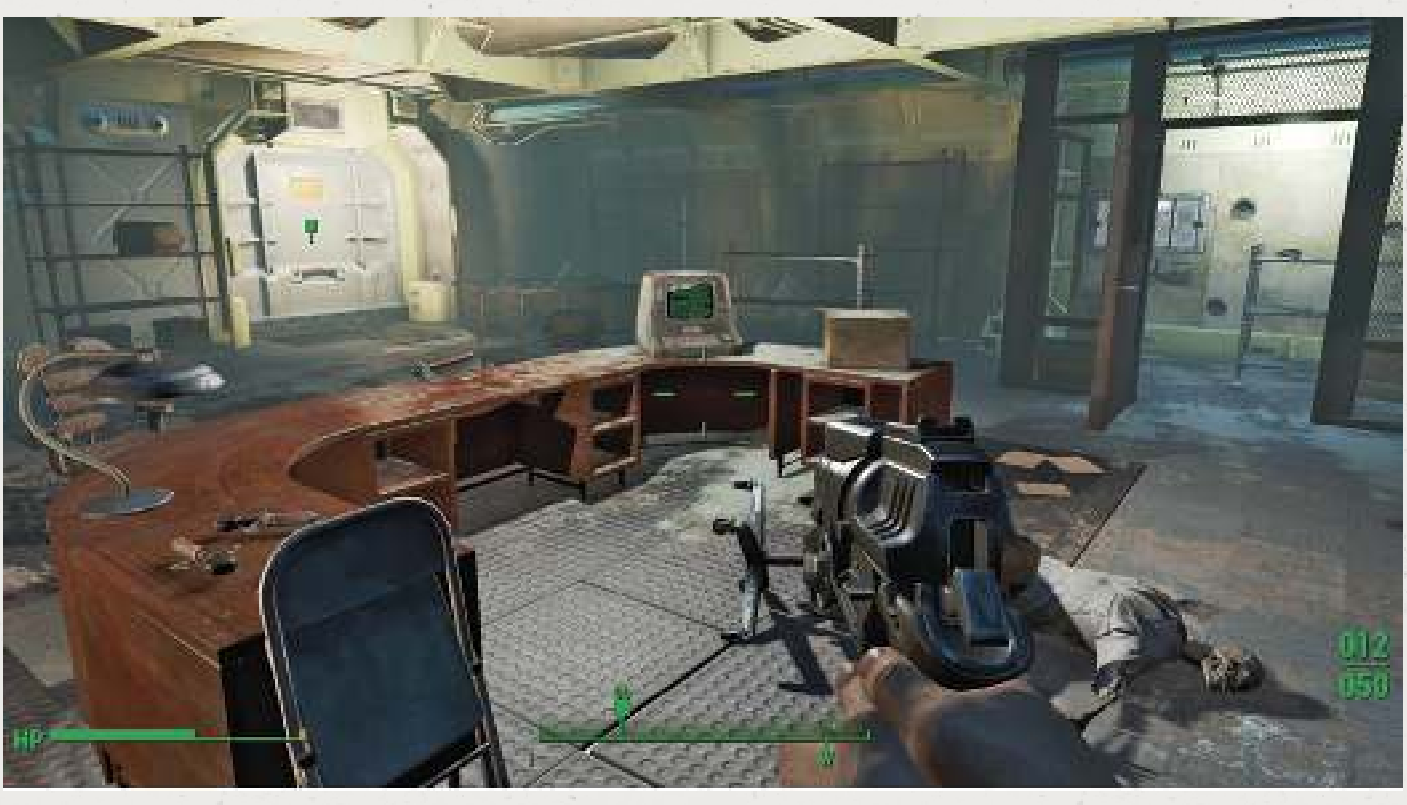
LOCATIONS TO EXPLORE

- Vault 111
- Sanctuary
- Concord

SEEKING SANCTUARY AND SHAUN

HELPFUL HINT FROM VAULT BOY!

Rise and shine! It is perfectly normal to feel somewhat groggy after spending an extended period of time inside a cryostasis capsule. Please locate your Vault Doctor for further assistance. You are also encouraged to learn and perfect the art of assigning **Items** and **Weapons** to your Favorites menu. Try it!



There's little time to make sense of your predicament. Follow the corridors of the vault to the overseer's terminal and open the evacuation tunnel.

PEST CONTROL: INITIAL ARMAMENTS

10mm Pistol

Don't leave home without a 10-mm pistol, ammunition, and the Pip-Boy, which you find at the vault door. Test your gun (or punching) skills on the Radroaches that inhabit this vault. The lack of cleanliness here is far from the norm for a Vault-Tec structure. Please accept our apologies.

LOOTING VAULT 111

Holotape Game: Red Menace

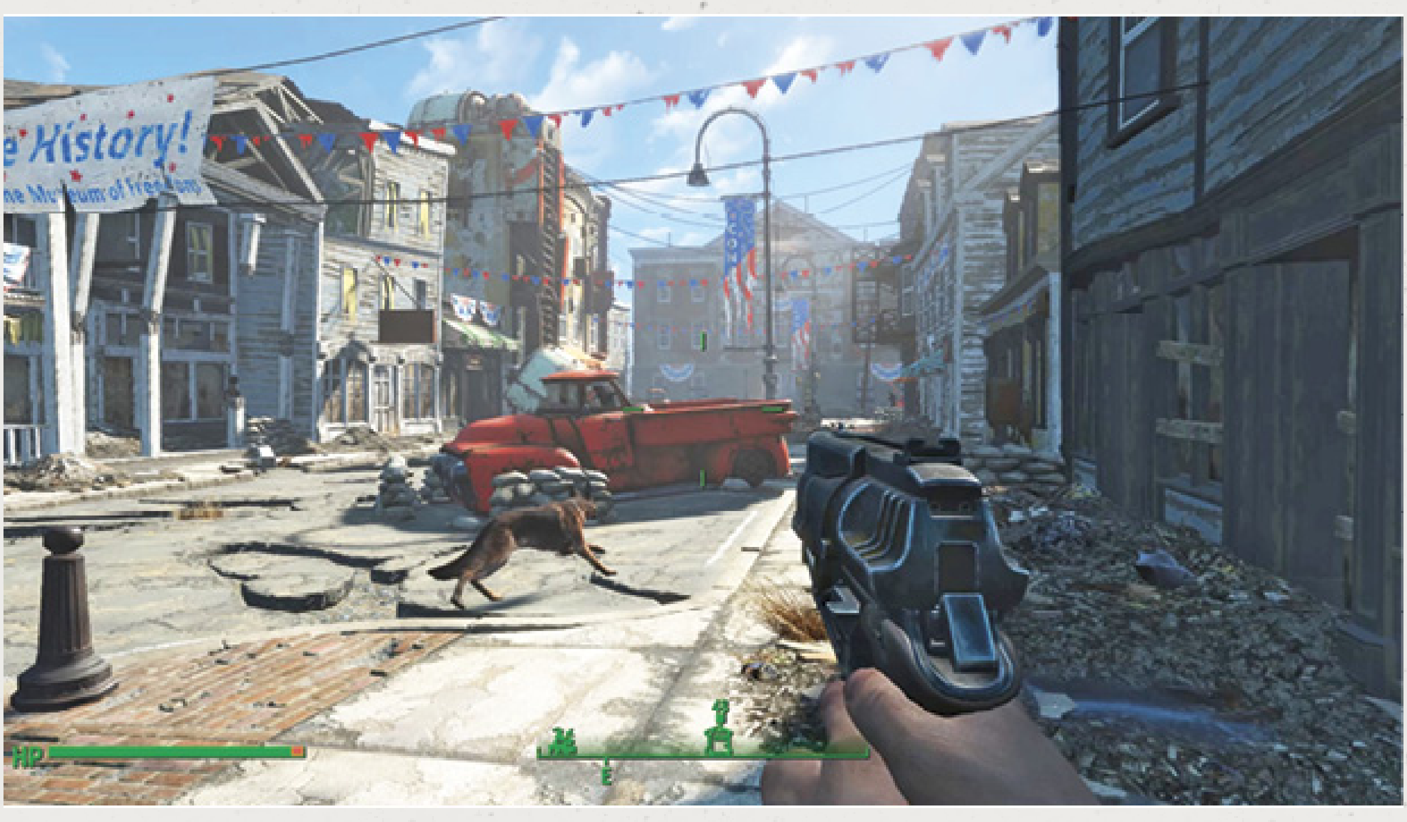
Cryolator

Thoroughly inspect Vault 111. Find your first Holotape for the popular Red Menace video game in the cafeteria terminal. The overseer's chamber has an impressive weapon—the Cryolator—locked in a secure cabinet (Master). Return at your convenience with the necessary lockpicking skill to obtain this impressive armament.

Head east and discover the settlement of Sanctuary. Locate Codsworth outside your old home and explore Sanctuary with him (or clear the area beforehand). Watch out for the poisonous spit of any Bloatflies you encounter.

Codsworth recommends widening the search for Shaun. Head southeast; you're likely to run into a friendly dog at the Red Rocket Truck Stop. He's sure to be a faithful companion. Perhaps the first of many.

Companion: Dogmeat



The pond northwest of Concord is a breeding ground for Bloodbugs—a disgusting winged fly with filthy proboscis strikes. But the real threat are the Raiders holed up in the town. This foul-mouthed bunch of psychotic wastrels favors any sort of weapon that mangles. They cannot be reasoned with.

Search the Museum of Freedom here to encounter Preston Garvey of the Minutemen. Consider helping his faction before moving on.

Otherwise, your exploration toward Boston continues.

HELPFUL HINT FROM VAULT BOY!

Feeling lost? Overwhelmed? All alone? Don't fret! Further advice on your current exploration is now available on your Pip-Boy. Bring up the Quest menu for more details. If you wish to interact with Preston Garvey (and search Concord more thoroughly), consult the "Minutemen Quests" section of this guide.

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Fallout 4 G.O.T.Y.
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Main Quest: Act I

Jewel of the Commonwealth

1. Go to Diamond City

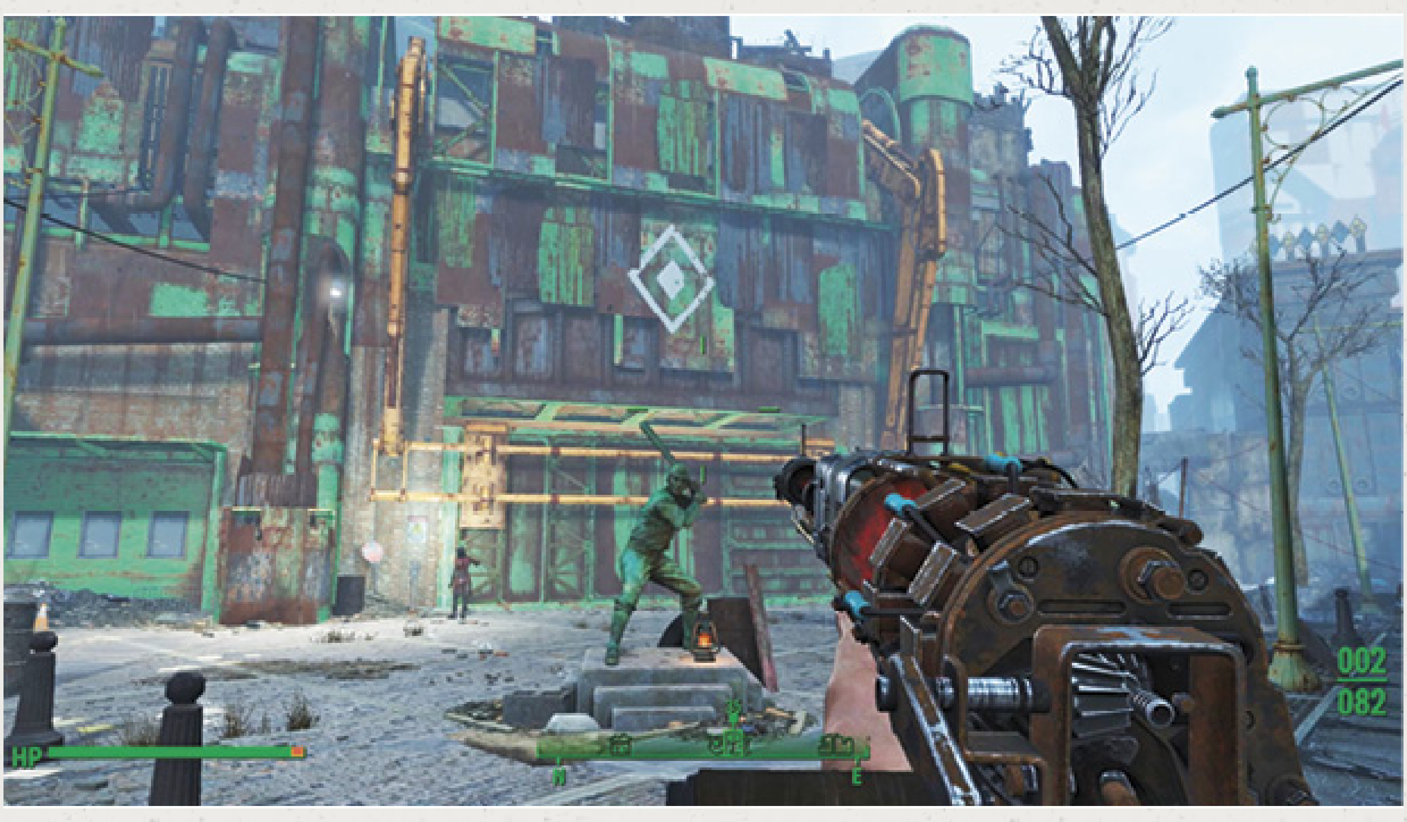
2. Find information about Shaun

3. Go to Valentine's Detective Agency

LOCATIONS TO EXPLORE

- Diamond City

DIAMOND IN THE ROUGH



It seems Diamond City is the best hope for gathering more information about Shaun. Getting there from Sanctuary is a long trek southeast. Once you cross the bridge into the remains of the city, look for signs pointing you in the direction of the Diamond.

At the entrance, you run into a reporter named Piper. She tells you how to fool the guard on the intercom into letting you in.

At the entrance, speak with Mayor McDonough and get his thoughts on Piper. Then head into Diamond City Market.

CHARISMA

Like to influence the powerful? Chat to the mayor about his situation with Piper if you wish.

Who can help you in this bustling market? Most are friendly folks, and asking any of the following provides a clue to your next move:

- Danny Sullivan (the gate guard)
- Pastor Clements (of the All Faiths Chapel)
- Nat (Piper's kid sister, selling copies of Public Occurrences)
- Piper (after she interviews you)
- Moe Cronin (Swatters salesman extraordinaire)
- John the Barber
- Artuo the weapons merchant
- Proprietor of the Valentine Detective Agency

HELPFUL HINT FROM VAULT BOY!

It's good to have options: If the hostiles of downtown Boston don't scare you, there's always the township of Goodneighbor to locate first. Try speaking to Irma at the Memory Den there; she might be able to point you in the right direction after you sit for a few minutes.

DIVERSIONS IN DIAMOND CITY

Big Boy

Old Faithful

Live & Love 9

Vault-Tec has determined that this township has a number of entertaining diversions. Some of the most helpful include:

Speaking to Moe Cronin at Swatters and completing a couple of tasks for him, then pocketing some Caps.

Purchasing a variety of impressive weaponry (such as Big Boy and Old Faithful) and equipment from Commonwealth Weaponry and Diamond City Surplus.

Purchasing Health and **Chems** from Chem-I-Care.

Chatting with the locals in the Dugout Inn.

Exploring the mayor's office and starting the cap-collecting you'll need to purchase your own shack for 2,000 Bottlecaps.

Experimenting with trespassing and stealing. Anything flagged with red text isn't yours, but occasionally, some **items** can be pilfered, like Live & Love from the schoolhouse. Be careful when stealing; you don't want the town to be furious with you!

Why not find out more about Freeform Activities while you're here?

Visit the Valentine Detective Agency. It seems the hard-boiled detective Nick Valentine has gone missing. Ellie Perkins hopes you might lend a hand to help find him.

CHARISMA

Charming Ellie Perkins allows you to shake her down for a few caps upon delivery of her boss.

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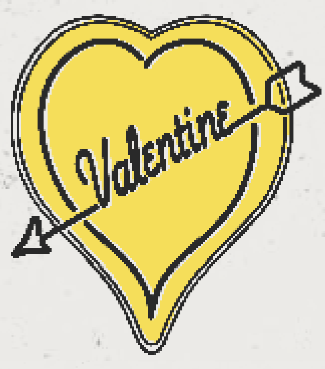
Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Main Quest: Act I

Unlikely Valentine



1. Find Nick Valentine

2. Free Nick Valentine

3. Talk to Nick Valentine

4. Follow Nick Valentine

LOCATIONS TO EXPLORE

- Park Street Station
- Vault 114

FINDING AND FREEING NICK VALENTINE

Nick Valentine is your best lead in finding Shaun, but he's gone missing too. His last known location was Park Street Station, located at the northeast edge of Boston Common.

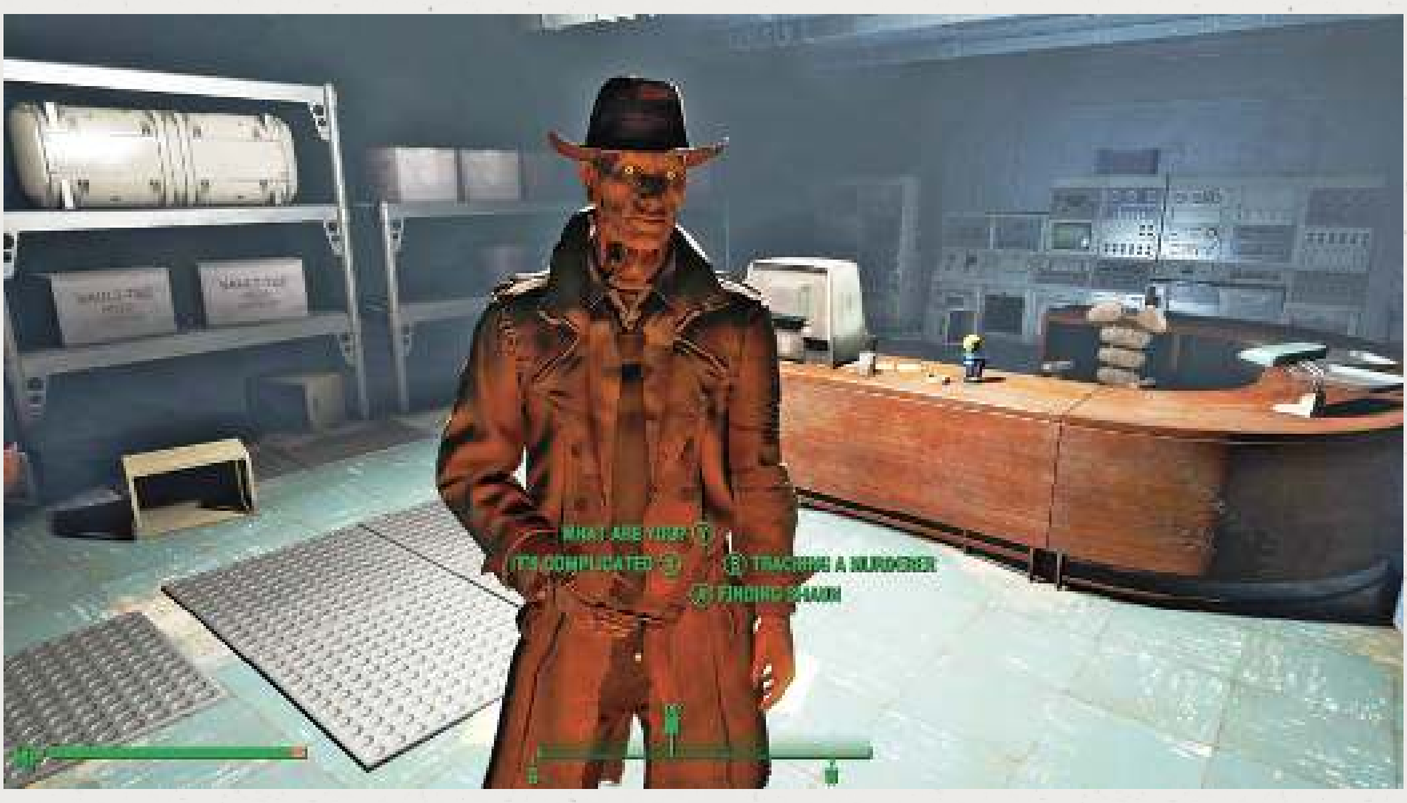
HELPFUL HINT FROM VAULT BOY!

Reaching Park Street Station will take you into the heart of downtown Boston. Choose your route and battles carefully. Some conflicts are best avoided.

Once inside Park Street Station, follow the subway tunnels and enter Vault 114. You'll face the Triggermen throughout, a group of armed thugs who favor submachine guns.

Shortly after entering Vault 114, you discover Nick Valentine is being held in the overseer's office. The door is locked and by a nearby terminal.

Gain access to the terminal either through hacking (Novice) or taking the password from Dino, the Triggerman guarding this area.



After a brief conversation, Nick will guide your escape from Vault 114.

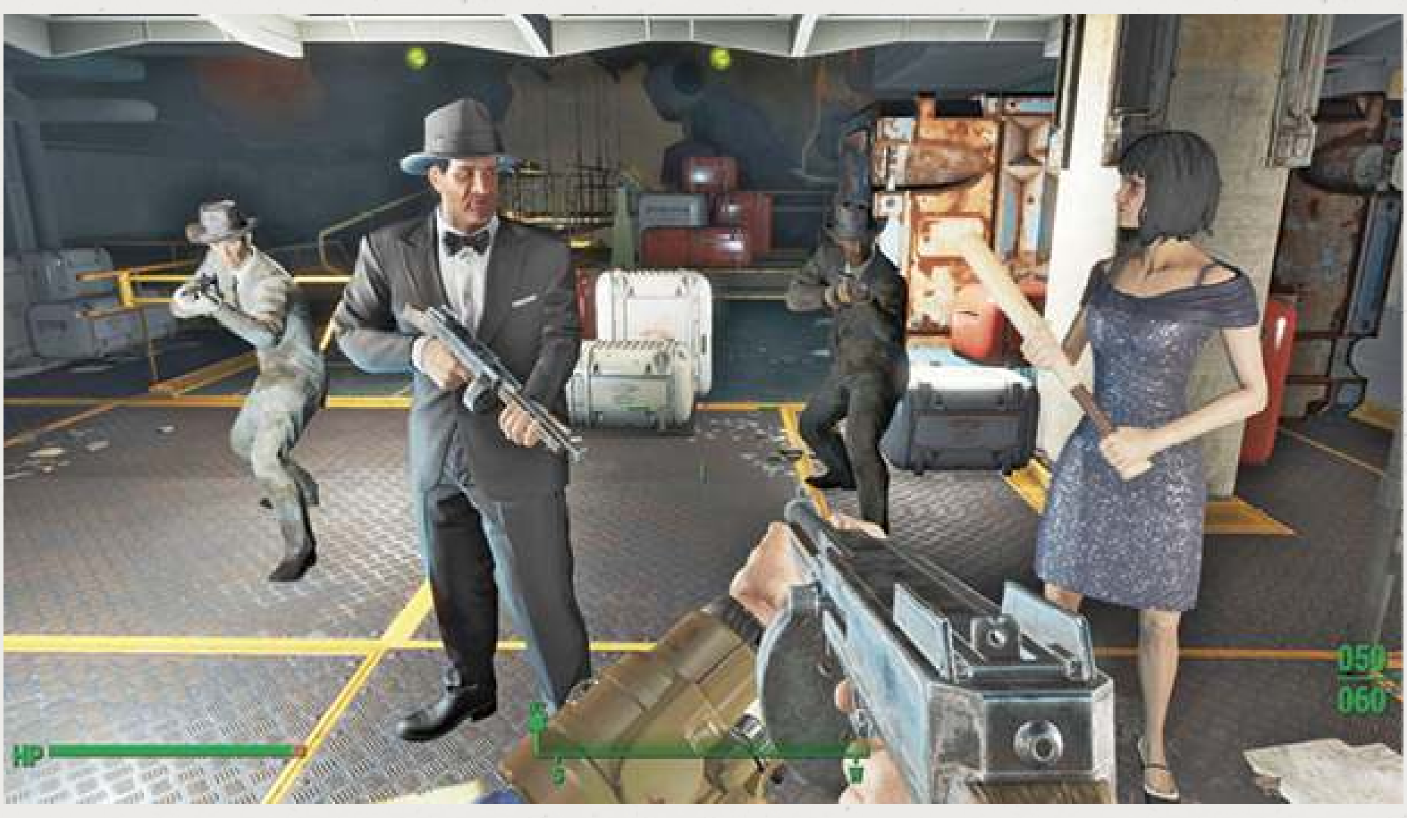
LOOTING VAULT 114

Bobblehead: Speech

Astoundingly Awesome Tales

A thorough search of the subway and vault yields some surprises, such as a thirst-quenching Nuka Cola Quantum and some essential reading materials. But the overseer's office has perhaps the best prize: a limited-edition and official Vault-Tec Speech Bobblehead!

As you and Nick leave Vault 114, you're confronted by Skinny Malone, the gang's boss. He'll be joined by Darla and their bodyguards.



CHARISMA

You can use your Charisma to influence how his confrontation plays out. It's possible to turn Darla and Malone against each other, or even talk your way out of the situation without any further violence.

You'll leave the way you came in, at which point Nick will return to his office in Diamond City. You can meet him there to continue your search for Shaun and receive your rewards for rescuing Nick.

Faded Trench Coat

Bottlecaps (100)

Worn Fedora

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Main Quest: Act I

Getting a Clue

1. Go to Valentine's Detective Agency

2. Talk to Ellie

3. Sit down

4. Tell Nick your story

5. Follow Nick

6. Get the key to Kellogg's house

7. Investigate Kellogg's house

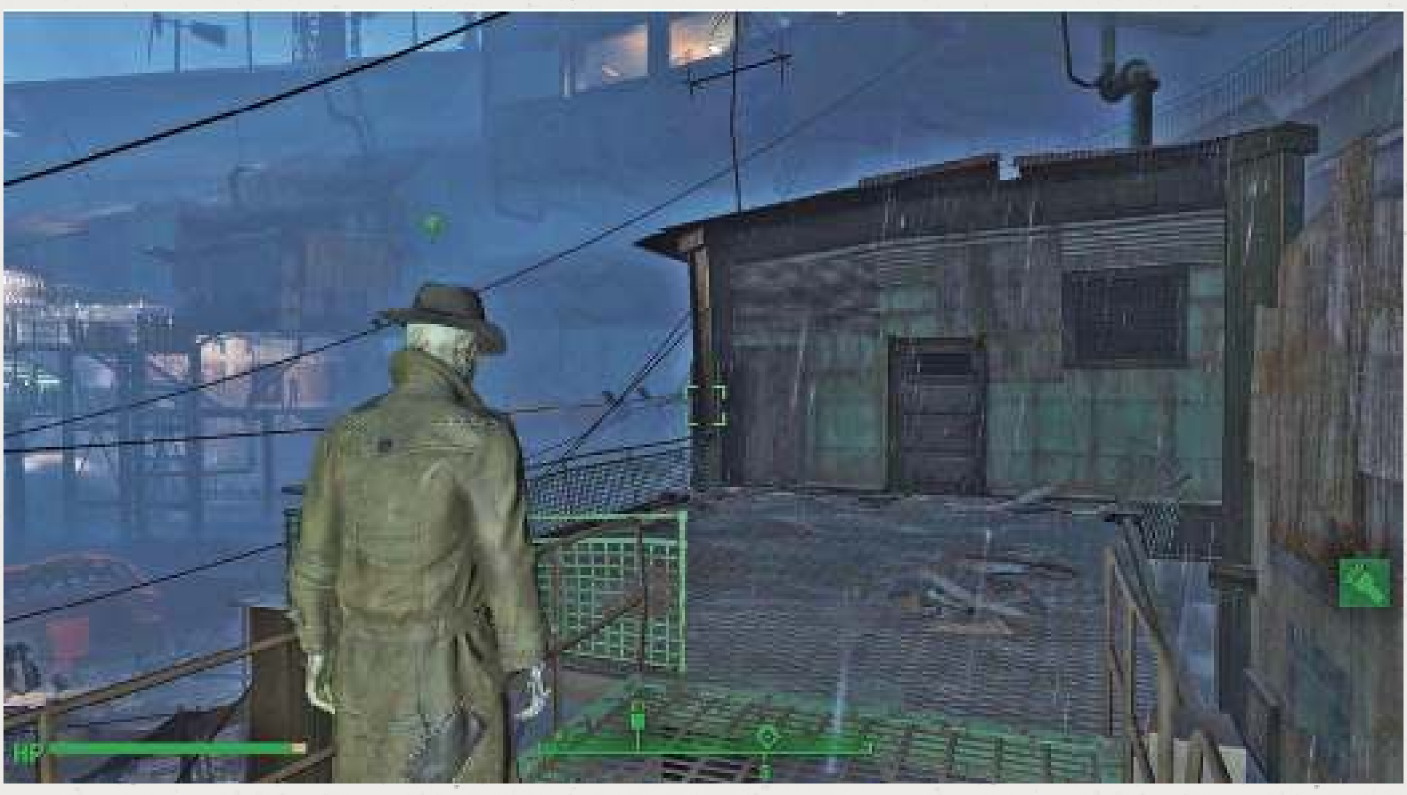
8. Follow Nick

9. Show Dogmeat the cigar

LOCATIONS TO EXPLORE

- Diamond City

THE SECRETS OF KELLOGG'S HOUSE



Now that you and Nick are becoming acquainted, he invites you for a sit-down chat about Shaun. Apparently a man named Kellogg could be involved. Head over to Kellogg's house in Diamond City. The front door is locked.

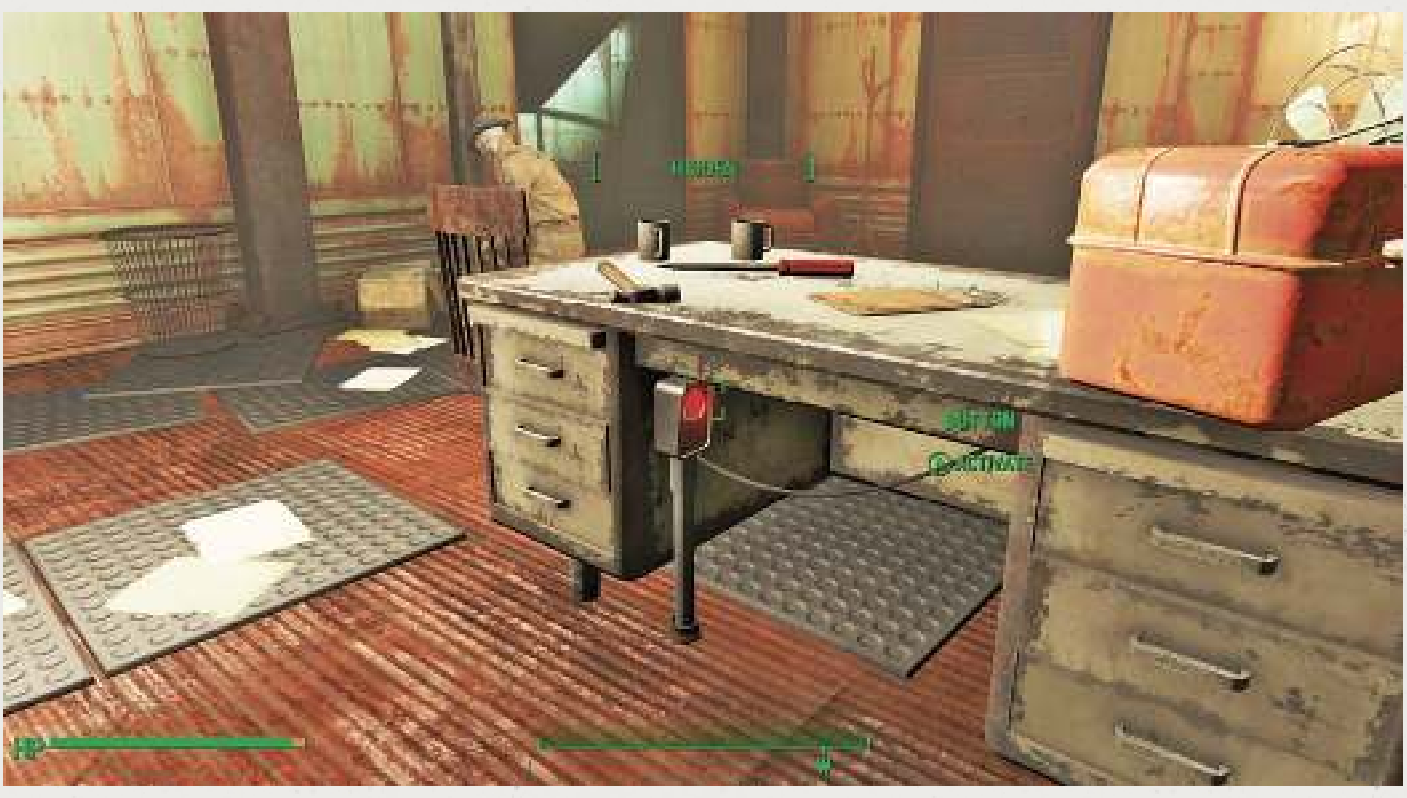
Unlock the door by using a bobby pin (Master) or by visiting the mayor's office and asking for the key. They're understandably reluctant to hand out keys to strangers. Unless you bribe Geneva the receptionist with 250 Caps.

CHARISMA

Or, you can charm Geneva into handing you the keys, or use your Charisma on Mayor McDonough. It's the cheaper option.

HELPFUL HINT FROM VAULT BOY!

Feeling conflicted about fast-talking the slow-witted? Don't be! It's usually better to use your Charisma (or Caps) to solve problems, though stealing the key is always available for those of a sneaky disposition.



You enter Kellogg's house and poke around—literally, as there's a button under his desk to open a secret door. Press it.

Inspect the secret room for clues, including Kellogg's favorite brand of cigars. Exit and meet with Dogmeat. Show him a cigar to pick up the scent. Nick heads back to his office, though he can tag along with you if you wish.

Companion: Nick Valentine

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Main Quest: Act I

Reunions

1. Follow Dogmeat

2. Search for clues to Kellogg (1–3)

3. Check on Dogmeat

4. Find a way into Fort Hagen

5. Search Fort Hagen

6. Confront Kellogg

7. Kill Kellogg

8. Search for more information

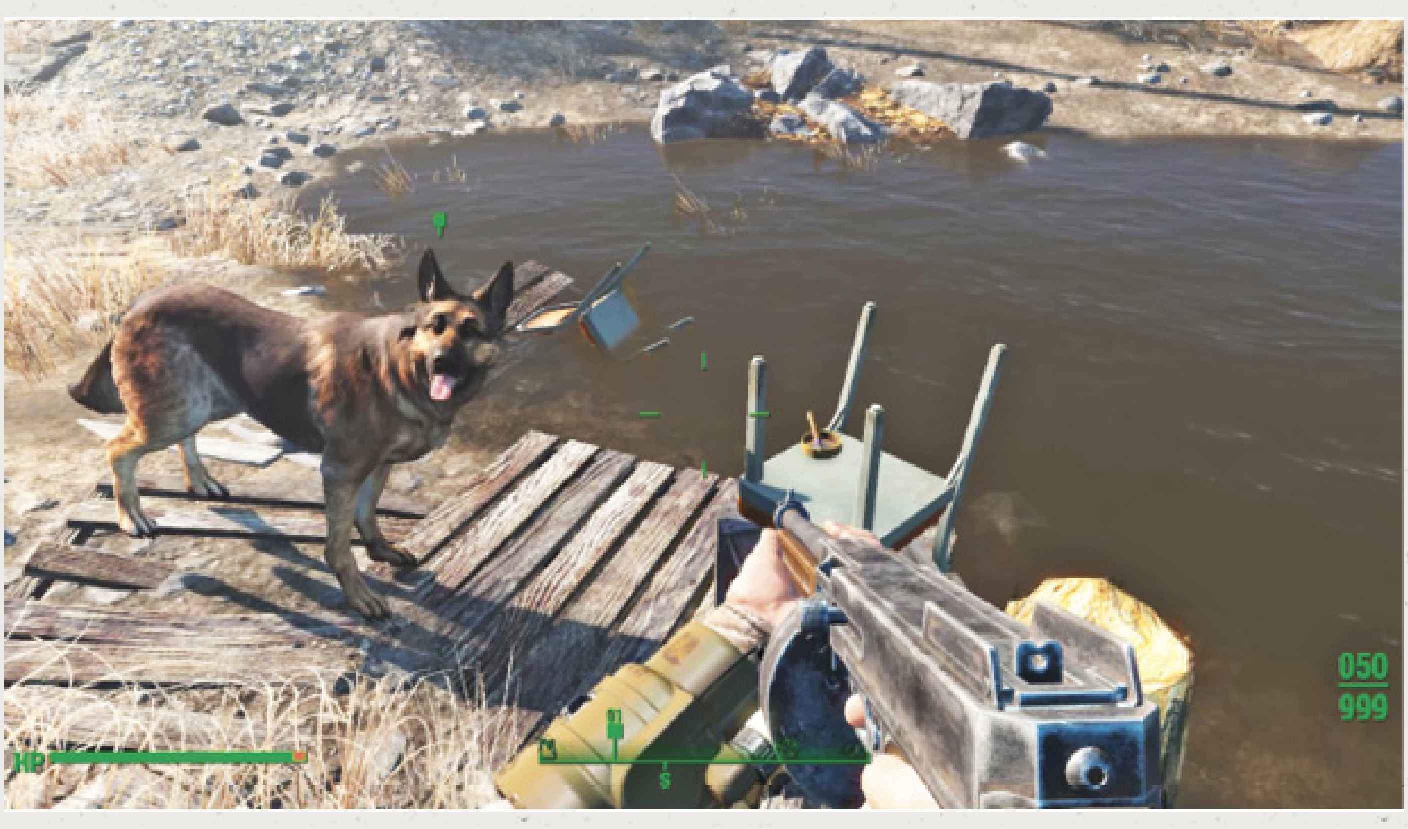
9. Discuss your findings with Nick

10. Discuss your findings with Piper

LOCATIONS TO EXPLORE

- Fort Hagen

DOGMEAT'S NOSE KNOWS

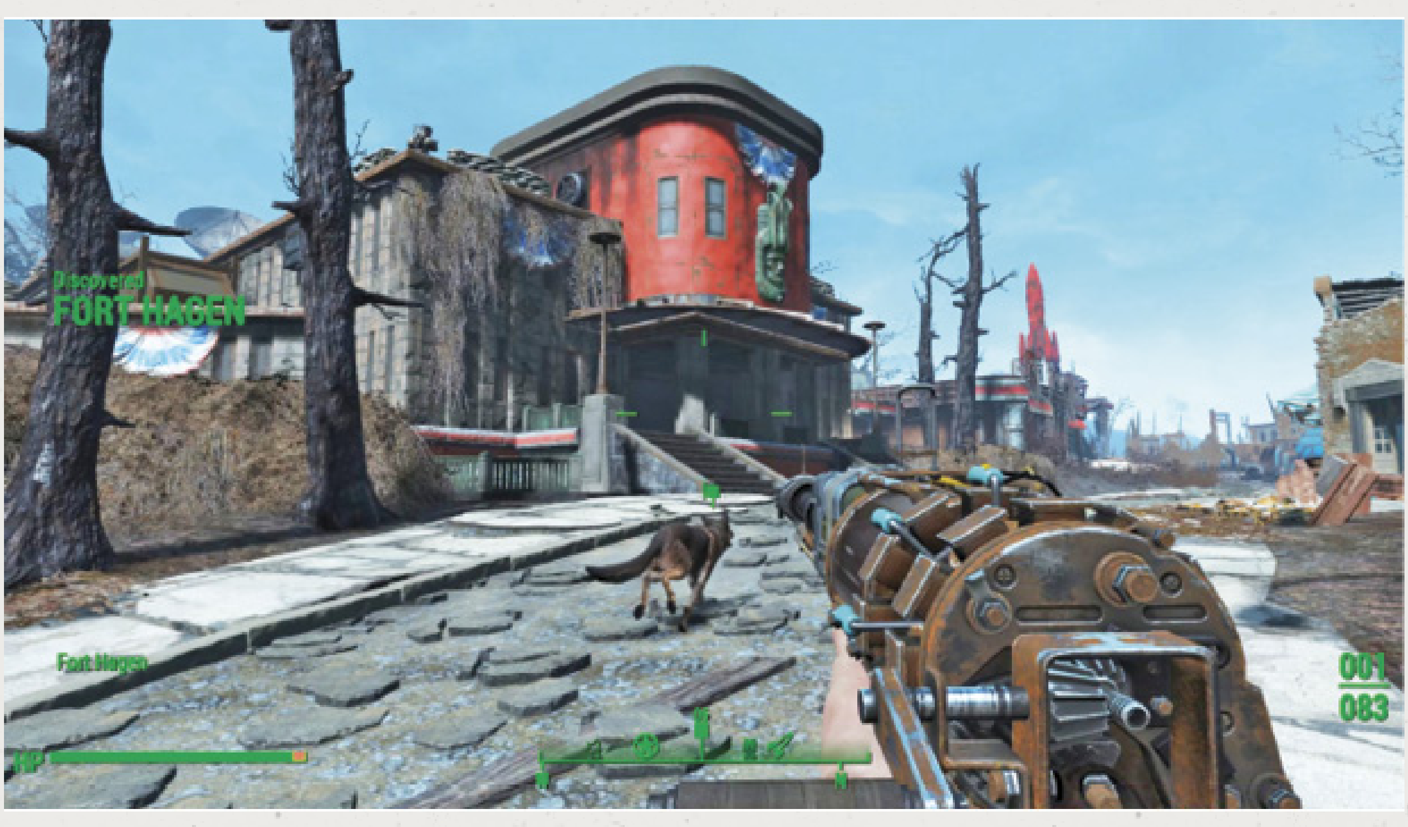


Dogmeat has the scent of Kellogg. Follow him out of the Fens, exit Diamond City, and head to the small pond to the southwest. Something stinks on that ruined deck.

Dogmeat follows the trail along the railroad tracks. Search the freeway underpass for signs of Kellogg's blood. Prepare for more four-legged fiends; you encounter Wild Mongrels farther along the railroad tracks.

Search a metal railroad shack for evidence of a well-prepared trap expert, partial to a tipple of Gwinnett Stout.

The trail continues across a bridge. Fend off a shambling horde of Feral Ghouls. Locate the remains of an Assaultron and speak to it. You'll head up into the woods to the perimeter of Fort Hagen, where more mutated wildlife (Wild Mongrels and Radstag Does) roam. Search for bloodied bandages. Then run to the exterior of Fort Hagen, where the trail goes cold at the blocked entrance.



HELPFUL HINT FROM VAULT BOY!

Watch for machine-gun turrets on the roof. However, they aren't so proficient at puncturing you if you scale the roof and remove them from behind their firing radius.

CONFRONTING KELLOGG

Enter Fort Hagen either by a roof hatch or by an underground parking lot exit door. Once inside, prepare to face numerous synths, humanoid machines that use laser weaponry. Also beware of laser turrets; check nearby terminals to shut them down.

Use the elevator to descend to the basement level. Expect fierce resistance from the synths. Access the command center and search for a wood-paneled office. It's here that Kellogg lets you in to face him.

LOOTING FORT HAGEN

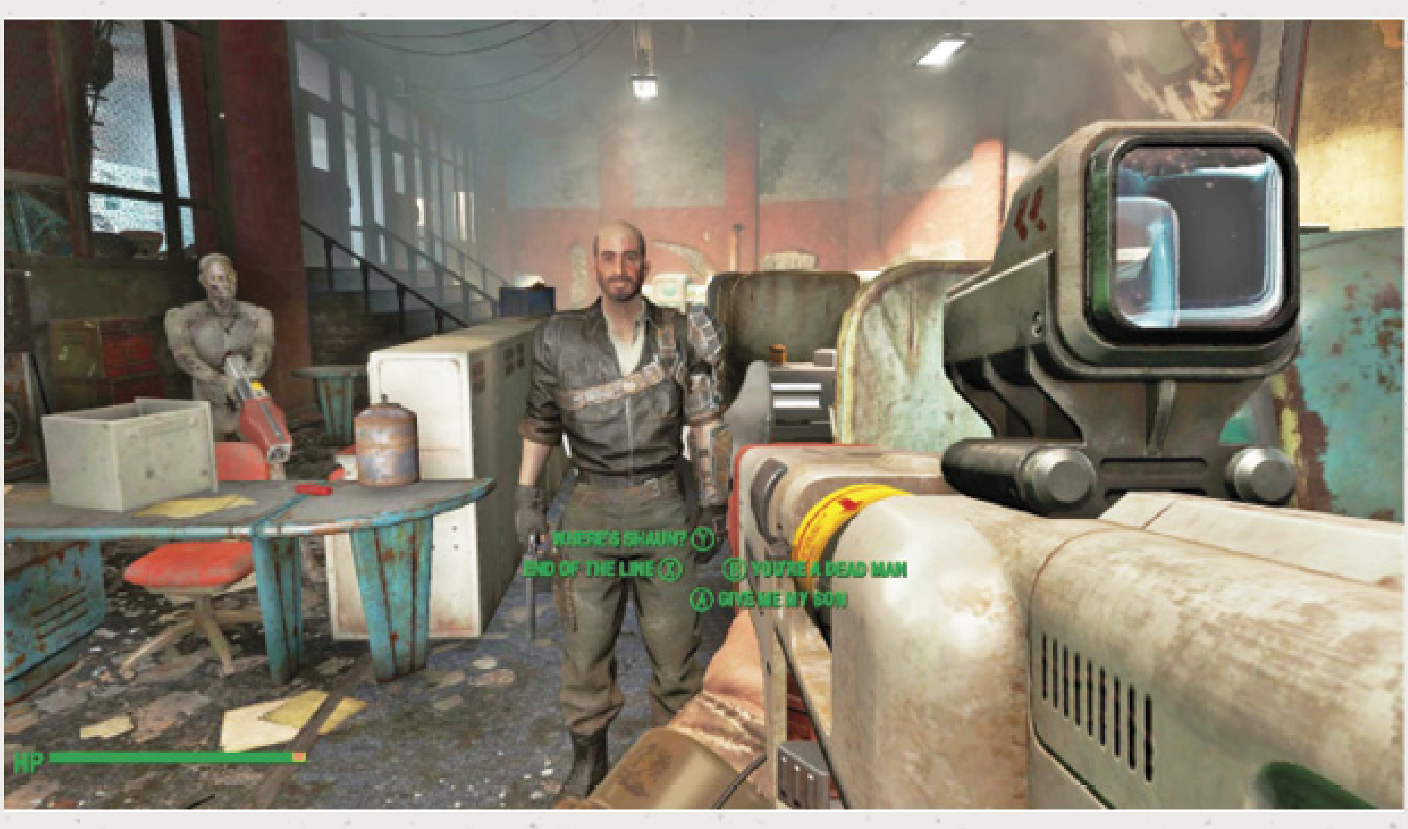
SQUEAKY FLOORBOARD SUDDEN DEATH

Bobblehead: Energy Weapons

Guns and Bullets

U.S. Covert Operations Manual

A methodical approach to exploring Fort Hagen yields copious amounts of armaments and **ammo**, health and **chems**, and traps to disarm. Become well read by finding both **Guns** and Bullets (issue #2) and the U.S. Covert Operations Manual number 6. But the big prize is in the kitchens of the command center—another limited-edition and official Vault-Tec Bobblehead!



Deal with Kellogg and his synth bodyguards, and don't leave the area without Kellogg's terminal password or his Cybernetic Brain Augmenter. Exit via a nearby elevator after accessing Kellogg's terminal and unlocking the security doors. There's a pistol here, too.

Kellogg's Pistol

Back at the Valentine Detective Agency in Diamond City, Piper has some ideas about your predicament. Nick mentions a place in Goodneighbor to visit and either of them are more than happy to accompany you.

Companion: Piper

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Main Quest: Act II

Dangerous Minds

1. Retrieve a Piece of Kellogg’s brain

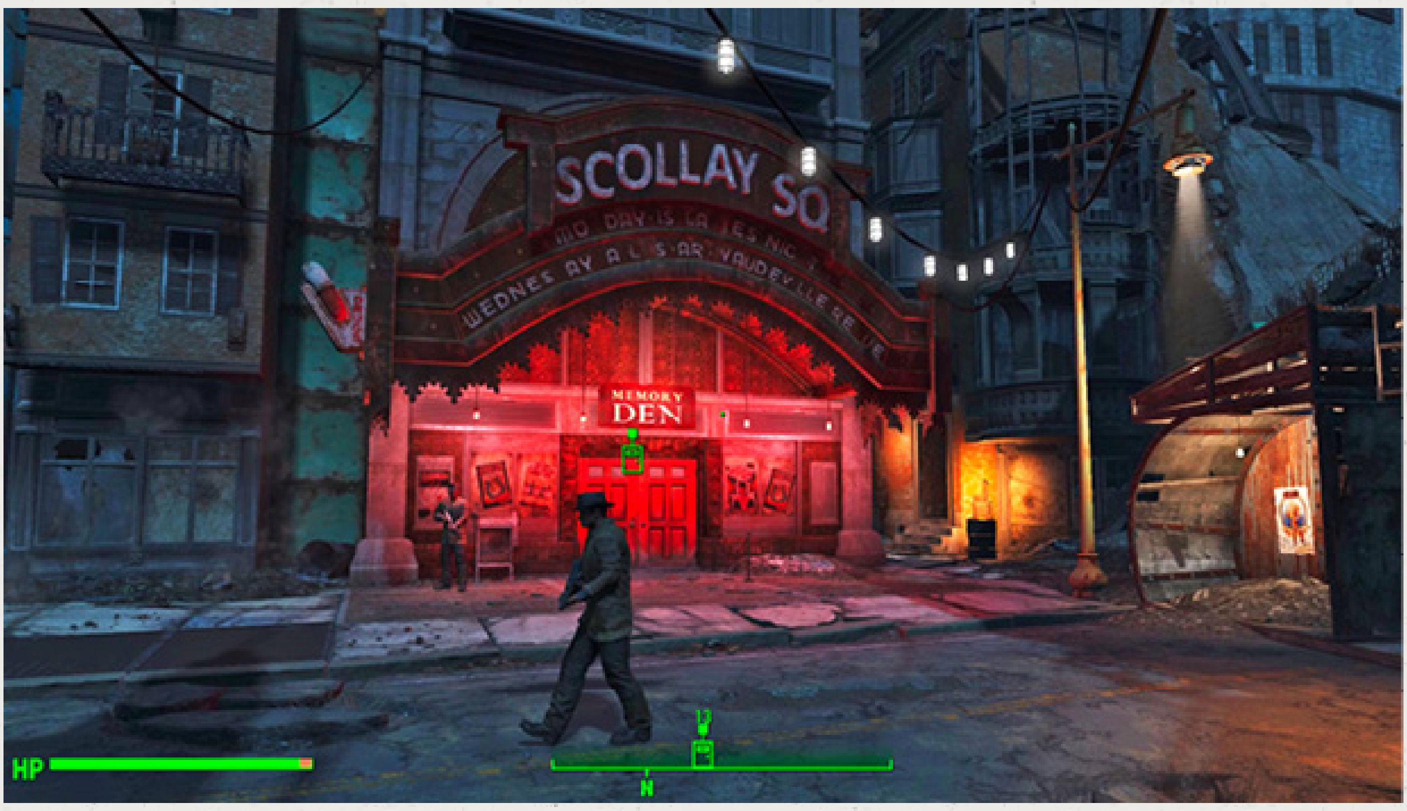
2. Talk to Doctor Amari

3. Sit in the Memory Lounger

LOCATIONS TO EXPLORE

- Goodneighbor

LOUNGING AROUND AT THE MEMORY DEN



Kellogg has kindly allowed you to use a bit of his brain—the Cybernetic Brain Augmenter—to delve deep into his memories. Gather it from Fort Hagen (as part of the previous quest, “**Reunions**”).

HELPFUL HINT FROM VAULT BOY!

Have you said hello to the various friendly **factions** of the Commonwealth yet? After emerging from Fort Hagen, you see a huge airship heading for Boston Airport. That must belong to the Brotherhood of Steel, who are also active at Cambridge Police Station. You might have heard of the Freedom Trail (in Boston Common) from scuttlebutt in Diamond City. Why not learn some history and contact the Railroad too? And don’t forget to help out the Minutemen back in Concord; now’s a great time to start making friends!

Follow Nick Valentine’s advice and locate Doctor Amari. This involves a trip into Boston, through the ruins of the Financial District, to the rough-and-tumble fortified settlement of Goodneighbor. Greet the locals, then head to the Memory Den. Irma owns this establishment.

Down in the basement, converse with Doctor Amari. After Nick Valentine volunteers to help out, you’re invited to sit in the lounger to experience snippets of Kellogg’s past.

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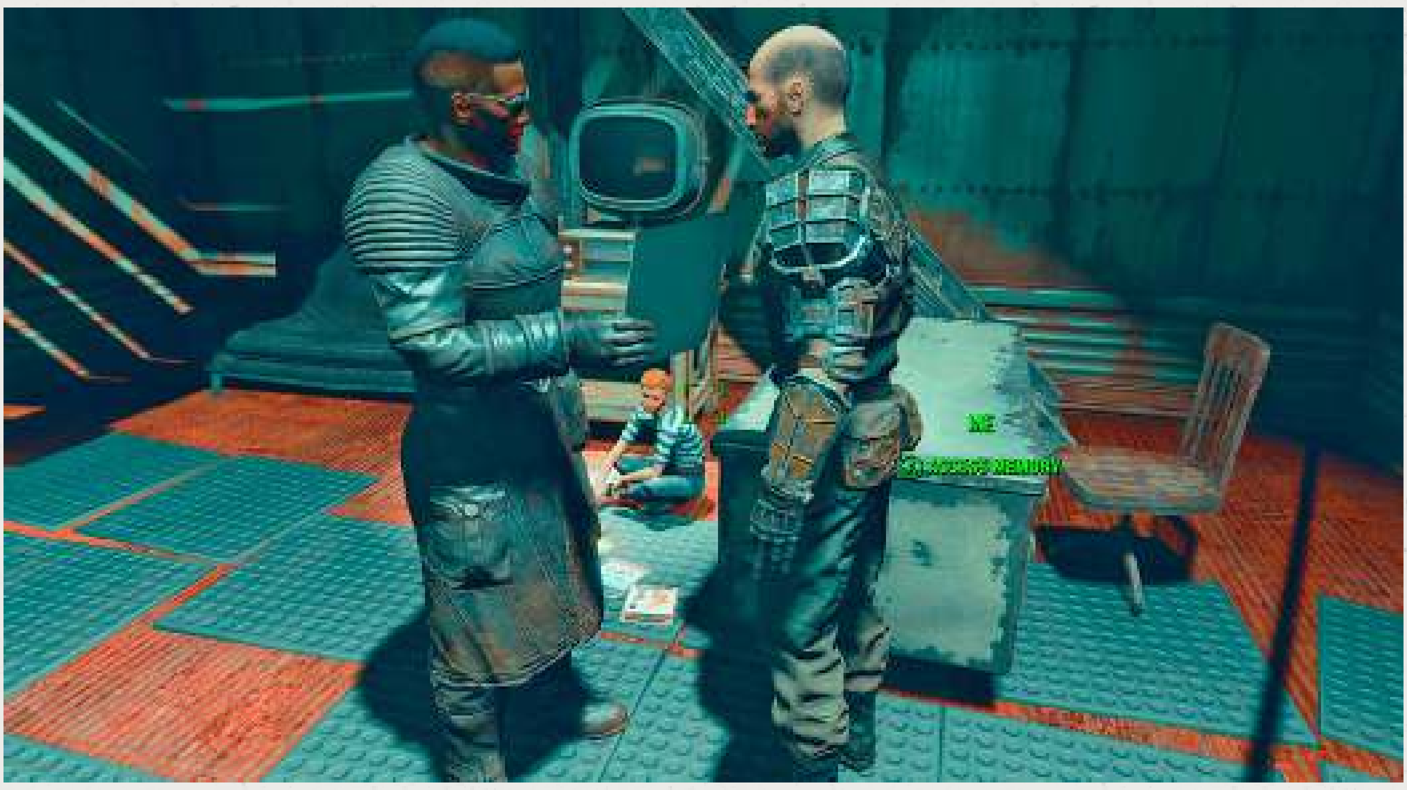
Main Quest: Act II

Shattered

1. Explore Kellogg’s memories

2. Talk to Doctor Amari

YOU’RE MORE THAN A MEMORY NOW



Wander through the ethereal strands of Kellogg’s memory. You can watch the scene, interact with the figures in the memory, or find the continuation of the string path and skip the memory. The last memory (involving a child and an Institute Courser) seems most interesting.

Ready to leave? Then access the television in this memory. Back in the Memory Den, speak to Doctor Amari about an old Institute scientist to visit. Then depart the Memory Den, optionally talking to Nick on the way out for a different kind of conversation.

GOODNEIGHBORLY ADVICE

Though Goodneighbor may seem to lack good social graces, spend some time here and you may discover the settlement’s finer qualities. There’s good trading opportunities at Daisy’s Discount store. Mayor Hancock may be eccentric, but he seems like a decent fellow. The Memory Den houses Kent Connolly, the biggest Silver Shroud fan in the Commonwealth. For the variety of activities offered here, consult the **Map** Chapter entry for this location.

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Main Quest: Act II

The Glowing Sea

1. Find Virgil in the Glowing Sea

LOCATIONS TO EXPLORE

- Crater of Atom
- Rocky Cave (Virgil's Laboratory)

AN INHOSPITABLE OCEAN

Kellogg's memories and Doctor Amari's advice indicate you should locate an escaped Institute scientist. His last known position was deep in the most irradiated region of the Commonwealth—the Glowing Sea.

HELPFUL HINT FROM VAULT BOY!

Did you know that your chances of survival decrease dramatically if you're improperly equipped for a trip into an irradiated zone? Don't let yourself succumb to radiation sickness: Remember this three-point plan:

1. Prevention! Purchase, scavenge, or craft all the Rad-X and RadAway you'll need for this jaunt.

2. Protection! Hazmat suits must be worn at all times when entering irradiated zones. However, they offer little protection against any hostiles you may encounter.

3. Power! Want the very best in both prevention and protection? Use Power Armor for the duration of your trip.

Commence the long trek southwest, following the remains of the freeway until your Pip-Boy indicates a hike off-road is in order. Expect to face Radscorpions, Feral Ghouls, and other irradiated wildlife. When you reach the map marker, you are close to the Crater of the Atom.

MOTHER ISOLDE
TALK

Warning! You are trespassing when you enter the location of a strange cult, led by Mother Isolde. Though violence is always an option (search the area of a scrap of paper indicating a nearby cave), you can:

- Lower your weapon and speak to Mother Isolde. Answer her politely. She directs you to a nearby cave.

CHARISMA

(Medium) Tell her you need information if you wish.

Locate the Rocky Cave roughly southwest of the Crater of the Atom. Watch for, or sneak past, the roaming Deathclaw.

You'll find Virgil inside this cave. He requests you help him locate a serum within the Institute in return for his knowledge.

CHARISMA

(Medium) You have two opportunities to be inquisitive or secretive with your conversation.

SEEKING VIRGIL'S SERUM: MISCELLANEOUS QUESTING

Virgil mentions a serum he requires. Helping him won't achieve your overall goals, but if you're an amenable sort, you can help.

Virgil's Rifle

You also have the option to kill Virgil, or steal his unique laser rifle, which is a blast against super mutants!

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Main Quest: Act II

Hunter/Hunted

1. Travel to C.I.T.

2. Tune to Courser's radio frequency

3. Use the Courser's radio frequency to track Courser

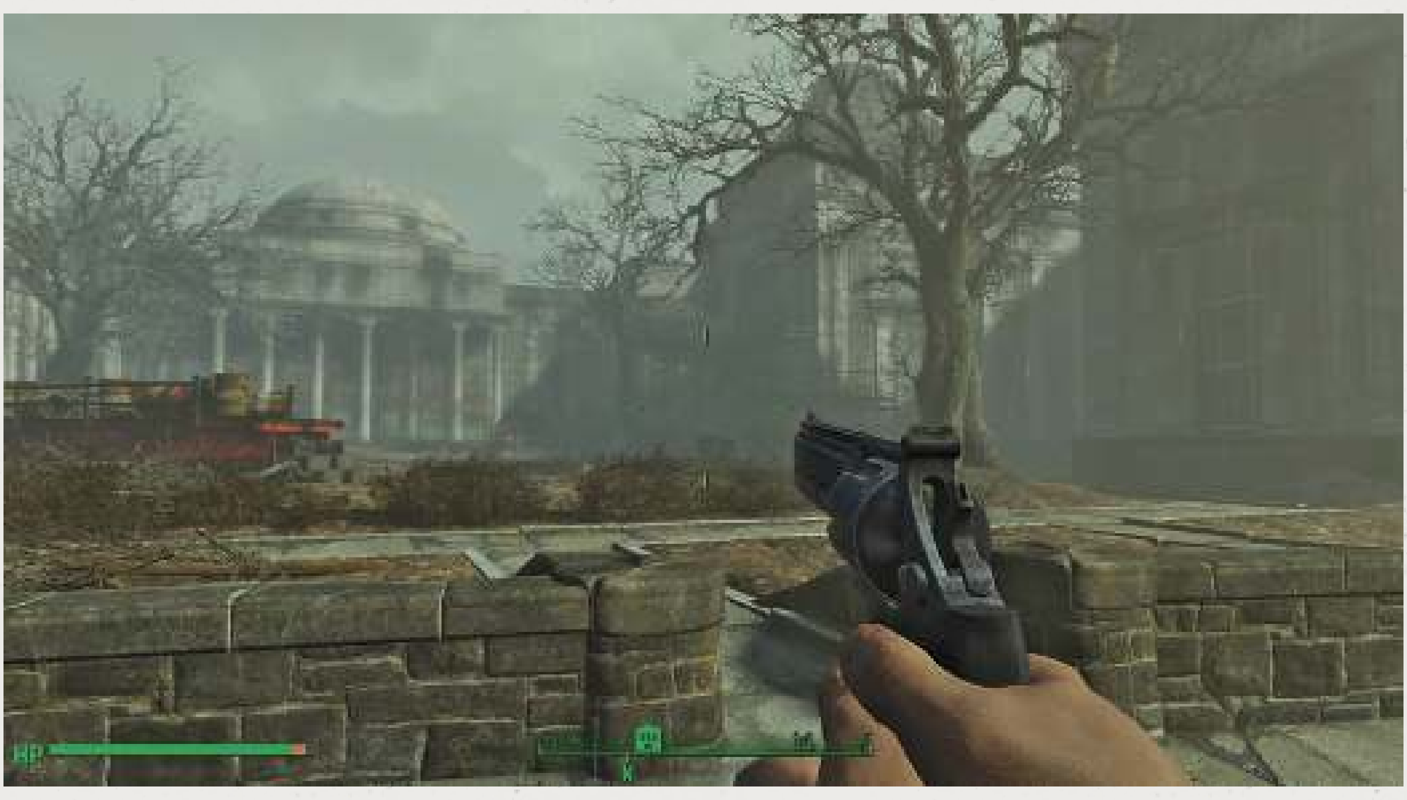
4. Kill the Courser

5. Recover Courser Chip

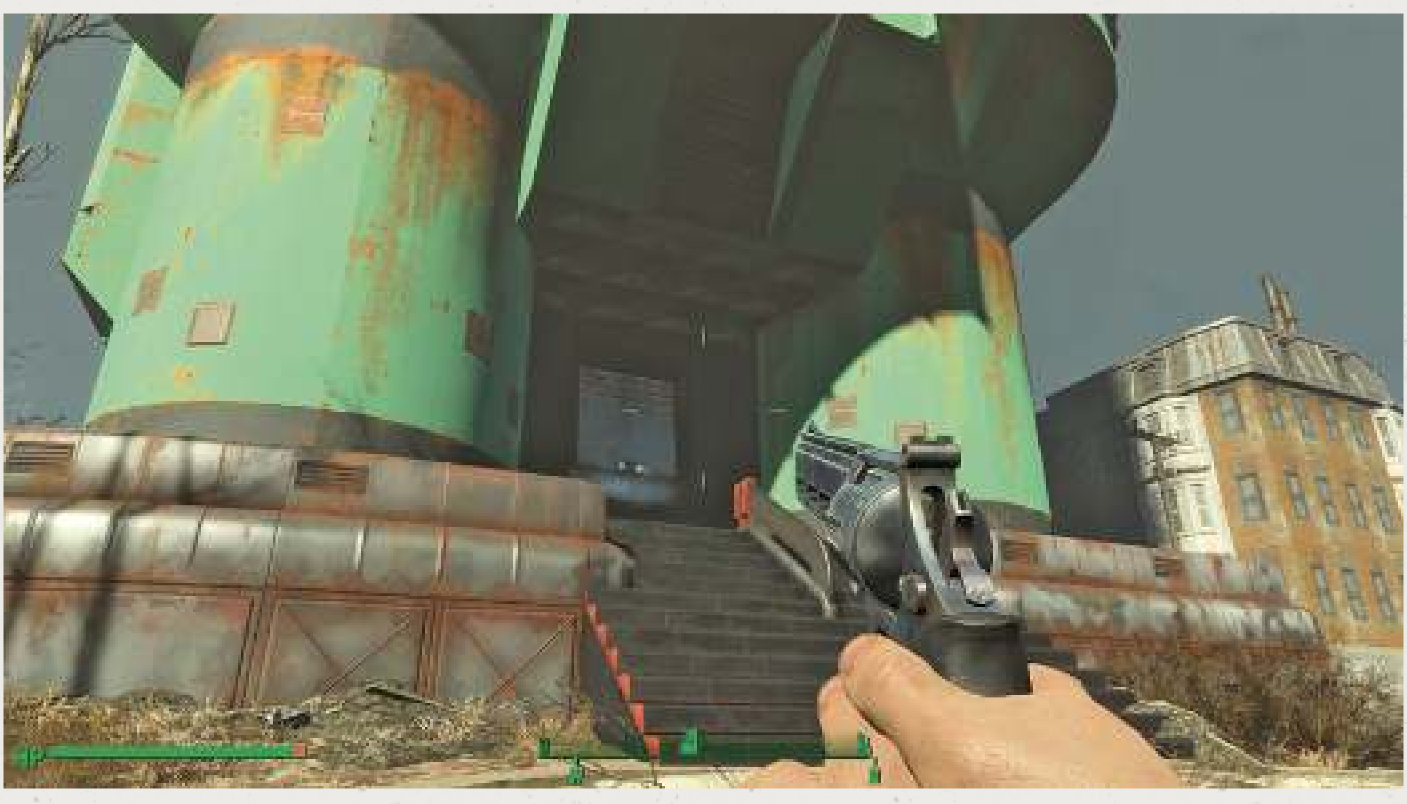
LOCATIONS TO EXPLORE

- Greenetech Genetics

THE CAMBRIDGE COURSER

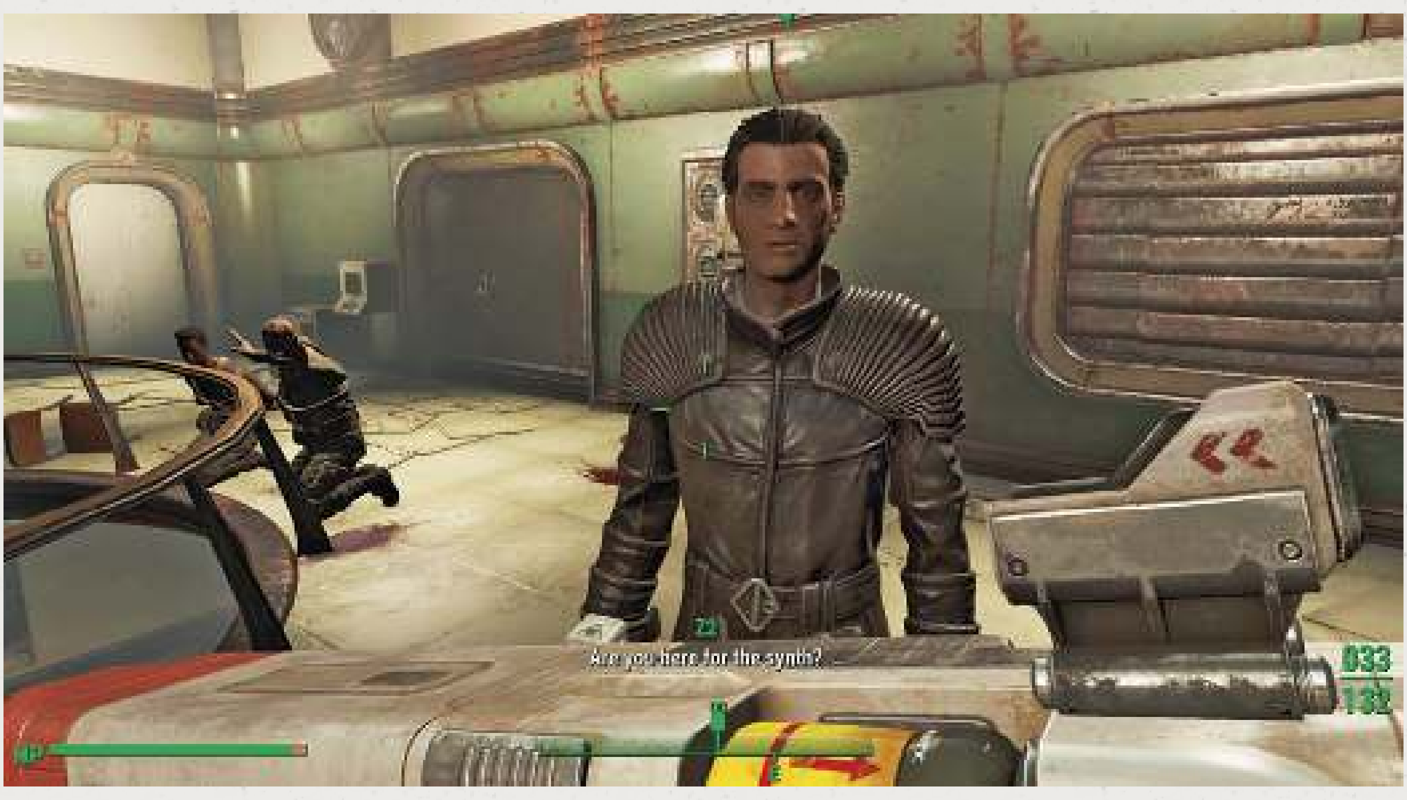


Virgil recommends infiltrating the Institute, an organization so secretive no surface dweller knows where their base of operations is. As they rely on teleportation, Virgil recommends you travel to the old C.I.T. ruins and use your Pip-Boy to pick up a signal from a Courser. Retrace your steps from the Glowing Sea, heading northeast into Cambridge. Locate the ruins of the old C.I.T. building.



Once here, select your Pip-Boy > Radio > Courser Signal. You hear a pinging noise. The pinging increases with frequency the closer you are to the Courser. Follow this audible trail to the Greenetech Genetics building. The structure is tall with a rusting green façade; you can't miss it.

THE UNSYMPATHETIC SYNTH



Enter the Greenetech Genetics building. You stumble into a battle between Gunners, an armed militia who favor all types of weaponry as well as an abundance of turrets. There's also an unknown group farther up the tower.

Ascend the facility until you reach the Courser Z2-47. You can chat, but the conversation devolves into combat. Remove the chip from his corpse.

Courser Chip

LOOTING GREENETECH GENETICS

Did you make the most of your time at Greenetech Genetics? A thorough inspection of all **rooms** yields some excellent results, including three Fusion Cores for your **Power Armor**, a delicious Nuka Cola Quantum, and some required reading. There is also a synth named K1-98 to free, close to the Courser's location.

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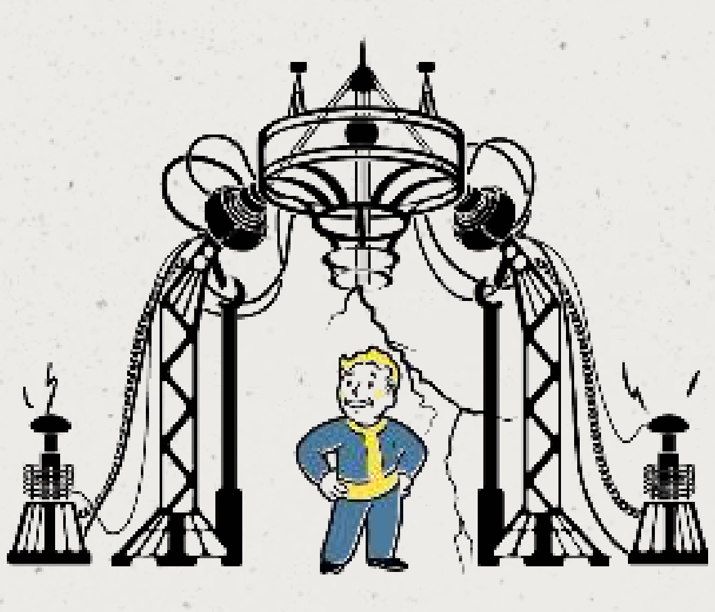
Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Main Quest: Act II

The Molecular Level



1. Have the Courser Chip analyzed

2. Search the Railroad HQ

3. Analyze the Courser Chip

4. Return to Virgil

5. Get help to build the signal interceptor

6. (Optional) Talk to the Brotherhood

7. (Optional) Talk to the Minutemen

8. (Optional) Talk to the Railroad

9. Talk to [faction scientist]

10. Build the reflector platform

11. Build the beam emitter

12. (Optional) Search military sites for a circuit board

13. Build the relay dish

14. (Optional) Search telecom sites for a sensor module

15. Build the console

16. (Optional) Search hospitals for a Biometric Scanner

17. Power up the signal interceptor

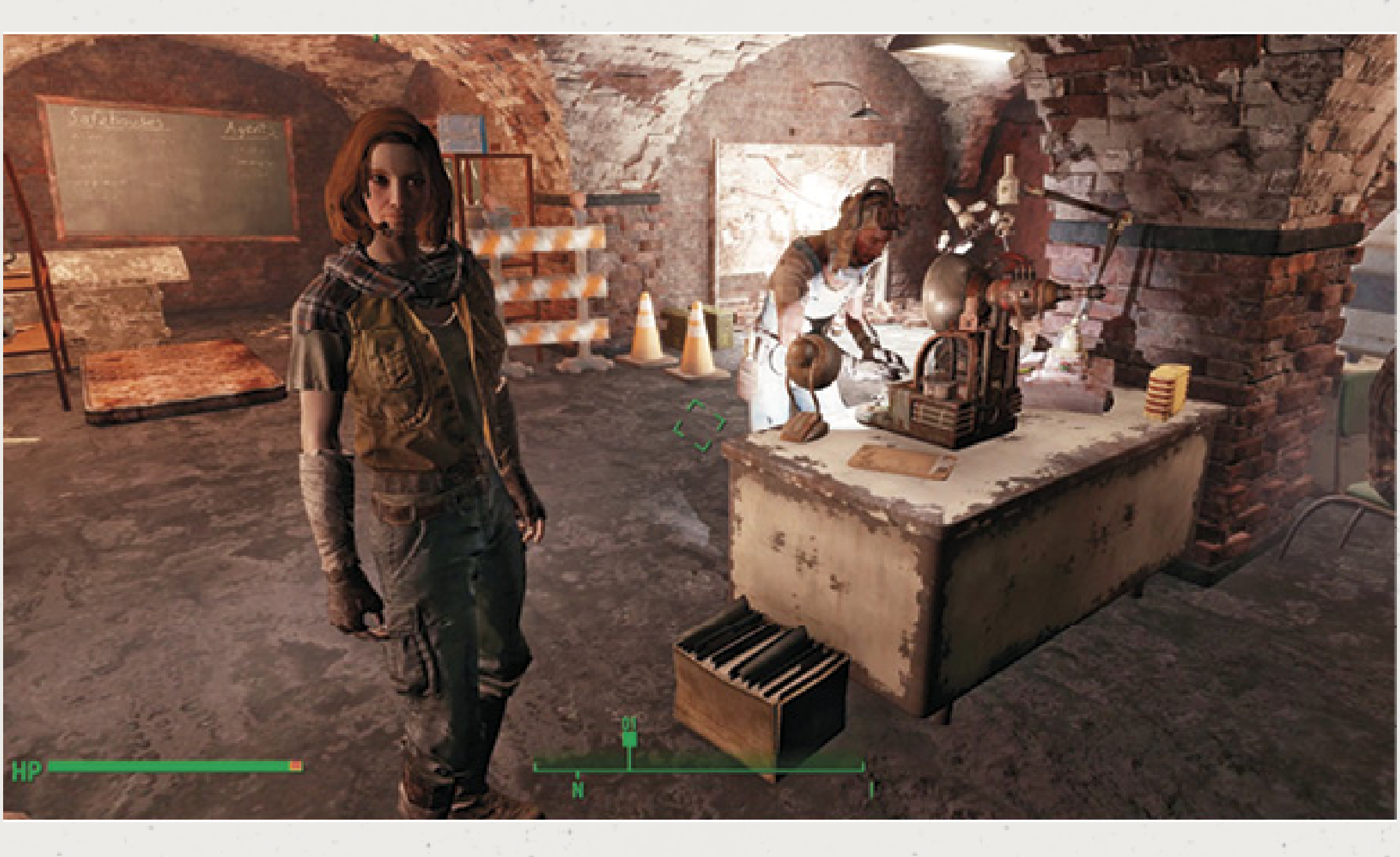
18. Talk to [faction scientist]

19. Use the signal interceptor

LOCATIONS TO EXPLORE

- Sanctuary
- Cambridge Police Station
- Prydwen
- Old North Church

ON THE RIGHT TRACKS



Doctor Amari knows about synth technology, so visit her in Goodneighbor at the Memory Den. She suggests contacting the Railroad.

FACTIONS AND THE ROAD TO FREEDOM

Have you made contact with the Railroad yet? If not, it is imperative you complete the Railroad Quest: **Road to Freedom**. You cannot advance your current quest until this occurs. This is also the last recommended opportunity to gain beneficial support from the Minutemen and the Brotherhood of Steel. Why not see what these three **factions** have to offer you? You'll be glad you did!

Enter the old church and access the Railroad HQ. A conversation with the Railroad leader, Desdemona, allows you to have the Courser Chip analyzed by Tinker Tom. Leave the Railroad HQ via the escape tunnel; this way you can remove the chain to the secret door and access this location more easily in the future.

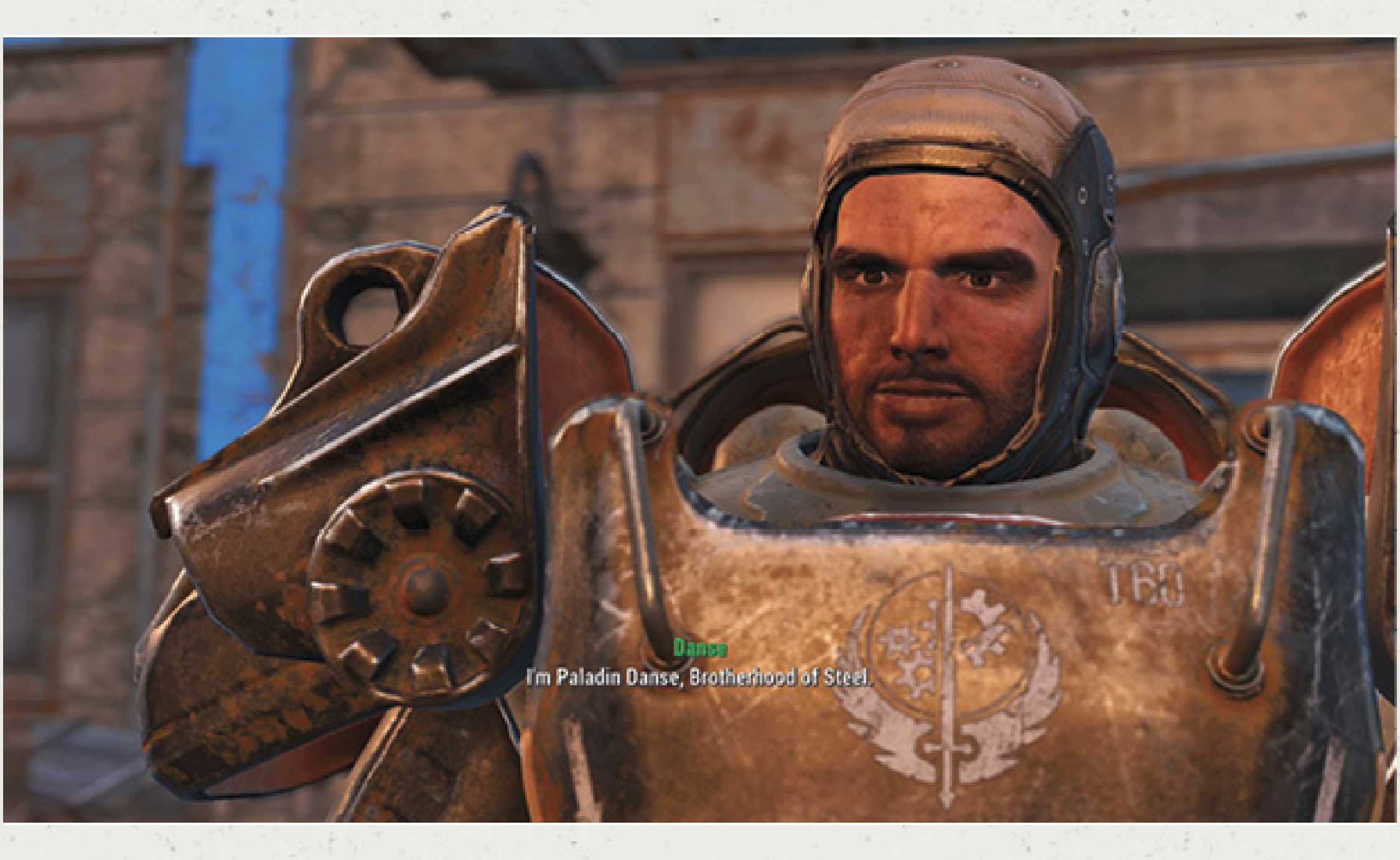
Enter Virgil's laboratory back in the Glowing Sea. After updating him, he hands you some plans.

Signal Interceptor Plans

MAKING PLANS

You may have plans for a teleportation device, but building it is another matter. Fortunately, there are three different methods to accomplish this goal. The following assumes you are on friendly terms with each faction.

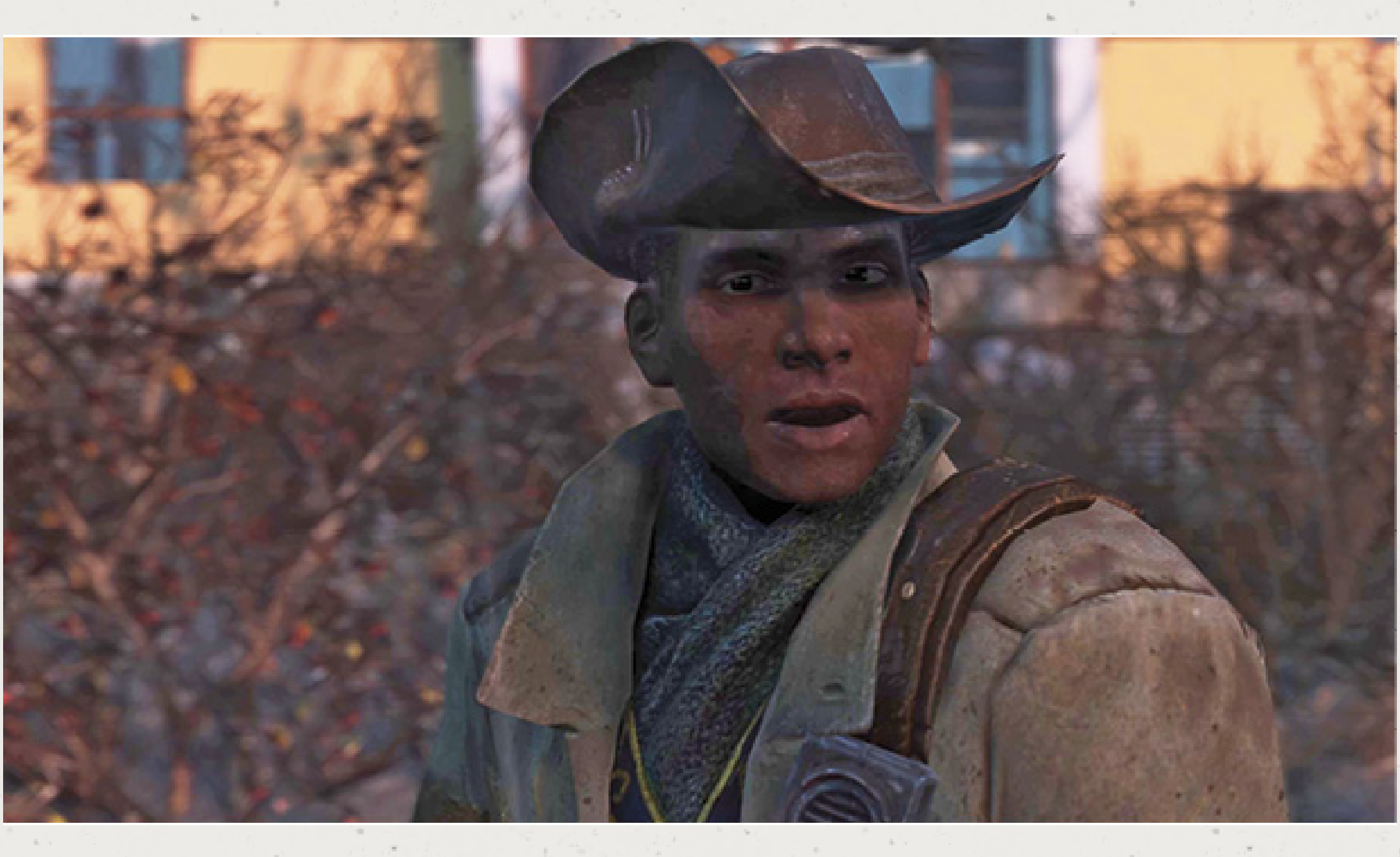
Method #1: Brotherhood Steel



Head to the Cambridge Police Station, and fight off any Feral Ghouls as part of Brotherhood of Steel Quest: Fire Support. Speak to Paladin Danse about the signal interceptor. He'll allow Brotherhood resources to help you, providing you complete Brotherhood of Steel Quest: Call to Arms first.

Once you finish the quest, you can speak to the faction scientist Proctor Ingram about clues to constructing the signal interceptor.

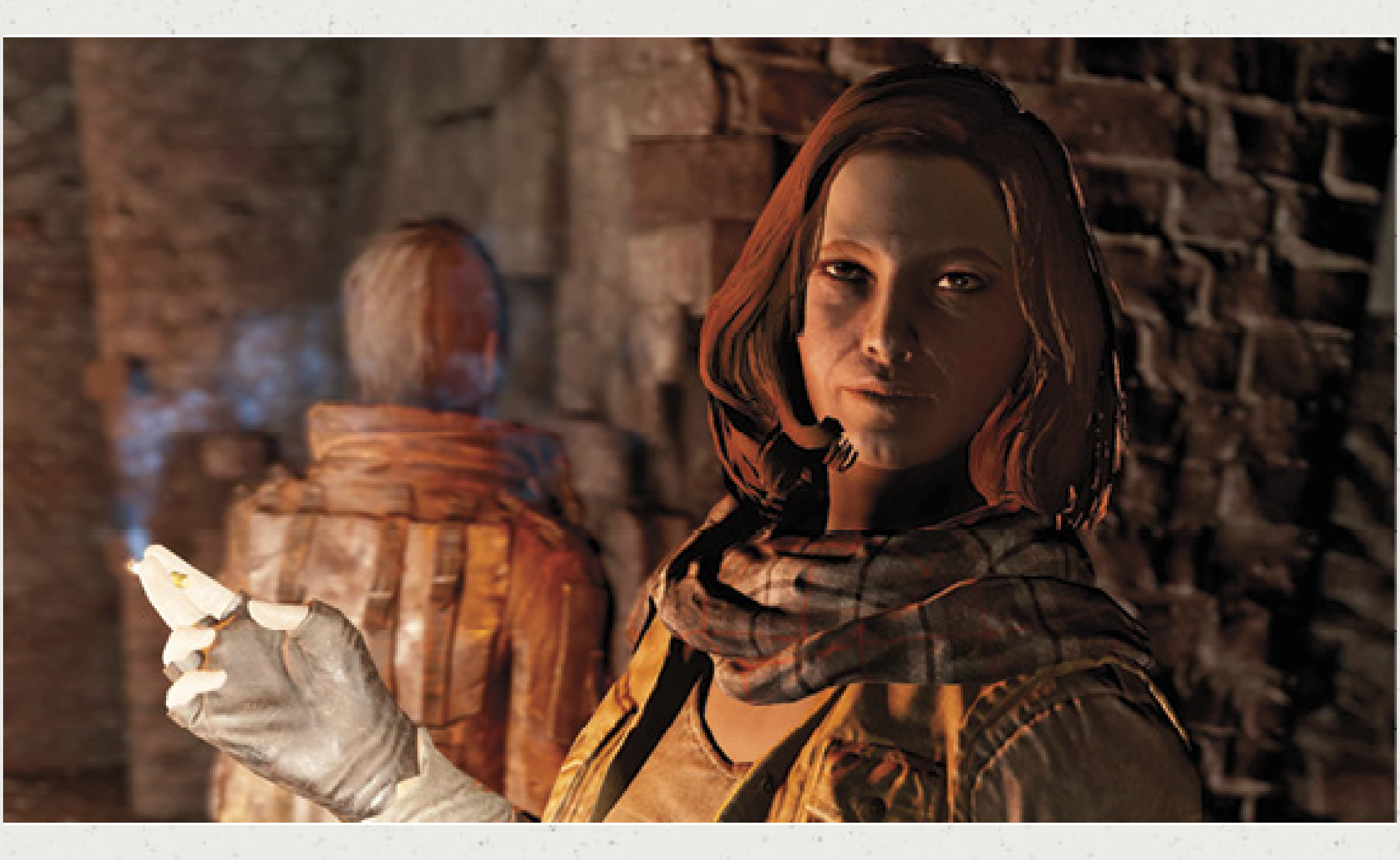
Method #2: Minutemen Mettle



Preston Garvey can help your cause, too, providing you finish the Minutemen Quest: When Freedom Calls. Head to Sanctuary (or whichever settlement you instructed him to move to) and ask Preston about the signal interceptor. He hopes you'll help out with some settlers first. Complete the Minutemen Quest: The First Step before you can receive help from this faction.

Once you finish the quest, you can speak to the faction scientist Sturges about clues to constructing the signal interceptor.

Method #3: Railroad Resolution

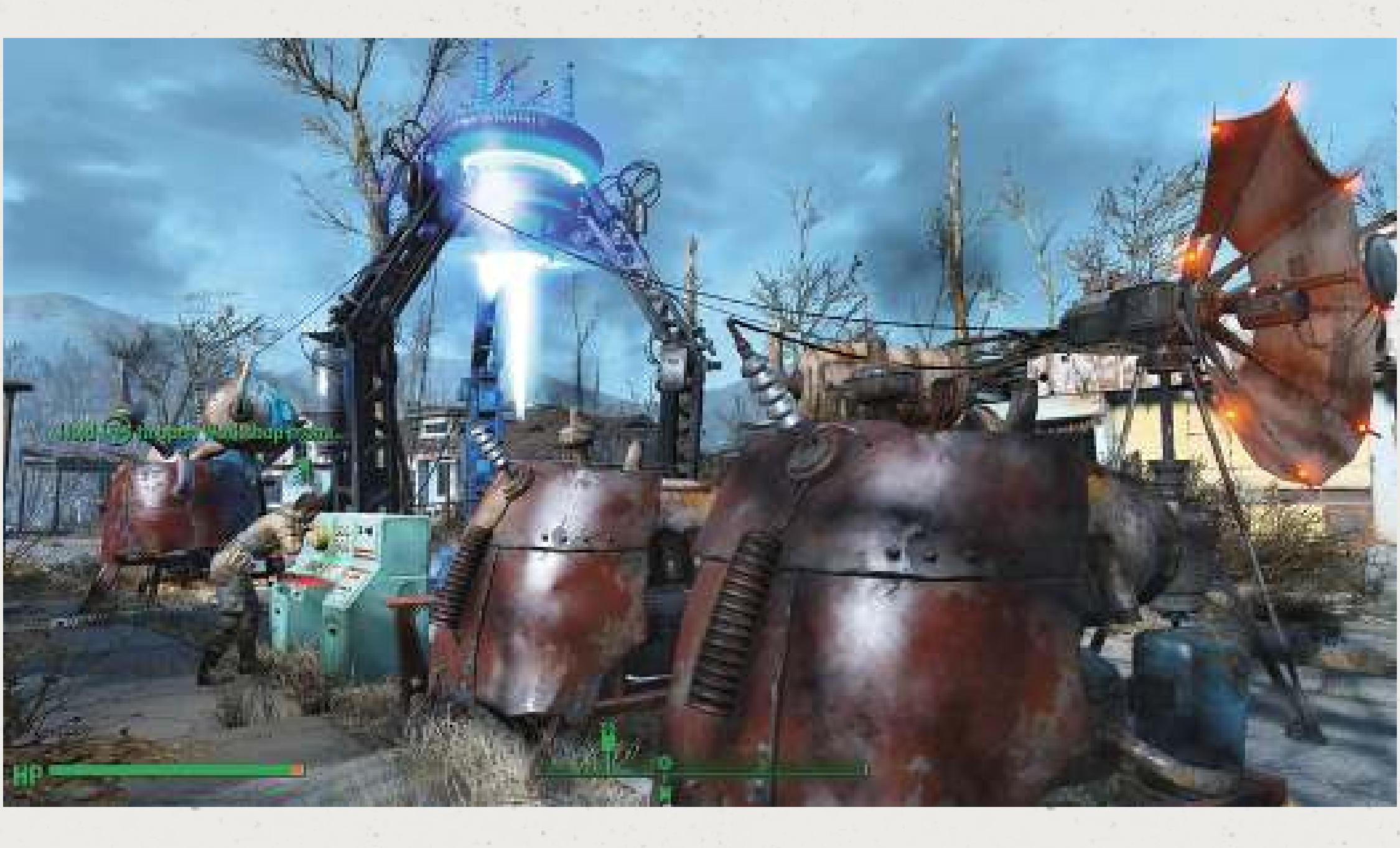


Return to the Old North Church, and speak with Desdemona about the signal interceptor. She hopes you'll join the cause.

To prove yourself, you must complete the Railroad Quest: Tradecraft with Deacon before you can receive help from this faction.

Once you finish the quest, you can speak to the faction scientist Tinker Tom about clues to constructing the signal interceptor.

Building A Better Teleporter



Construction of the signal interceptor now begins in earnest. Clear an area of ground in one of your settlements (such as Sanctuary), and use the workshop to access the Special menu.

Under Construction: Stabilized Reflector Platform

Time to construct the Stabilized Reflector Platform:

BUILD WITH:

- Aluminum (10)
- Circuitry (3)
- Steel (5)

REQUIRES:

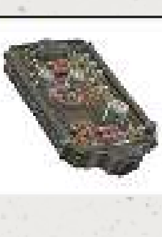
- Power (3)

Stabilized Reflector Platform

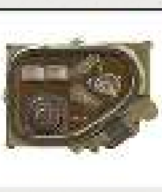
Great work! Now chat with the faction scientist if you want to know about each special piece of junk required for the beam emitter, relay dish, and console. Remember you need to scavenge for the regular build parts, too.

UNCOMMON SCAVENGING

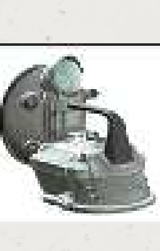
Sourcing uncommon parts can be troublesome, so remember where to look to avoid unnecessary traipsing across the Commonwealth:



The beam emitter requires a military-grade circuit board. These are located in military sites (usually shown on your Pip-Boy **map** as a star within a circle icon).



The relay dish requires a sensor module. Acquire this in telecom sites or other tall **structures**, such as Trinity Tower.



The Console requires a biometric scanner, usually found in hospitals (shown as a cross within a circle icon).

Don't worry! Your Pip-Boy is preprogrammed to point you toward the location where the item is guaranteed to be! Simply refer to the maps of the location for floor plans of the interior and other pertinent **data**. Thanks, Vault-Tec!

Under Construction: Beam Emitter

BUILD WITH:

- Rubber (2)
- Steel (10)
- Copper (1)
- Military-grade circuit board (1)
- Circuitry (1)

REQUIRES:

- Power (20)

Beam Emitter

Fantastic tinkering! Now for the next part of the teleport.

Under Construction: Relay Dish

BUILD WITH:

- Copper (3)
- Steel (3)
- Cloth (6)
- Gold (3)
- Sensor Module (1)

REQUIRES:

- Power (5)

Relay Dish

Amazing engineering abilities! Now fit the console together.

Under Construction: Console

BUILD WITH:

- Rubber (2)
- Copper (3)
- Steel (5)
- Biometric scanner (1)

REQUIRES:

- Power (2)

Console

Truly first-class fabrication! Now be sure you connect everything: Access the Power > Generators part of your workshop, and build enough generators to power the entire device. Then attach wires from each generator to a component, so they power up. If you're correct, you can (optionally) talk to your faction scientist and use the signal interceptor.

HELPFUL HINT FROM VAULT BOY!

Did you know that each faction has its own reasons for obtaining **data** from the Institute? When speaking to your chosen faction scientist, you may be asked to load **data** from an Institute terminal onto a Holotape. Before you agree, why not find out more by consulting the related quests? Remember: Mental clarity is most important when agreeing to tasks you might not fully understand!

Related quest: Brotherhood of Steel Quest: **From Within**.

Related quest: The Minutemen Quest: **Inside Job**.

Related quest: The Railroad Quest: **Underground Undercover**.

If you're thinking of working with the Institute in the future, it is inadvisable to reveal their secrets to outside parties, though it is possible.

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Main Quest: Act II

Institutionalized

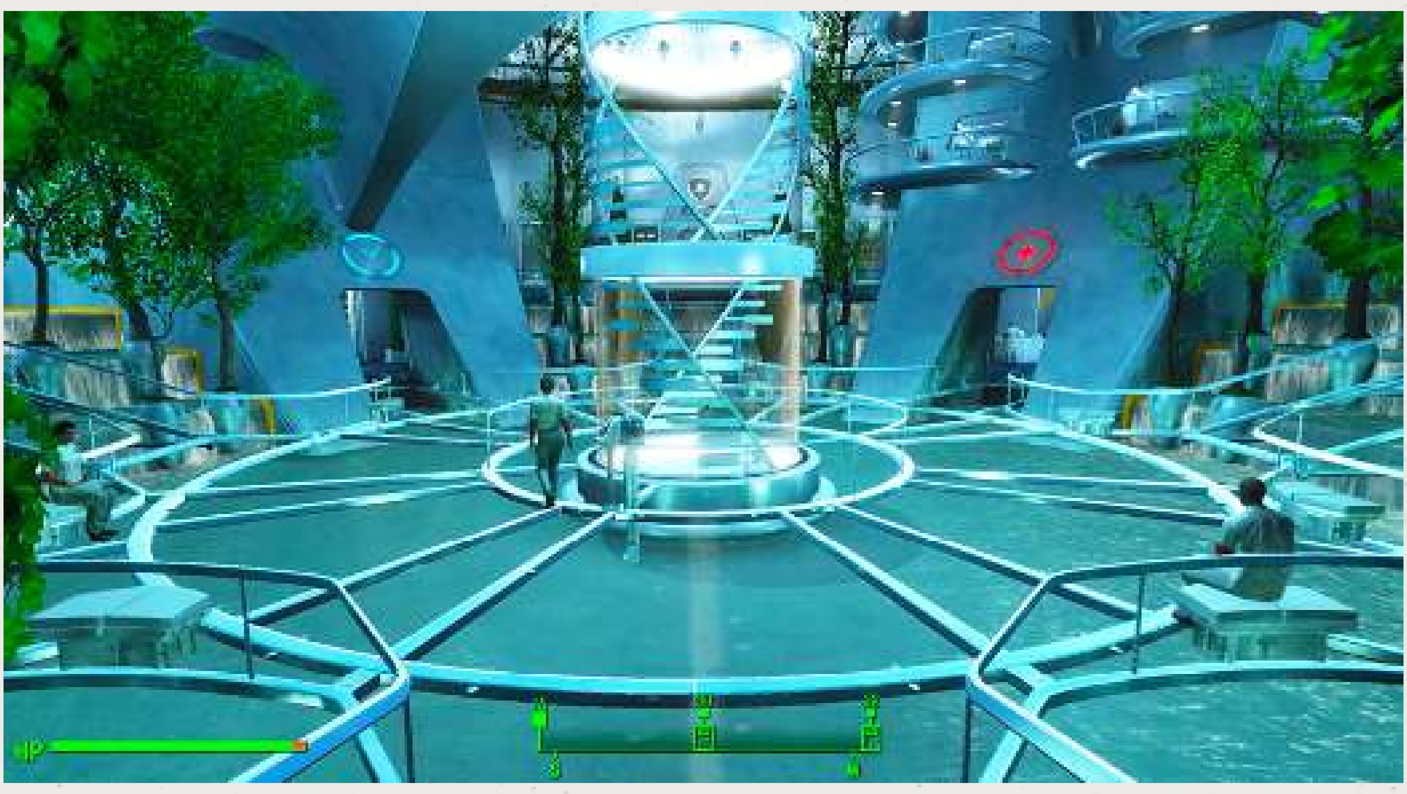
1. Enter the elevator

2. Meet the division leaders

LOCATIONS TO EXPLORE

- The Institute

LIKE FATHER LIKE SON



The teleportation is a success. You reach the Institute. Listen to the voice directing you. Oblige the voice, and you soon find a man named Father, who runs the Institute.

After speaking with him and agreeing to join the Institute (an offer you can rescind at a later date), you are free to explore the facility.

Access Institute Bioscience and meet Doctor Clayton Holdren.

Find Chief Engineer Allie Filmore in the main concourse.

Access Institute SRB and meet acting director of the Synth Retention Bureau, Justin Ayo. He doesn't seem to trust you.

CHARISMA

(Medium) Ask him about trusting you, if you wish.

Access Institute Advanced Systems and meet Doctor Madison Li, who installs a relay into your Pip-Boy, allowing Fast-Travel to and from this location.

FURTHER INSTITUTE INSIGHT

Once this quest is over, you have complete freedom to continue working for your chosen faction(s):

You can continue to help out the Brotherhood of Steel, the Railroad, or the Minutemen by installing the Holotape you were given in your previous quest. The terminal to download **data** from is close to your teleportation landing spot.

You can start to help out the Institute, too.

At some point (covered in the Faction quests), you need to choose a faction you deem most beneficial to your needs. When that happens, Main Quest: Act III begins. Remember: These decisions are not to be taken lightly!

THE FINAL ACT

Congratulations! You've made it to the end of Act II! But what about your continuing progress in your search for answers? Now your focus shifts to helping one (or more) of the major **factions** (literally) vying for **power** in the Commonwealth. You must now complete as many main faction quests as you wish, before picking a side to ally with: Only then will you feel a sense of true accomplishment.

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The Institute Quests

Overview

To begin the first of this faction's quests, you must complete Main Quest: Institutionalized, find Father, and agree to his request. You are free to continue Institute operations for as long as you wish. Please be aware that your relationships with the other main factions—the Brotherhood of Steel, the Railroad, and the Minutemen—may be negatively affected the more Institute quests you complete. It seems you can't be friends with everybody.

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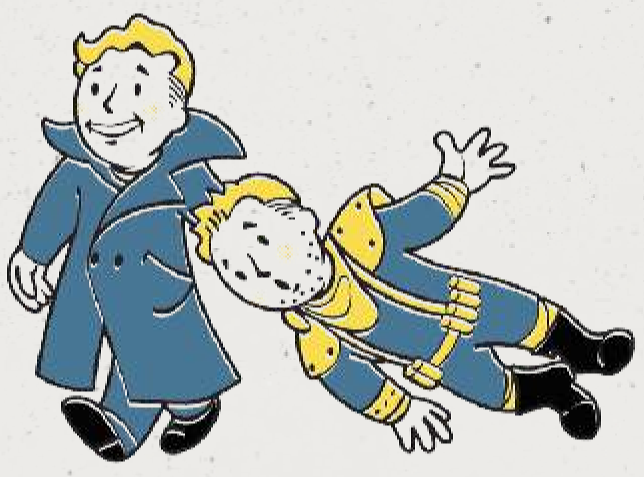
Synth Retention



1. Talk to Father

2. Meet up with the Courser

3. Reclaim the Rogue Synth

4. Return to Father

5. Visit your quarters

LOCATIONS TO EXPLORE

- The Institute
- Nahant Sheriff's Department
- Libertalia

GIVE ME LIBERTALIA, OR GIVE ME DEATH

A rogue synth has been located, and you are tasked with reclaiming him. You have a Synth Courser named X6-88 to assist you with this task. Fast-Travel out from the Institute, and travel to Nahant township. This is almost due east but requires a long trek to the coast. The Nahant Sheriff's Department is deserted. Find your Courser buddy here.

So tell me, is the Institute so desperate for resources that it's stealing plunder from honest, hard-working Commonwealth gangs?

Begin your assault on this large Raider camp by sweeping the planks and rusting boats for enemies and neutralizing any turrets. You can swim to the rogue synth's location—the shanty tower built on the stern of a sunken tanker—or you can summon a small shack platform from the trash boat and ride it without getting your feet wet.

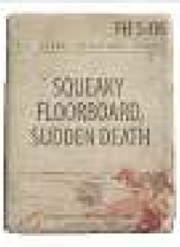
Climb up to and enter the captain's cabin, and X6-88 informs you of the rogue synth's reset code. Speak to Gabriel. You can:

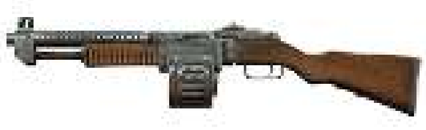
- Slay him and his two lieutenants.
- Reset him, and slay his two lieutenants.

HELPFUL HINT FROM VAULT BOY!

A direct path isn't always the safest path! To reach Nahant, Vault-Tec topographical radar technology suggests heading northeast through Charleston, following the main road to County Crossing, then clearing the Gibson Point area of hostiles. Then it's a short jaunt to Lynn Pier Parking and southeast into the coastal settlement of Nahant. The alternative? Swimming out from Revere Beach, which is both dangerous and highly unorthodox.

LOOTING LIBERTALIA





U.S. Covert Operations Manual

Le Fusil Terribles (Shotgun)

Nahant township has been mostly picked clean of high-value collectibles, but the Libertalia Raider camp has loot to gather. There's some essential reading and a unique shotgun to claim from the captain's cabin area.

This mission is deemed successful either way. Return to the Institute and speak with Father. You're granted your own quarters with some useful supplies. Head there and speak to X6-88.

Reward: Institute Quarters and Gear

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The Institute Quests

The Battle of Bunker Hill

1. Speak to Father

2. (Optional) Inform the Brotherhood

3. (Optional) Inform the Railroad

4. Reach Bunker Hill

5. Find the escaped synths

6. Deal with the escaped synths

7. Speak with Father in the ruins of CIT

LOCATIONS TO EXPLORE

- Bunker Hill
- C.I.T. Ruins

RAISING HELL AT BUNKER HILL

Father has another task for you—recover the synths that have escaped from the Institute and fled to Bunker Hill. Optionally gather supplies and ammunition for this assault (trading at the Institute's synth equipment vendor). Then decide where your loyalties lie:

- The Institute requires you to rendezvous with a Courser in the narrow alleys of the Charleston neighborhood and complete the quest as ordered.
- The Brotherhood of Steel requires you to destroy the synths: Your enemies during this battle are Institute and Railroad forces.
- The Railroad requires you to free the trapped synths. Your enemies during this battle are Institute and Brotherhood of Steel forces.
- The Minutemen have no loyalty to any other faction, or a direct involvement in this quest. Bunker Hill becomes a settlement you can develop once this quest has been completed.

Even if you're not loyal to the Institute, the Institute Quest: Mankind—Redefined will still be available after this quest.

HELPFUL HINT FROM VAULT BOY!

Sometimes it's tricky to know who your buddies are in these parts! Who can you trust? That's a judgment call only you can make, but it's always better to meet up with the leaders of the different factions, pal around with them for a few jaunts, and wait until you're asked to complete a task you find morally reprehensible. If you're still fine with following those orders, you know you've made some friends for life!

The following assumes you are allied with the Institute. During your rendezvous with Courser X4-18, you receive some synth recall codes.

CHARISMA

(Hard) Request a clutch of Synth Beacon Grenades, allowing you to summon teleporting synths to aid you. They appear where you throw these projectiles.

Synth Beacon Grenade (3)

THE BONANZA AT BUNKER HILL

Live & Love Magazine

Wastelander's Friend

Keeping the residents of Bunker Hill on your side yields dividends if you're out to expand your magazine collection, your unique **weapons** armory, and even your settlements! Deb sells ammunition, Tony Savoldi offers you a place to stay, and Kay can patch you up. Bear that in mind before choosing sides; err on the side of the Minutemen if you're wanting to utilize these services.

SYNTH EXTRACTION DEPENDS ON YOUR FACTION

Working with the Courser, engage in a protracted firefight against your chosen enemies. Battle your way into this stronghold, and access the utility basement trapdoor.

The interior contains machine-gun turrets and additional enemies. Find the synths in a subterranean living quarters. Your definition of "freeing" each of them depends on your faction loyalties. You can:

- Reset them (as per Institute instructions).
- Kill them (as per Brotherhood of Steel instructions).
- Free them (as per Railroad instructions).

Optionally gather Caps from one when prompted—before your decision, if you wish. Then extract yourself from Bunker Hill.

Head west across Cambridge to the C.I.T. Ruins (north of the river), and find one of the many ground-floor entrances into the rotunda. Synths are advancing on a Super Mutant position throughout the three floors here. Ascend to the roof and explain yourself to Father.

Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

The Institute Quests

Mankind Redefined

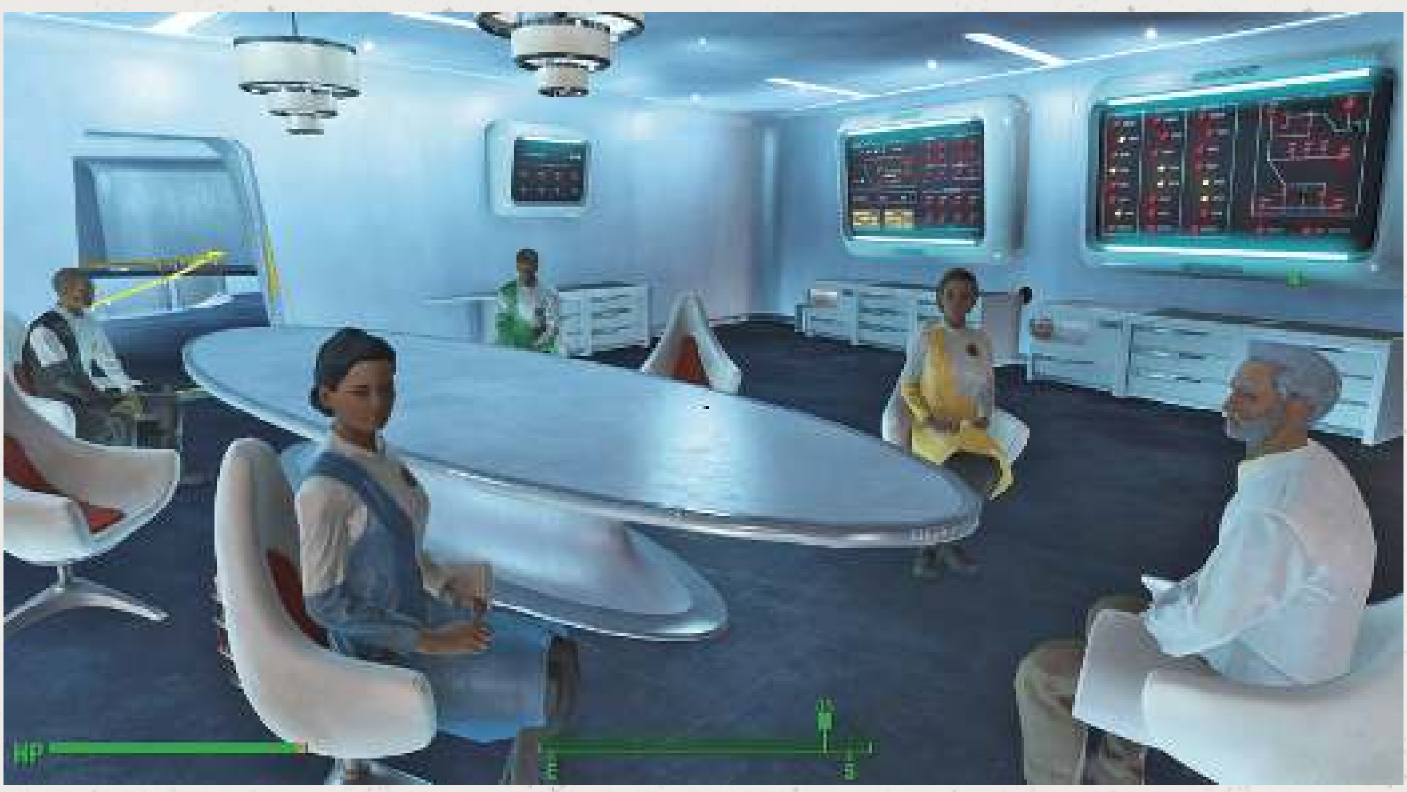
1. Attend directorate meeting

2. Speak with Father

LOCATIONS TO EXPLORE

- The Institute

YOUR PLASTIC PAL WHO'S FUN TO BE WITH



Following your rooftop chat, teleport into the Institute and head to the conference room. Engage in debate with the division heads, and agree to continue assisting this faction. The Courser X6-88 can now accompany you on any quest you wish.

Companion: X6-88

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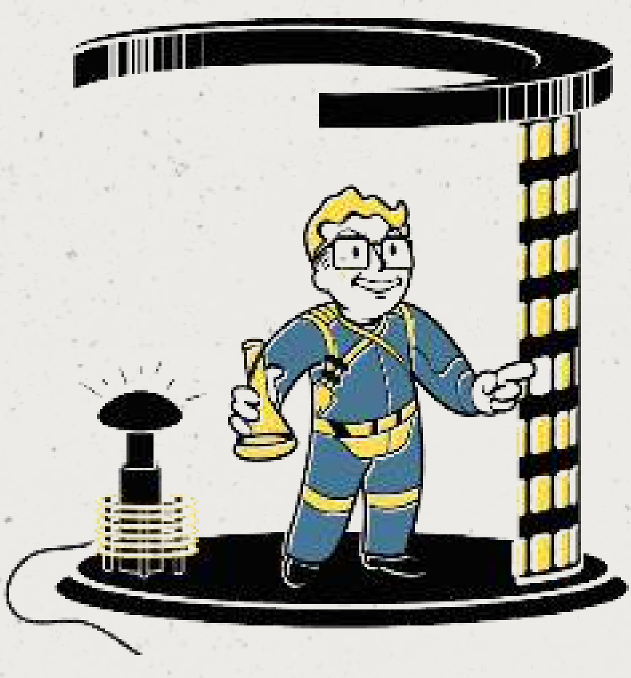
Mass Fusion



1. Speak with Allie Filmore

2A. Relay to Mass Fusion

2B. Inform the Brotherhood

3. Locate the Beryllium Agitator

4. Retrieve the Executive Keycard

5. Proceed to the reactor level

6. (Optional) Restore power to the elevator

7. Retrieve the Beryllium Agitator

8. Unlock the reactor

9. Take the Beryllium Agitator

10. Eliminate reactor level security

11. Exit Mass Fusion

12. (Optional) Assist Institute forces in the lobby

13. Speak with Allie Filmore

LOCATIONS TO EXPLORE

- Mass Fusion

TESTING YOUR LOYALTIES

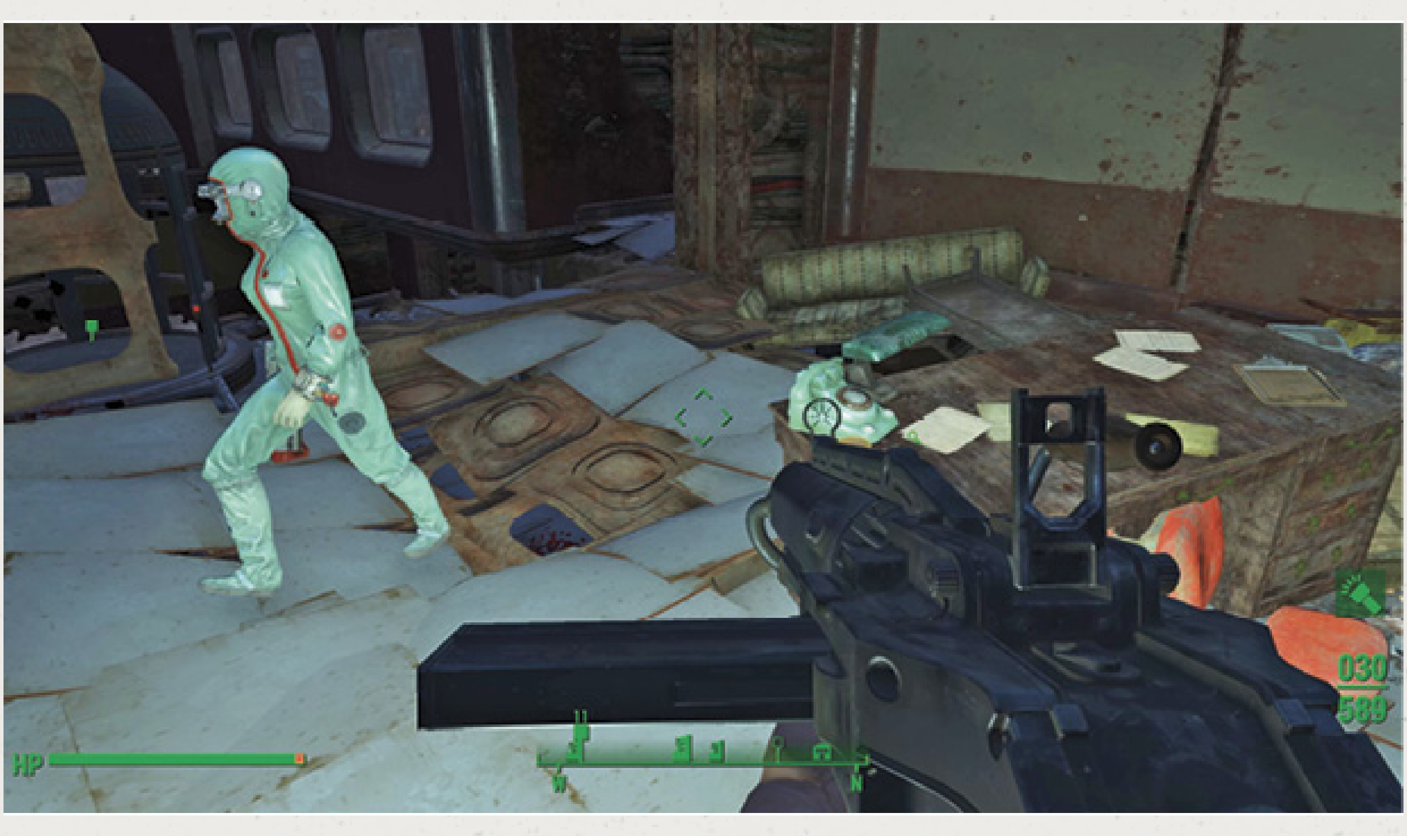
After speaking to the scientist Allie Filmore, you agree to help her find something called a "Beryllium Agitator" from the ruins of Mass Fusion. Decide whether she'll accompany you or not; then you must make a potentially epoch-defining decision. You can:

- Relay to Mass Fusion and continue your loyalty to the Institute. This quest continues (below), several Brotherhood of Steel quests fail, and Brotherhood of Steel Quest: Brotherhood of Steel Shutdown begins.
- Leave the Institute, visit the Brotherhood of Steel, and inform them, switching your loyalties to them. The Brotherhood of Steel Quest: Spoils of War begins.

HELPFUL HINT FROM VAULT BOY!

Have you packed enough provisions and supplies? You know your loved ones might worry if you haven't gathered enough healthy snacks and radiation-suppressing chems. As the environment inside Mass Fusion is extremely hostile, bundle up in proper protective attire. Power Armor is a great choice here.

MASS CONFUSION

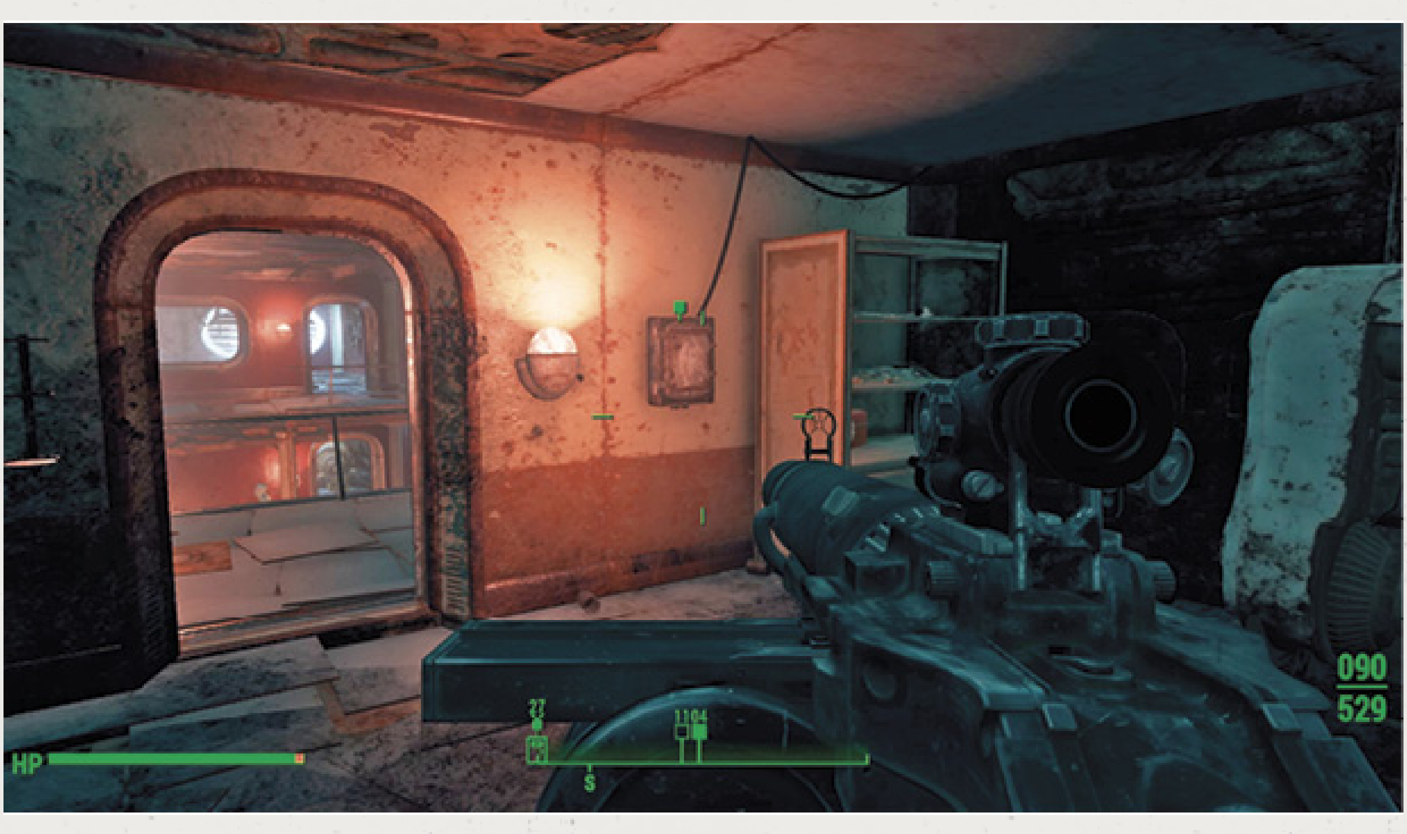


You relay to the Mass Fusion skyscraper roof, in the Financial District of Boston. After neutralizing all threats, descend one floor to the executive suites, and locate the balcony desk before the room with the Executive Research Lab Terminal. Gather the following from the desk:

Mass Fusion Executive Lab Password

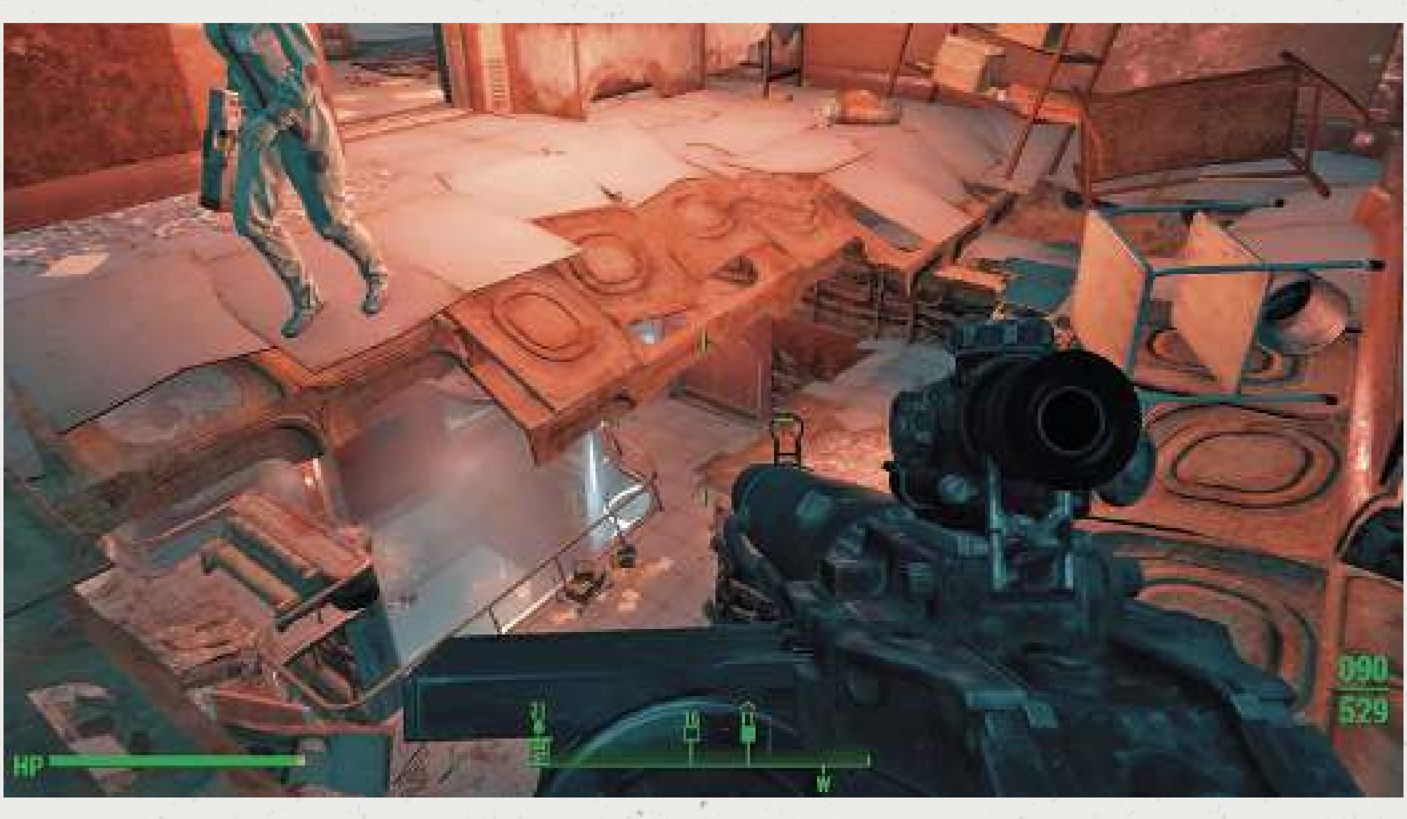
Mass Fusion Executive ID

Now you can access the Executive Research Lab Terminal (Advanced) with a password. Read the personal intramails; the item you seek is in the facility's basement. And you're on the roof.



At the elevator, swipe the Mass Fusion Executive ID through the card reader. Ride the elevator all the way down, taking pot shots at enemy forces along the way. When the coast is clear, you can:

(Optional) Locate the circuit breaker in the chamber to the north and above your current position. Flip the breaker to power the elevator. Then return, swipe the ID card, and ride the elevator down to the lobby, maximizing enemy casualties as you go.

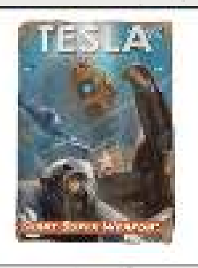


Locate the room to the north of your current position. Locate the Mass Fusion Labs Key on the desk. Use it to open the door to the adjacent chamber with the hole in the floor. Drop down, and continue a manual descent through the floors to the lobby, removing any potential enemy threats along the way.

Mass Fusion Labs Key

Expect more enemy resistance in the lobby. Search for the service elevator, swiping your ID card to access it.

MASS HAUL AT MASS FUSION

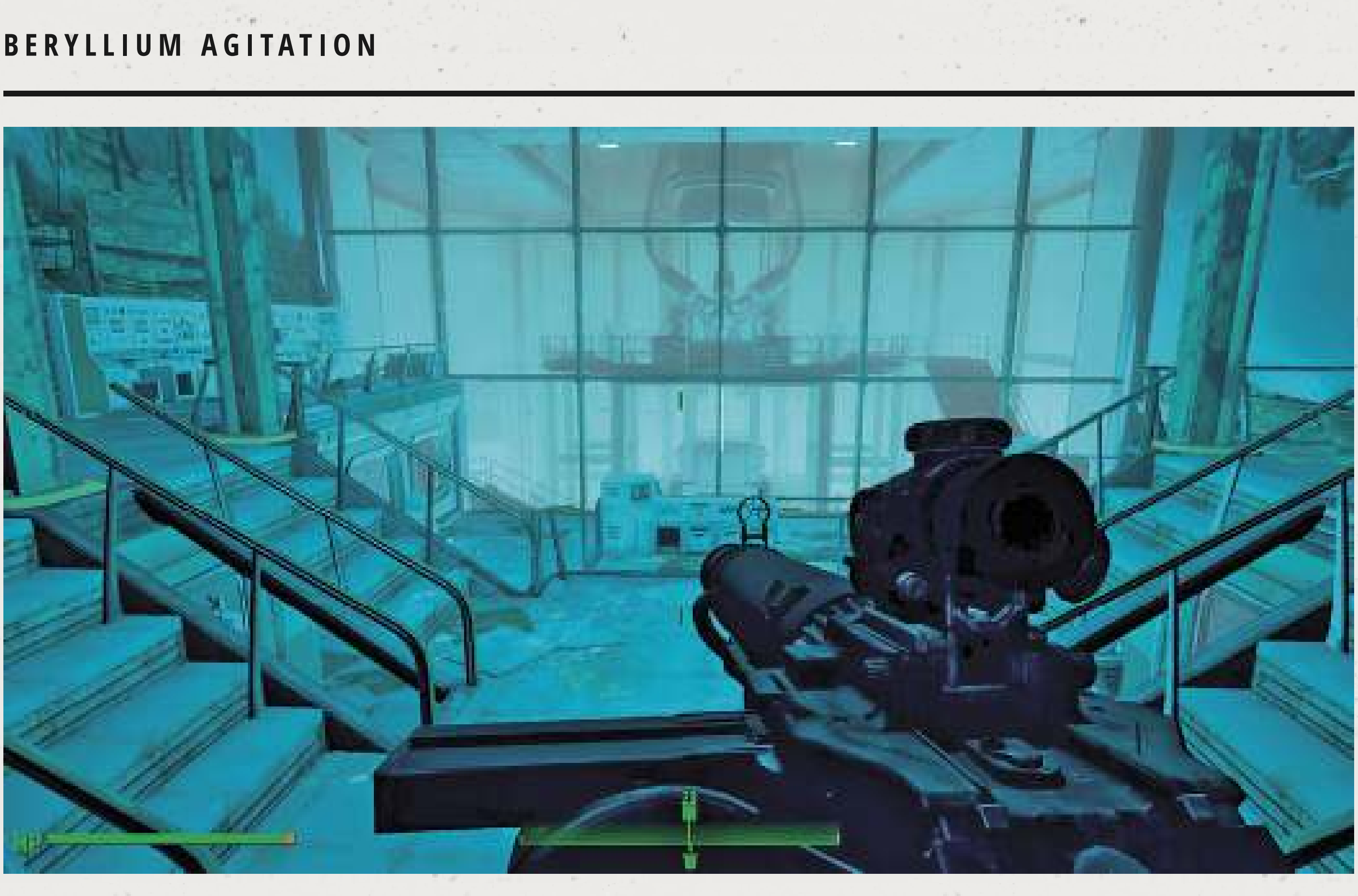


Tesla Science Magazine

Nuka Cherry

As you fight through Mass Fusion, gather a few choice items—the Nuka Cherry in the laboratory on the roof; a copy of Tesla Science to the south on the uppermost accessible level once you're in the tower (grab it before you take the elevator down to the lobby); and a Steamer Trunk and Hazmat Suit in the reactor chamber, handy for the automated greeters you encounter once the Beryllium Agitator is yours.

BERYLLIUM AGITATION



After stepping into the decontamination area (press that button!), move into the reactor chamber. Press the interlock release and activate the agitator receptacle. Grab what you came here for.

Beryllium Agitator

The facility's robotic defenses are automatically activated. Reach the outer reactor room and engage a Sentry Bot and Protectron. After using your ID card to open the main door, bring your defenses to bear on an Assaultron. Then ascend the stairs to nullify another Protectron without being scorched by a laser turret.

Exit to the lobby. If you have the ammunition and abilities, help Institute forces rid the lobby of threats. Then rendezvous with Allie Filmore back inside the Institute.

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Pinned

1. Speak to Father

2. Reach the house

3. Speak to Minutemen contact

4. Eliminate the opposition

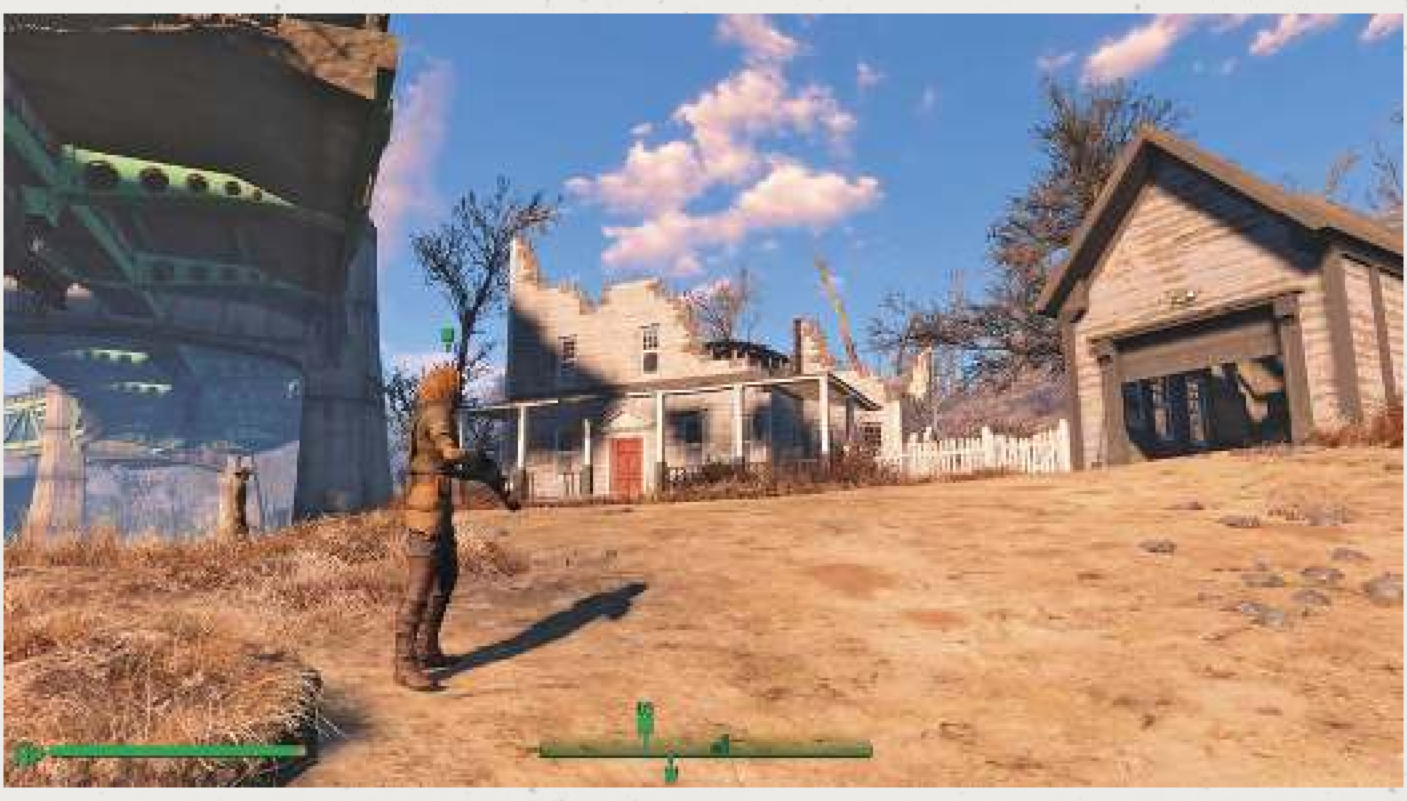
5. Speak to Enrico Thompson

6. Speak to Wallace

LOCATIONS TO EXPLORE

- Graygarden

DIPLOMACY AT WORK



Thanks to your success at Mass Fusion, plans to power up the Institute reactor are moving forward but the process has stalled somewhat as a scientist named Wallace hasn't arrived at the facility. Relay out from the Institute, and head west from Cambridge to Graygardens. Locate the homestead just west of the hydroponic garden. Depending on your previous actions, you meet one of the following factions here:

- If you have had no dealings with the Minutemen during your adventure, you will have Gunners to remove in this location before you can rescue your contact.

- If you have had dealings with the Minutemen, a number of them are waiting to attack the structure. Speak with them now. You can:

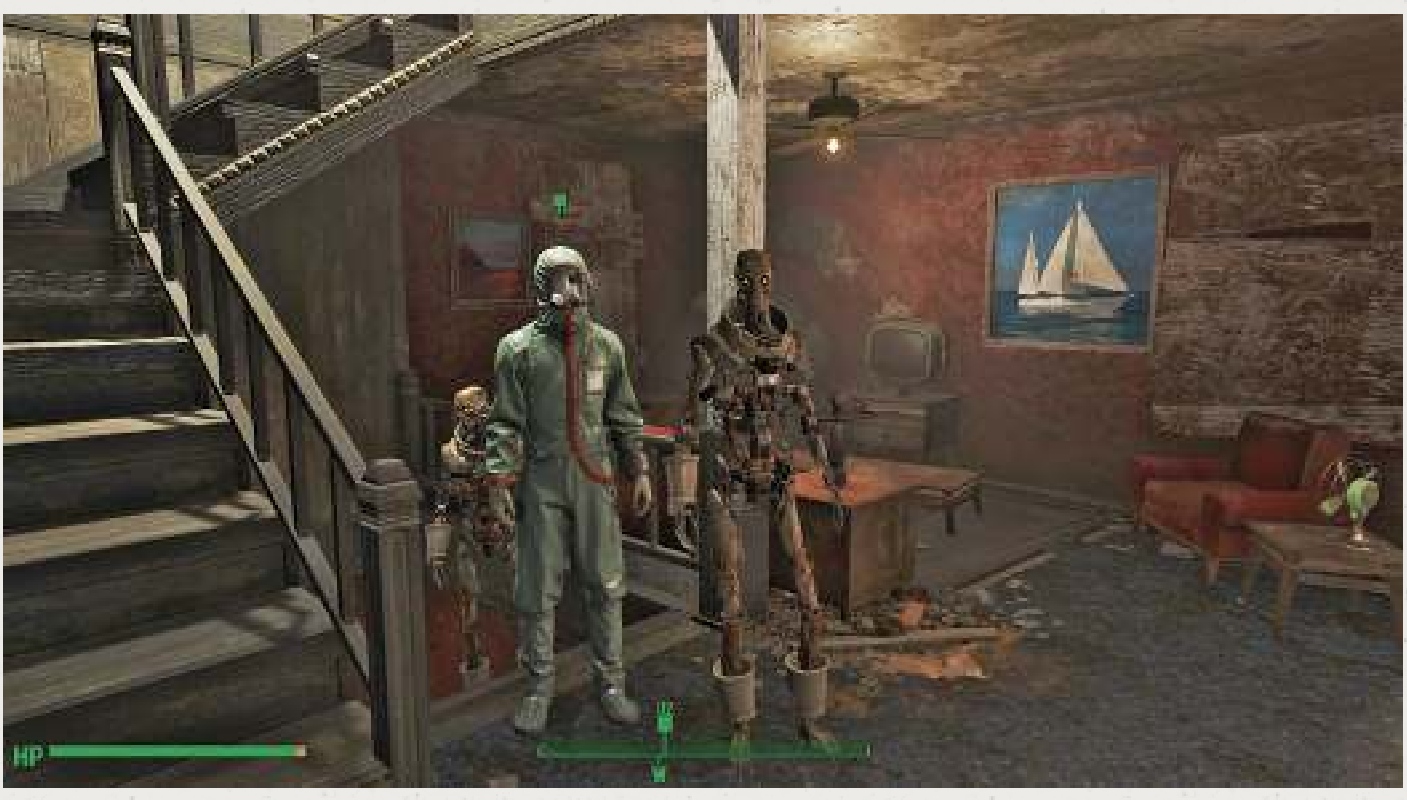
- Agree to this attack, turning the Institute hostile. You can no longer align with them. The Institute Quest: Banished from the Institute begins if any Institute forces are killed.

- Persuade the Minutemen to stand down. You can tell them it's an order.

CHARISMA

(Easy, Medium) Or you can tell the Minutemen there's a misunderstanding, that they risk being wrong, there's no danger, threaten them, or tell them everyone is working together.

Helpful Hint from Vault Boy!



Inside the homestead, speak to your Institute contact Enrico Thompson. Wallace has barricaded himself behind a nearby door. Make verbal contact with this agitated fellow, and convince him to help out.

CHARISMA

(Medium, Hard) Calming or threatening are both options.

BECOMING SELF-SUFFICIENT IN GRAYGARDENS

Mutfruit

Even though the settlement of Graygardens may not have highly prized collectibles, it grows an abundance of crops you can taste. Helping out the supervisor robots isn't only neighborly, but it can also add a special robot settlement to your Minutemen-related real estate empire!

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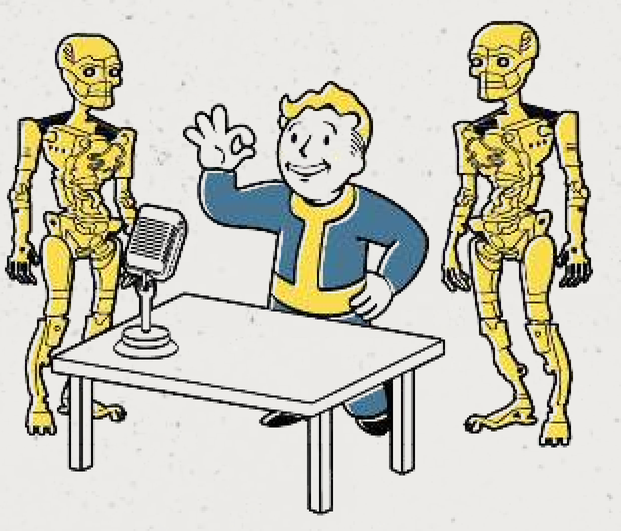
The Institute Quests

Powering Up



1. Speak to Father

2. Record the speech

3. Speak with Father

4. Reconfigure the transmitter

5. Speak with Father

6. Activate the reactor

7. Speak with Father

8. Attend directorate meeting

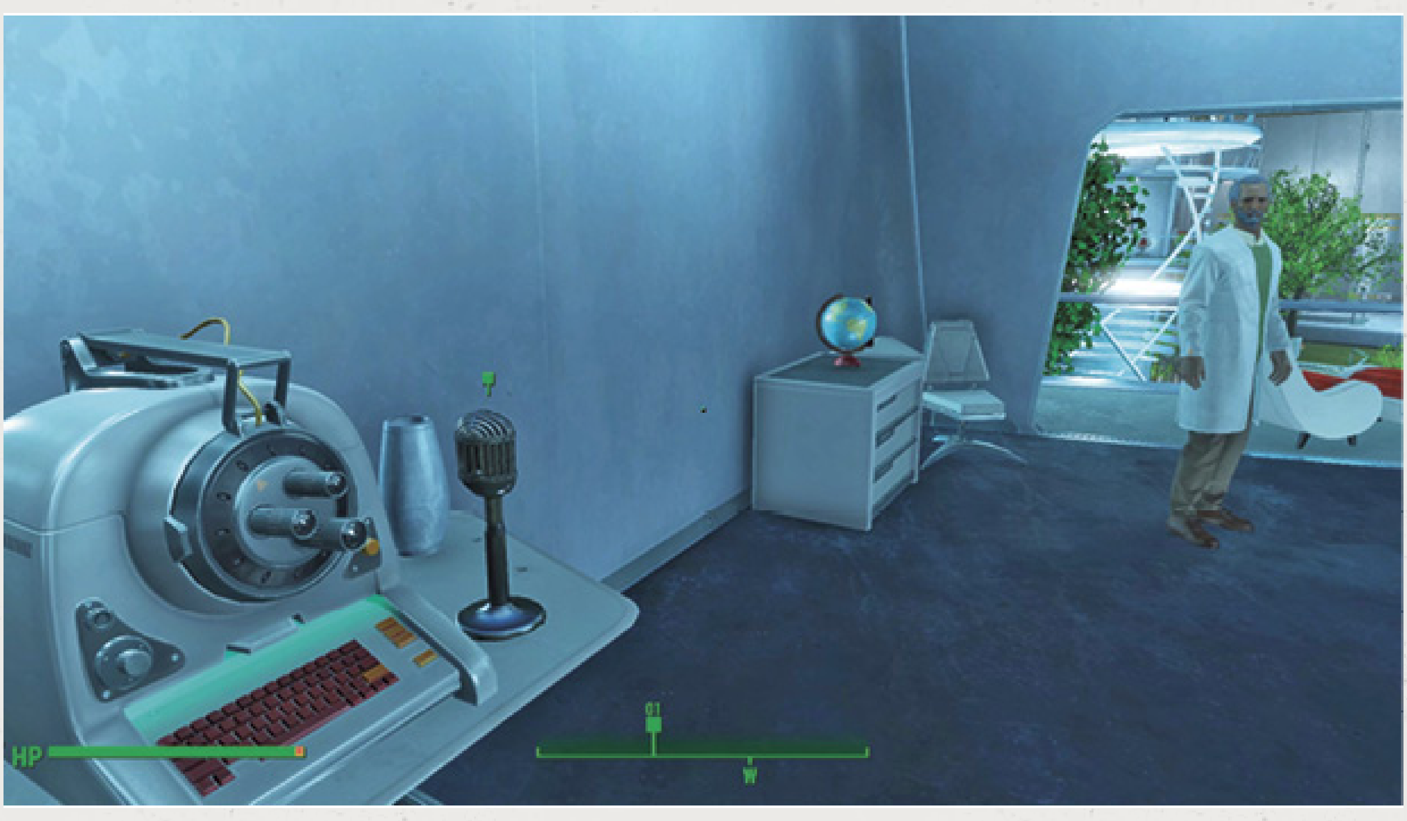
LOCATIONS TO EXPLORE

- The Institute

THE POWER OF BENEVOLENCE

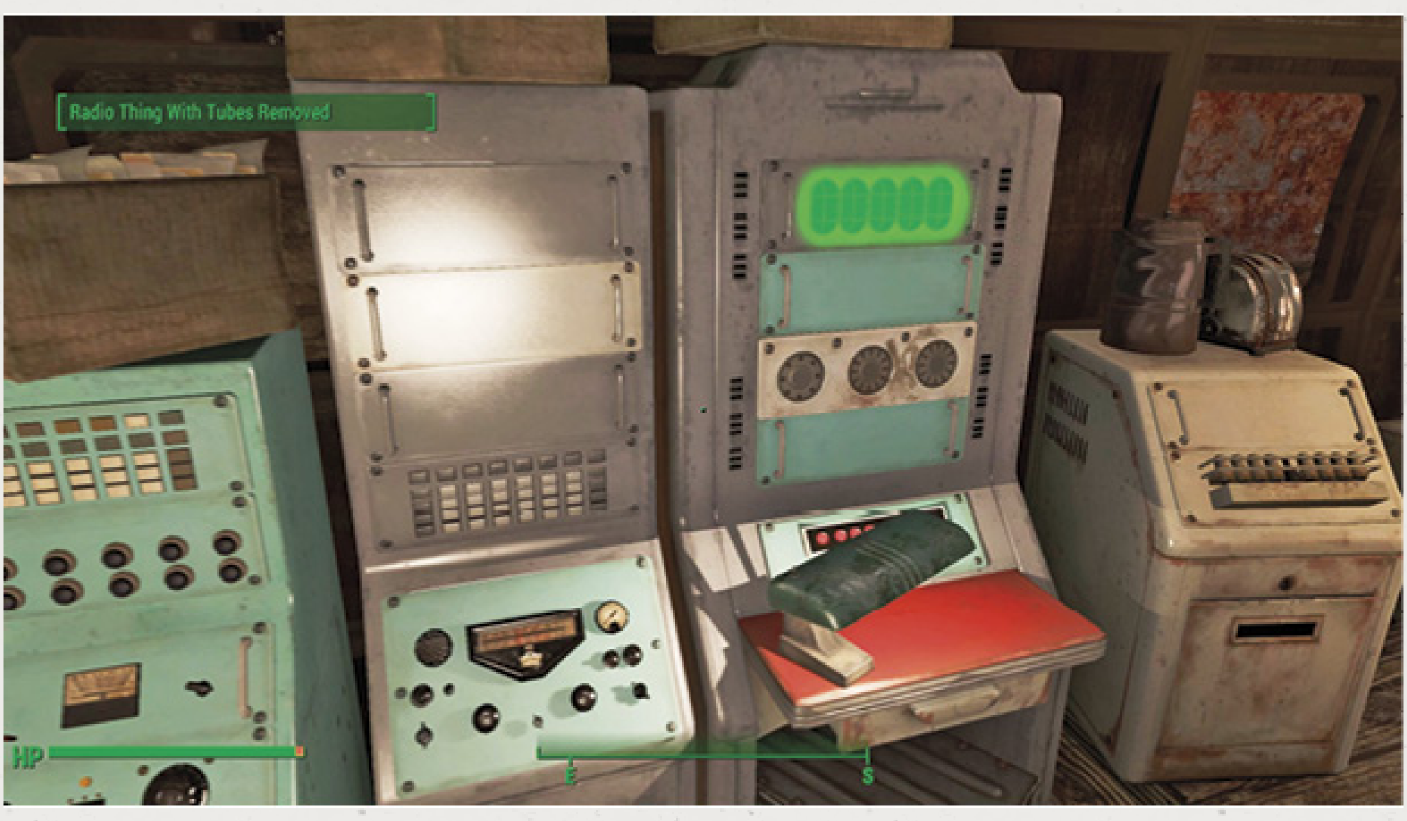
HELPFUL HINT FROM VAULT BOY!

Despite Vault-Tec's best attempts to remove information deemed "secret," certain Pip-Boy objectives may reveal activities both shocking and game-changing. You are advised to exercise retinal caution when viewing this data.

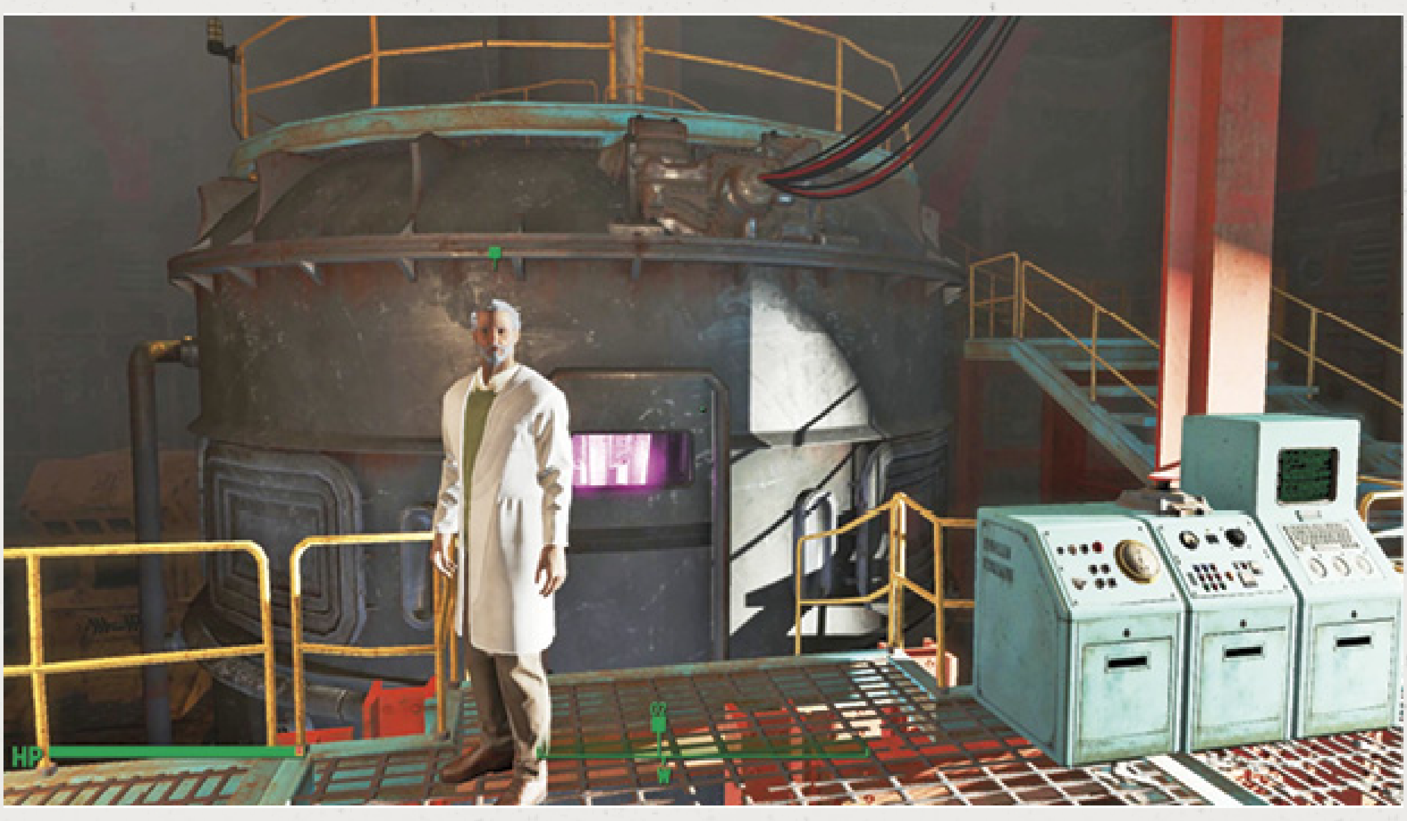


It seems the Institute is ready to reveal itself to those dwelling topside. To ensure a peaceful coexistence, you're to record a broadcast once the Institute's reactor is turned on. Speak with Father and record the speech in his quarters. The oratory style is up to you.

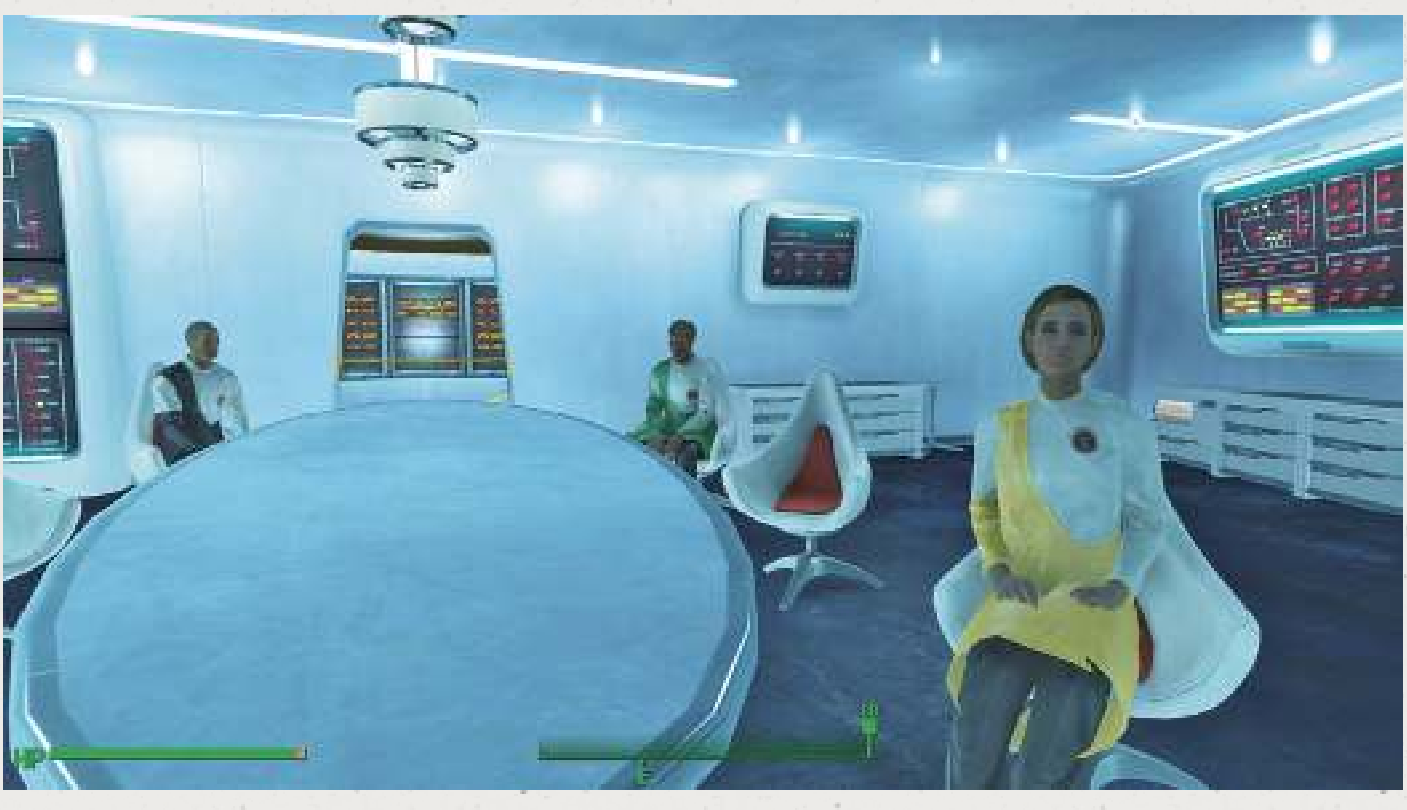
Teleport to Diamond City Market and travel to Diamond City Radio. You're here to modify the transmitter; fortunately there are radio parts in a crate. Slot them into the racks until the transmitter's power is increased.



After a quick trip back to the Institute, head to Institute Advanced Systems and find the door to the reactor. If you're in agreement with Father, open the reactor door and activate the core. Then access the terminal and initiate the reactor start-up sequence.



MASTERS OF THE COMMONWEALTH!



Now that the reactor is humming away, a directorate meeting is called, and you're here to answer any questions posed by the Division heads. You must decide where to focus the development manpower: on weapon development (better armaments for you) or on synth production (more friendly troops by your side). Whatever your choice, you've successfully allied with the Institute, to the detriment of your relationships with other factions.

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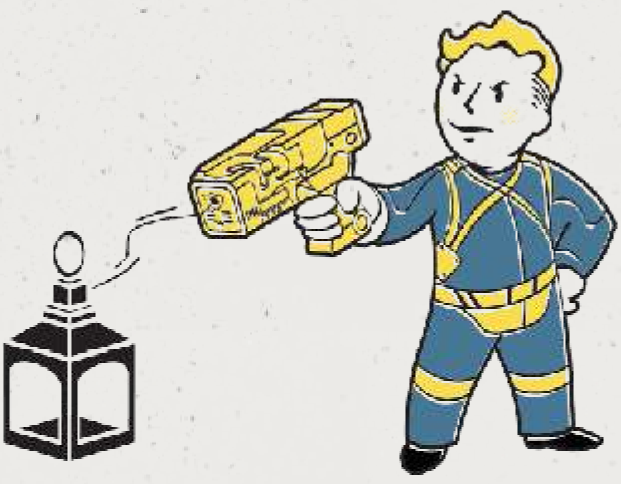
End of the Line



1. Speak with Father

2. Kill Desdemona

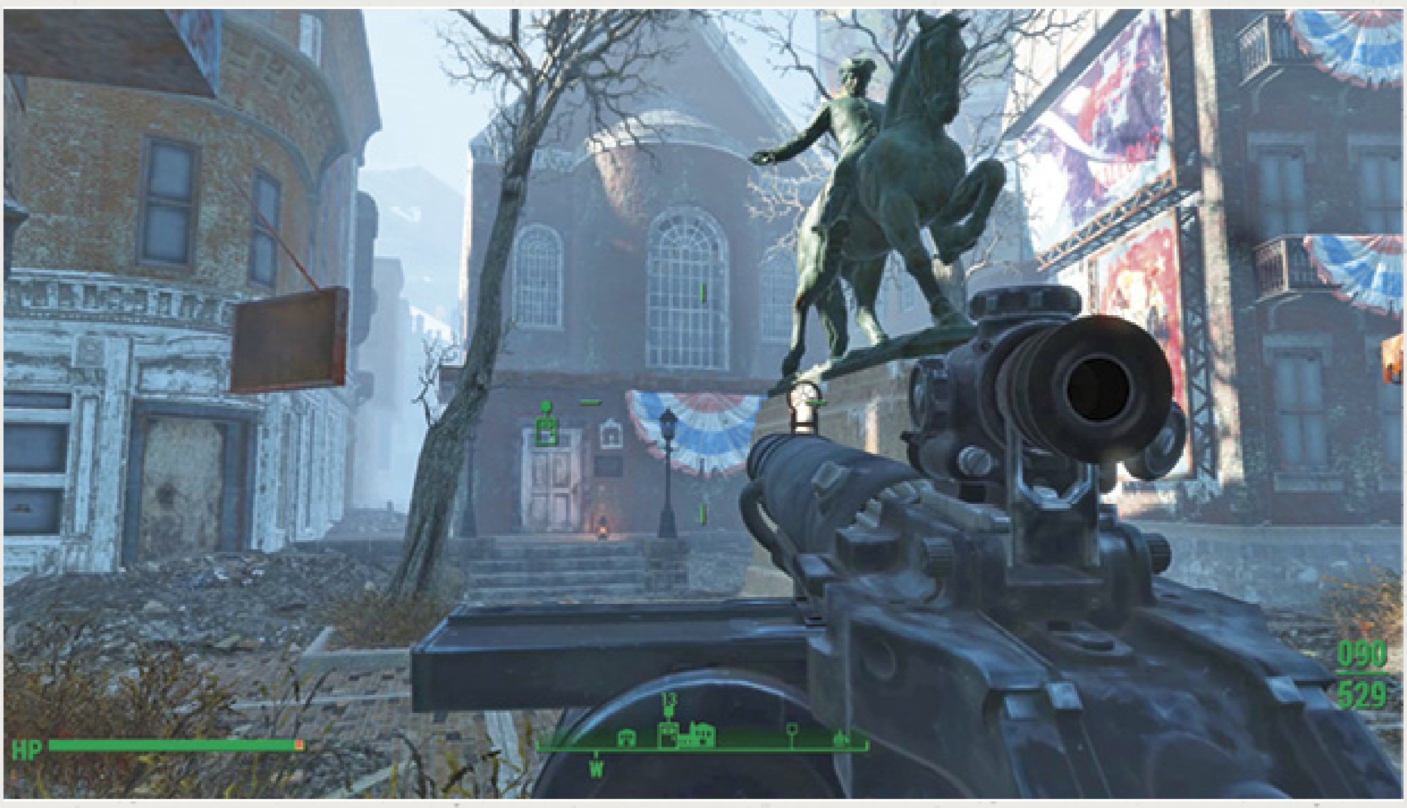
3. Eliminate the Railroad leaders

4. Speak with Father (2)

LOCATIONS TO EXPLORE

- Old North Church

OFF THE RAILS



Well, you've made your bed and now you'll have to lie in it! Father demands you visit the members of the Railroad. Relay into the North End Neighborhood of Boston and locate the Old North Church.

HELPFUL HINT FROM VAULT BOY!

You're here to explain—using a distinct lack of diplomacy—what the Institute stands for. Although the Railroad leaders are all likely to be holed up under the Old North Church, some may be out in the Commonwealth. Use your **world map** to pinpoint them, especially Deacon; he likes to wander.

Employ projectiles in place of platitudes as you maneuver into the crypts under the Old North Church. If the Freedom Trail Ring has not been activated, spin it to spell out the word RAILROAD. Head through the secret opening.

A SNEAKY SURPRISE!

If you already chatted to the Railroad and opened their escape tunnel, you can wander into their headquarters from this direction. Cunning!

Now that all the Railroad leaders are hopefully gathered in one place, begin to introduce them to the Institute's way of thinking. This place was originally a crypt, so think of this as reverting the location back to its earliest use. When Desdemona, Drummer Boy, Glory, Tinker Tom, Deacon, and Doctor Carrington are all clued in, you're done.

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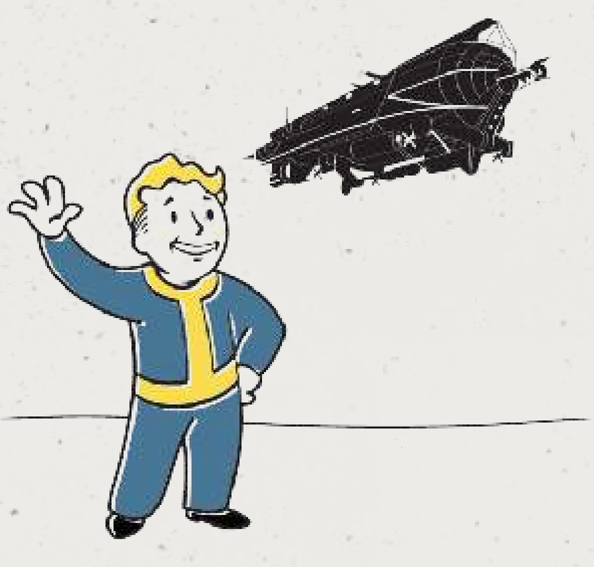
The Institute Quests

Airship Down

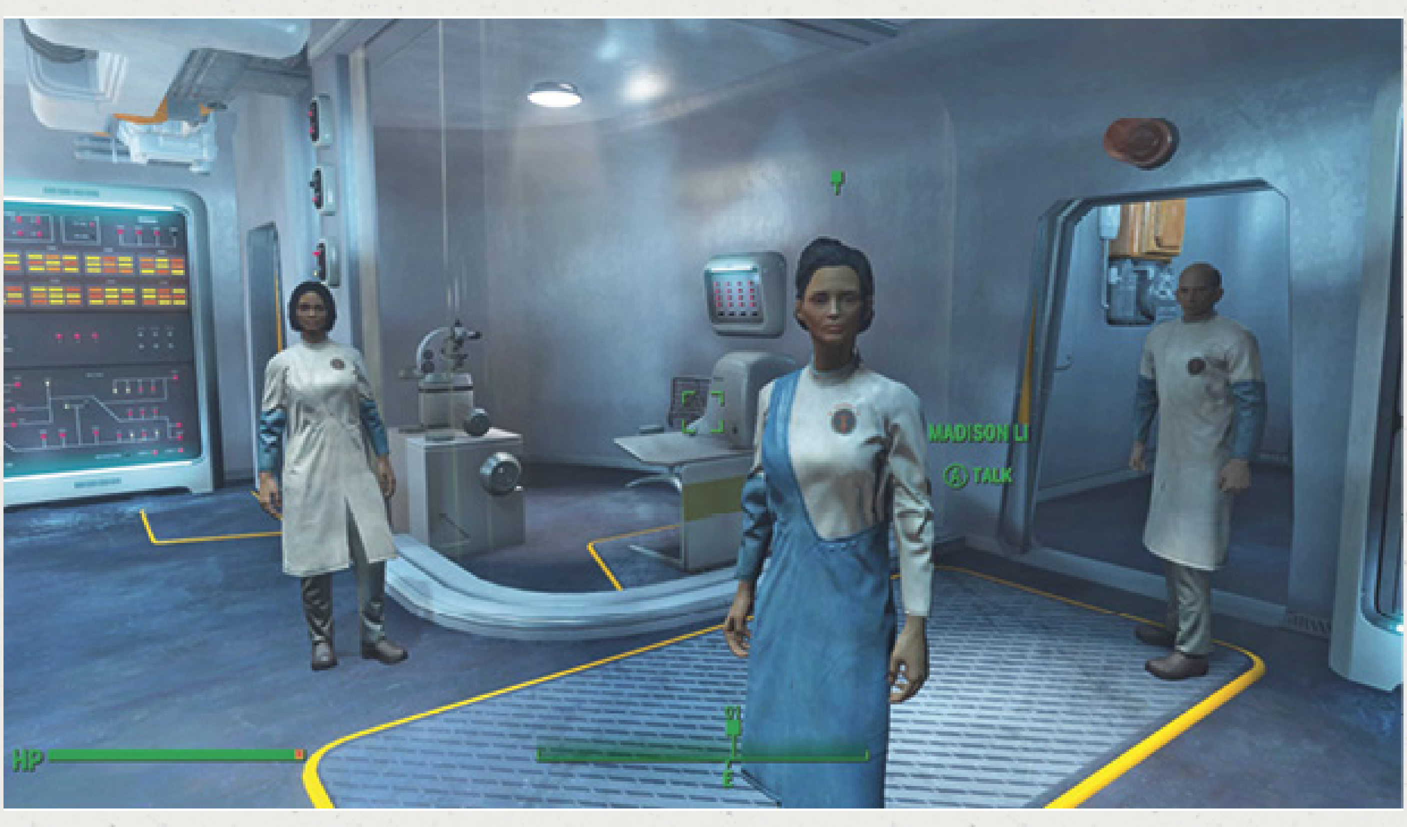


1. Speak to Doctor Li
2. Speak to Doctor Watson
3. Use the relay to reach the airport
4. Infiltrate the terminal
5. Destroy Brotherhood Generators (3)
6. Reach Liberty Prime
7. (Optional) Place teleport beacons
8. Defend the Synth hacking Liberty Prime
9. Evacuate the airport

LOCATIONS TO EXPLORE

- Boston Airport

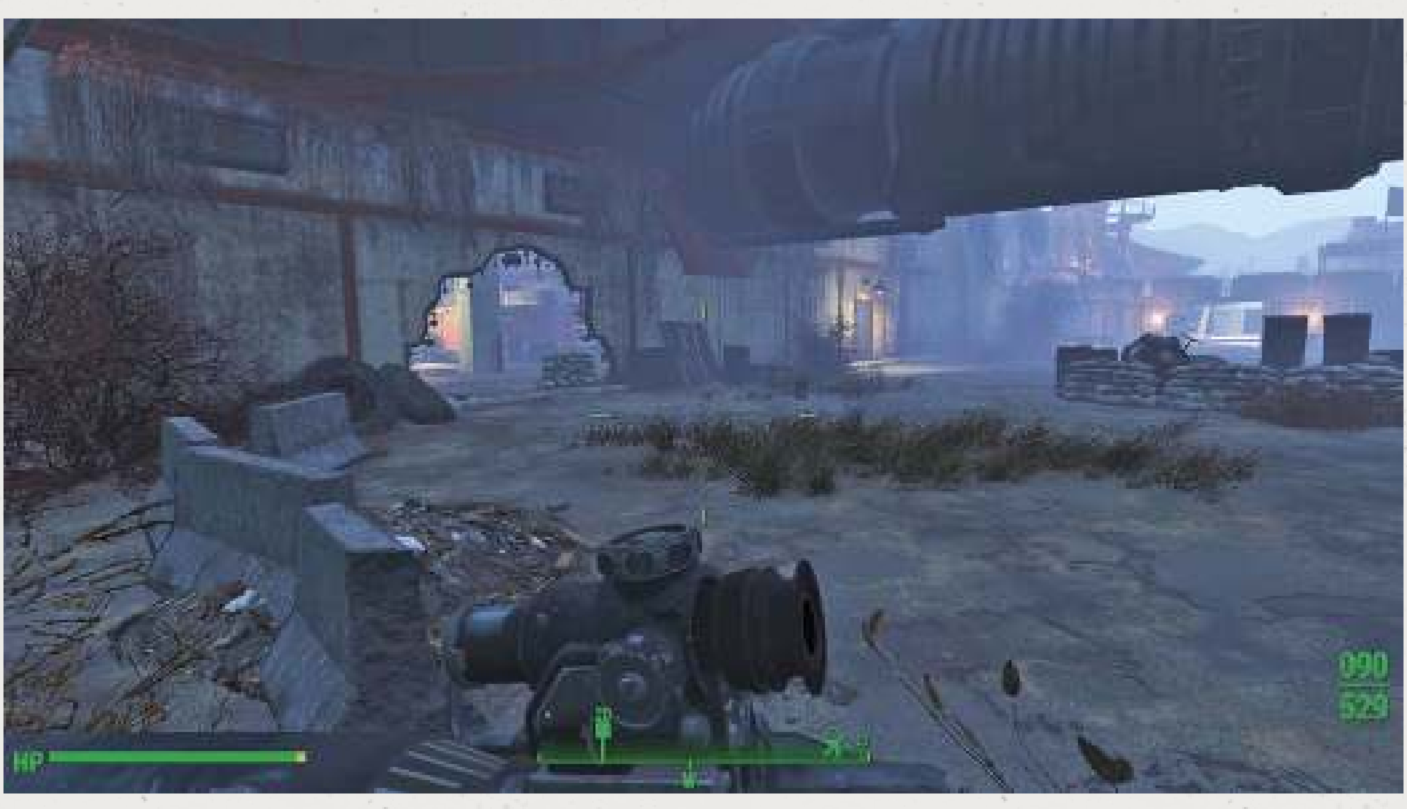
POWERING DOWN BOSTON AIRPORT

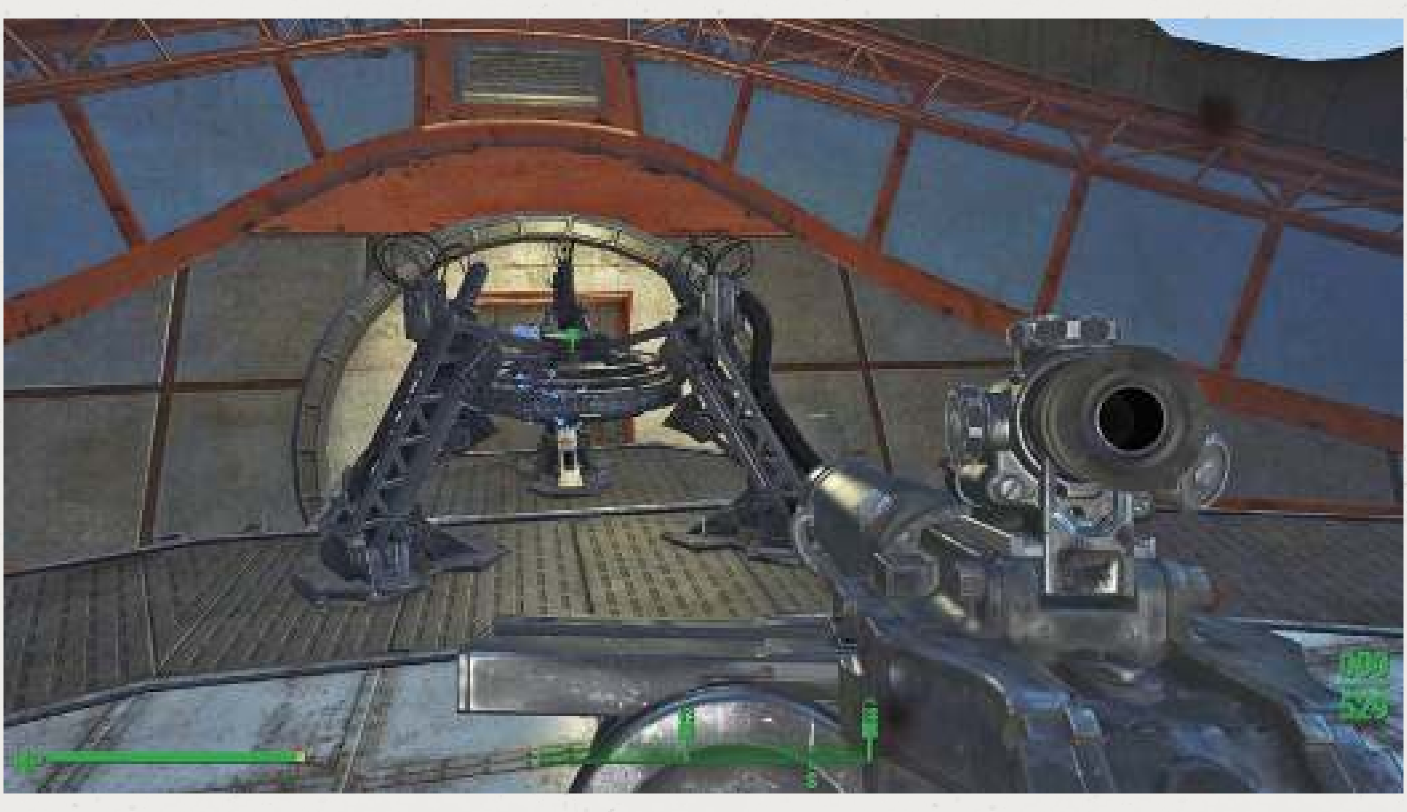


Contact the Brotherhood of Steel next and minimize their machinations. You need a plan to accomplish this: Visit Doctor Li (or, if she is not present, Evan Watson), in Institute Advanced Systems, and say "it's time." The enthusiastic Doctor Rosalind Orman explains the plan and hands some teleport beacons to bring synths to help you if necessary.

Institute Beacon (3)

Relay over to Boston Airport, south of East Boston. Infiltrate the airport terminal via this hole in the wall. Employ stealth during this time or expect resistance to your maneuvers.





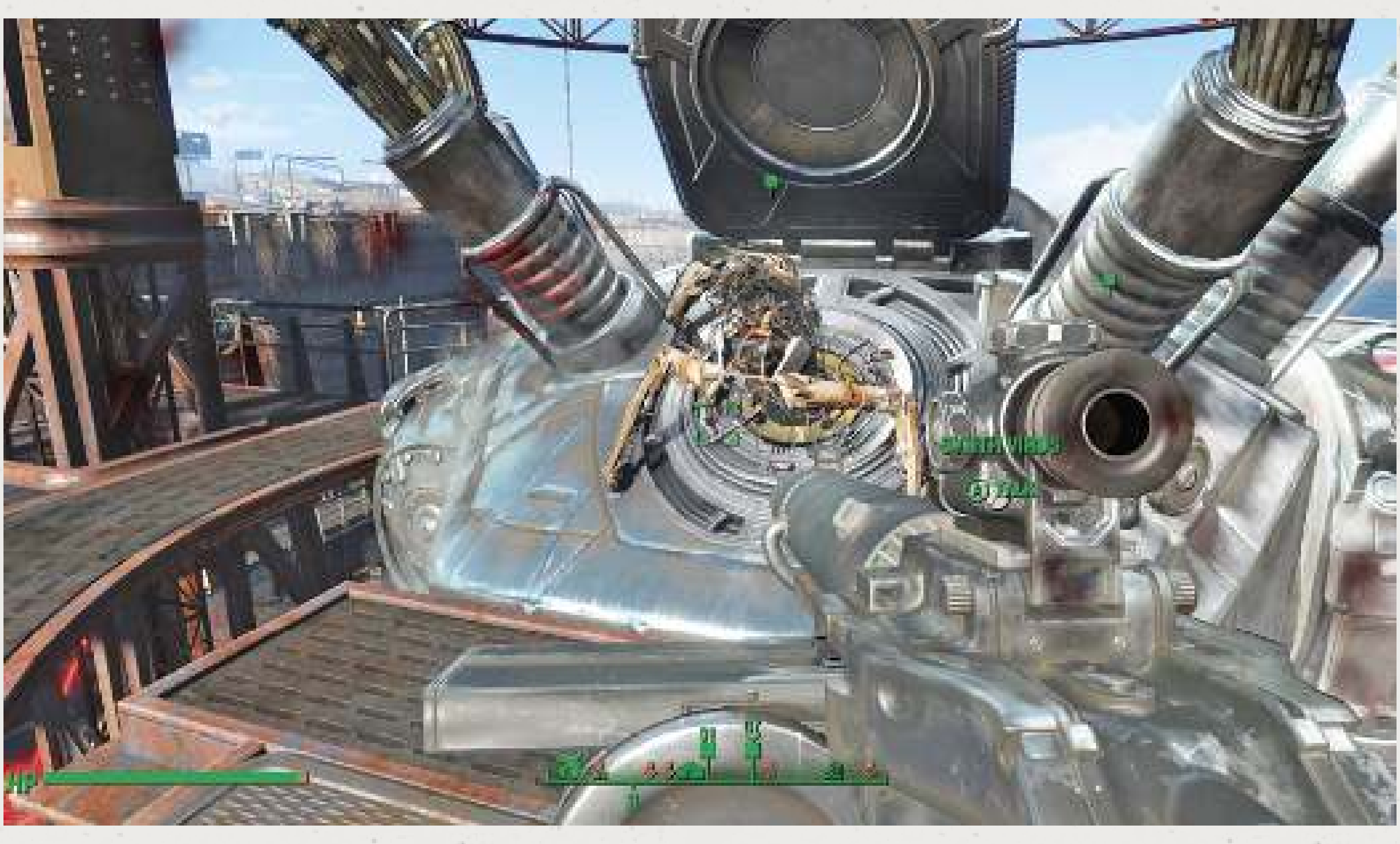
You're here to destroy three generators. The Boston Airport map shows the exact location of each of them. Expect to receive returning fire from turrets and other entities. The generators can be bombed or shot at from any distance and in any order:

- The first is at the far side of a Vertibird landing pad.
- The second is guarded by a Protectron and turrets atop the control tower.
- The third is at one end of a skywalk leading to Liberty Prime.

HELPFUL HINT FROM VAULT BOY!

Your actions may be compromised thanks to Vertibirds active in this operation. As the time for negotiations has passed, you may wish to carry something massive and missile-based to propel at them. It's always good to be overprepared for protracted conflicts!

HACK ATTACK



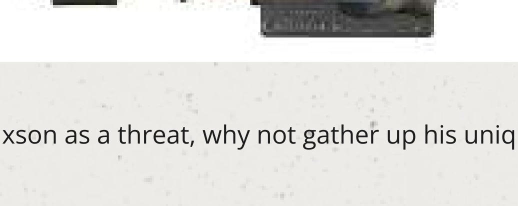
With the Brotherhood's defenses compromised, a synth reaches the top of Liberty Prime and sets about reprogramming. Your job is to keep this synth intact and uploading the virus. Defend the area around Liberty Prime during this time.

MAINTAINING THE UPLOAD

Use the height of the gantry to your advantage. Lob Institute teleport beacons into high-traffic areas, such as the corridor behind you and the ground-level entrances below. Stay behind Prime's head or in the covered corridor where you can easily watch the hacking synth. Descending to the ground below easily compromises your defenses and isn't recommended.

Once the synth hacking Liberty Prime has reached 100 percent, break off the confrontation and immediately evacuate the vicinity. Head to the ground, and back away to the north.

FINAL JUDGMENT



If you managed to remove Elder Maxson as a threat, why not gather up his unique Laser Gatling? It sure fires fast!

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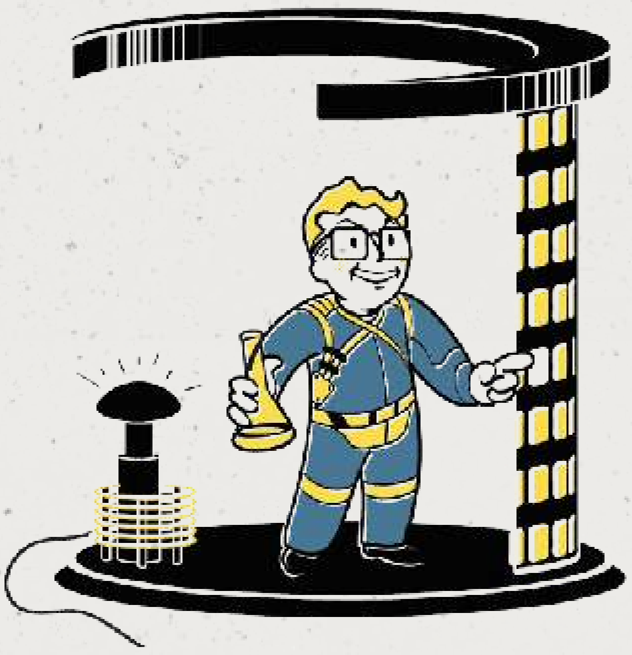
The Institute Quests

Nuclear Family

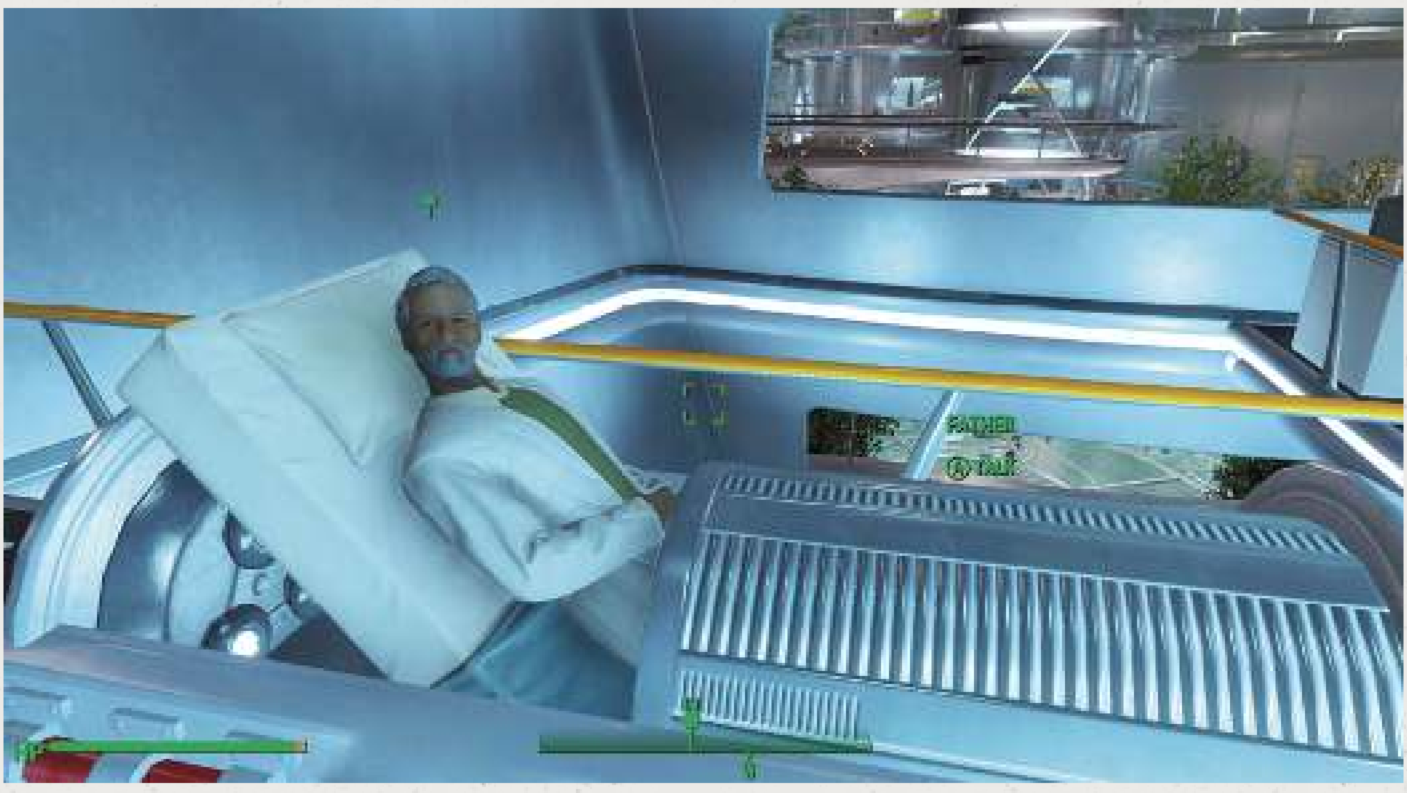


1. Speak to Father

LOCATIONS TO EXPLORE

- The Institute

IN GOOD HANDS



Father needs to know the Commonwealth is finally safe. Relay back to the Institute, and let him know of your successes. The Institute Main Quests are now concluded, though Miscellaneous and Radiant Quests are still available.

Reward: Father's Quarters

WOW! A WAZER WIFLE!

Once your questing is over, a small boy you've previous met at the Institute has three super-secret quests you can undertake for him. Think of it as some bonding you missed while you were in the deep freeze. Finish all three quest, and you're awarded with a special "wifle" that never runs out of **ammo**!

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The Institute Miscellaneous Quests

Overview

HELPFUL HINT FROM VAULT BOY!

What are **Miscellaneous** Institute quests? Great question! The three quests shown here are purely optional antics to undertake for this faction while you're out doing your main questing. Expect some tough tasks but also some choice rewards for helping the good folks at the Institute! Are you on less-than-stellar terms with this faction? Then these quests aren't available. Let's play nice out there!

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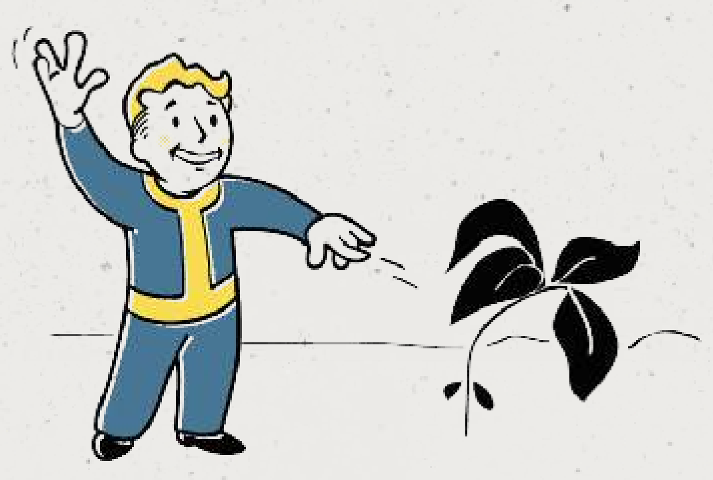
The Institute Miscellaneous Quests

Building a Better Crop

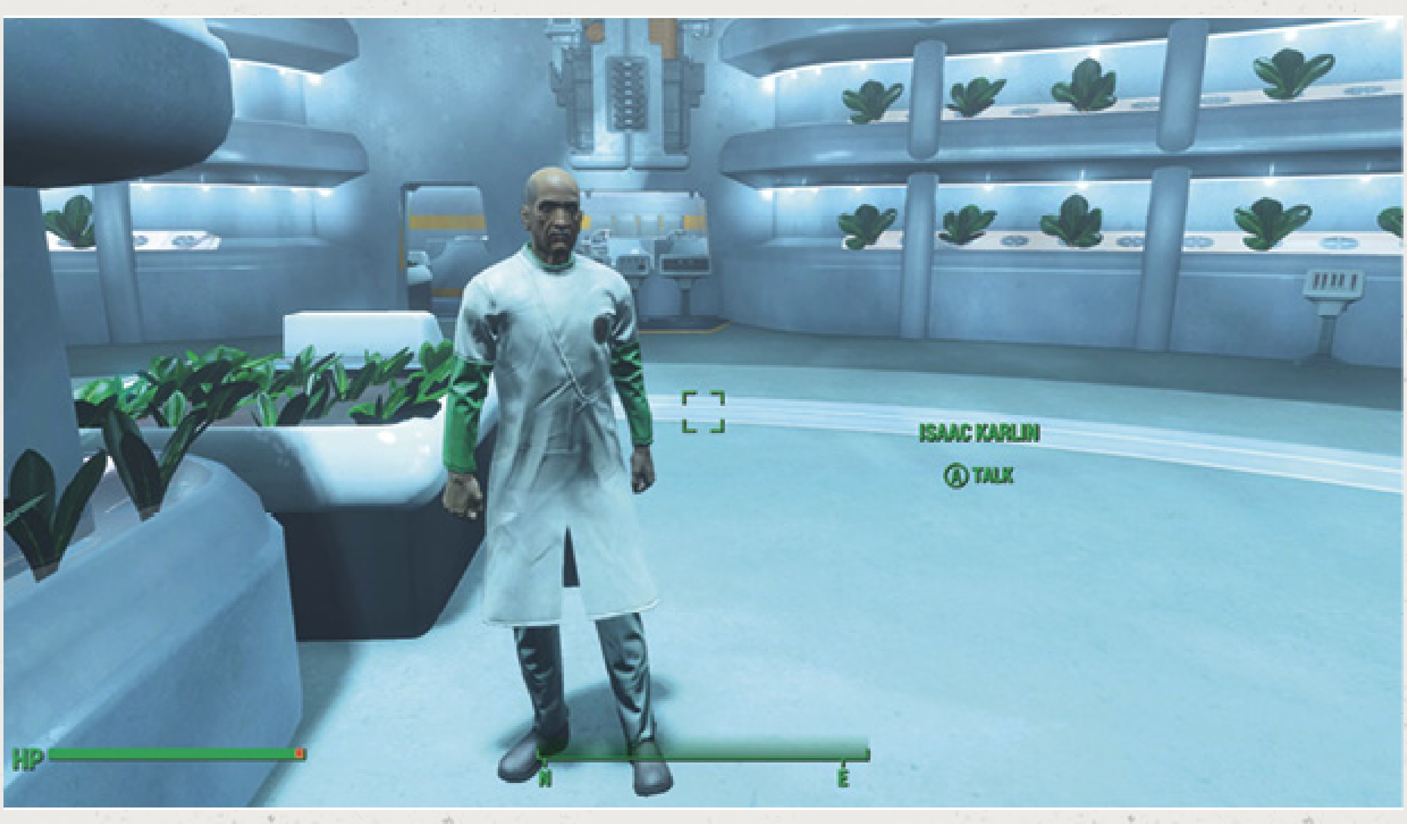


1. Talk to Isaac Karlin
2. Deliver the seeds to Roger Warwick
3. Follow Roger Warwick
4. Talk to Roger Warwick
5. Discover Bill's plans
6. Talk to Cedric Hopton
7. Talk to Roger Warwick
8. Confront Bill Sutton
9. Talk to Roger Warwick
10. Talk to Isaac Karlin

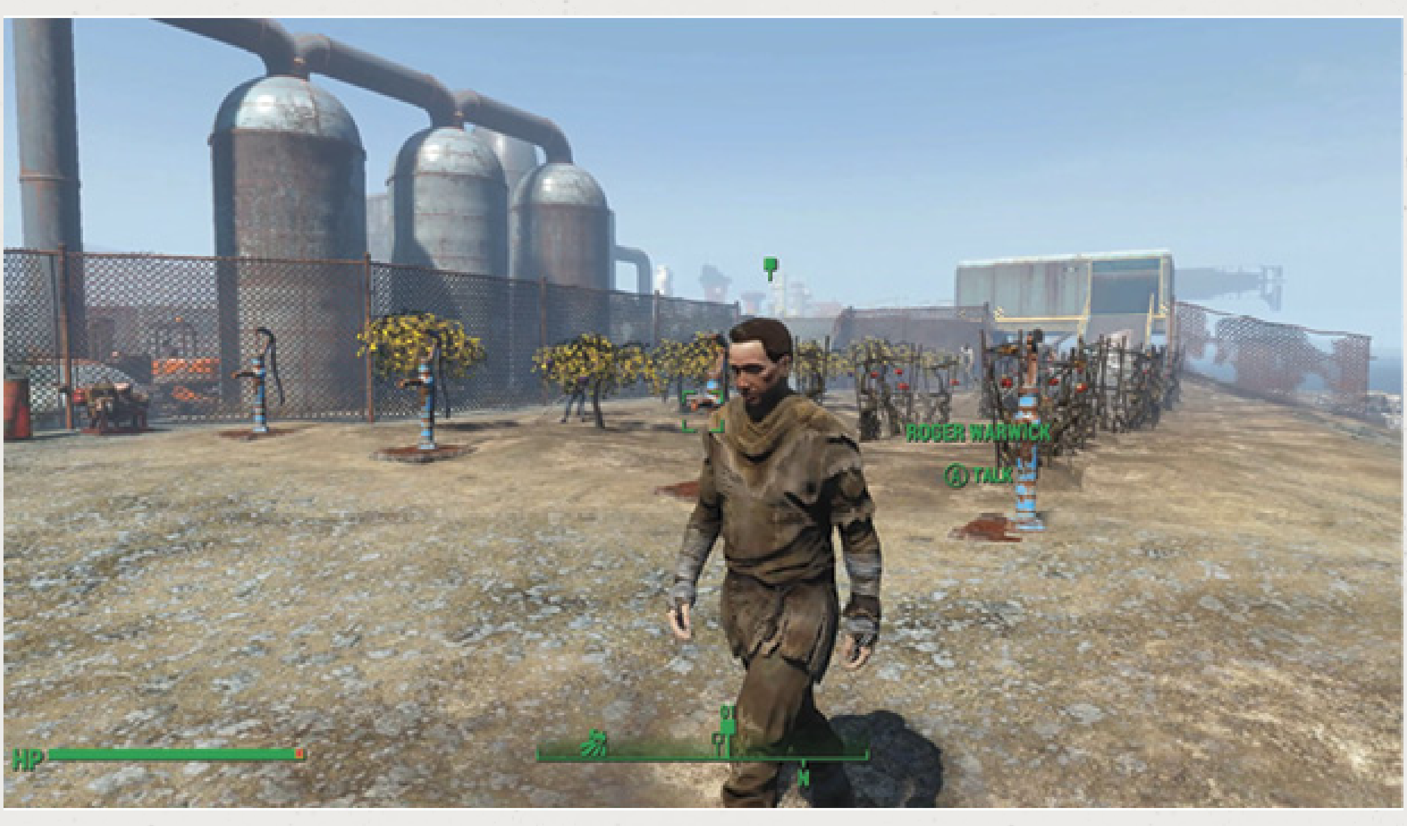
LOCATIONS TO EXPLORE

- The Institute
- Warwick Homestead
- Goodneighbor

SEEDY ACTIVITIES AT THE WARWICK HOMESTEAD

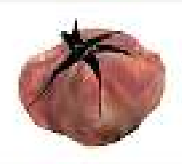


This quest is available once you ally yourself with the Institute and complete Main Quest: Institutionalized. Isaac Karlin (visit him in BioScience) has asked you to deliver some genetically modified seeds to Roger Warwick at the homestead that bears his name.



Warwick's place is on the southeast coast. Heading through South Boston, past Jamaica Plain and through Quincy is the easiest route to take. Find Roger, whisper the passphrase to him, and agree to help.

SETTLING DOWN AT WARWICK HOMESTEAD



Tato

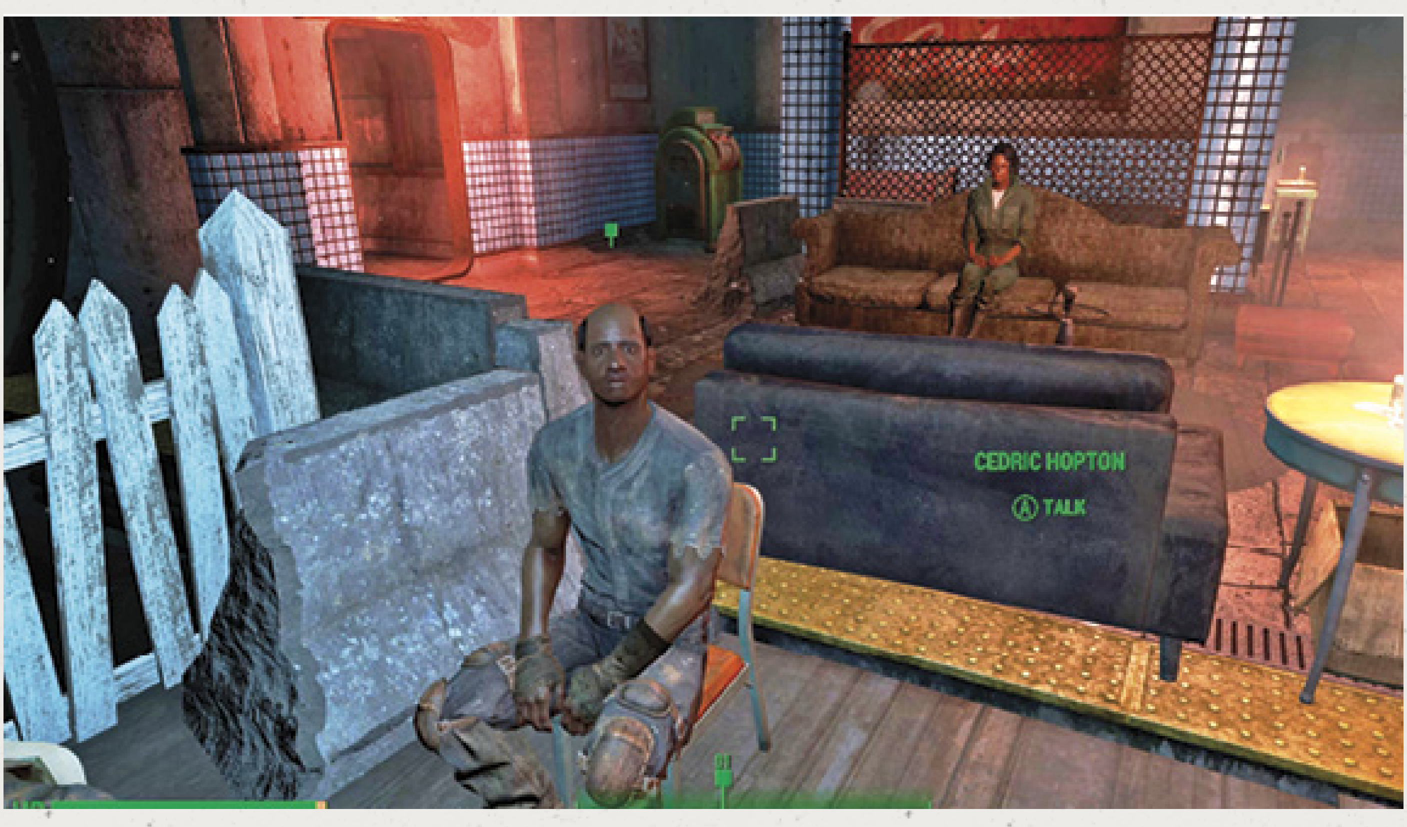
If you're also helping the Minutemen establish settlements throughout the Commonwealth, this location offers a couple of advantages: There's some concrete **structures** already in place, and there's a working farm of quality Mutfruit and Tatos.

Locate one of the Warwick clan—Wally, Janey, or June—and quiz them until they mention a man named Cedric Hopton.

CHARISMA

(Medium) You can use your way with words to get the clue, too.

HAVING YOUR FILL OF CEDRIC AND BILL



Cedric Hopton is currently mooching about the Third Rail, a popular watering hole in Goodneighbor. Cedric is a tougher nut to crack and requires one of the following to spill the beans:

- (500 Caps) A bribe

CHARISMA

(Medium) A sympathetic ear.

You learn that a settler back at Warwick Homestead named Bill Sutton doesn't have Roger Warwick's best interests at heart. When you stroll into the main sleeping quarters of the homestead, you stumble upon a confrontation to de-escalate. You can:

- Calm the situation with words.
- Attack Bill and kill him with fists or guns.

CHARISMA

(Medium) Call his bluff until he surrenders.

With the situation resolved, relay back to the Institute, inform Isaac Karlin what happened (answering as you wish), and receive the following reward:

Stimpack (20)

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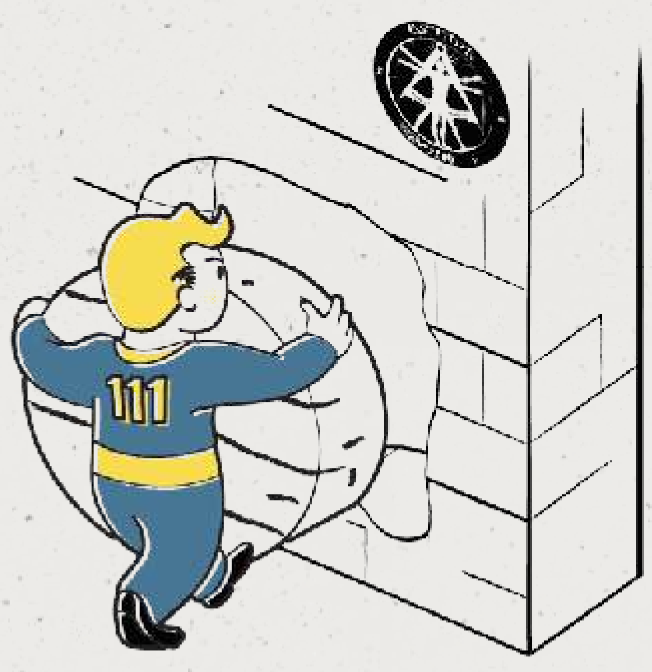
The Institute Miscellaneous Quests

Plugging a Leak



1. Investigate the robotics terminals

2. Investigate Binet's quarters

3. Investigate the SRB terminals

4. Investigate the maintenance terminal

5. Confront Liam Binet

6. Report your findings to Justin Ayo

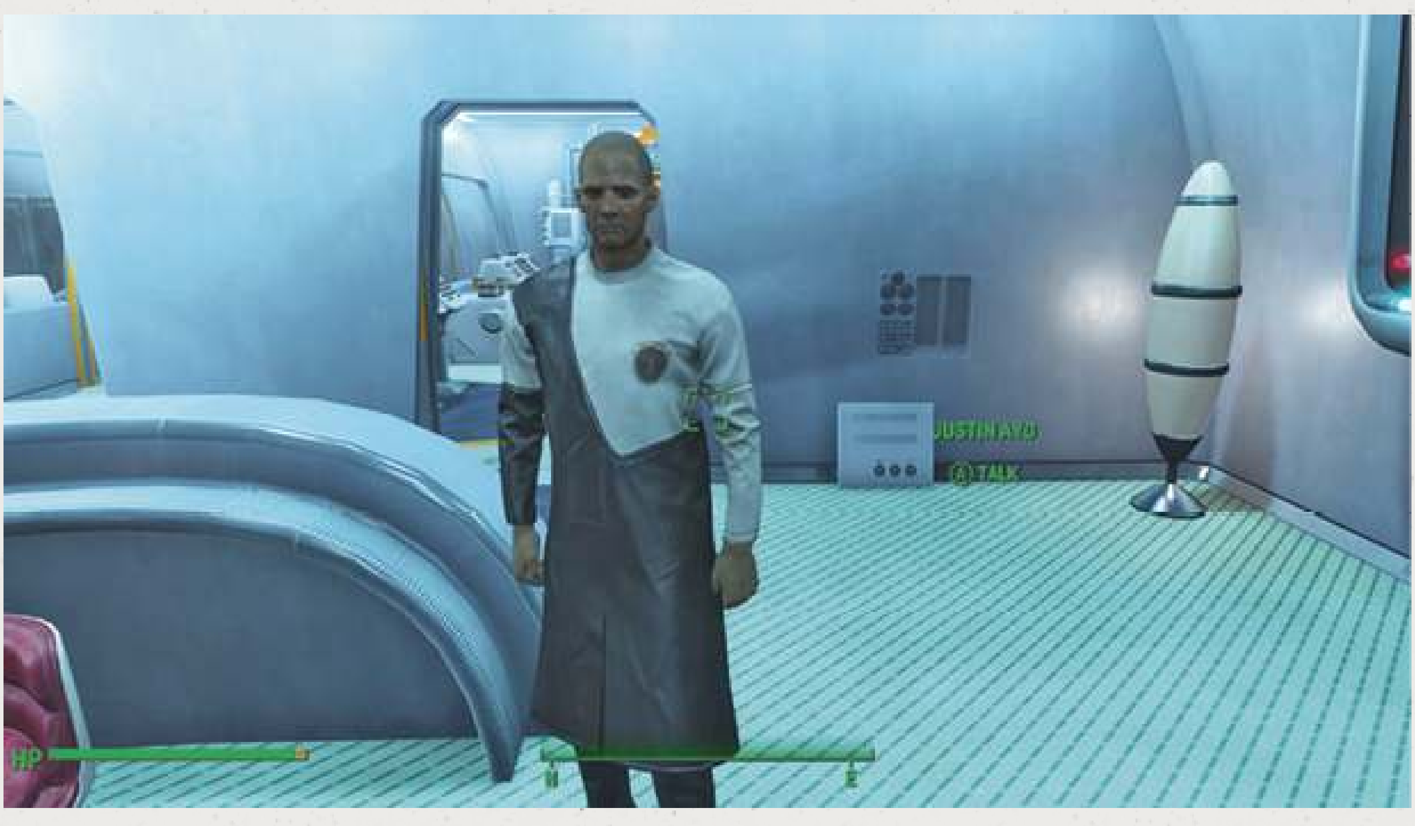
7. Disable the safeguards on Justin Ayo's terminal

8. Return to Liam Binet

LOCATIONS TO EXPLORE

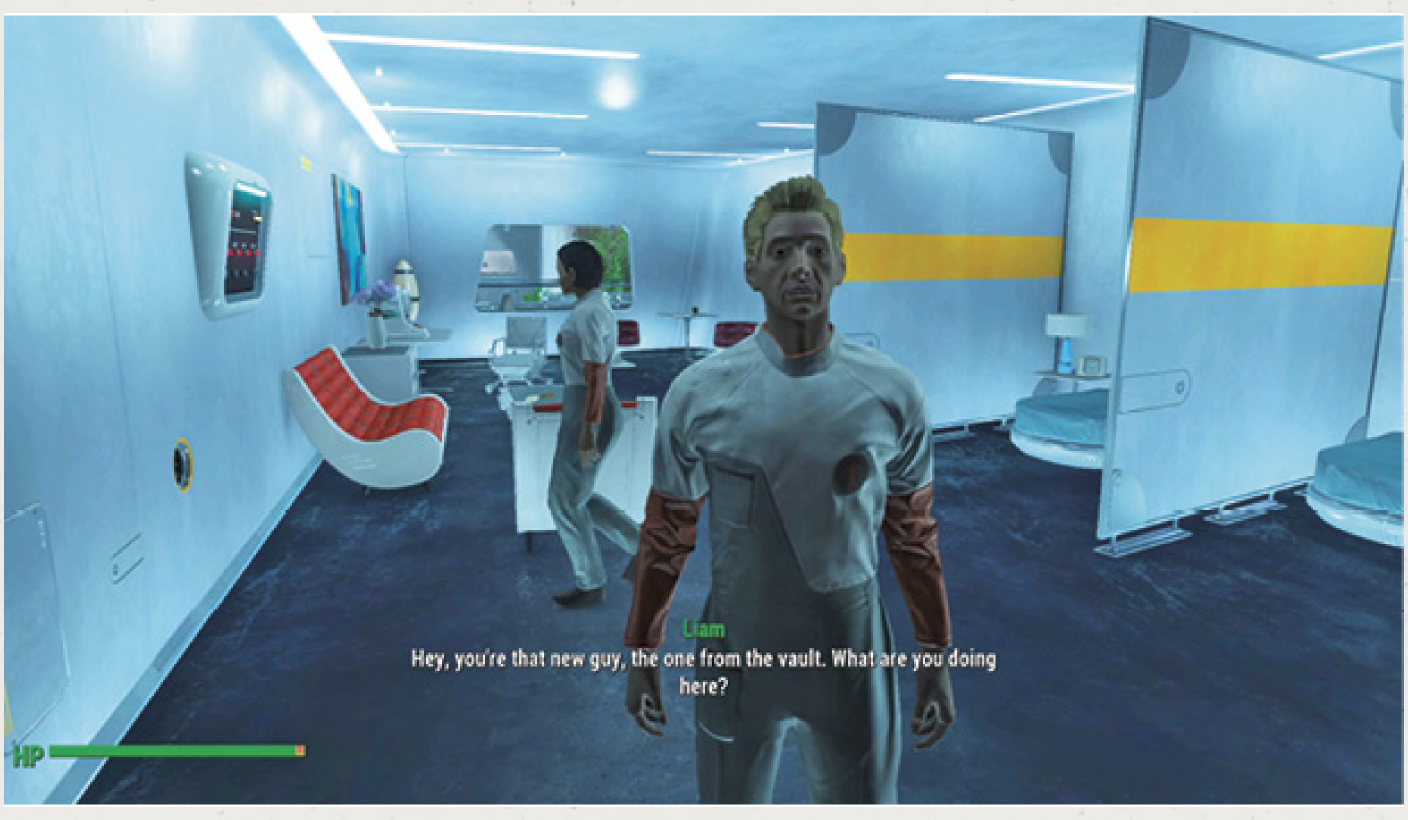
- The Institute

A PRECOCIOUS KID. A FEROCIOUS MOTHER.



This quest is available once you ally yourself with the Institute and complete Institute Quest: Mankind—Redefined. It is not available if you've already completed Railroad Quest: Tradecraft. Dr. Ayo (find him in the Synth Retention Bureau, or SRB) suspects that another colleague—Dr. Binet—is helping synths to escape the Institute.

Agree to help Ayo, wander over to the robotics laboratory, and access any terminal.


Liam

Hey, you're that new guy, the one from the vault. What are you doing here?

This leads you to Binet's quarters. You're greeted by his son Liam and Liam's mother. You can:

- Check the Binet Quarters Terminal and find the access logs. Objective 3 is now available.

CHARISMA

(Hard) Or tell him you're only trying to help, and Liam reveals everything, allowing you to decide what to do now—Objective 5: Confront Liam Binet.

- Enter the Institute SRB and access any terminal in there. A clue leads you to the maintenance room. Eve Binet, Liam's mother, isn't too happy about you checking the terminal in here.

Resolve this peacefully or with combat. Optionally check Maintenance Terminal 6 afterward.

CHARISMA

(Hard) Keep the secret, and agree to help the Binets.

REFUTING CLAIMS AND NAMING NAMES

When you confronted Liam Binet about his role in the synth escapes, he admitted his guilt and then asked you to help him frame Dr. Ayo. You have two options:

- Plan A: Ignore Liam and inform Justin Ayo. After stating your findings, you receive an impressive number of Bottlecaps.

- Plan B: Agree to frame Justin Ayo.

CHARISMA

(Medium) Agree in exchange for a gift. Liam agrees.

Enter Ayo's quarters and access his private terminal. Disable the safeguards, return to Liam, and tell him what you've done.

CHARISMA

(Easy) Ask him what happens now.

You're given a slightly less valuable reward from Liam—some glasses.

Bottlecaps (1,000)

A House Divided

1. Talk to Newton Oberly

2. Follow Newton Oberly

3. Go to the BioScience Observation Room

4. Talk to Lawrence Higgs

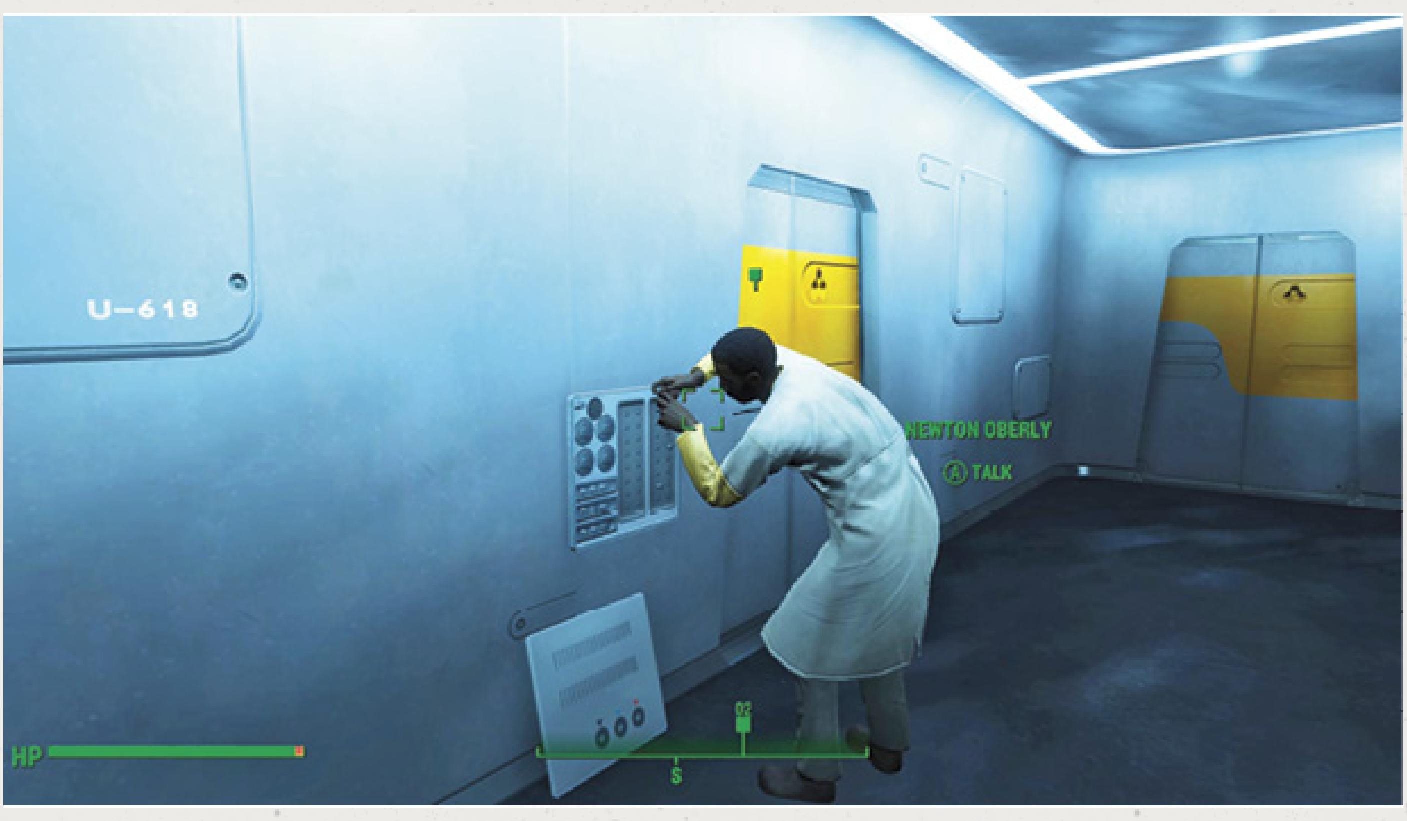
5. Resolve the standoff in Hydroponics

6. Talk to Newton Oberly

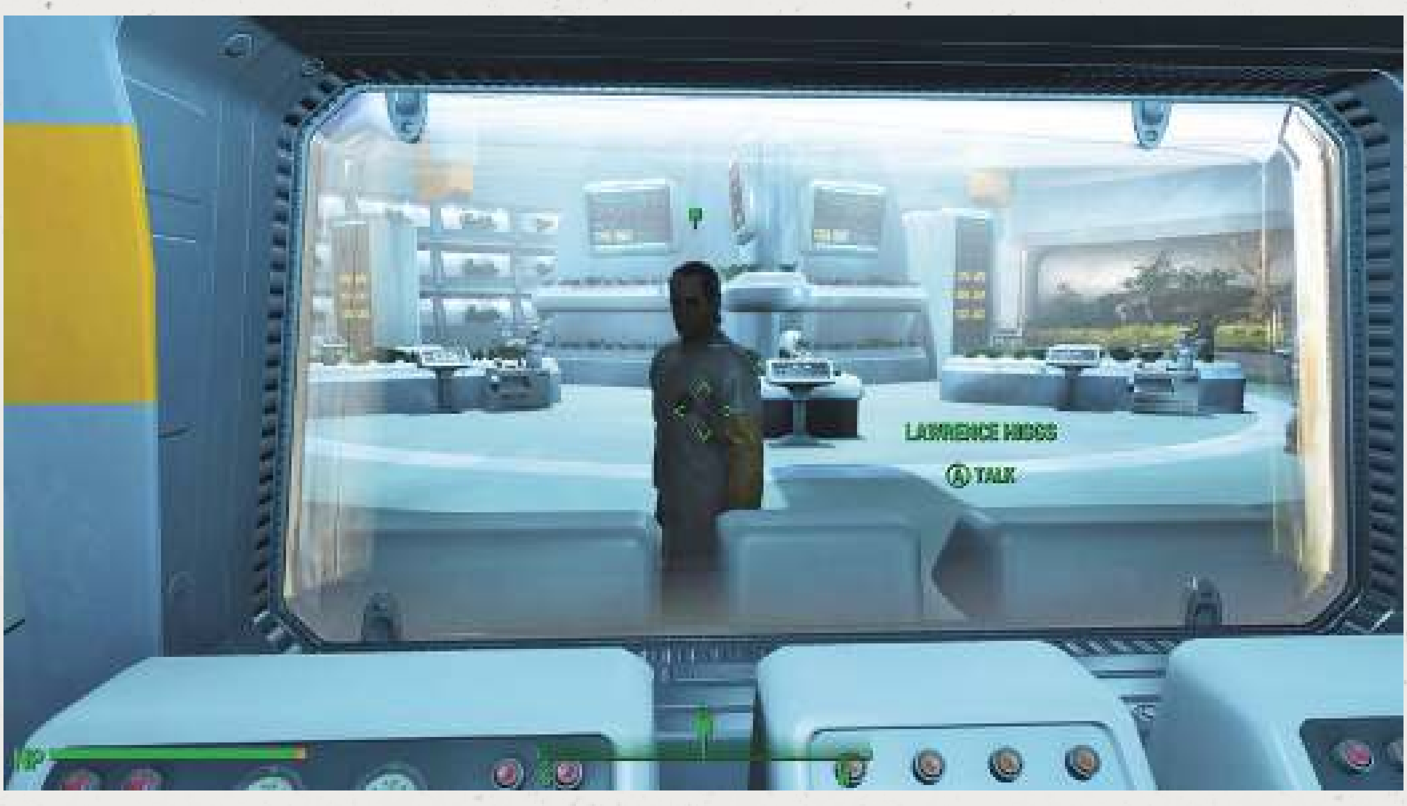
LOCATIONS TO EXPLORE

- The Institute

CONCLUDING THE STANDOFF (CHARISMATICALLY)



This quest is available once you ally yourself with the Institute and complete Institute Quest: Mankind—Redefined. Something is amiss in BioScience and Dr. Oberly has requested your help. After obtaining the BioScience Systems Access Holotape, enter the door Dr. Oberly opened.



Beware of hostile synths and turrets as you fight to the BioScience Observation room. Chat to Lawrence Higgs through the window. You can:

- Complete your chat without reaching a compromise.

CHARISMA

(Hard, Medium) Tell him to give you a chance, then convince him and Doctor Loken to stand down, completing the quest.

CONCLUDING THE STANDOFF (DRAMATICALLY)

There are a variety of ways to conclude this standoff. You can:

- Locate the terminal in the observation chamber, and insert the BioScience Systems Access Holotape into it. From there, you can turn off the turrets. But you can also release the synth gorillas inside the laboratory so they maul the synths and doctors. Open the door to the laboratory, and use the BioScience terminal to unlock the other door, ending the standoff.

- Open the door into the laboratory. Beware of synths. After the altercation, speak to Doctors Higgs and Loken. The latter sees sense and opens the door, ending the standoff.

- (Novice) Work your way through the FEV laboratory (beware of synths, turrets, and an Assaultron) to a second terminal, where you can attempt the same actions.

Reach Dr. Oberly again. He's unhappy if the doctors are dead. If they survived, he asks you what punishment is befitting. You can:

- Answer how you wish.

CHARISMA

(Medium) Choose execution.

The quest concludes with Dr. Oberly offering you the following pick-me-ups:

Mentats (5), Jet (5), RadAway (5)

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The Institute Radiant Quests

Overview

HELPFUL HINT FROM VAULT BOY!

What are Radiant Institute quests? A perceptive question! The five quests referenced here are optional engagements you can tackle while you work on more important Institute matters. They are “radiant,” as the locations you’re sent to are random—you’ll receive calls from different scientists within the Institute building. These quests are repeatable, making them a great way to accumulate rewards. Your help is always gratefully received!

RANDOM FACTS

Due to the random nature of the locations you are sent to, it is imperative you read up on the hostiles (as well as the valuables) you’ll encounter at each one. Vault-Tec is proud to provide comprehensive cartography for just such a reconnoiter.

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Pest Control

1. Eliminate the Feral Ghouls

2. Return to Alan Binet

LOCATIONS TO EXPLORE

- The Institute

FINISHING OFF FERALS TOPSIDE

Speak with Dr. Binet over at Robotics, and agree to eliminate some Feral Ghouls causing problems for a synth scavenger team. Teleport to the location indicated on your Pip-Boy.

Enter the location and engage the enemies within. Not all foes need to be slain. Fight your way to the tagged enemy (in this example, a Glowing One) and kill it. Then return to Binet.

CHARISMA

(Easy) Request a reward, and you're given some funds that aren't quite as valuable as Dr. Binet believes they are.

Prewar Money (10)

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Hypothesis

1. Collect a flesh sample

2. Take the flesh sample to Clayton Holdren

LOCATIONS TO EXPLORE

- The Institute

SEEING RED AND KILLING GREEN

To aid in one of his experiments, Doctor Holdren of the BioScience division has asked you to obtain a tissue sample from a particularly tough Super Mutant. Teleport to the location indicated on your Pip-Boy.

Use stealth or blind, ugly violence to stay safe as you head to the enemy tagged on your Pip-Boy map. Remove the Super Mutant threat (not all enemies need to be slain), then pry out the tissue sample. Return it to Holdren.

SUPER MUTANT BUTCHER
SINCE 2042
WILSON
ATOMATOYS
HP

CHARISMA

(Easy) Request a reward, and you're given the following:

Stimpak (4)

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Appropriation

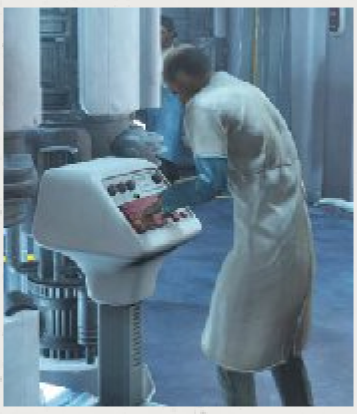
1. Retrieve the blueprints

2. Take the blueprints tovan Watson

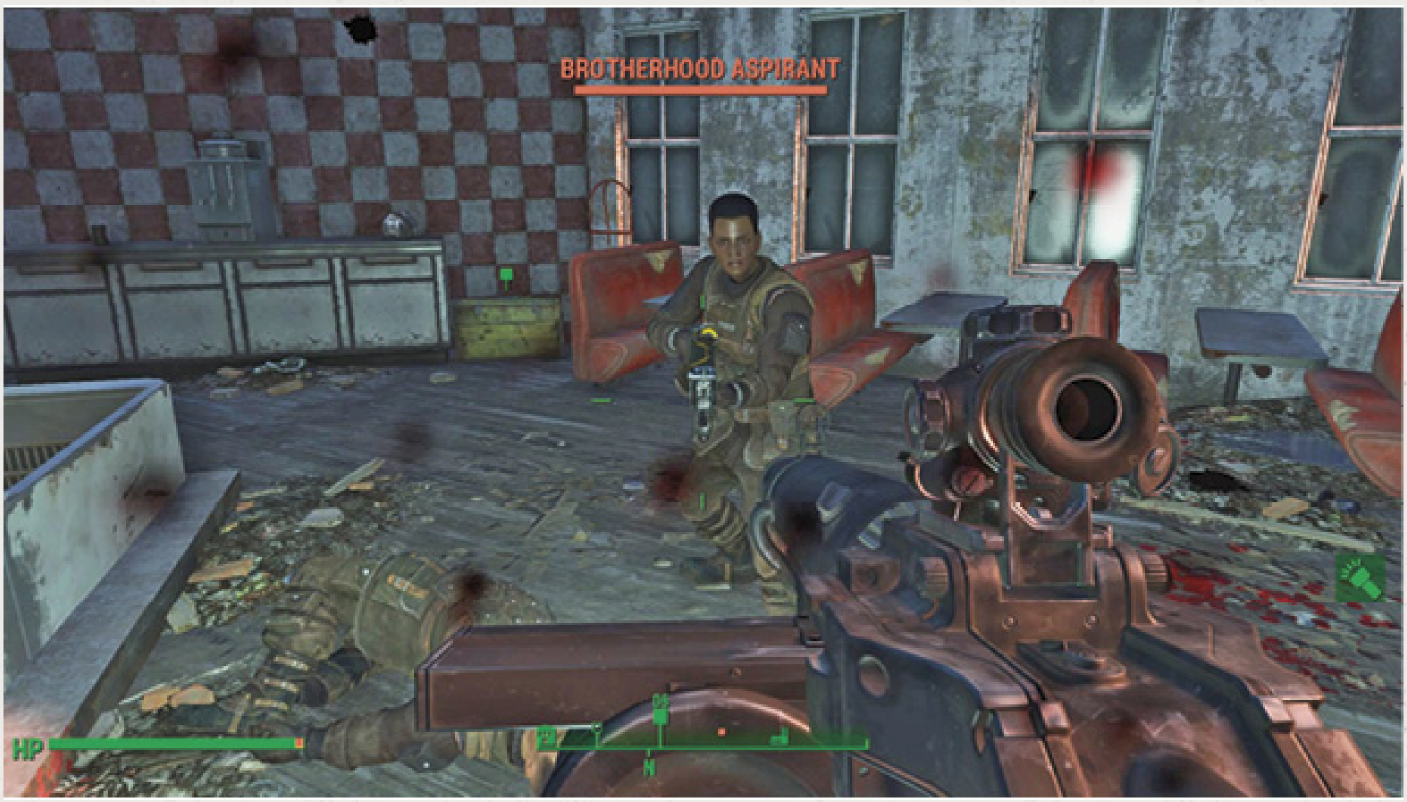
LOCATIONS TO EXPLORE

- The Institute

BROTHERHOOD OF STEAL



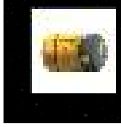
In an effort to learn more about their technology, Dr. Watson has asked you to obtain blueprints from the Brotherhood of Steel. Teleport to the random location indicated on your Pip-Boy. This quest presupposes a hostile relationship with the Brotherhood.



Beware of Brotherhood of Steel forces. Not all foes need to be slain. Remove all pertinent threats, and secure the blueprints from the marked crate. Return with them to Watson.

CHARISMA

(Easy) Request a reward, and you're given the following:



Fusion Cell (4)

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Reclamation

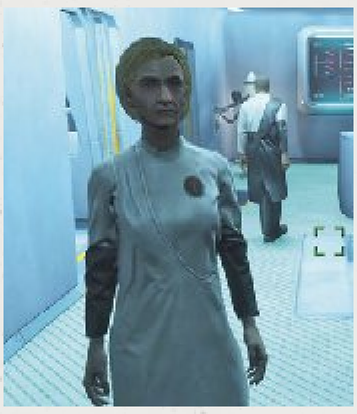
1. Take the transmitter to the captured synth

2. Return to Doctor Secord

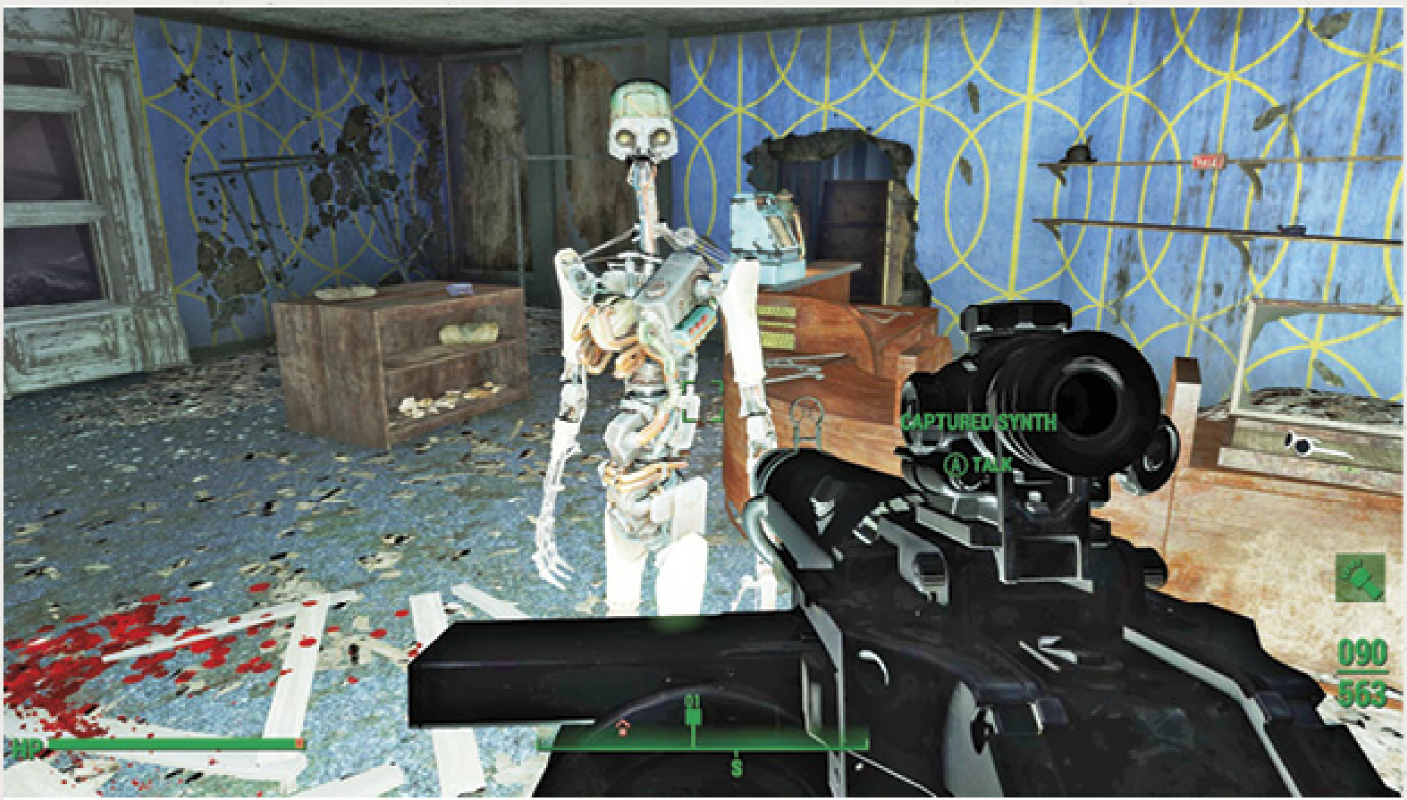
LOCATIONS TO EXPLORE

- The Institute

A BEACON OF HOPE



One of the Institute's synths was taken by Raiders. Doctor Secord of the SRB asks you to place a tracking beacon on the synth so she can plan a retrieval mission. Teleport to the location indicated on your Pip-Boy.



Beware of enemies, though it is not mission-critical to slay any of them. Maneuver your way to the captured synth and talk to it. With the beacon in place, return to Secord.

CHARISMA

(Easy) Request a reward, and you're given the following:

Plasma Grenade (5)

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Political Leanings

1. Talk to Mayor McDonough

2. Take the mayor's report to Justin Ayo

LOCATIONS TO EXPLORE

- Diamond City

REPORTING IN

Dr. Ayo of the SRB has asked you to collect an intelligence report from Mayor McDonough in Diamond City.

Once there, locate the mayor and obtain the report from him. Ask him specifically for it. Then return to Ayo with the report.

POWER NOODLES
HP

CHARISMA

(Easy) Request a reward, and you're given the following:

Bottlecaps (100)

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Brotherhood of Steel Quests

Overview

Joining this well-armed (and some might say zealous) faction begins whenever you wish, after you (optionally) listen to Military Frequency AF95 and visit Cambridge Police Station, or you observe a giant airship flying overhead and mooring at Boston Airport. You can continue Brotherhood of Steel operations for as long as you wish. However, be aware that your relationships with the other main factions—the Institute, the Railroad, and the Minutemen—may be impacted negatively the more you pursue your career as a Brotherhood soldier. Be warned—you may need to learn some Latin.

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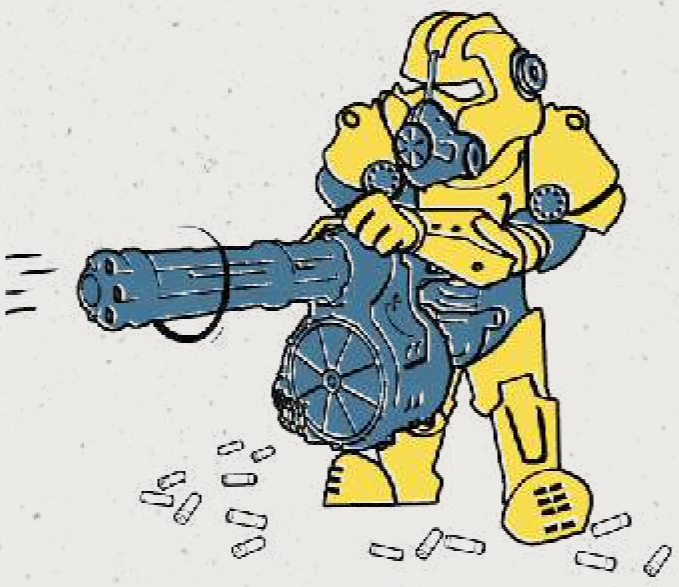
Reveille



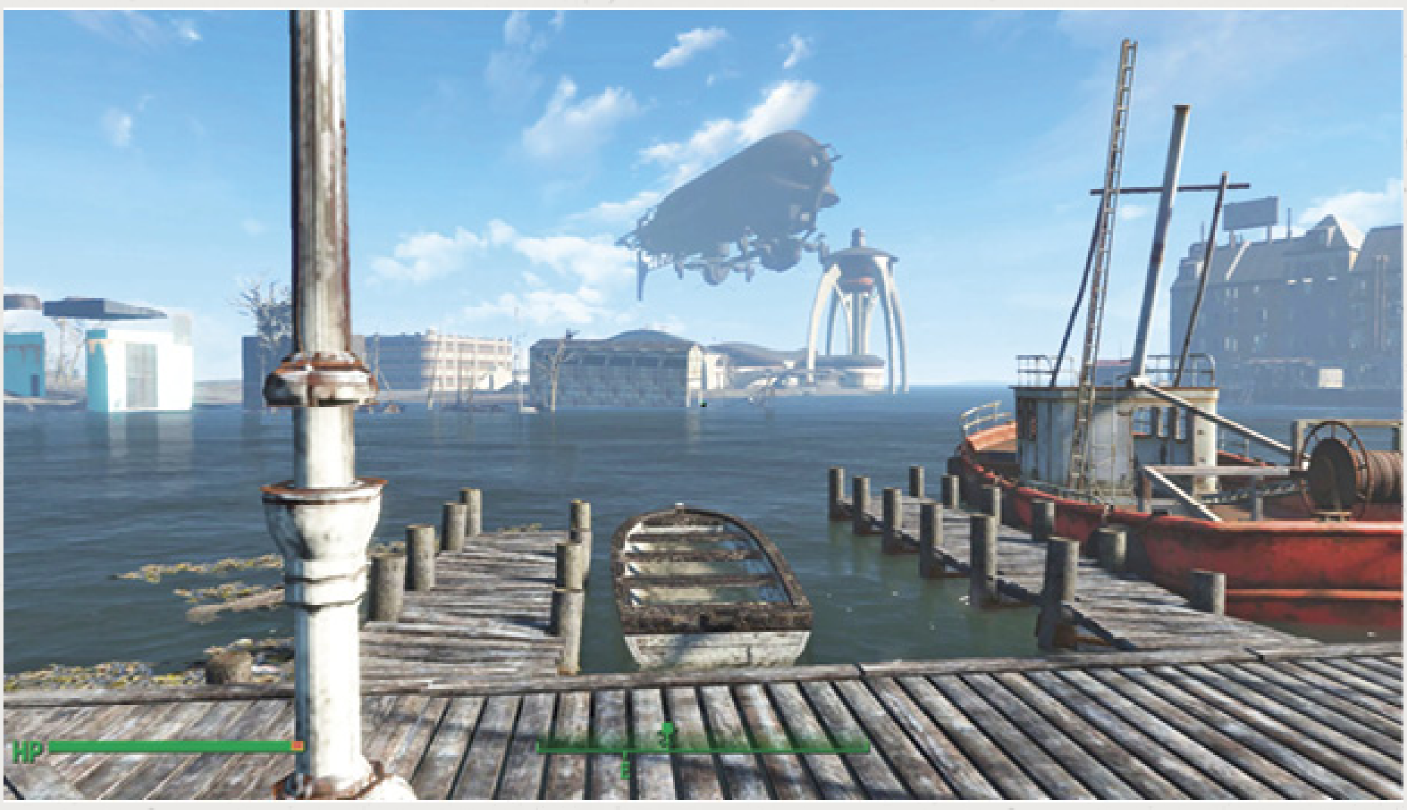
1. Investigate the Brotherhood of Steel airship

2. Proceed to Cambridge Police Station

LOCATIONS TO EXPLORE

- Boston Airport
- Cambridge Neighborhood
- Cambridge Police Station

AN AWE-INSPIRING PRESENCE

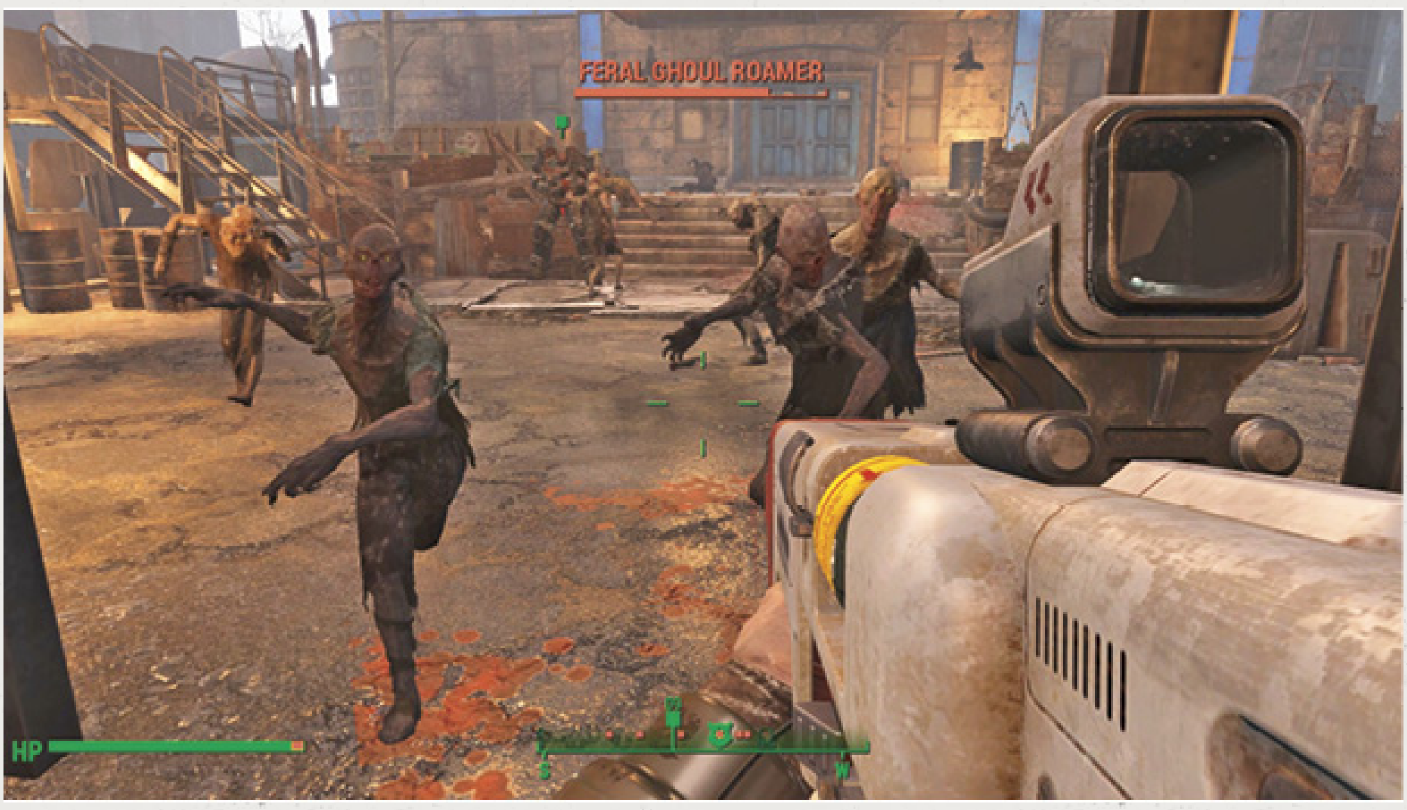


As you emerge from Fort Hagen, you observe a huge Brotherhood of Steel airship pass overhead. It appears to be heading toward the city. You can:

- Head to Boston Airport and speak to any Brotherhood soldier, who recommends you try out as a new recruit over at Cambridge Police Station.
- Or head directly to Cambridge Police Station.

HELPFUL HINT FROM VAULT BOY!

This is one way to observe the Brotherhood of Steel's presence and begin working with them. Though the airship arrives just after you emerge from Fort Hagen after completing Main Quest: **Reunions**, this quest is only accessible if you haven't taken an interest in **radio** signal Military Frequency AF95 or visited Cambridge Police Station yet. Come on, slowpoke!



Beware of Feral Ghouls at the station entrance. Expect a vicious battle with over a dozen foes. Then follow the objectives of Brotherhood of Steel Quest: Fire Support from this point.

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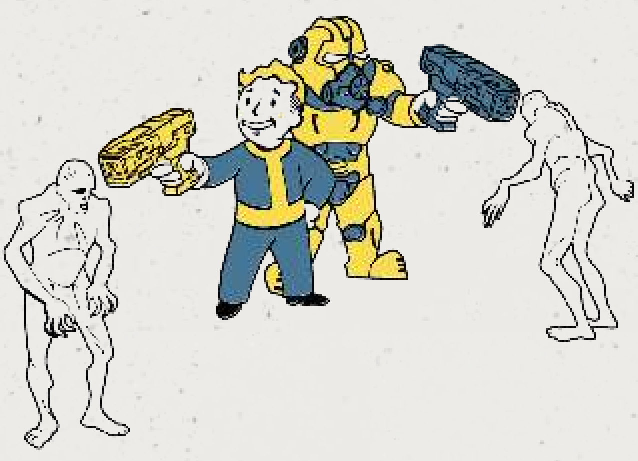
Fire Support



1. Listen to Military Frequency AF95

2. Proceed to Cambridge Police Station

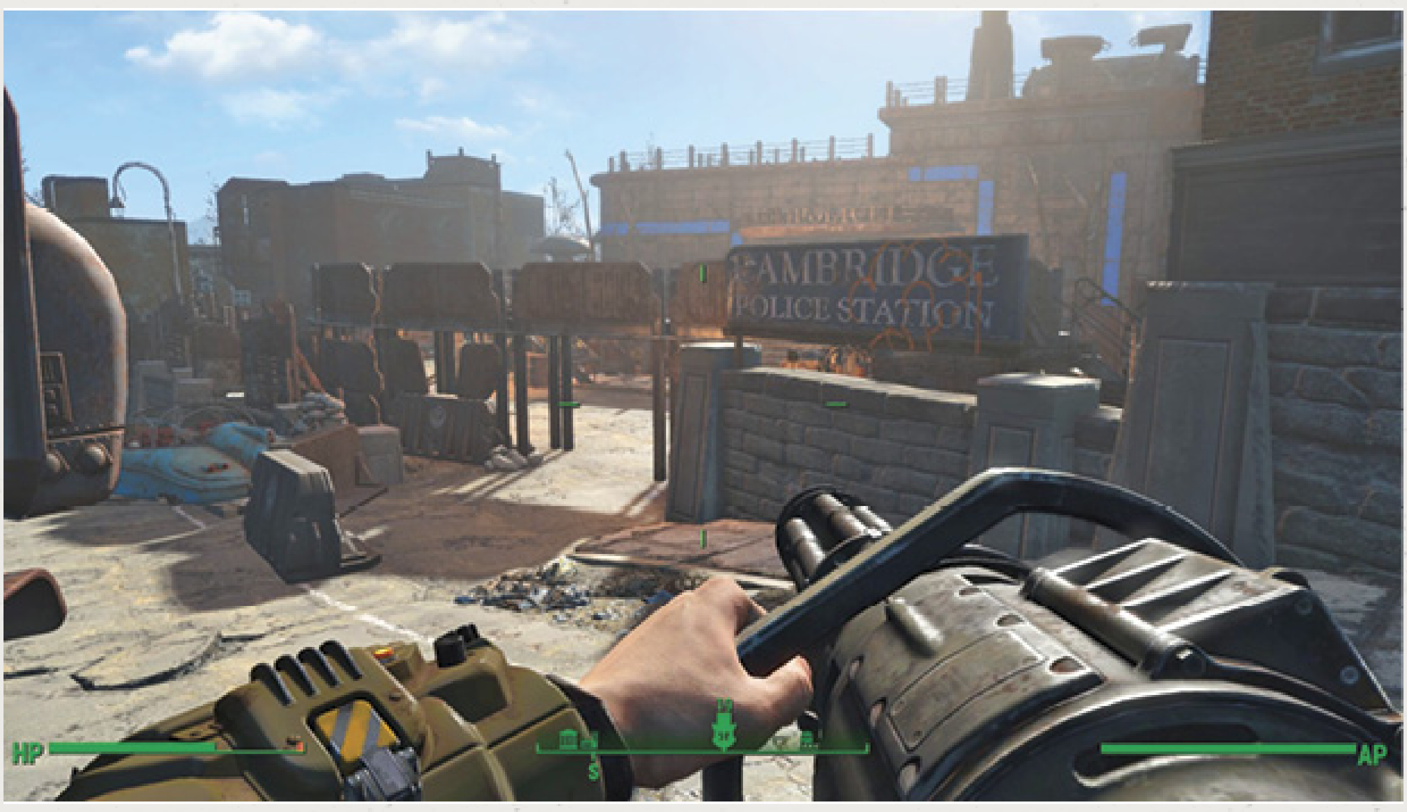
3. Assist the soldiers

4. Speak to Paladin Danse

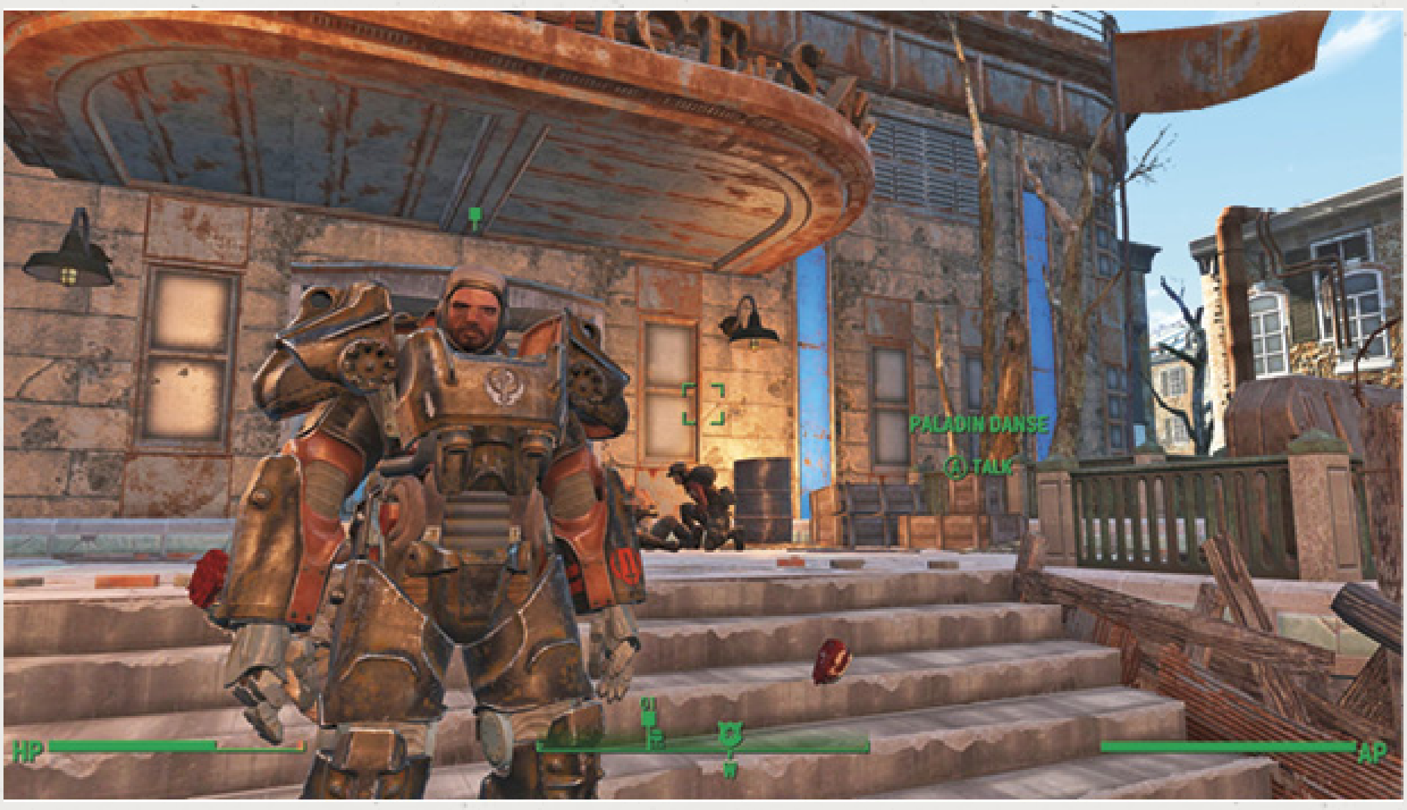
LOCATIONS TO EXPLORE

- Cambridge Neighborhood
- Cambridge Police Station

A FERAL GHOUL PESTILENCE



While traveling near Lexington and College Square (or just south of Corvega Assembly Plant if you're heading southeast from Concord), your Pip-Boy receives a military radio broadcast. Listen to it, then head to Cambridge Police Station.



Beware of Feral Ghouls at the station entrance. Expect a crazed battle with over a dozen foes. When the fight ends, speak to the commander here, Paladin Danse. Agree to assist him.

CHARISMA

You may also persuade Paladin Danse to hire you. If successful, you receive a larger reward of caps at the end of Call to Arms.

LOOTING CAMBRIDGE POLICE STATION

This forward recon base for the Brotherhood has a few scattered **chems** and ammunition, but nothing worth salvaging over except for the large number of loose **chems** and a couple of containers in the Evidence Room at the back of the station. Don't overlook the garage, though; you can park your **Power Armor** here whenever you need to.

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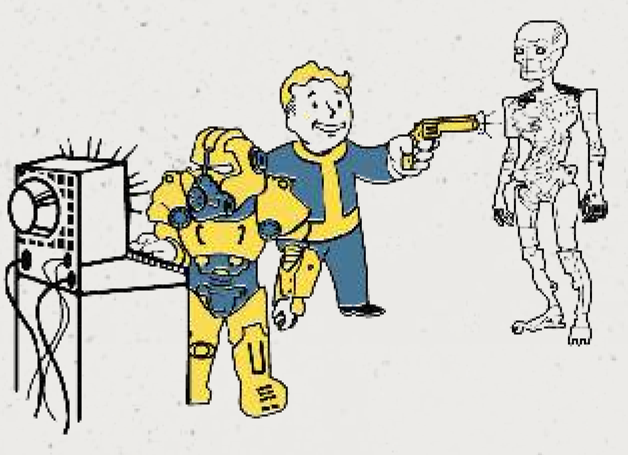
Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Brotherhood of Steel Quests

Call to Arms



1. Speak to Paladin Danse

2. Follow Paladin Danse

3. Find a way to open the door

4. Provide fire support for Paladin Danse

5. Follow Paladin Danse

6. Restore auxiliary power for Paladin Danse

7. Proceed to the control room

8. (Optional) Activate the Engine Core's rocket

9. (Optional) Assess Paladin Danse's condition

10. Clear the control room

11. Retrieve the Deep Range Transmitter

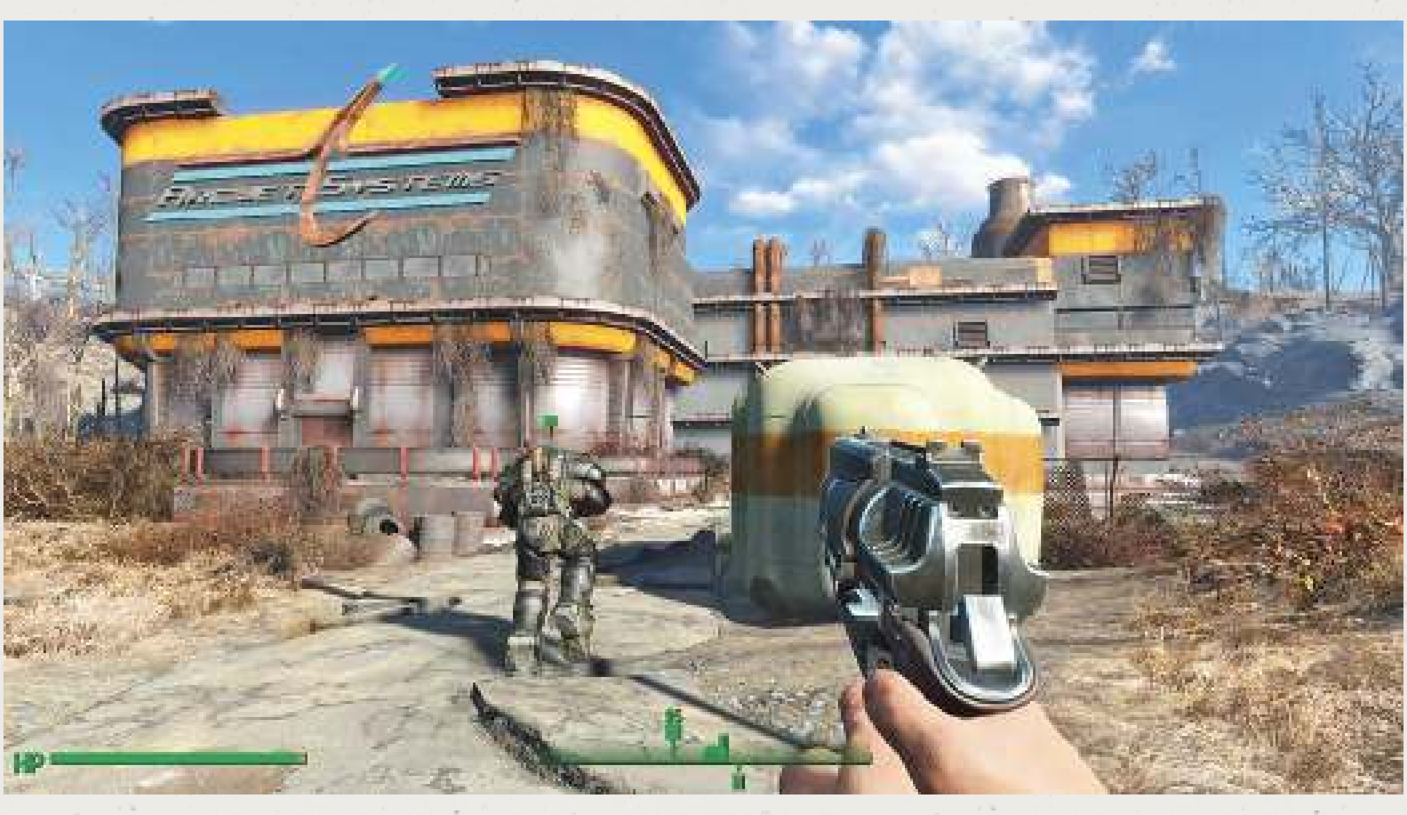
12. Exit ArcJet Systems

13. Speak to Paladin Danse

LOCATIONS TO EXPLORE

- ArcJet Systems

GOING DEEP



Paladin Danse has asked you to follow him to ArcJet Systems where he hopes to get his hands on a Deep Range Transmitter to repair the Brotherhood of Steel communications array. After optionally talking with Scribe Haylen or Knight Rhys, head west to the abandoned ArcJet Systems building.

After a chat about the transmitter and automated security, provide fire support for the Paladin. He's dismayed to discover the presence of Institute synths. Head to the lab analysis room. You can:

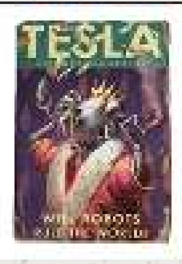
- (Advanced) Hack into the lab control terminal.
- Use the lab analyst's terminal to receive the lab control terminal password.

Use the lab control terminal to open the door. When you reach the second-floor corridor just outside the CEO's office, you can fight through the turret-lined hallway with Paladin Danse, or head into the office nearby and use the terminal to disable them. Follow Paladin Danse to the elevator leading down to the ArcJet Engine Core.

HELPFUL HINT FROM VAULT BOY!

Are you properly dressed for success? Venturing into derelict **structures** is dangerous even when you're well armed and well armored, so it pays to have a plentiful supply of ammunition and **weapons**, as well as a suit of **Power Armor**. As this facility has a number of non-sentient traps (such as exploding barrels, radiation leaks, trip wires, and turrets), planning is critical to avoid a disappointment and failure.

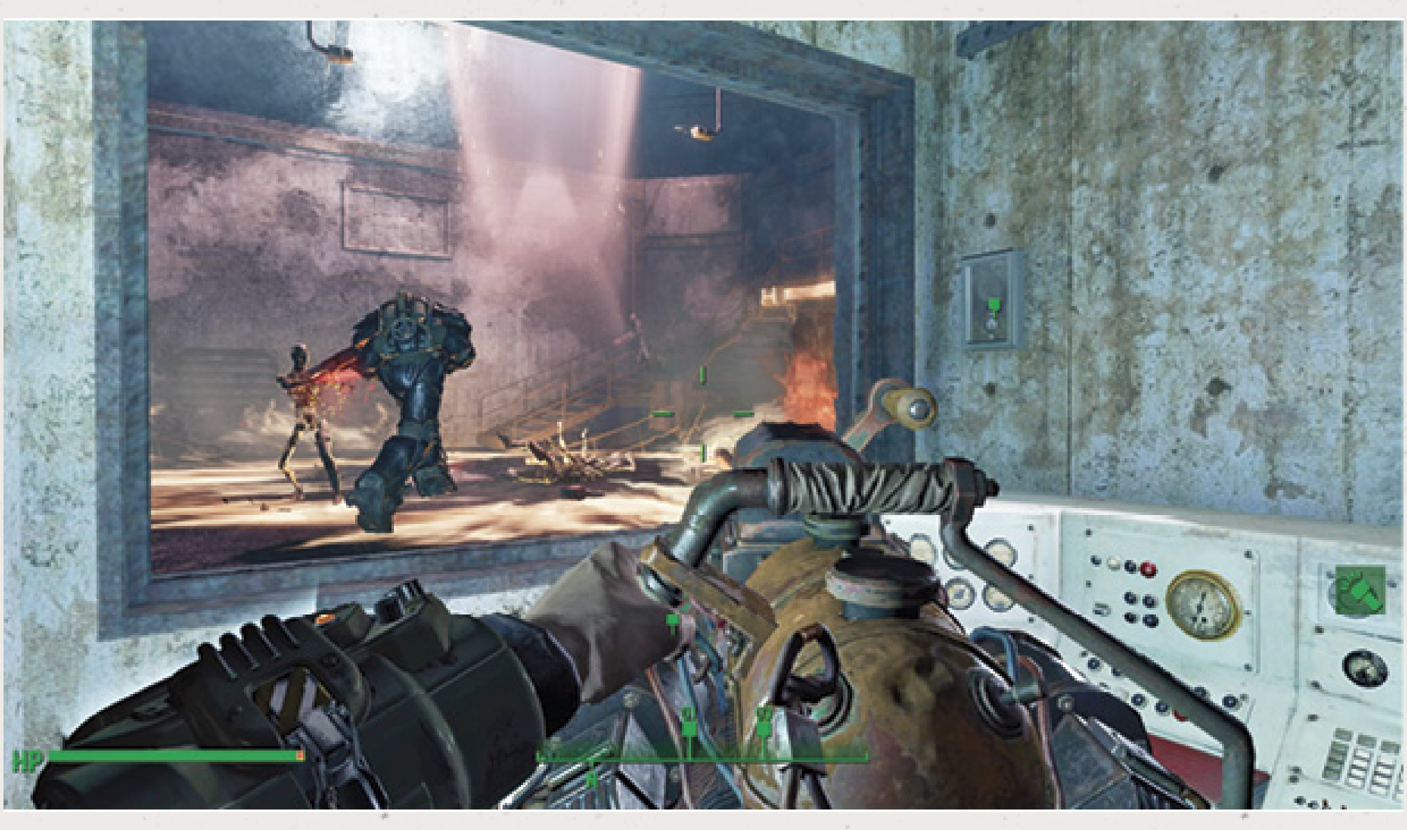
RANSACKING BEFORE THE CORE



Tesla Science

As you have a full run of the place, Paladin Danse won't mind if you take some extra time to flip through another issue of Tesla Science magazine. It's in the office just before those pesky turrets.

HARD CORE



Paladin Danse and you need to reach the top of the engine core in ArcJet Systems. But first you'll have to search for a way to restore power to the access elevator. This is achieved by accessing the facilities terminal (Novice) and hacking it. Start the auxiliary generators before returning to help Paladin Danse with his synth problems.

Or if you want to see an impressive roasting, press the Engine Start button and remove the synth threats more easily. Then head to the elevator and ascend.

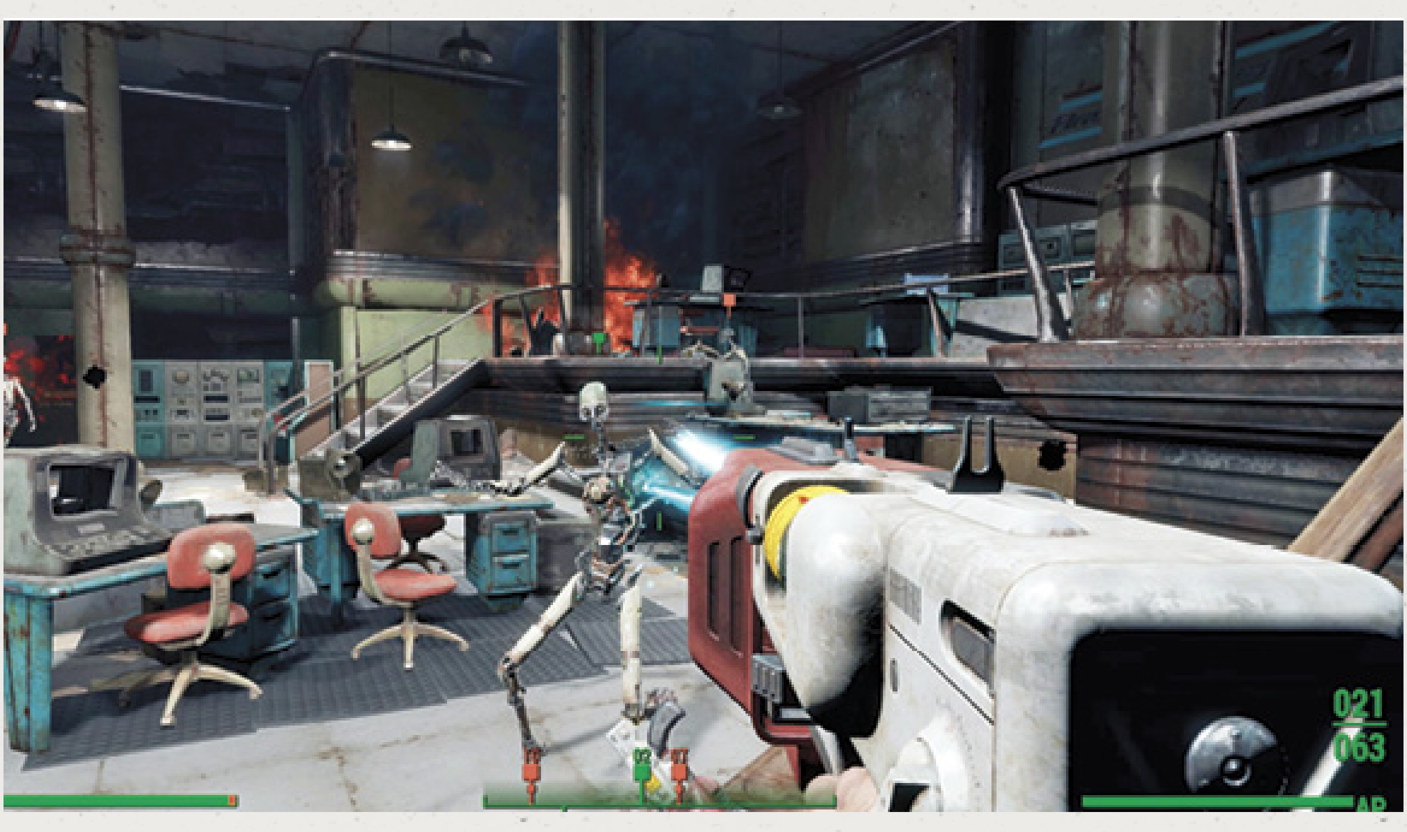
LOOTING THE ARCJET ENGINE CORE

Junk Jet

Fat Man

Aside from a Fusion Core to pry out, this rocket chamber has a couple of high-value pieces of killing equipment. Take the **Junk** Jet—an amazing device that turns trash into deadly projectiles—in the chamber with the button and viewing window! After you take the elevator to the upper level, you can jump down to the mid-level catwalks to reach two smaller side chambers. One of them contains your favorite portable nuclear launcher!

Battle to the control room, securing the Deep Range Transmitter from one of the synth corpses. Then leave the facility via the control room elevator.



Deep Range Transmitter

Topside, speak to the Paladin:

CHARISMA

(Medium) Optionally ask about how smoothly the operation went.

To further your involvement with the Brotherhood of Steel, hand over the Deep Range Transmitter and receive the following:

Righteous Authority

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Semper Invicta

1. Return to Cambridge Police Station

2. Speak with Paladin Danse

3. Support the Brotherhood Recon Team

LOCATIONS TO EXPLORE

- Cambridge (Neighborhood)
- Cambridge Police Station

THE NEW RECRUIT

After you agree to join the Brotherhood of Steel, Paladin Danse asks you to return to the Cambridge Police Station. You are formally inducted into the Brotherhood of Steel:

- Prior to Main Quest: Act II: You are inducted as an Initiate.
- If Main Quest: Act II has begun: You are inducted as a Knight, and Brotherhood of Steel Quest: Shadow of Steel begins.

Afterward, report to both Scribe Haylen or Knight Rhys for further assignments:

- Brotherhood of Steel Radiant Quest: Quartermastery is now accessible via Scribe Haylen.
- Brotherhood of Steel Radiant Quest: Cleansing the Commonwealth is now accessible via Knight Rhys.

CHARISMA

(Medium) Optionally ask Haylen about her relationship with Rhys.

Brotherhood of Steel Misc Quest: The Lost Patrol is accessible after completing Quartermastery or Cleansing the Commonwealth via Paladin Danse.

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Brotherhood of Steel Quests

Shadow of Steel

1. Listen to Military Frequency AF95
2. Report to Paladin Danse
3. Board the Vertibird
4. Attend the debriefing
5. Speak to Lancer-Captain Kells
6. Attend Elder Maxson's Address
7. Speak to Elder Maxson
8. Miscellaneous: Open your personal storage container
9. Report to Paladin Danse

LOCATIONS TO EXPLORE

- Prydwen

MEETING MAXSON

After observing a huge Brotherhood of Steel airship pass overhead, your Pip-Boy radio receives a transmission. You listen to it for further instructions before heading to Cambridge Police Station and following Paladin Danse to the roof.

Man the minigun turret, and feel free to rake the ground as you fly over Boston. Try to hit Raider encampments and create satisfying explosions. At the Brotherhood of Steel's flagship, the "Prydwen," disembark onto the flight deck and meet Lancer-Captain Kells.

You're ordered to attend an address being given by Elder Maxson, the supreme commander of the Brotherhood of Steel. Speak to Maxson afterward. Regardless of your earlier rank in the Brotherhood, Maxson now bestowed the title "Knight" to you and a shiny new suit of Power Armor. Find it in Power Armor Station 03 of the main deck.

Power Armor (BoS II T-60b)

Companion: Paladin Danse

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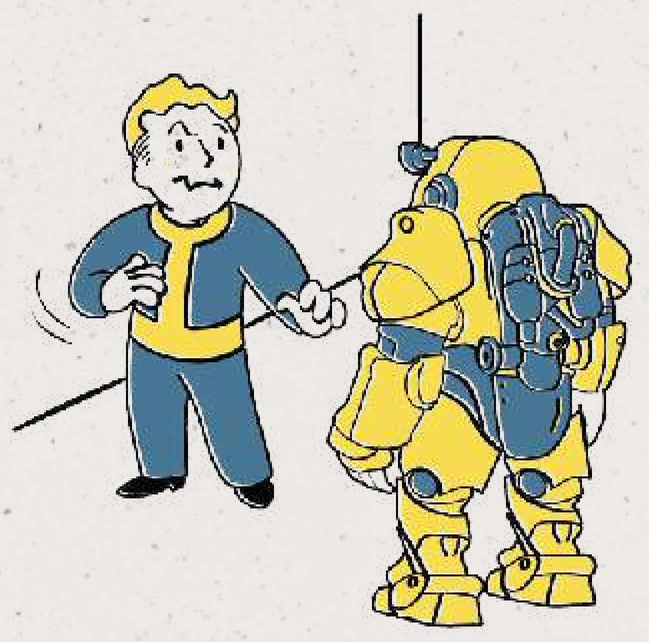
Tour of Duty



1. Meet Proctor Ingram

2. Meet Proctor Teagan

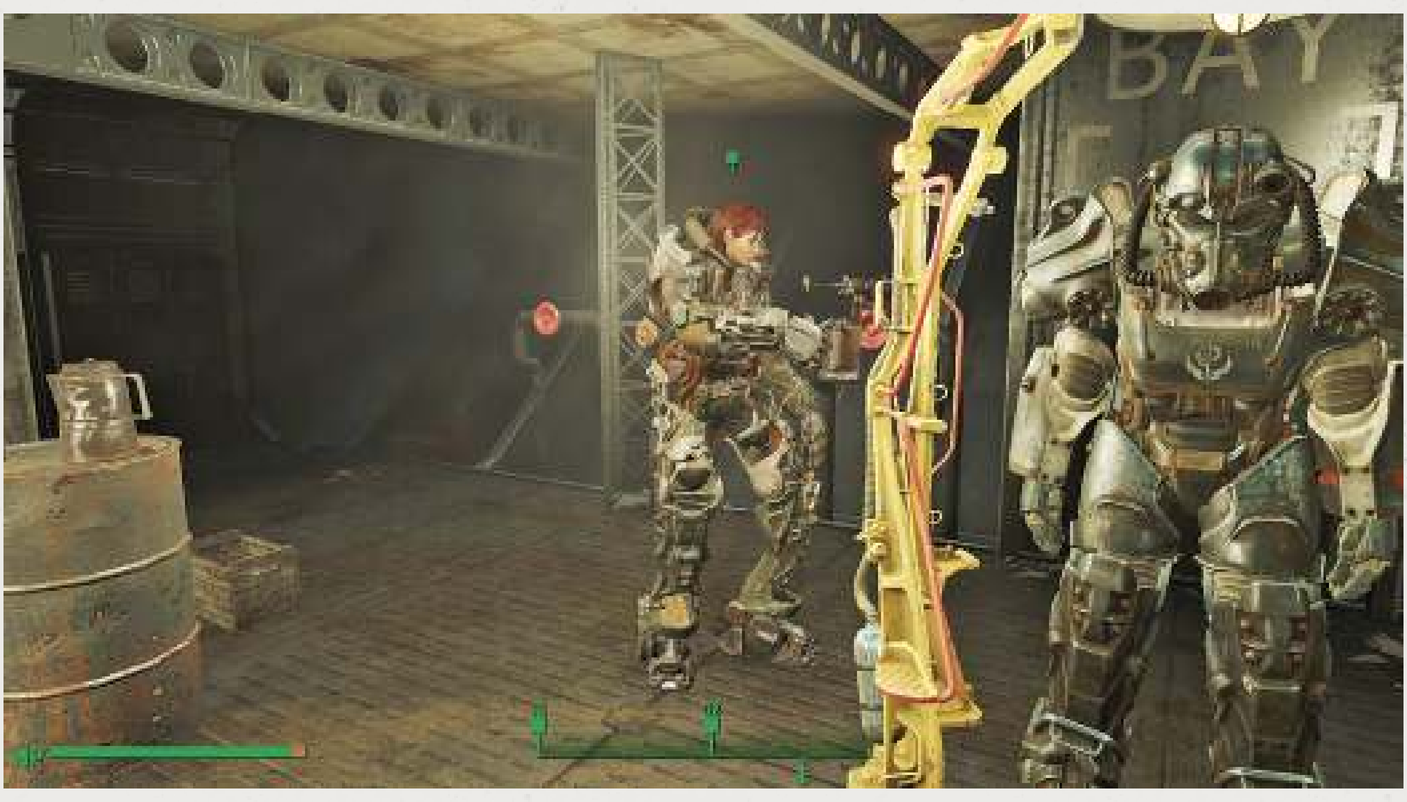
3. Meet Proctor Quinlan

4. Meet Knight-Captain Cade

LOCATIONS TO EXPLORE

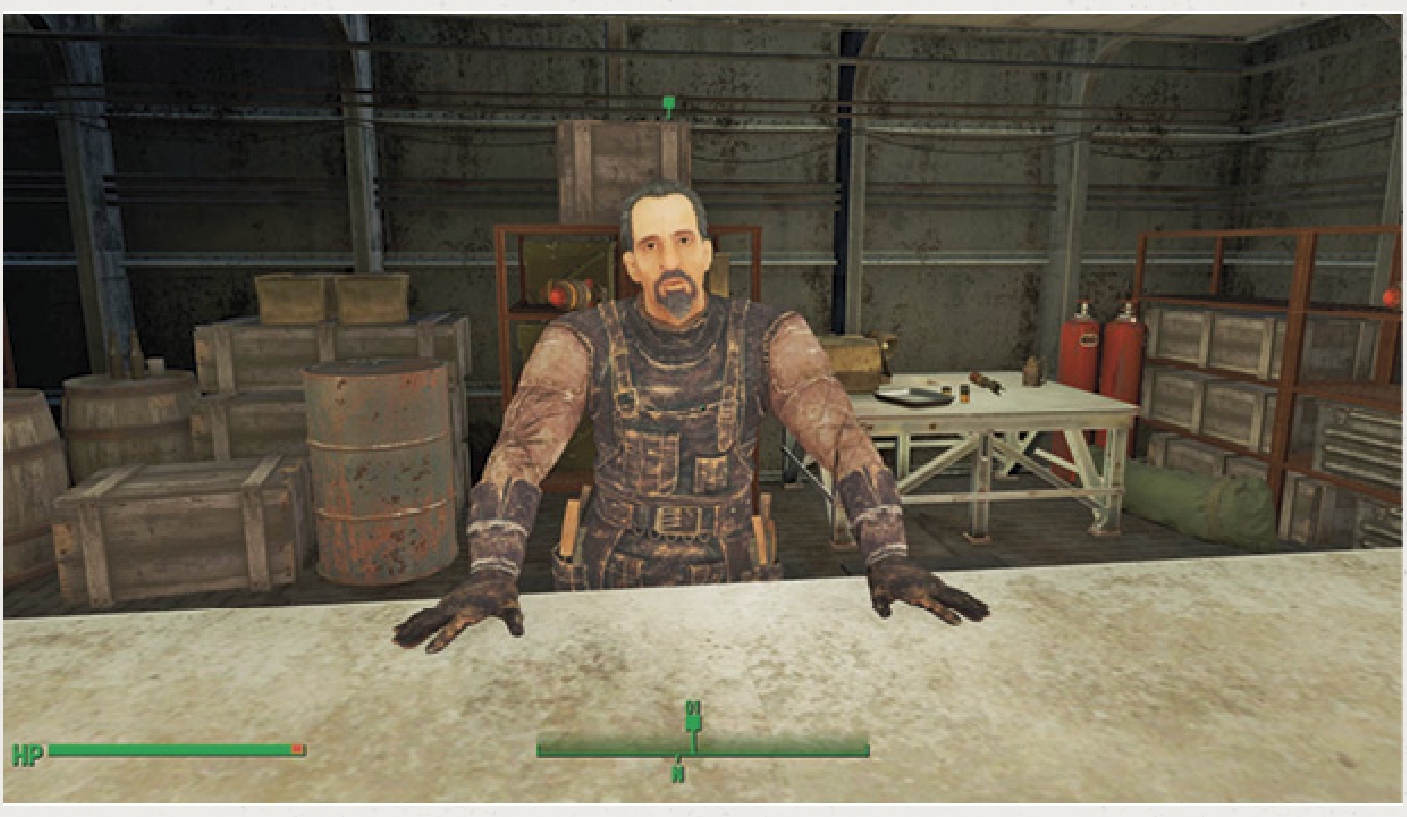
- Prydwen

MEET YOUR MENTORS

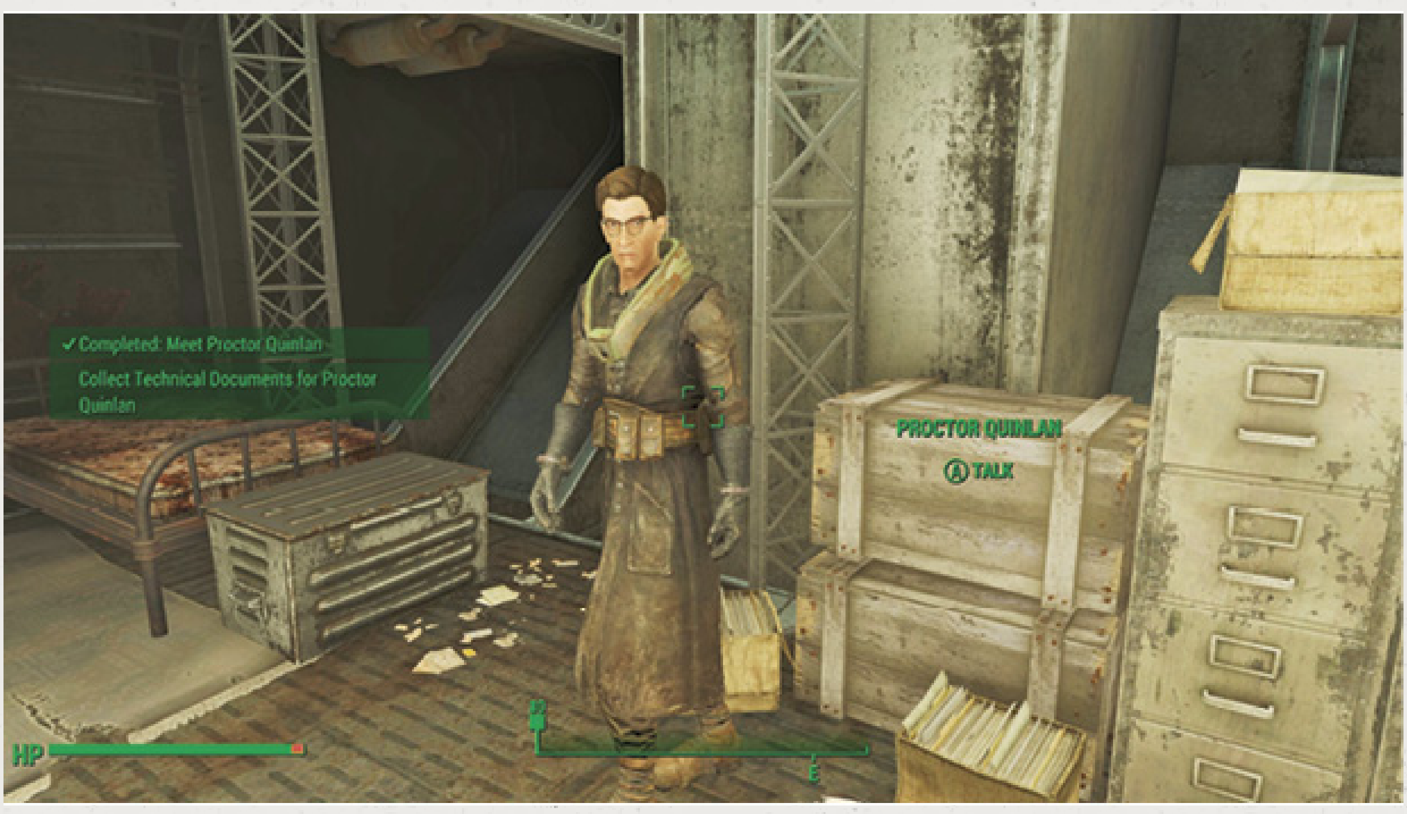


In order to become an effective part of the Brotherhood, Elder Maxson has ordered you to tour the Prydwen and familiarize yourself with her crew. Find Proctor Ingram near the Power Armor Stations. Don't forget your own Power Armor at Station 03.

> **CHARISMA**
>
> **(Medium) Ask about her legs, and you have three opportunities to further the conversation.**



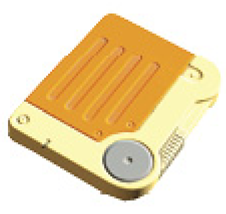
Locate Proctor Teagan at the supply store. Aside from the impressive armaments he sells, you can ask him about extra work. Brotherhood of Steel Radiant Quest: Feeding the Troops becomes available.


✓ Completed: Meet Proctor Quinlan

Collect Technical Documents for Proctor Quinlan

Locate Proctor Quinlan at his office. Speak to him as you wish. If you're fine with foraging, agree to help locate some papers for him: Miscellaneous Objective: Getting Technical.

PRYING INTO THE PRYDWEN



Holotape: Maxson Was Right

Though it's bad manners to break into Proctor Teagan's supply store and steal his Mini Nuke collection, there are other **items** of interest; stocking up on caps to buy some of Teagan's more impressive wares is a good start. There are also Holotapes to listen to, and Scribe Neriah has a **Miscellaneous** quest to undertake on the lower level of the main deck.

Locate Knight-Captain Cade in the sickbay. Speak to him as you wish. Return here if you require medical attention in the future.

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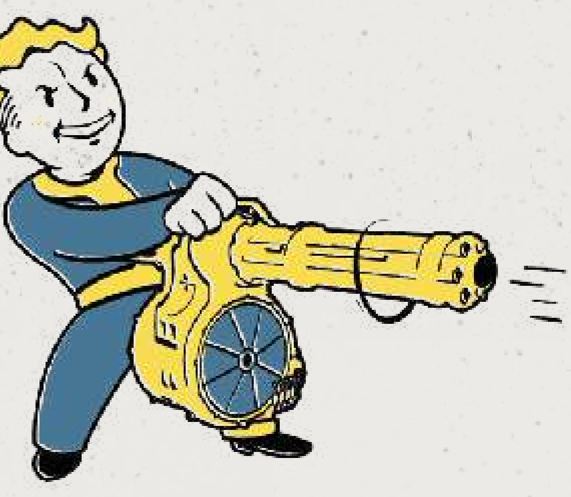
Brotherhood of Steel Quests

Show No Mercy

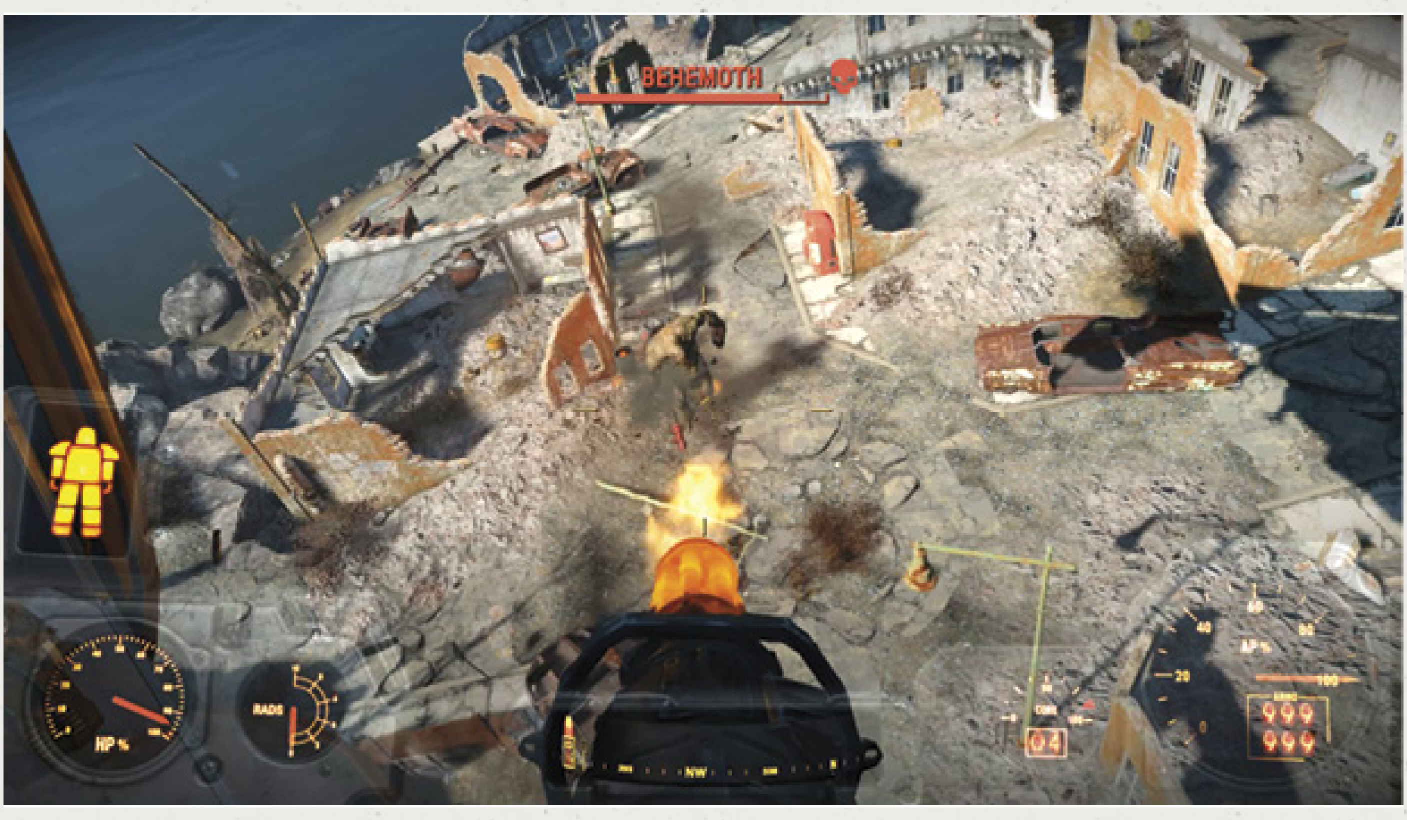


1. Meet with Elder Maxson
2. Board the Vertibird gunship
3. Kill the Super Mutant Behemoth
4. Secure Fort Strong
5. Secure Fort Strong armory
6. Speak to Paladin Danse
7. Speak to Elder Maxson

LOCATIONS TO EXPLORE

- Fort Strong

THE BATTLE FOR FORT STRONG



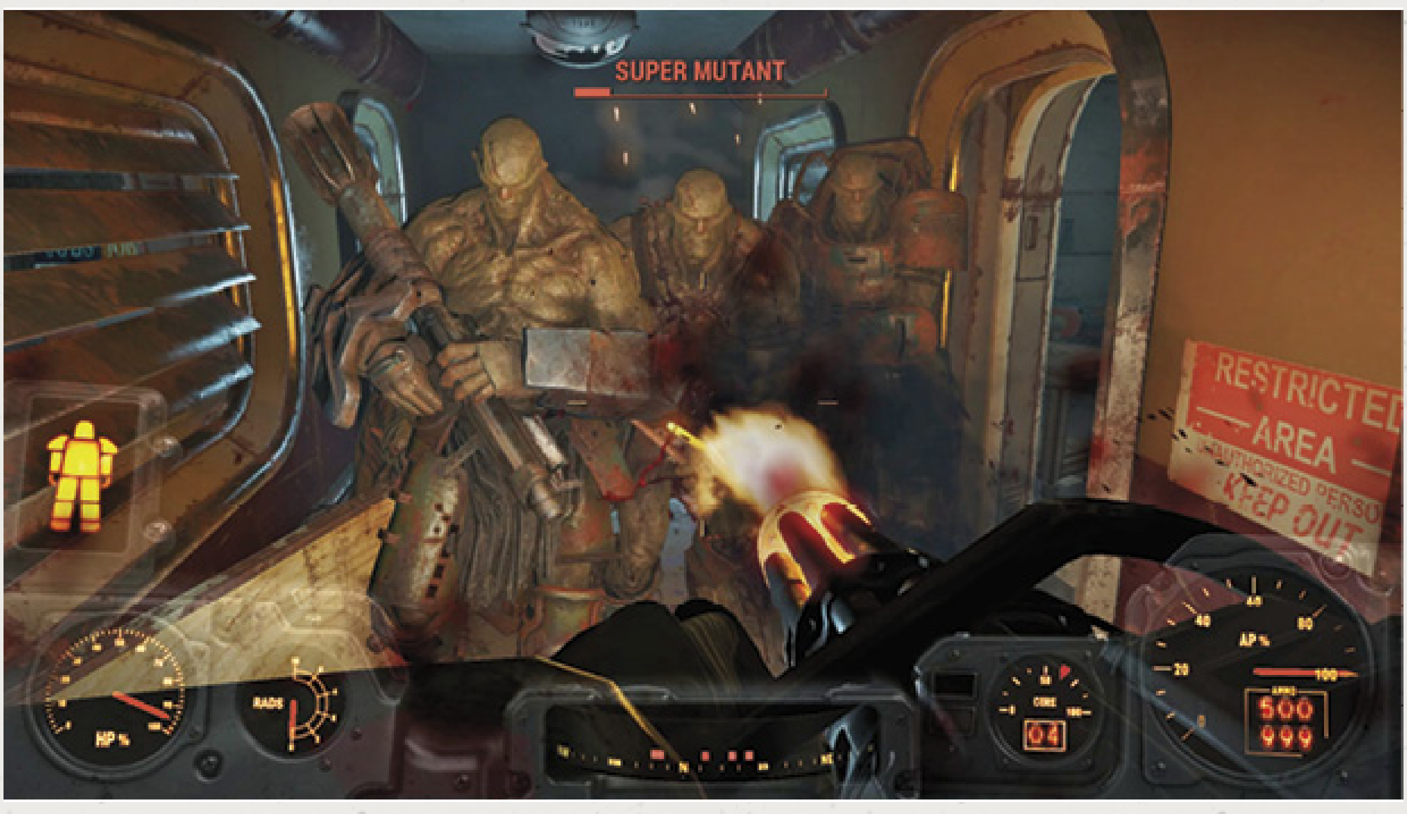
Now that you've familiarized yourself with the Prydwen and her crew, meet Elder Maxson on the flight deck for your first mission. You're to head out to nearby Fort Strong and cleanse it of all hostile Super Mutant forces. Step onto the Vertibird and man the minigun. Use this weapon to cut down the sizable Super Mutant roaming the exterior grounds of Fort Strong.

Alternatively, you can Fast-Travel elsewhere, or to Fort Strong, and engage the Super Mutant forces on foot.

HELPFUL HINT FROM VAULT BOY!

This isn't likely to be your first encounter with the green abominations known as Super Mutants. But it could be your toughest! Read up on the Vault-Tec-approved takedown tactics for these degenerates so you're fully prepared for carnage.

Disembark and remove all indicated Super Mutant threats. Enter Fort Strong Armory and exterminate all hostiles on all floors of this location.



The only good greenskin is a dead one! After the red mist has receded, chat to Paladin Danse before returning to the Prydwen for an impressive reward (aerial Fast-Travel via Vertibird).

CHARISMA

(Medium) Ask about his hatred for Super Mutants.

Return to the Prydwen, and answer Elder Maxson as you wish. You are awarded with the following (aerial Fast-Travel via Vertibird):

Vertibird Signal Grenade (8)

You may now purchase additional Vertibird Signal Grenades from Proctor Teagan.

LOOTING FORT STRONG

Power Armor (leveled)

Mini Nuke

Multiple Mini Nukes, a Fat Man, and a set of T-51 **Power Armor** are just some of the large quantities of armaments and **ammo** you can expect to find when you make a thorough sweep of Fort Strong.

Depending on your progress through the Main Quest, the following quests are available:

- Brotherhood of Steel: From Within becomes available if you haven't completed Main Quest: Institutionalized.
- Brotherhood of Steel: Outside the Wire becomes available if you have already completed Main Quest: Institutionalized.

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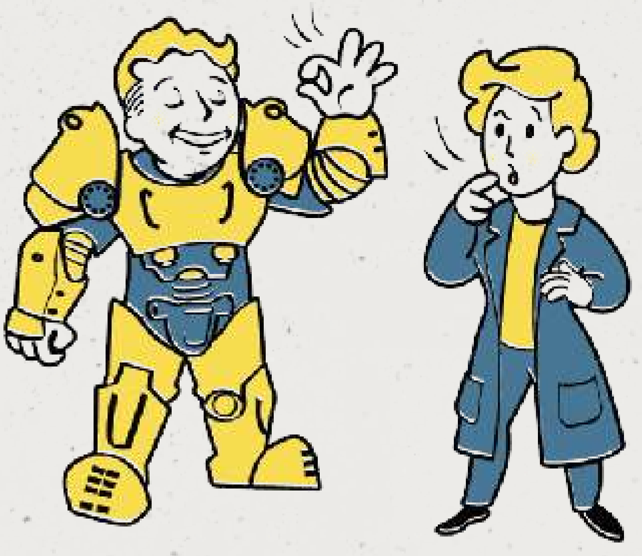
Brotherhood of Steel Quests

From Within

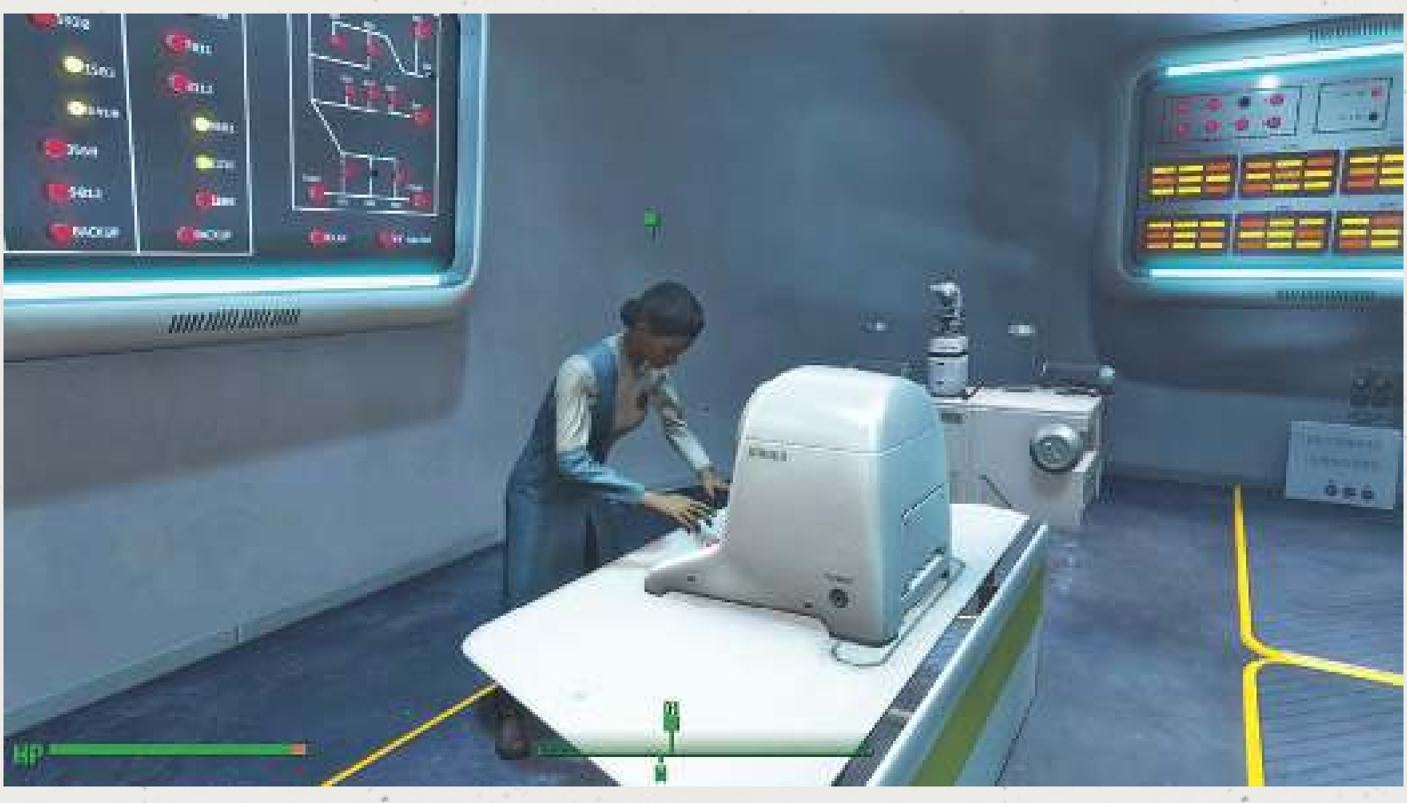


1. Locate Doctor Li
2. Speak to Doctor Li
3. Retrieve evidence to convince Doctor Li
4. Bring the Holotape to Doctor Li
5. Report to Elder Maxson

LOCATIONS TO EXPLORE

- The Institute

LAB WORK WITH DOCTOR LI



HELPFUL HINT FROM VAULT BOY!

Are you wandering through life without fully understanding your actions? Don't! This quest occurs concurrently with Main Quest: **Institutionalized** and Brotherhood of Steel Quest: **Outside the Wire**. Be sure you understand both of those quests before continuing, or you might have to make decisions you don't fully understand the magnitude of.

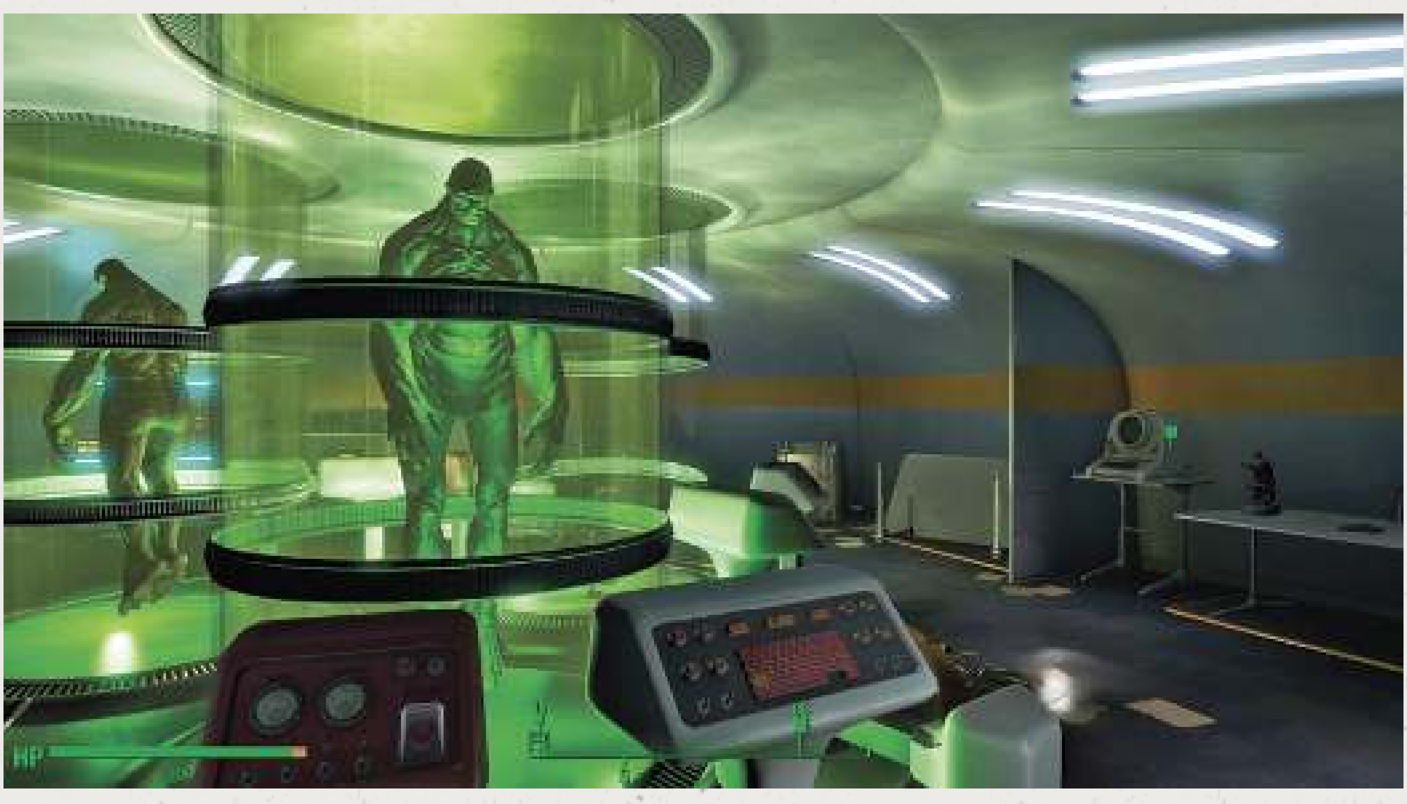
During your infiltration of the Institute, Elder Maxson orders you to make contact with a Doctor Madison Li and convince her to work on a "special project" for the Brotherhood of Steel. Find her within the Institute and let her know you've been sent to find her (or be direct and tell her the Brotherhood sent you). You can:

CHARISMA

(Medium, Hard) Ask her if she's happy, and complete a series of difficult fast-talking challenges to convince her. If she agrees, you can skip to the final objective of this quest.

Or, agree to find evidence about Virgil's disappearance from his laboratory.

In order to ensure Doctor Li's trust, you've agreed to recover evidence regarding an accident that supposedly killed her colleague, Doctor Virgil. His former lab is in a sealed section of the BioSciences Division. To access it, you can:



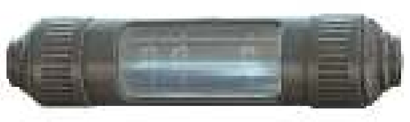
- (Master) Unlock the FEV lab entry terminal by the laser grid gate.
- (Novice) Unlock the FEV lab door.

Venture through the FEV lab, which has automated turret security, synths, and an Assaultron. Locate the Holotape at the laboratory.

Brian Virgil Personal Log 0176

Return to Doctor Li and hand over the Holotape. Then continue with Main Quest: Institutionalized. Once you leave the Institute, return to the Prydwen and inform Elder Maxson.

VAULT-TEC RECOMMENDS



While you're here, pick up the Experimental Serum for **Miscellaneous** Quest: Curing Virgil.*

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Outside the Wire

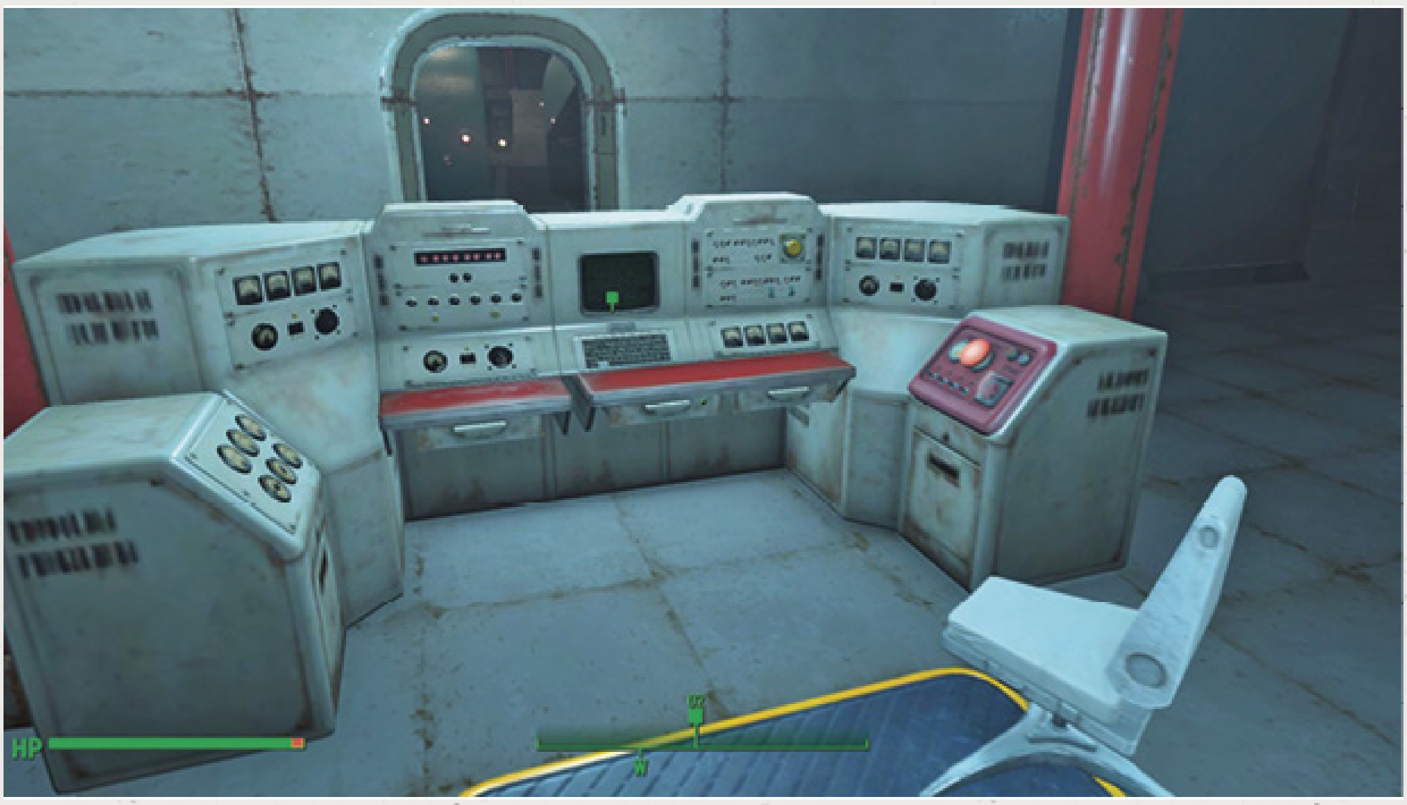
1. Insert Network Scanner Holotape into Institute terminal

2. Give Holotape to Proctor Ingram

LOCATIONS TO EXPLORE

- The Institute

INSTITUTE ACCESS



During your infiltration of the Institute, Proctor Ingram has ordered you to steal data from one of their terminals using a special Holotape she's provided. This Holotape may also have been given to you by another faction.

Network Scanner Holotape

Access the terminal at the Institute relay area and entrance, insert the Network Scanner Holotape, and remove the data. Then simply continue the rest of Main Quest: Institutionalized. Return to Proctor Ingram and give her the data.

HELPFUL HINT FROM VAULT BOY!

Why can't everybody just get along? Unfortunately, in the post-apocalyptic wasteland, limited resources and survival instincts usually lead to distrust. So pick a faction you want to work with, and remember, you can give the Holotape to a different faction if you change your allegiance. But this is the time to pick a side and stick with them!

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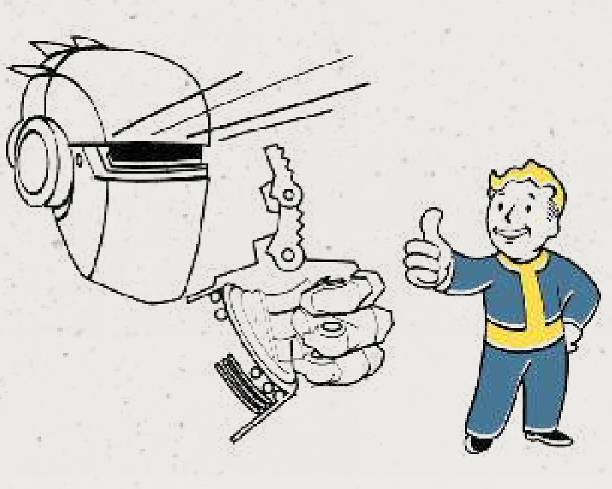
Brotherhood of Steel Quests
Liberty Reprimed



1. Speak to Proctor Ingram
2. Follow Proctor Ingram
3. Speak to Professor Scara
4. Search for Professor Scara
5. OR Speak to Doctor Li
6. Speak to Proctor Ingram
7. Locate a high-powered magnet
8. Construct electomagnetic actuators (4)
9. Speak to Proctor Ingram
10. Speak to Scribe Haylen
11. Locate the bomb storage facility
12. Locate the Mark 28 nuke stockpile
13. Activate the distress pulser
14. Speak to Paladin Danse
15. Return to Proctor Ingram
16. Activate Liberty Prime
17. Speak to Proctor Ingram

LOCATIONS TO EXPLORE

- Boston Airport
- General Atomics Galleria
- Sentinel Site Prescott

BUILDING A WAR MACHINE

Head to Boston Airport. Proctor Ingram's special project is the reconstruction of a massive war machine. It looks like it needs a lot of work to get up and running. In fact, a fellow scientist is required to help:

- If you failed to convince Doctor Li to join you (or if you killed her) during Brotherhood of Steel Quest: **From Within**, Plan A occurs.
- If you completed Brotherhood of Steel Quest: **From Within** and convinced Doctor Li to join, Plan B occurs.

PLAN A: FINDING PROFESSOR SCARA

Proctor Ingram tells you to find Professor Scara. She hands you the following to help convince her to help.

Cerebrofusion Adaptor

Proctor Ingram has tasked you with finding a robotics expert in Diamond City named Professor Scara and asking for her assistance. At the Science! Center (in Diamond City Market), converse with Doctor Duff. She hasn't seen her colleague Scara for over a week after she left for a field expedition. Perhaps you can help?

Journey to the General Atomics Galleria, north into the Commonwealth. Enter the Back Alley Bowling building and find Professor Scara inside.

CHARISMA

(Easy) Convince her using your charm.

Or convince her using your Cerebrofusion Adaptor.

Plan A now concludes.

LOOTING GENERAL ATOMICS GALLERIA

While you're here, you might as well play along with those General Atomics robots. Or mangle them into heaps of metal; the decision is yours to make. Don't exit the place without opening the steamer trunk, though.

PLAN B: SPEAKING TO DOCTOR LI

Dr. Li
If you're here to talk me into working on Liberty Prime, you can forget it.

In order to get the war machine's **power** systems stabilized, Proctor Ingram has asked you to speak to Doctor Li on the Prydwen. Head to the main deck, and after a conversation with you, she seems tentatively convinced.

Plan B now concludes.

MAGNETS. HOW DO THEY WORK?

Back at Boston Airport, Proctor Ingram requires the building of electromagnetic actuators. She hands you a build list. All of the components are stored in Boston Airport's workshop. Well, all of them except one: a high-powered magnet.

Electromagnetic Actuators List

Or, as high-powered magnets can be scrapped, they may be found throughout the Commonwealth, or sold by vendors too.

You need to recover a high-powered magnet. One of the (random) hospital ruins should have the part that you need.

Head to the location indicated on your Pip-Boy, and beware of local dangers. Find the magnet, usually inside a marked trunk with other **items**.

High-Powered Magnet

You can reopen the workshop menu while in the build area by holding down
Hold to open Workshop menu

Back at the airport's workshop, access the Special menu. Build four actuators, using the following components (required for each one, with the exception of the high-powered magnet):

- Build with: Circuitry (5), Screw (1), Steel (10), Fiber Optics (3), Rubber (5), High-Powered Magnet (1)

AN ALMOST UNATTAINABLE ARSENAL

SCRIBE HAYLEN
TALK

Inform Proctor Ingram of your progress. Naturally, you're not done yet. You need fully loaded Mark 28 Nuclear Bomb packs for the war machine's **weapons** systems. Meet Scribe Haylen at the new Primary Location Waypoint Echo, on the edge of **the Glowing Sea**. You're given a distress pulser to pinpoint the position of the nukes when you find them. Haylen's team will extricate them.

HELPFUL HINT FROM VAULT BOY!

As you should already have braved the inhospitable elements of **the Glowing Sea**, you should be well versed in preventative measures to reduce radiation sickness. Remember:

1. Prevention! Purchase, scavenge, or craft all the Rad-X and RadAway you'll need for this jaunt.

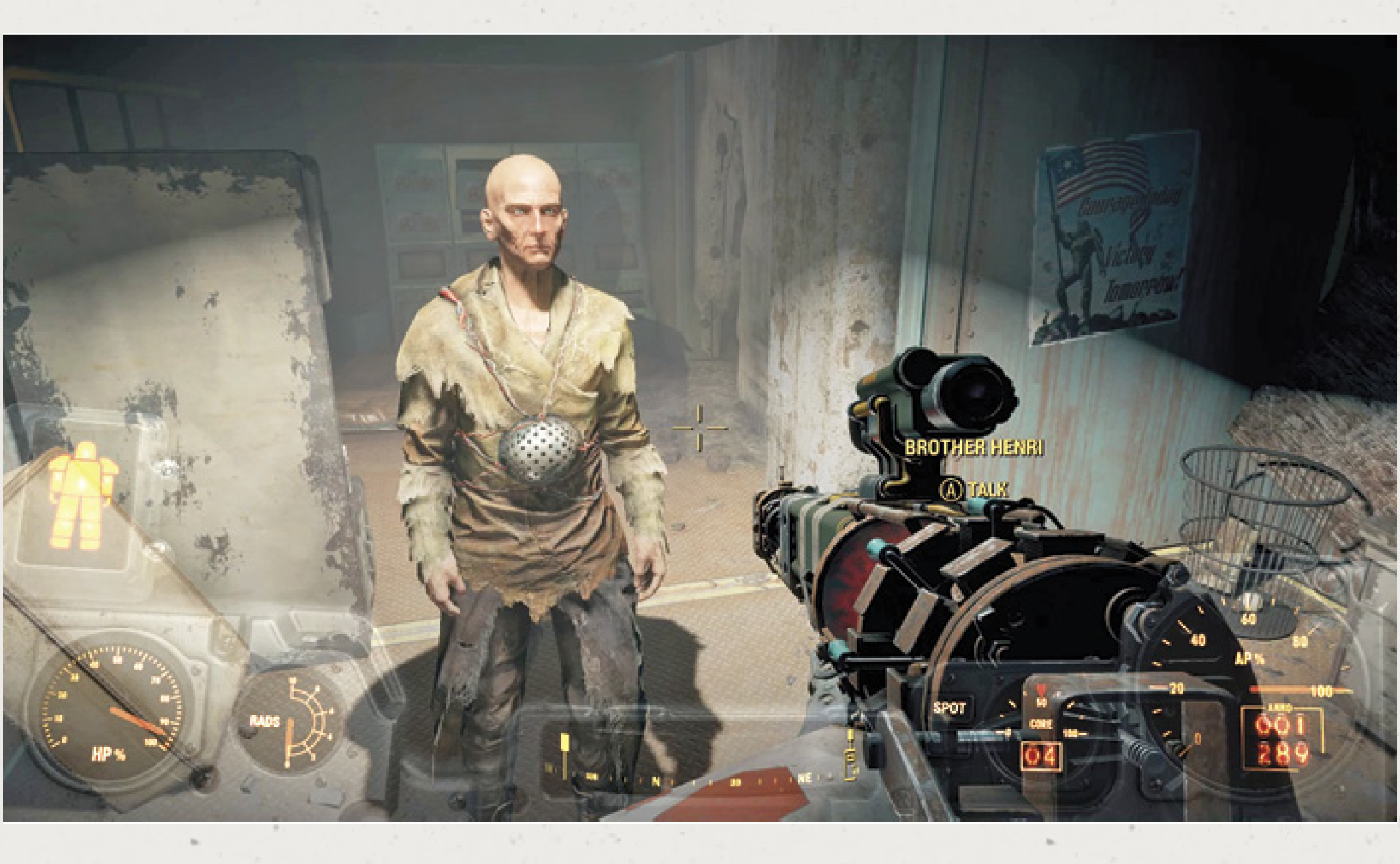
2. Protection! You must wear a hazmat suit at all times when entering irradiated zones. However, they offer little protection against any hostiles you may encounter.

3. **Power**! Want the very best in both prevention and protection? Use **Power Armor** for the duration of your trip.

Distress Pulser

Head roughly southwest into **the Glowing Sea**, and enter Sentinel Site Prescott (pictured). Beware of Radscorpions and other irradiated dangers along the way.

Descend the outer gantry. Locate the terminal at the base of the structure and abort the launch sequence, allowing all blast **doors** to be opened (via terminals). Open the adjacent blast door. Locate the cylindrical tunnel. Beware of Feral Ghouls.



Wind your way through cylindrical and concrete tunnels, through holes, and along waterlogged passages, watching for more ferals. At the **warehouse** control room, you encounter Brother Henri and Atom's Wrath (an Assaultron). You can kill them, either before or after the conversation. Locate the password on Henri's corpse and use it to unlock his terminal and open the **doors**.

Henri's Terminal Password

CHARISMA

(Medium) Pretend you revere the Children of the Atom cult, and you're let past without incident. He opens the **doors** for you.

LOOTING THE SENTINEL SITE

Astoundingly Awesome Tales

Unfortunately, you can't take any of the Mark 28 nukes home with you, but the facility does have two copies of Astoundingly Awesome Tales, a few Holotapes, and a mini nuke to take.

The stockpile is now accessible. If Paladin Danse is your current companion, speak to him and he agrees to stay and defend the stockpile.

Return to Proctor Ingram to inform her of your progress. She's happy enough with your progress to let you press the **power** transfer switch and **power** up the war machine. Afterward, accept an impressive reward:

T-60 Medic Pump

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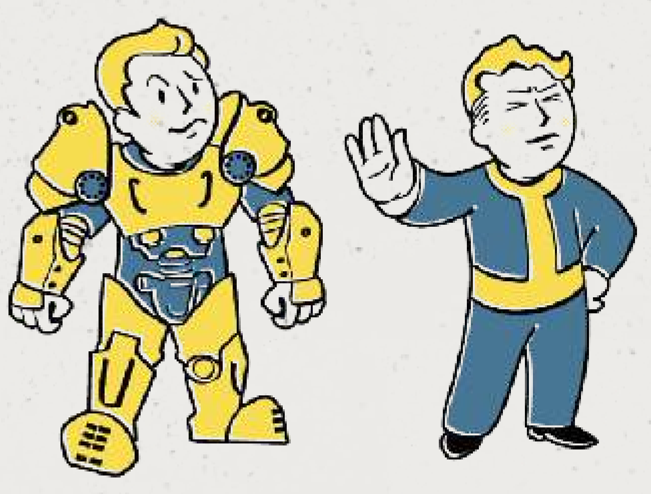
Brotherhood of Steel Quests

Blind Betrayal



1. Speak to Elder Maxson
2. Speak to Proctor Quinlan
3. Follow Scribe Haylen
4. Speak to Scribe Haylen
5. Travel to Listening Post Bravo
6. Locate Paladin Danse
7. Speak to Paladin Danse
8. AND/OR Execute Paladin Danse
9. Retrieve Paladin Danse's Holotags
10. Watch Danse's Execution
11. Speak to Elder Maxson
12. Return to the Prydwen
13. Speak to Elder Maxson

LOCATIONS TO EXPLORE

- Listening Post Bravo

AN ALARMING DEVELOPMENT

You've been informed that Elder Maxson has an urgent mission for you and you should report to him on the Prydwen immediately. Agree to his order.

CHARISMA

(Medium) There are a few possible choices to make him believe you.

You need to find Paladin Danse and sort out the confusing news you've heard about him. Danse has disappeared, but Proctor Quinlan (on the main deck) has a way to track him down. Then speak to Scribe Haylen for a more private conversation.

Head into the northern Commonwealth wilderness, and locate Listening Post Bravo. Avoid or neutralize the turrets, power up the elevator, and ride it down.

Watch out for a small Protectron presence. Paladin Danse is nearby, and there are multiple options.

PLAN A: THE LAST DANSE

Remove him as a threat immediately, without talking to him.

Or, speak to him, using a threatening tone. If your persuasion attempts fail, Paladin Danse gives you an order. Oblige him, then retrieve his dog tags.

Danse's Holotags

Return to the Prydwen, and inform Elder Maxson. You receive the rank of Paladin.

PLAN B: ONE LAST CHANCE

CHARISMA

Plan B: (Medium) Speak to him, with friendly answers. Refuse to remove him as a threat. When prompted, choose any persuasion attempt and succeed with it.

Paladin Danse sees your way of thinking and hands over his dog tags.

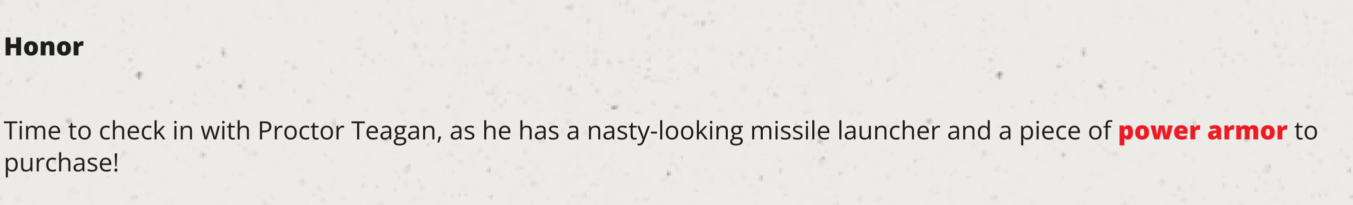
Danse's Holotags

Exit Listening Post Bravo, where your escape is interrupted. Answer the person responsible for your interruption. You can:

- Agree to his way of thinking, and remove Paladin Danse as a threat.
- Agree to his way of thinking, and watch as Paladin Danse is removed as a threat.
- Disagree with his way of thinking, and convince him to let Danse live. After a begrudging agreement, you're left with Paladin Danse. You can:
- tell him to stay (he remains here) or beckon him to accompany you as a Companion.

Whatever decision you make, return to the Prydwen, inform Elder Maxson, and receive the rank of Paladin.

VAULT-TEC RECOMMENDS



Death From Above

Honor

Time to check in with Proctor Teagan, as he has a nasty-looking missile launcher and a piece of **power armor** to purchase!

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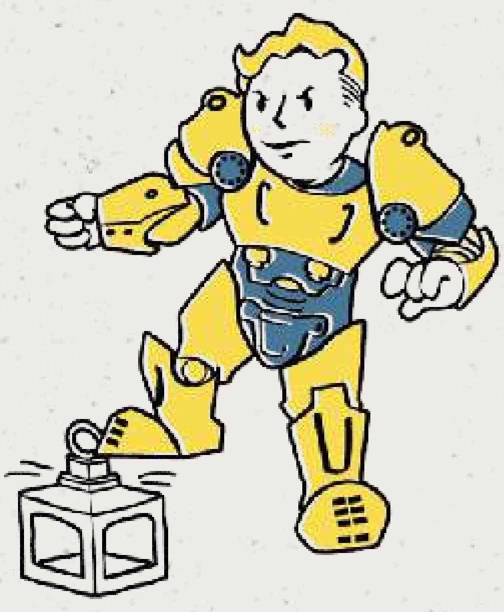
Brotherhood of Steel Quests

Tactical Thinking



1. Speak to Lancer-Captain Kells

2. Enter Old North Church

3. Kill Doctor Carrington

4. Breach the door to the lower levels

5. Kill Glory

6. Kill Tinker Tom

7. Kill Deacon

8. Kill Desdemona

9A. Reprogram PAM

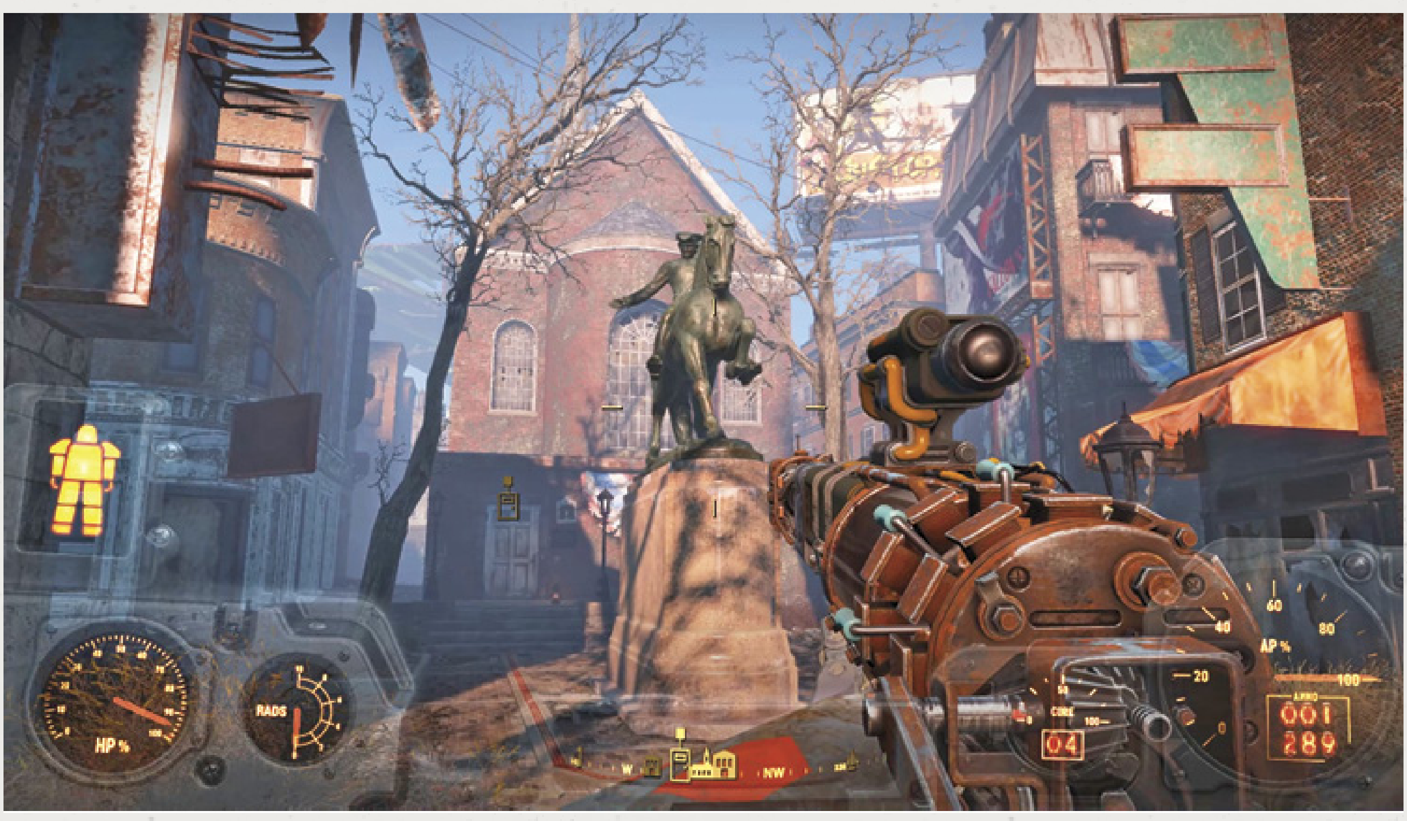
9B. Destroy PAM

10. Report to Lancer-Captain Kells

LOCATIONS TO EXPLORE

- North End (Neighborhood)
- Old North Church

THE WRONG SIDE OF THE TRACKS



Stop! Ready to be kicked out of the Railroad? Accept Kell's forthcoming orders and this becomes permanent, so if you have any loose ends to tie up with the Railroad, do so before speaking to Kells. You've been informed that Lancer-Captain Kells wishes to speak with you on the command deck of the Prydwen. After agreeing to his orders, head north into the North End neighborhood of Boston, and enter the Old North Church. You have a Priority Kill Order list. It's time to check those priorities off.

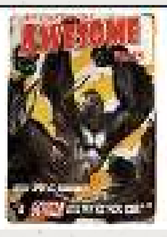
Remove all threats in the initial church chamber. It's wise to eliminate all foes before continuing into the crypt. Fight down into the catacombs. Locate and activate the detonator and blow a hole in the wall. Your remaining primary targets are now acquired.

Enter through the hole in the wall and into the Railroad HQ. Dispatch all Railroad threats from the theater of combat

Locate the PAM mainframe terminal or the automaton herself. Either destroy the robot or use the terminal to reprogram her. Then return and report to Lancer-Captain Kells.

There is disappointment if PAM was deactivated rather than reprogrammed. If PAM was reprogrammed, she is later transported onto the Prydwen.

LOOTING OLD NORTH CHURCH



Astoundingly Awesome Tales

Great news! There's some required reading on one of the desks inside these headquarters. Even better! Usually you'd have to steal this magazine, but nobody's going to mind your light fingers now, are they?

HELPFUL HINT FROM VAULT BOY!

The foes you're going up against are heavily armed and desperate. The infiltration area is narrow with numerous corners to hide around. Lob in projectiles to soften up your targets. Focus on one foe (ideally one armed with the nastiest weapon) at a time. And come packing both heat and health. A methodical approach to executions is a great way to spill all the blood you want—just none of your own!

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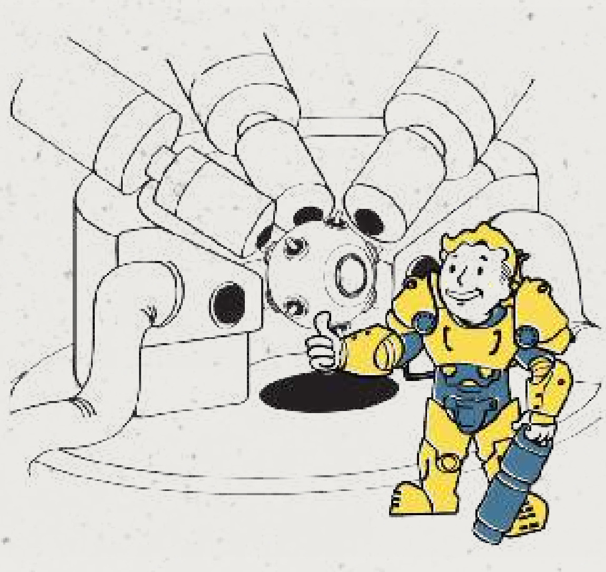
Brotherhood of Steel Quests

Spoils of War



1. Speak to Proctor Ingram

2A. Fly to Mass Fusion OR

2B. Inform the Institute

3. Jump to Mass Fusion's roof

4. Locate the Beryllium Agitator

5. Retrieve the executive key card

6. Proceed to the Reactor Level

7. (Optional) Restore power to the elevator

8. Enter the reactor chamber

9. Unlock the reactor

10. Take the Beryllium Agitator

11. Eliminate Reactor Level security

12. Exit Mass Fusion

13. (Optional) Assist Brotherhood forces in the lobby

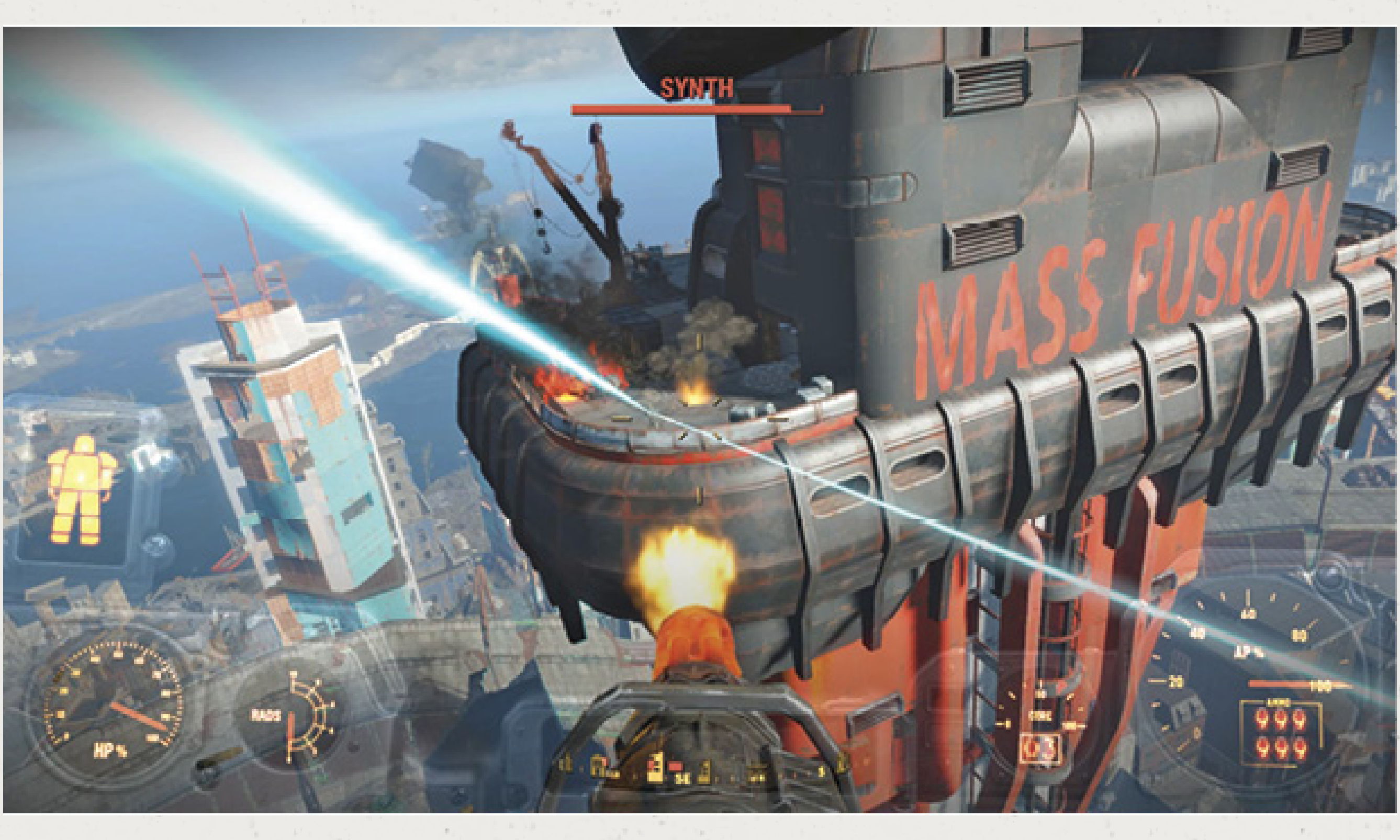
14. Return to Boston Airport

15. Speak to Proctor Ingram

LOCATIONS TO EXPLORE

- Mass Fusion

WHERE DO YOUR LOYALTIES LIE?



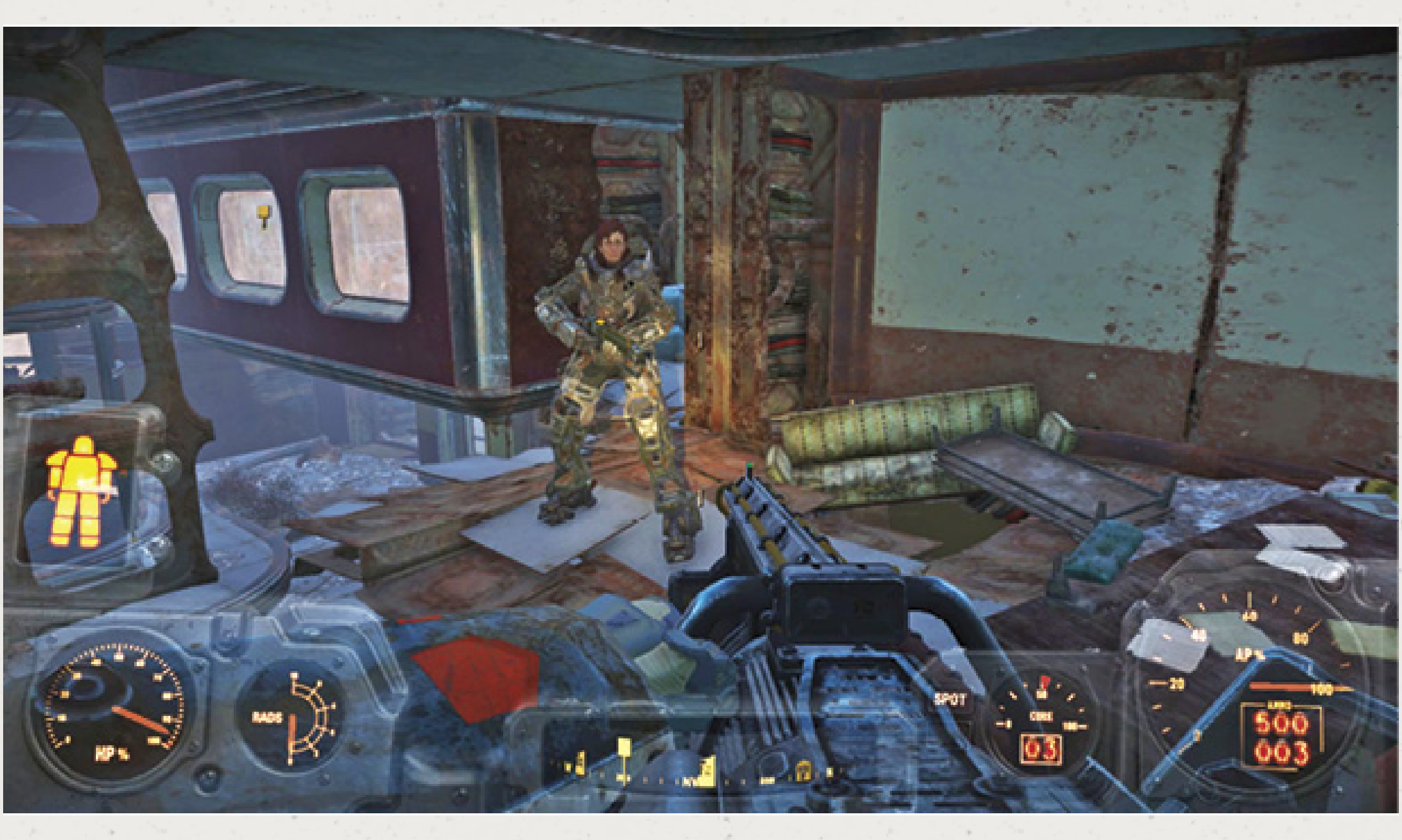
After speaking to Proctor Ingram, you agree to help her find something called a "Beryllium Agitator" from the ruins of Mass Fusion. After deciding whether she accompanies you or not, you must make a potentially epoch-defining decision. You can:

- Fly to Mass Fusion by boarding the Vertibird, manning the minigun until you're told to drop, and continuing your loyalty to the Brotherhood of Steel. This quest continues (below), a number of Institute Quests fail, and Institute Quest: Banished from the Institute begins.
- Leave this area, visit the Institute, and inform them, changing your loyalty to the Institute. The Institute Quest: Mass Fusion begins.

HELPFUL HINT FROM VAULT BOY!

Have you packed enough provisions and supplies? You know your loved ones might worry if you haven't had the foresight to gather enough healthy snacks and radiation-suppressing chems. As the environment inside Mass Fusion is extremely hostile, why not bundle up in proper protective attire? Power Armor is a great choice here.

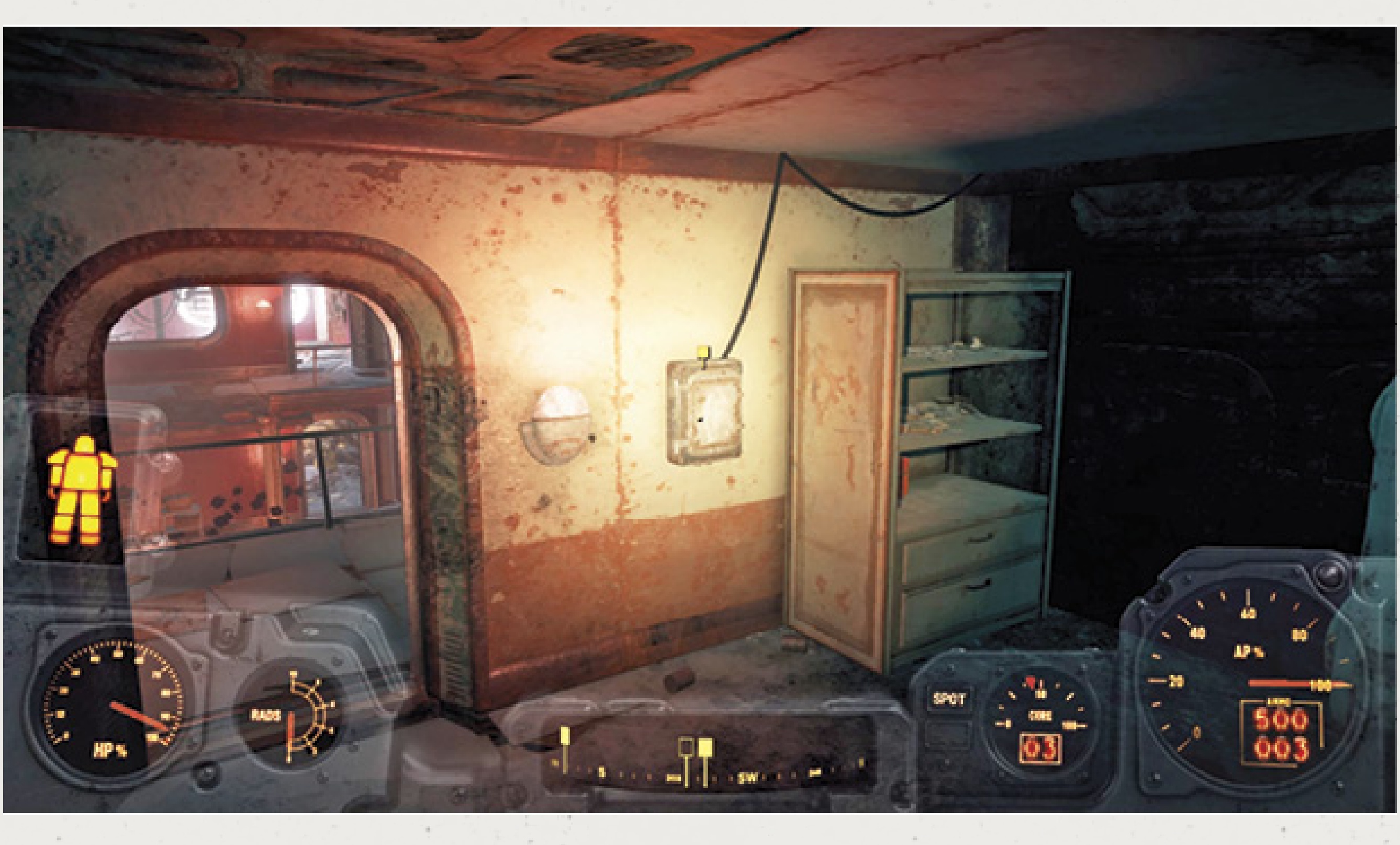
MASSACRE IN MASS FUSION



You drop to the roof of the building, in the Financial District of Boston. After you neutralize all threats, head to the second level, and locate the balcony desk before the room with the Executive Research Lab terminal. Gather the following from the desk:

Mass Fusion Executive Lab Password

Mass Fusion Executive ID

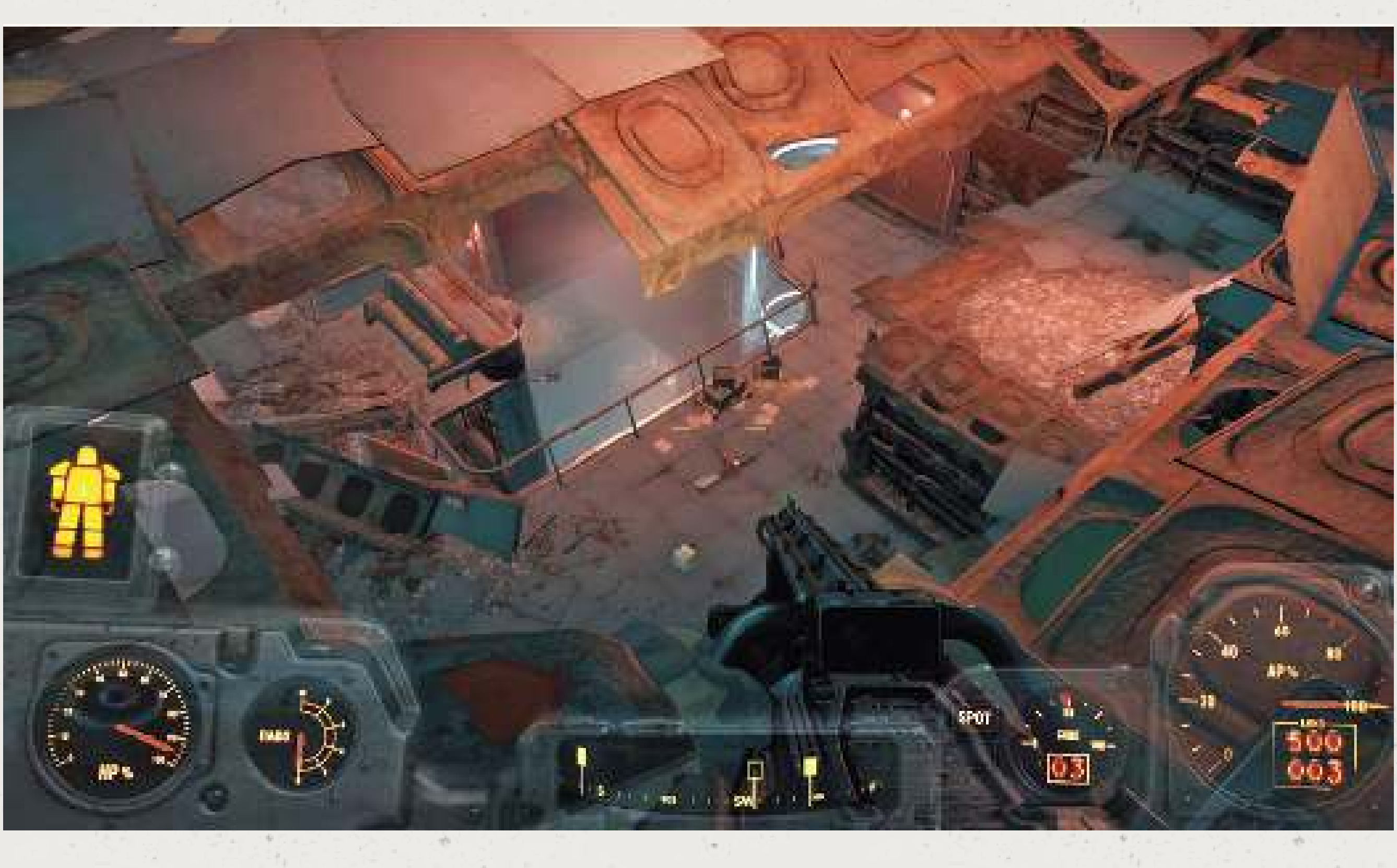


Now you can access the Executive Research Lab terminal (Advanced) with a password. Read the personal intramails; the item you seek is apparently in the facility's basement. And you're on the roof.

You have a third option to restore power to the elevator-- in the room with the Mass Fusion Labs Key, if you can hack the manager's terminal (Expert), you can restore the power without having to head up to the circuit breaker.

At the elevator, swipe the Mass Fusion Executive ID through the card reader. Ride the elevator down until you cannot descend farther, taking pot shots at enemy forces along the way. When the coast is clear, you can:

(Optional) Locate the circuit breaker in the chamber to the north and above your current position. Flip the breaker to power the elevator. Then return, swipe the ID card, and ride the elevator down to the lobby, maximizing enemy casualties as you go.



Or locate the room to the north of your current position. Locate the Mass Fusion labs key on the desk. Use it to open the door to the adjacent chamber with the hole in the floor. Drop down, and continue a manual descent through the floors to the lobby, removing any potential enemy threats along the way.

Mass Fusion Labs Key

Expect more enemy resistance in the lobby. Search for the service elevator, swiping your ID card to access it.

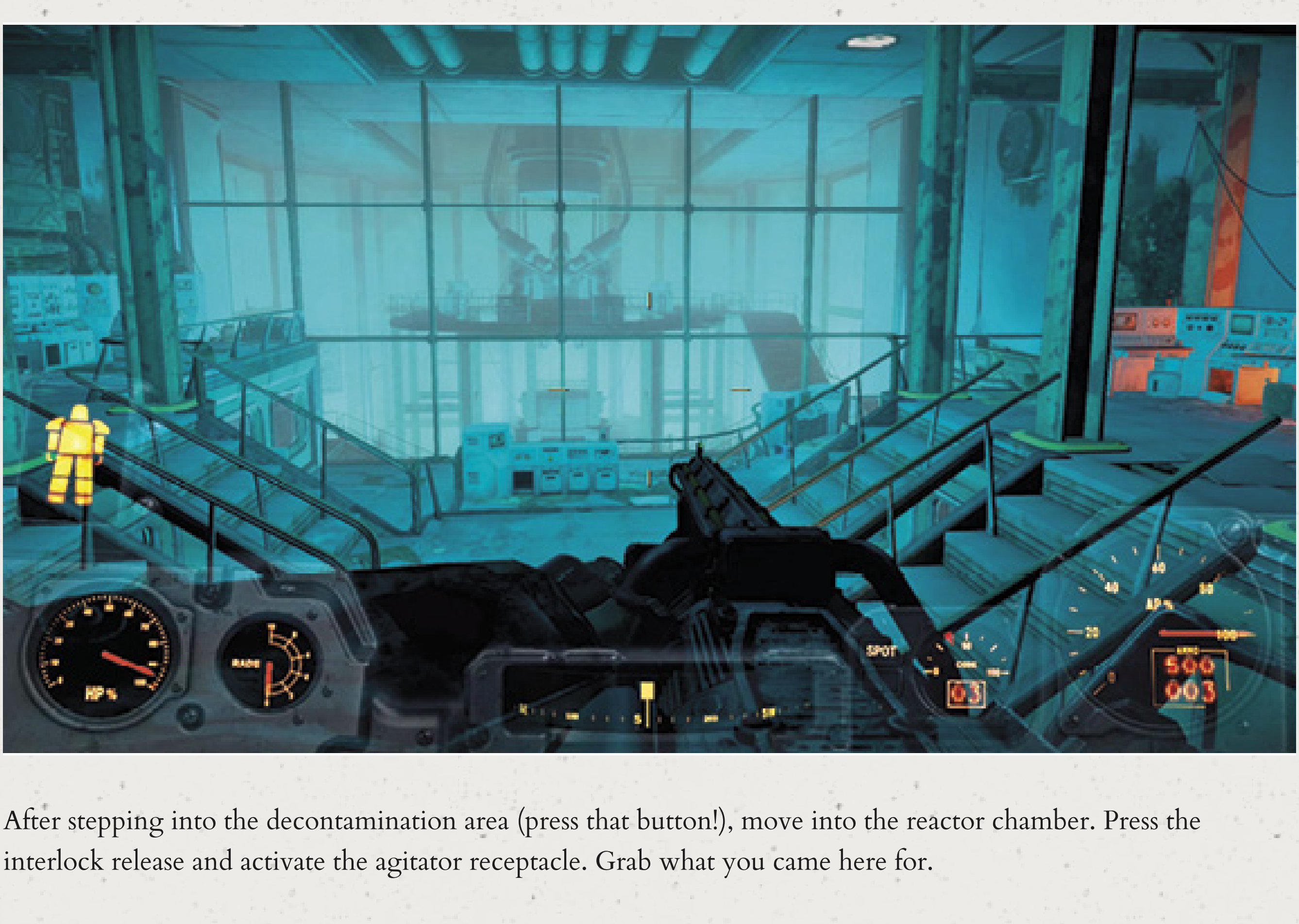
MASS HAUL AT MASS FUSION

Tesla Science Magazine

Nuka Cherry

As you fight through **Mass Fusion**, you can gather a few choice **items**. Don't forget the Nuka Cherry in the laboratory on the roof. And be sure to read Tesla Science; there's a copy to the south on the uppermost level you can access without a jetpack, once you're in the tower. Is there time to fly to the floors even higher up this skyscraper interior for some cunningly hidden loot? You decide! Grab the magazine before you take the elevator down to the Lobby. Finally, there's a steamer trunk and hazmat suit in the reactor chamber—handy for the automated greeters you encounter once the Beryllium Agitator is yours.

BERYLLIUM AGITATION



After stepping into the decontamination area (press that button!), move into the reactor chamber. Press the interlock release and activate the agitator receptacle. Grab what you came here for.

Beryllium Agitator

The facility's robotic defenses are automatically activated. Reach the outer reactor room and engage a Sentry Bot and Protectron. After using your ID card to open the main door, bring your defenses to bear on an Assaultron. Then ascend the stairs to nullify another Protectron without being scorched by a laser turret.

Exit to the lobby. If you have the ammunition and abilities, help Brotherhood of Steel forces rid the lobby of threats. Then rendezvous with Proctor Ingram back at Boston Airport.

HELPFUL HINT FROM VAULT BOY!

- In the Reactor Control Room (to your left as you enter), there's a Master-locked Reactor Security Control terminal. If you can hack that, you can unlock the doors to the facilities office on the opposite side of the room. A terminal there allows you to disable the security system entirely, preventing the robots and turrets from attacking when you take the Agitator.

- Can't quite hack it? You can also use the other terminals scattered throughout the level to release the Protectrons and the Assaultron early and kill them one at a time.

- Make sure you have radiation protection before entering the Reactor Chamber-- the radiation level is lethal. For best results, grab a Hazmat Suit-- there are several scattered around the Reactor level, including one in the locker room.

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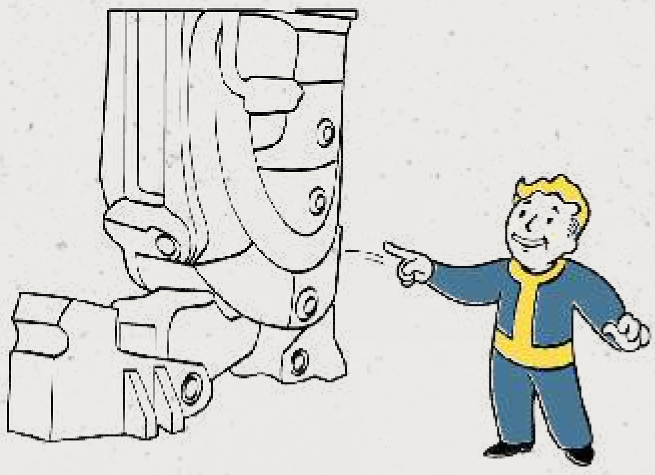
Ad Victoriam



1. Follow Proctor Ingram

2. Speak to Proctor Ingram

3. Plug in Beryllium Agitator

4. Activate power transfer switch

5. Follow Liberty Prime

6. Defend Liberty Prime

7. Enter the Institute

LOCATIONS TO EXPLORE

- East Boston Police Station
- Charlestown (Neighborhood)
- Cambridge (Neighborhood)

A STROLL THROUGH BOSTON. WITH SUPERIOR FIREPOWER.

HP %
RADS
SPOT
500
002

In order to get the war machine running under its own power, you should speak to Proctor Ingram, then ascend the scaffold and insert the Agitator into the war machine's reactor port (behind the head). Return to the gantry computer and press the power transfer switch.

Escort Liberty Prime through the streets of Boston in a roughly northerly and then westerly direction. You can neutralize any synth threats, though you have impressive fire support. You may wish to use the bridge when the war machine crosses the river. Continue until you reach the C.I.T. ruins.

At the ruins of the C.I.T., expect multiple synth threats at once. Remove all of them. When the war machine successfully makes a hole in the Institute's defenses, it's time to drop into it.

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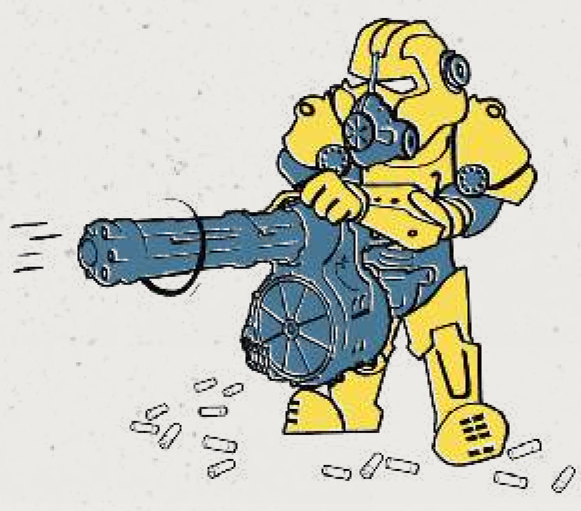
Brotherhood of Steel Quests

The Nuclear Option (Brotherhood of Steel)



1. Talk to Elder Maxson

2. Reach Institute reactor

3. Use terminal to override Institute lockdown

4. (Optional) Issue evacuation order

5. Reach the reactor

6. Plant fusion pulse charge inside reactor

7. Talk to Elder Maxion

8. Talk to Proctor Ingram

9. Talk to Shaun

10. Step into the relay

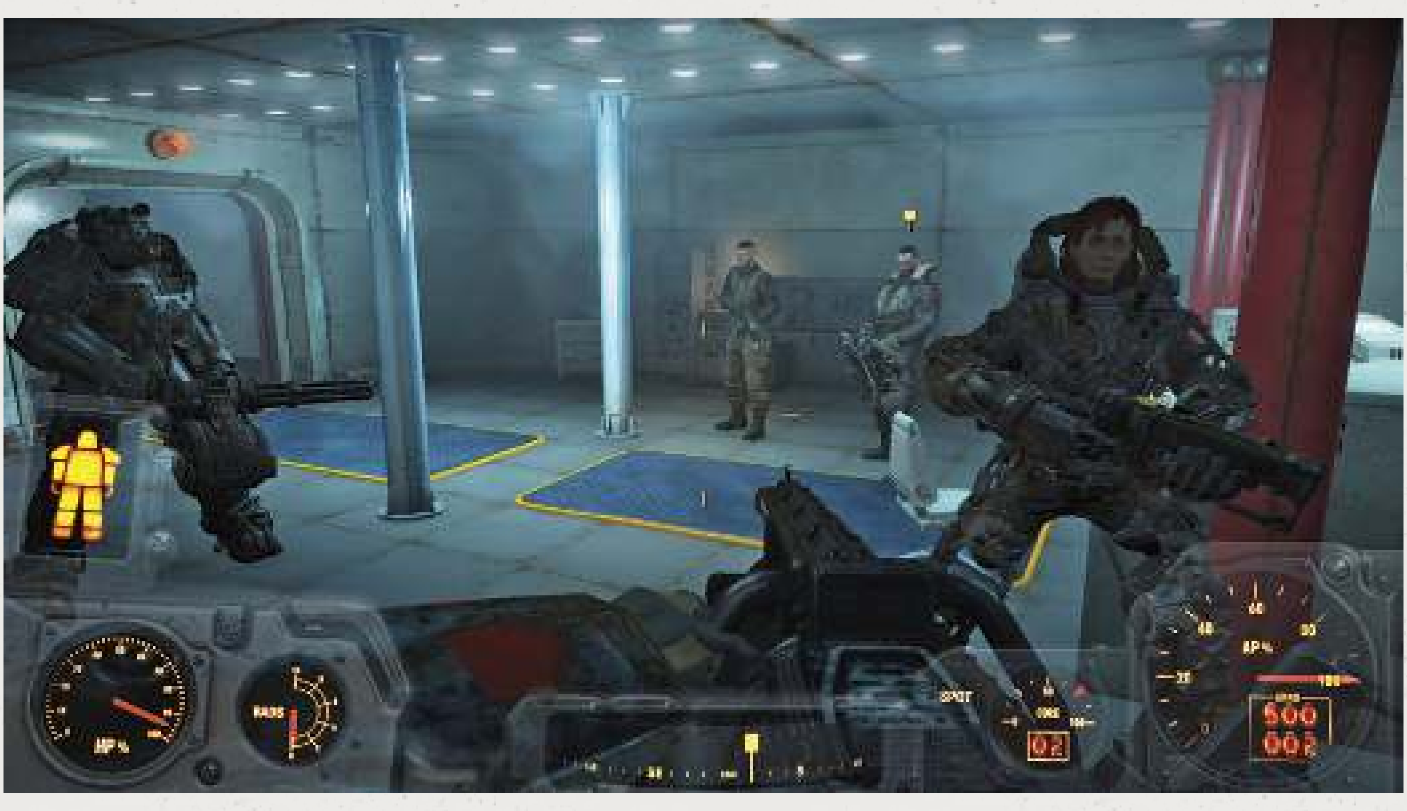
11. Activate detonator

12. Talk to Elder Maxson

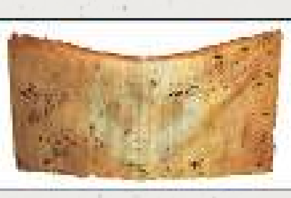
LOCATIONS TO EXPLORE

- The Institute

EXERCISING YOUR OPTION

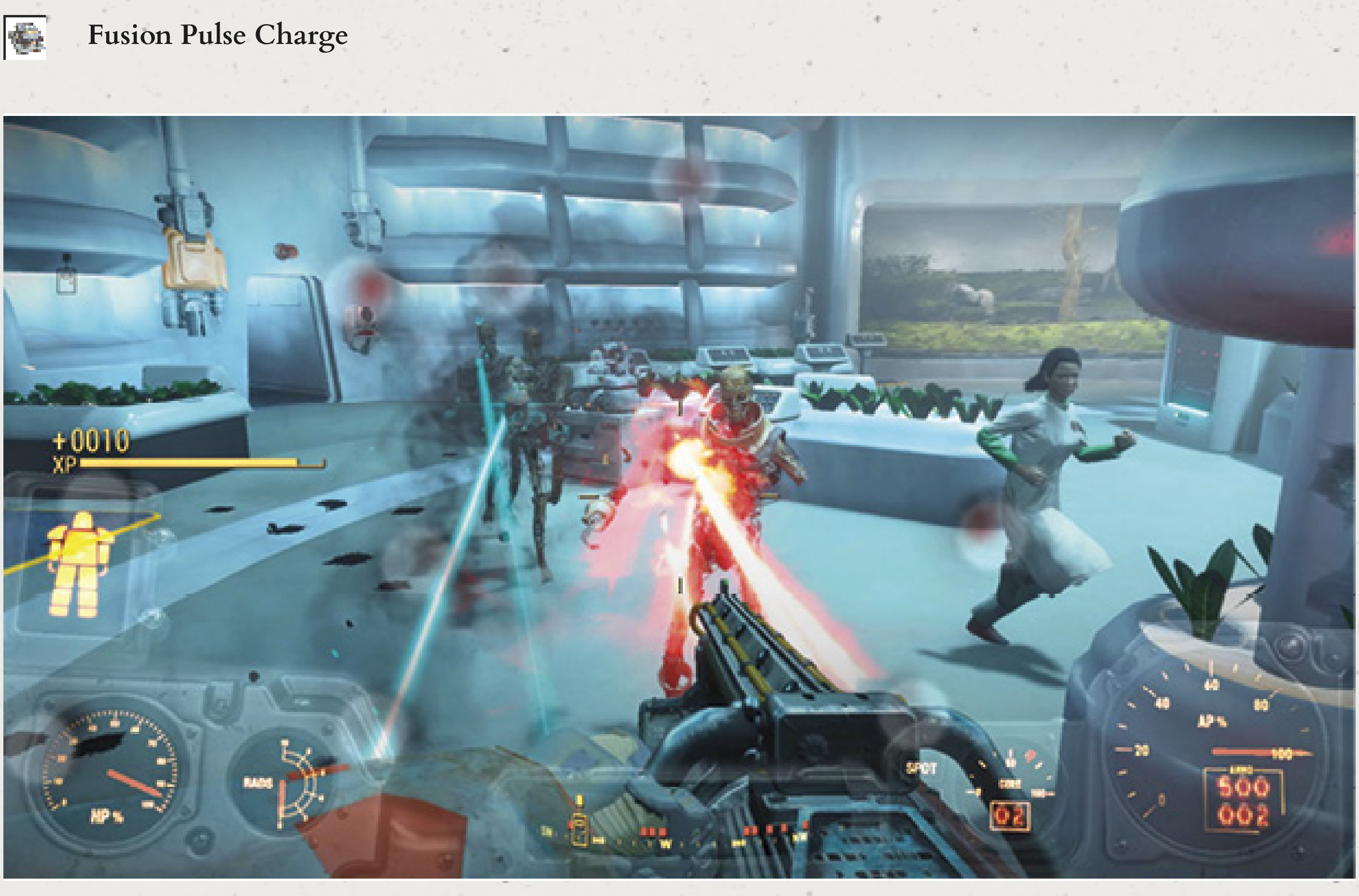


FOR THE BROTHERHOOD!



This conclusion to the Main Quest is available only if you sided with the Brotherhood of Steel. It commences once you complete Brotherhood of Steel Quest: **Ad Victoriam**.

Fusion Pulse Charge



You head through the Old Robotics area. Expect heavy synth resistance and laser turrets. Locate and drop through the hatch and enter the Institute BioScience laboratory. Work your way to the reactor entrance. Not surprisingly, the blast door has been activated.

At the central elevator, press the button. Enter Father's quarters and receive the override password from him. Use it, or hack the terminal (Novice). Activate the Master Security Lockdown Override.

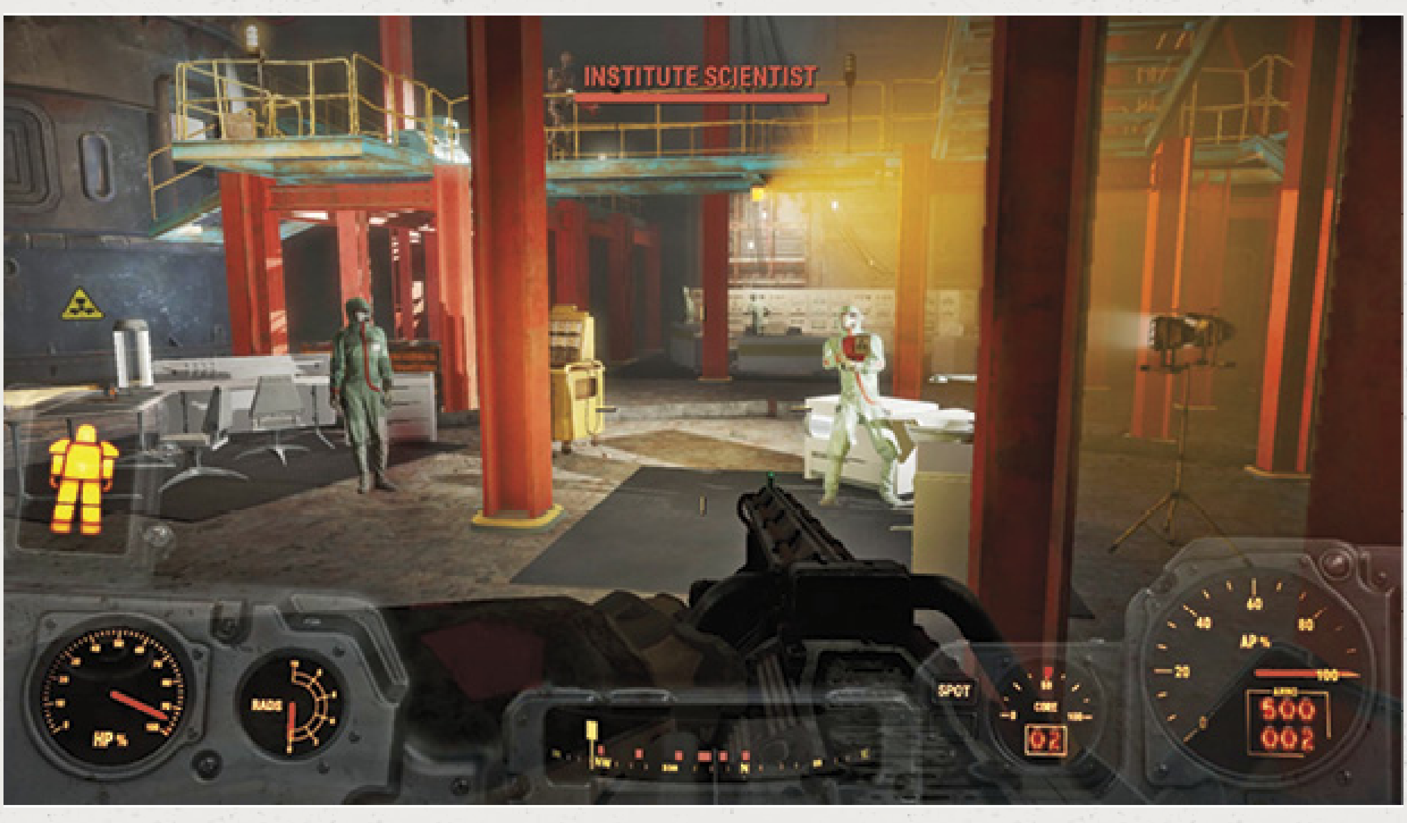
CHARISMA

(Medium) There are three options if you answer Father regarding why he should help you.

HELPFUL HINT FROM VAULT BOY!

Do you like to minimize casualties in the **combat** zone? Then trigger the evacuation options at Father's terminal so you have fewer Institute synths to encounter. This is a great idea if safety (but not gathering experience points) is your number one concern.

AN UNEQUIVOCAL REACTION



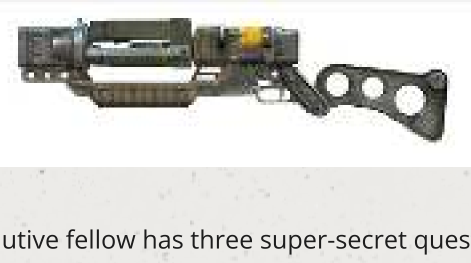
Approach the Institute Advanced Systems and maneuver to the reactor chamber. If no evacuation has been called, expect a heavy synth presence. Access the reactor door and activate the reactor housing.

Proctor Ingram teleports you to the Institute relay control room. Speak with Elder Maxson before Ingram interjects regarding an unexpected guest in the vicinity. Speak to the little fellow:

- Agree to take him under your wing and save his life. Proctor Ingram ensures his safety. Find him at Boston Airport.
- Inform Proctor Ingram that the child must remain here.

After speaking into the relay and teleporting to the roof of the Mass Fusion building, you're able to conclude this operation without room for interpretation. Your Main Questing ends after you speak to Elder Maxson about the future of the Commonwealth.

WOW! A WAZER WIFLE!



Once your questing is over, this diminutive fellow has three super-secret quests you can undertake for him. Think of it as some bonding you missed while you were in the deep freeze. Finish all three quest, and you're awarded with a special "wifle" that never runs out of **ammo**!

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Brotherhood of Steel Quests

A New Dawn

1. Return to the Prydwen

2. Speak to Elder Maxson

UT IN POSTERUM

Elder Maxson has ordered you back to the Prydwen for your final debriefing. You are awarded the title of Sentinel and granted a jetpack for your Power Armor. Lancer-Captain Kells informs you that Radiant Quests continue to be available at Cambridge Police Station. In addition, Miscellaneous Quest: Reactor Coolant (a request from Proctor Ingram) is now available.

T-60 JETPACK

VAULT-TEC RECOMMENDS

Sentinel's Plasmacaster

Vengeance

Time to check in with Proctor Teagan, as he has an incredible plasma rifle and piece of **power armor** to sell you, now you've gained a rank!

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Brotherhood of Steel: Miscellaneous Quests

Overview

HELPFUL HINT FROM VAULT BOY!

What are **Miscellaneous Brotherhood of Steel quests**? That's one pertinent question, friend! The five quests detailed here are purely optional requests from this faction. Complete them during the Main Quests. Beware of some elongated battles, but prepare also for some excellent rewards for managing these extra orders. However, if you're on shaky ground with this faction (if you fight or ally against them), expect your Pip-Boy to indicate a "Brotherhood of Steel Shutdown" has been activated, and most of these quests won't be accessible.

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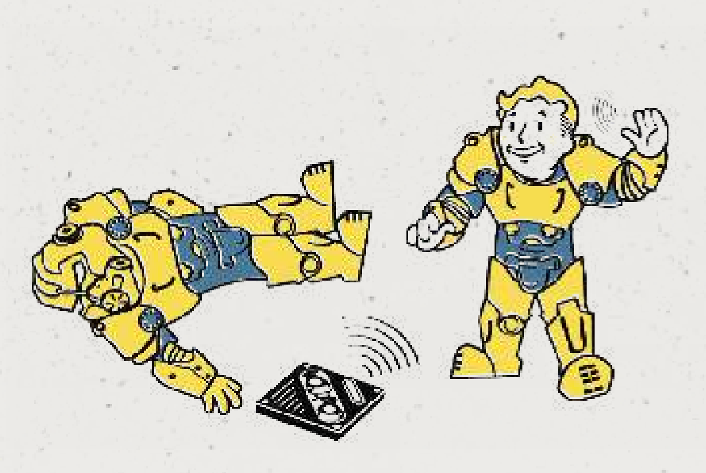
Brotherhood of Steel: Miscellaneous Quests

The Lost Patrol



1. Report to Paladin Danse
2. Report your discovery to the Brotherhood
3. Search for the recon team
4. Follow the radio distress signal
5. Investigate the battle site
6. Listen to the Battlefield Holotape
7. (Optional) Report back to Paladin Danse
8. Investigate the National Guard Training Yard
9. Follow the radio distress signal
10. Investigate the battle site
11. Listen to Knight Astlin's Holotape
12. Investigate the satellite array
13. Follow the radio distress signal
14. Investigate the battle site
15. Listen to Scribe Faris' Holotape
16. Investigate the bunker
17. Speak to Paladin Brandis
18. Kill Paladin Brandis OR
19. Meet Paladin Danse outside
20. Report to Paladin Danse
21. Speak to Paladin Danse OR
22. Report to Captain Kells

LOCATIONS TO EXPLORE

- West Everett Estates
- National Guard Training Yard
- Revere Satellite Array
- Recon Bunker Theta

KNIGHT VARHAM'S RESTING SPOT

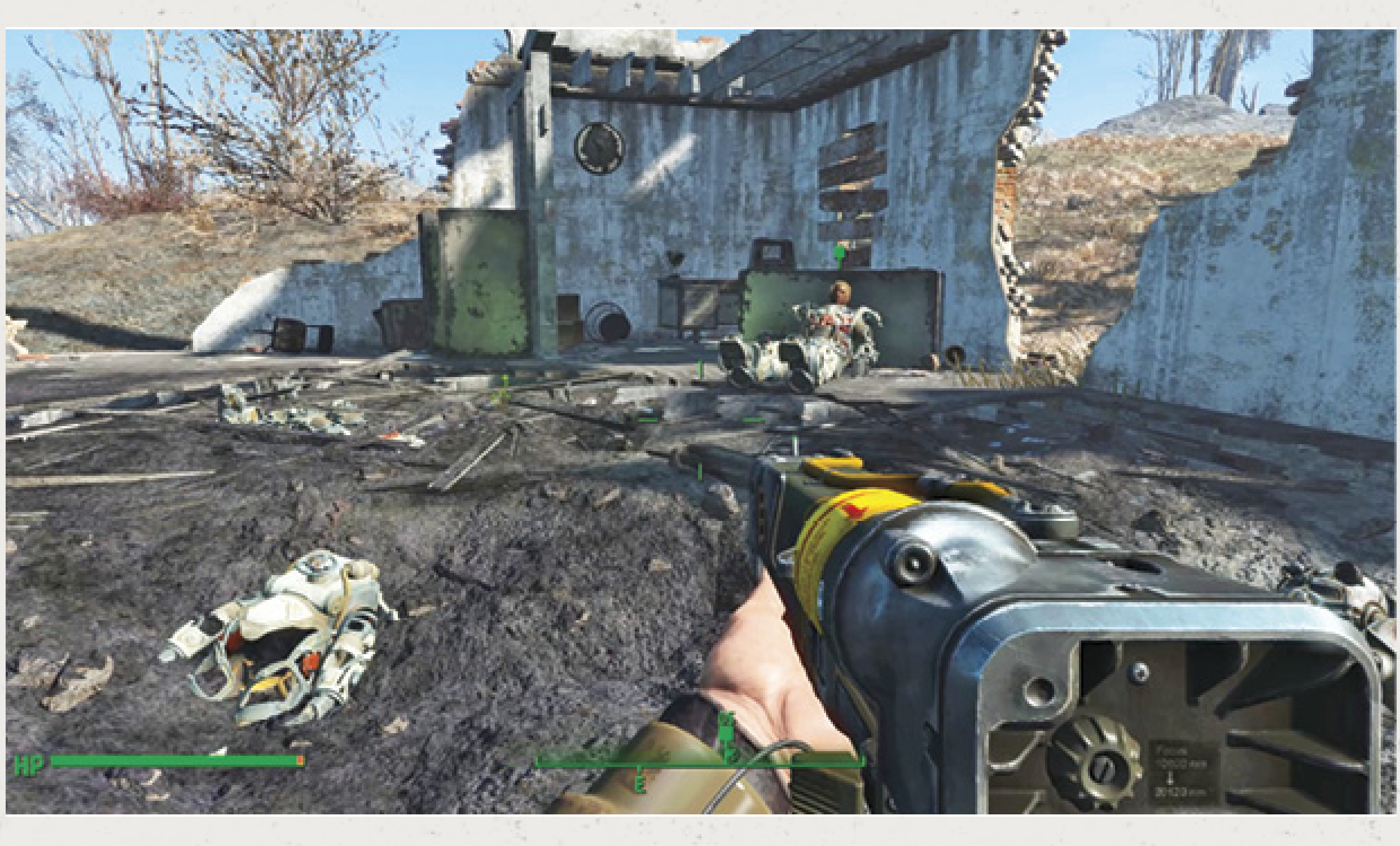
Three years ago, the last Brotherhood recon team sent to the Commonwealth went missing. This quest begins in one of three ways:

- You stumble upon one of the recon team without knowledge of this quest. Report your discovery to Paladin Danse or Captain Kells and begin this quest.
- You complete either Brotherhood of Steel Radiant Quest: Quartermastery or Cleansing the Commonwealth, and speak to Paladin Danse or Captain Kells.
- You complete Brotherhood of Steel Quest: Show No Mercy and speak to Captain Kells.

If you haven't met the Brotherhood yet (or sided against them), you can still complete this quest. If you later decide to join up, you can tell Danse or Kells about your discovery and receive your reward.

The following investigations can occur in any order.

Head to the West Everett Estates close to Malden Middle School, near Med-Tek Research, in North Central Commonwealth. Explore until you find a distress signal, and tune your radio to it. There are Super Mutants active in this area, so be careful.



Listen for the ping. Follow it to the Brotherhood of Steel Battle Site, a burned-out structure southeast of Med-Tek Research. Examine Knight Varham and listen to the Holotape you find on him. Report this or continue your searching.

Knight Varham's Holotape

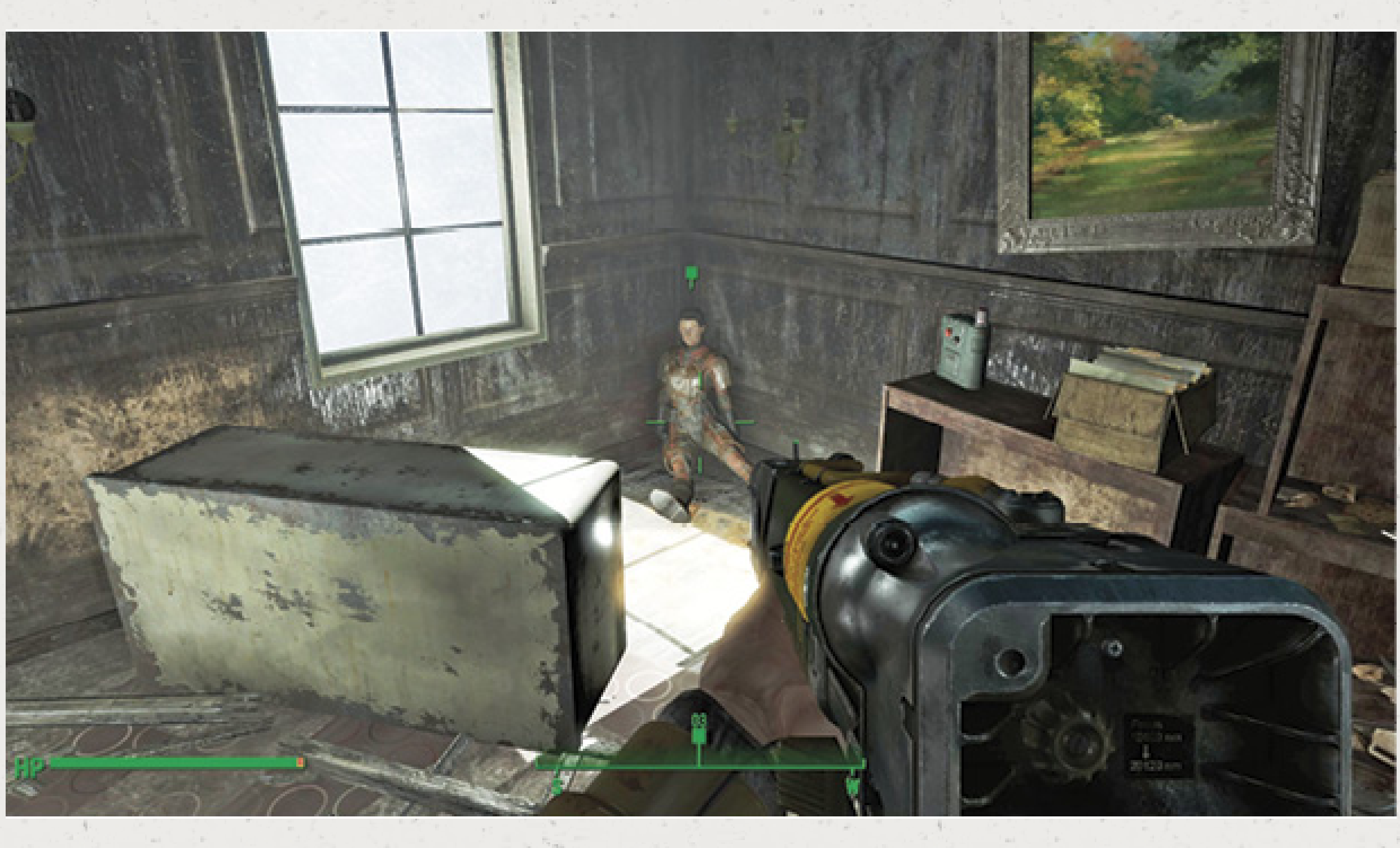
Knight Varham's Holotag

LOOTING WEST EVERETT ESTATES

Nuka Cola Quantum

The nearby vicinity of West Everett Estates may not hold a gargantuan pile of ammunition, but there's a hidden cellar area and various ruined homes to sift through. Top of the scavenging list are two bottles of Nuka Cola Quantum.

THE RESTING PLACE OF KNIGHT ASTLIN



Head to the National Guard Training Yard in the North Central Commonwealth Zone. Beware of Feral Ghouls and turrets. Tune your radio to the distress signal and listen for the ping. Follow it to the National Guard Recruitment Office. Fend off any ferals before searching Knight Astlin and listening to her Holotape.

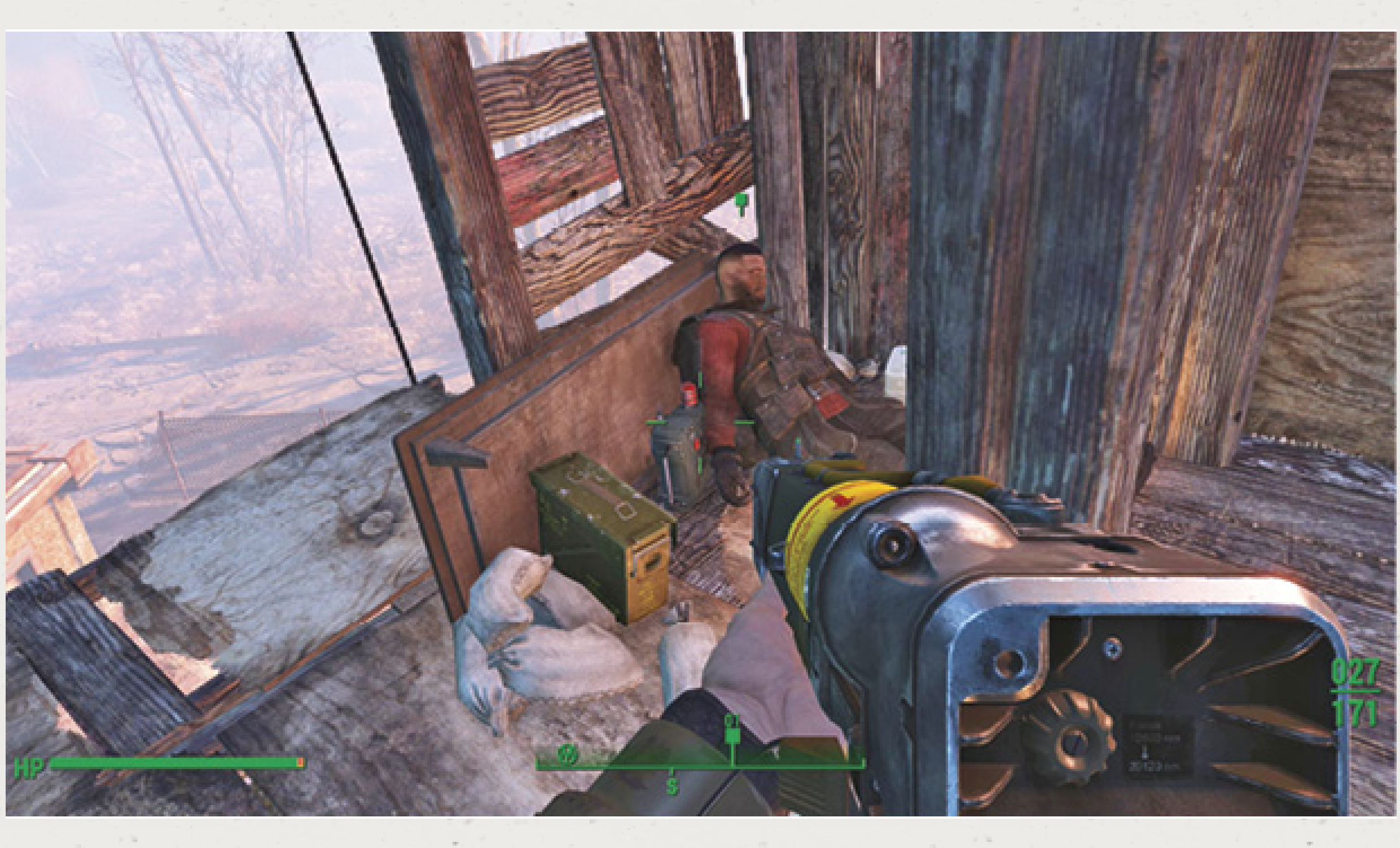
Knight Astlin's Holotape

Knight Astlin's Holotag

LOOTING THE NATIONAL GUARD TRAINING YARD

Power Armor (leveled)

SITTING A SPELL WITH SCRIBE FARIS



Head to the nearby Revere Satellite Array. Beware of a heavy Super Mutant presence. Follow the distress signal to a shack perched on one of the satellite arrays. Examine Scribe Faris and listen to his Holotape. You receive Recon Bunker Access Code 429A.

Scribe Faris's Holotape

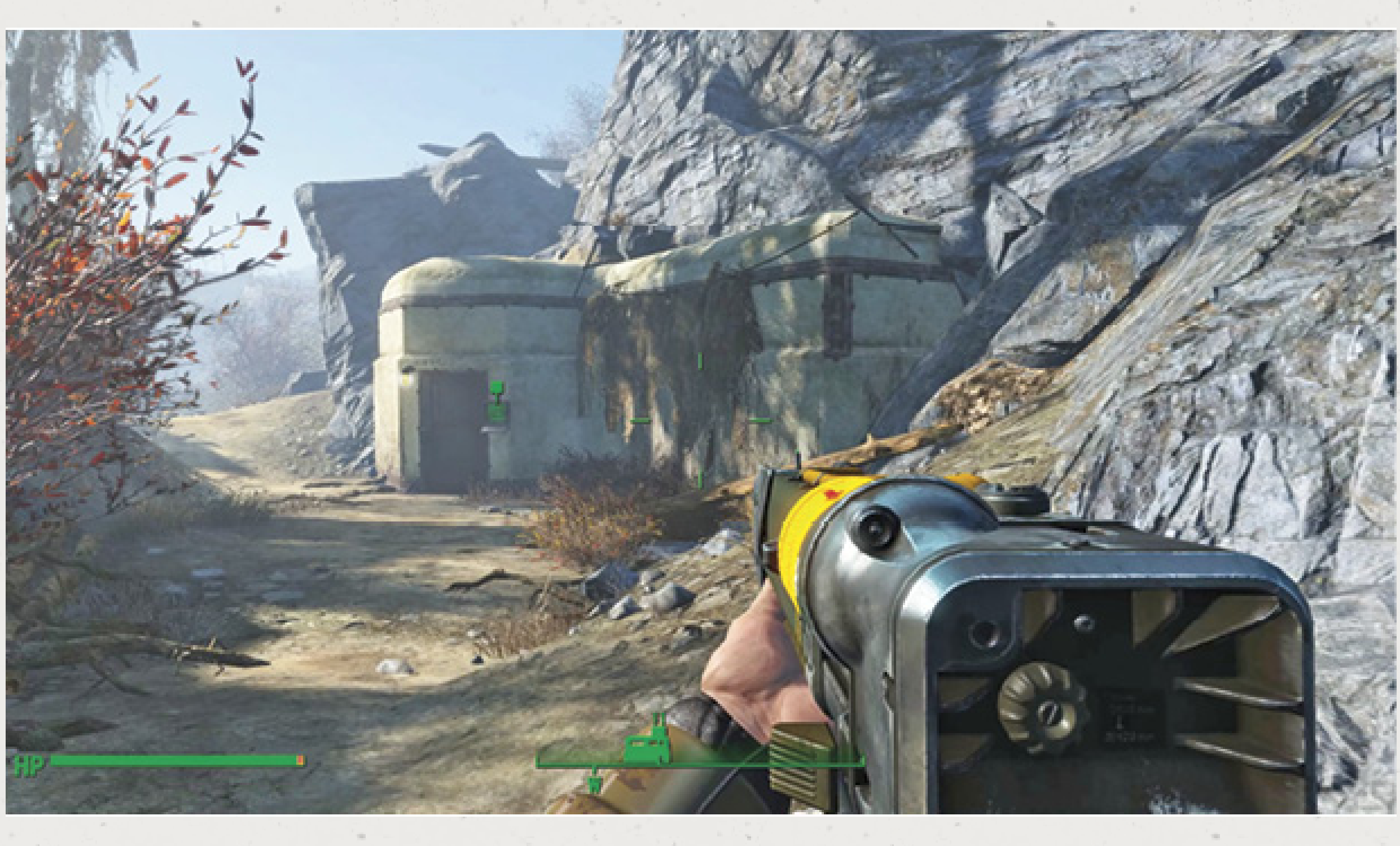
Scribe Faris's Holotag

LOOTING REVERE SATELLITE ARRAY

LOOK BETTER IN BLACK

U.S. Covert Operations Manual

THE BUNKER OF BRANDIS



The Bunker Access Code refers to Recon Bunker Theta, also in the vast North Central Commonwealth. Input access code **429A** into the terminal to enter. Inside is Paladin Brandis. You can:

- Mention his name, and solve the standoff peacefully.

> **CHARISMA**
>
> **(Hard) Tell him you're here to talk or are with the Brotherhood. Fail and you may have to kill him. Succeed and the standoff ends peacefully.**
>
> **(Hard) Tell him to back off. Fail and you must kill him. Succeed and the standoff ends peacefully.**

If the standoff ends in violence, gather the Paladin's unique weapon after the fight:

Paladin Brandis's Holotag

Survivor's Special

If you speak to him, you can:

- Finish the conversation as you wish. Give him his team's Holotags if you wish.

> **CHARISMA**
>
> **(Medium) convince him to return to the Brotherhood.**

LOOTING RECON BUNKER THETA

Fusion Core

Paladin Brandis keeps a relatively tidy hovel, but aside from some foodstuffs and the usual scattering of **chems** and **ammo**, the only real item of value (especially as you're likely to be a **Power Armor** aficionado) is a Fusion Core.

If Paladin Danse is accompanying you on this quest, speak to him about Paladin Brandis afterward. If Main Quest: Act I is active, return to Cambridge Police Station for your reward from Paladin Danse:

Bottlecaps (200)

If Main Quest: Act II is active, return to the Prydwen for your reward from Captain Kells:

Steadfast Brotherhood of Steel Combat Armor Chest Piece

If you convinced Paladin Brandis to rejoin the Brotherhood, you can later meet him in the Prydwen's mess hall, where he will give you his unique gun—**Survivor's Special**. He will also fight with the Brotherhood during the Brotherhood of Steel Main Quests.

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Brotherhood of Steel: Miscellaneous Quests

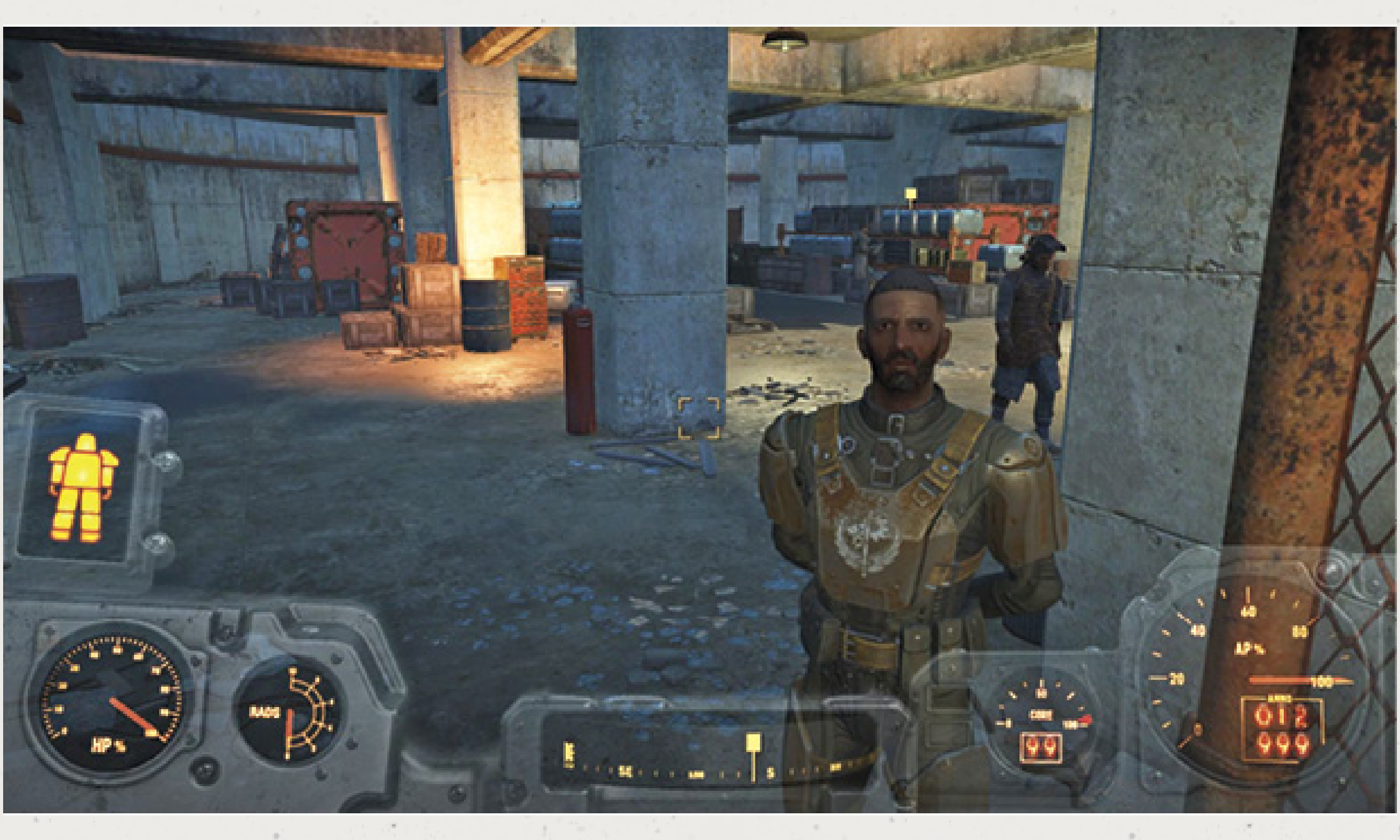
Duty or Dishonor

1. Speak to Captain Kells
2. Speak to Knight-Sergeant Gavil
3. Question Knight Lucia
4. Question Initiate Clarke
5. Speak to Knight-Sergeant Gavil
6. Search for evidence
7. Read Knight Lucia's Log
8. Confront Knight Lucia
9. Shadow Initiate Clarke
10. Find Initiate Clarke
11. (Optional) Exterminate the Ghouls
12. Confront Initiate Clarke
13. Kill Initiate Clarke
14. Report to Captain Kells

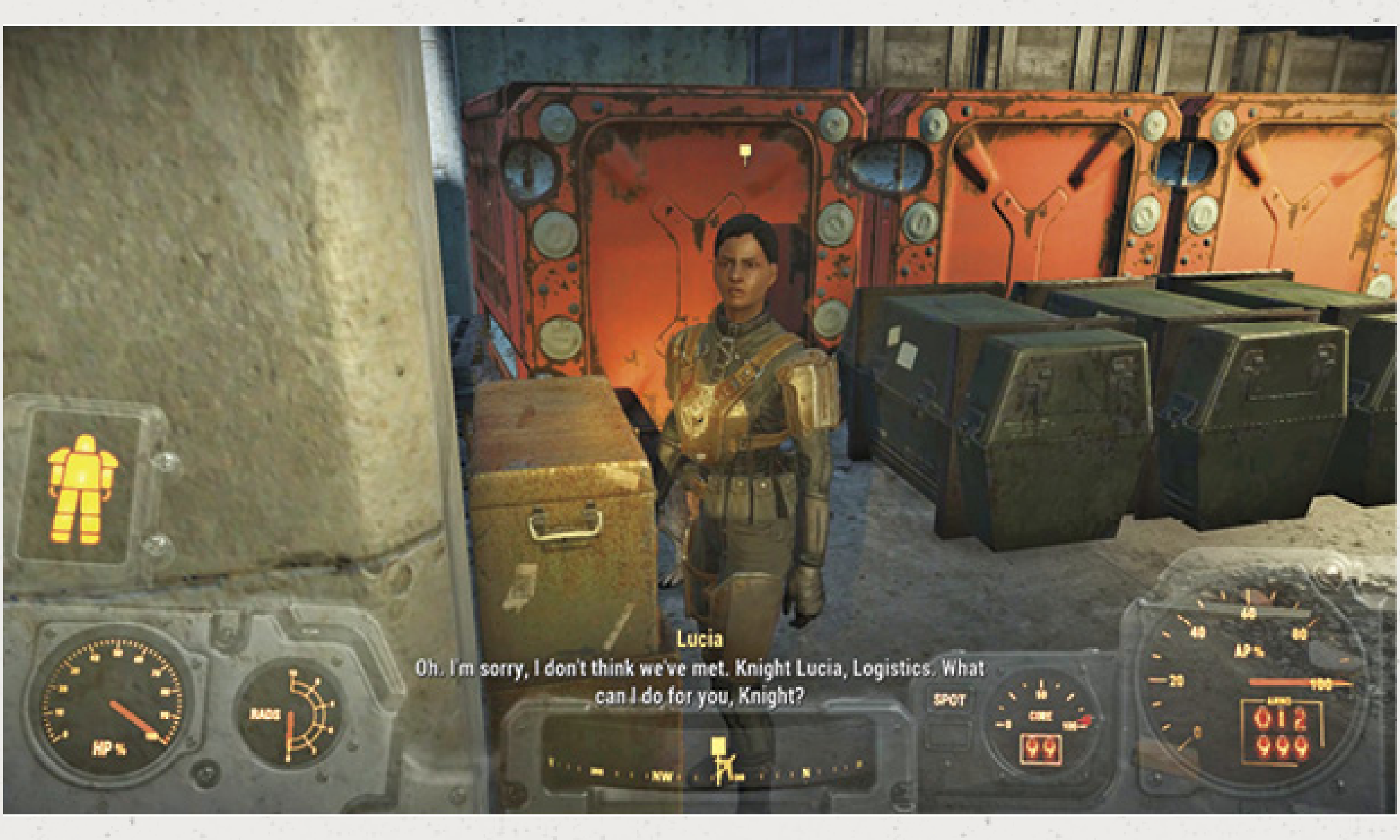
LOCATIONS TO EXPLORE

- Boston Airport
- Prydwen

SUSPICIONS AT THE SUPPLY DEPOT



This quest becomes available once you complete both Brotherhood of Steel Quest: **Show No Mercy** and Brotherhood of Steel **Miscellaneous** Quest: **The Lost Patrol**. Captain Kells ordered you to investigate some missing supplies at the airport. Report to Knight-Sergeant Gavil in the Boston Airport supply depot for more information. Ask about Lucia and Clarke.



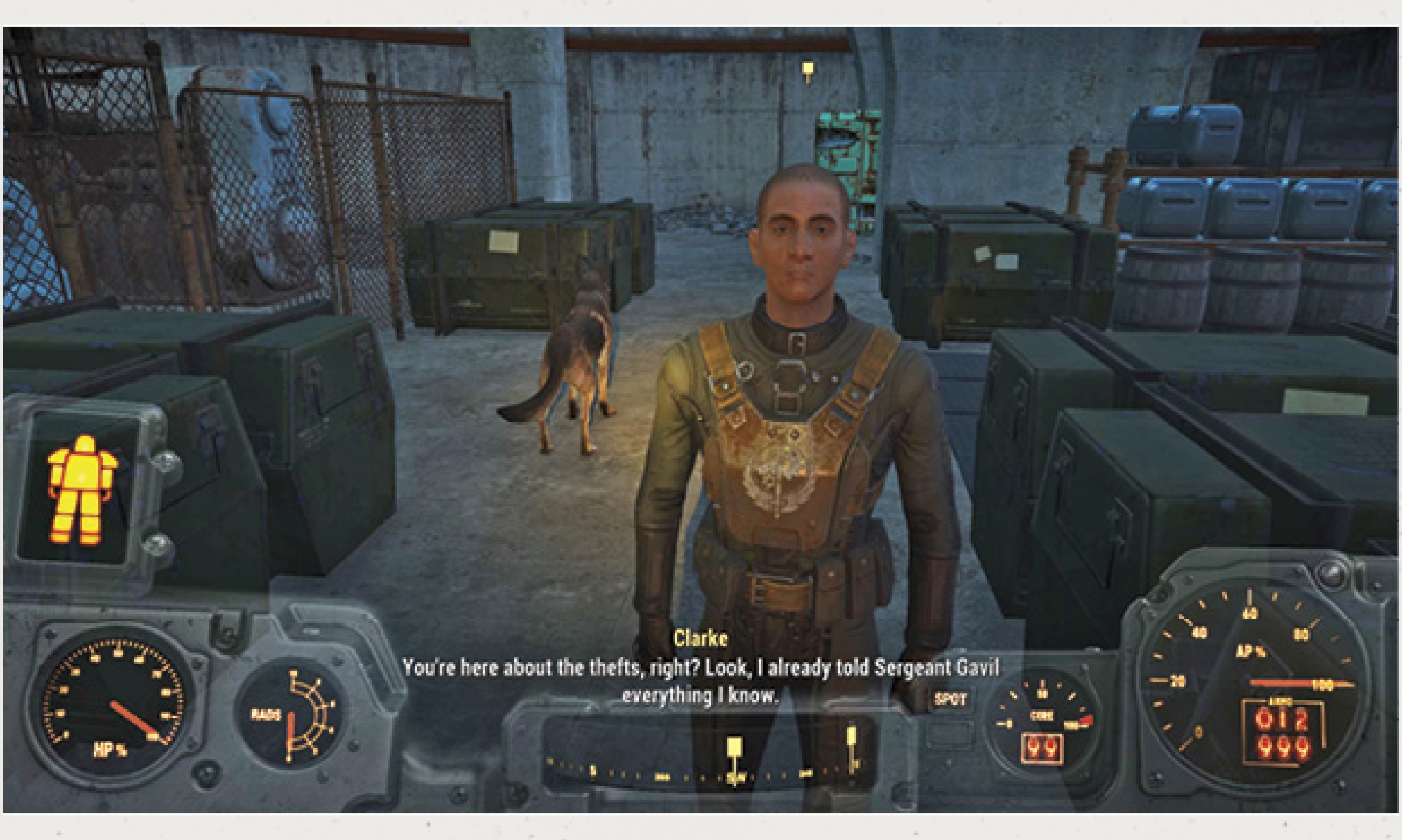
Lucia
Oh. I'm sorry, I don't think we've met. Knight Lucia, Logistics. What can I do for you, Knight?

Your first suspect might be Knight Lucia, so talk to her about the recent activities.

CHARISMA

(Medium) You can ask her about Clarke if you wish. If you succeed, she shares her suspicions, and much of the investigation can be skipped (Objective: Confront Initiate Clarke is now available).

Your second possible suspect is Initiate Clarke.



Clarke
You're here about the thefts, right? Look, I already told Sergeant Gavil everything I know.

CHARISMA

(Easy) You can ask him about Lucia if you wish.

Knight-Sergeant Gavil directs you to find evidence. Board the Prydwen, and find Clarke's and Lucia's sleeping quarters on the lower main deck. Their footlockers are locked (Novice). You can:

- Pickpocket either key from them in the supply depot.
- (Novice, Expert) Pick the lock of Clarke's and Lucia's footlockers.
- Or find Clarke's key on his bed, open his footlocker, find Lucia's key inside Clarke's footlocker, then open her footlocker. Amass the following, read the note, and read her log.

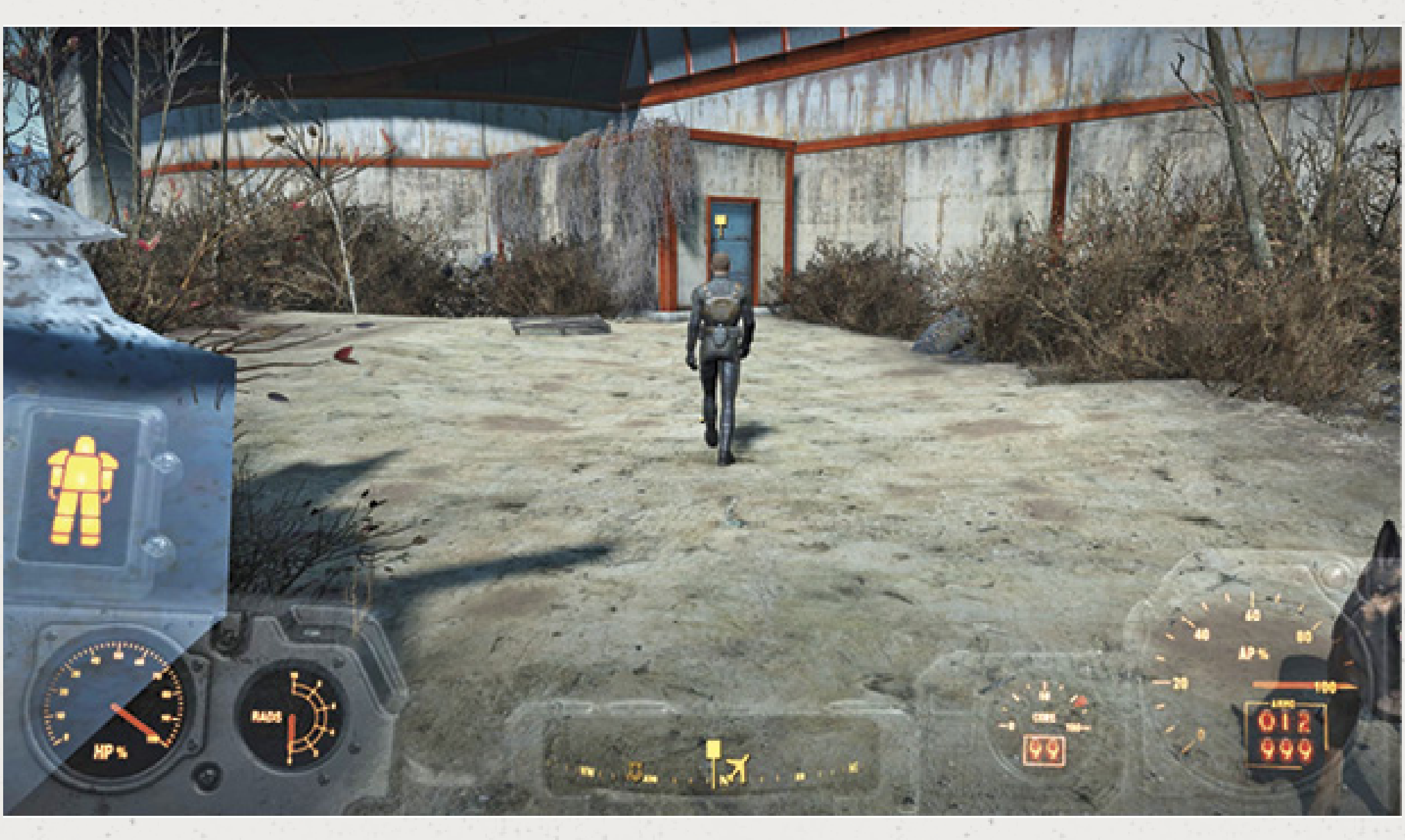
Clarke's Personal Key

Lucia's Personal Key

Note: From Lucia

Knight Lucia's Log

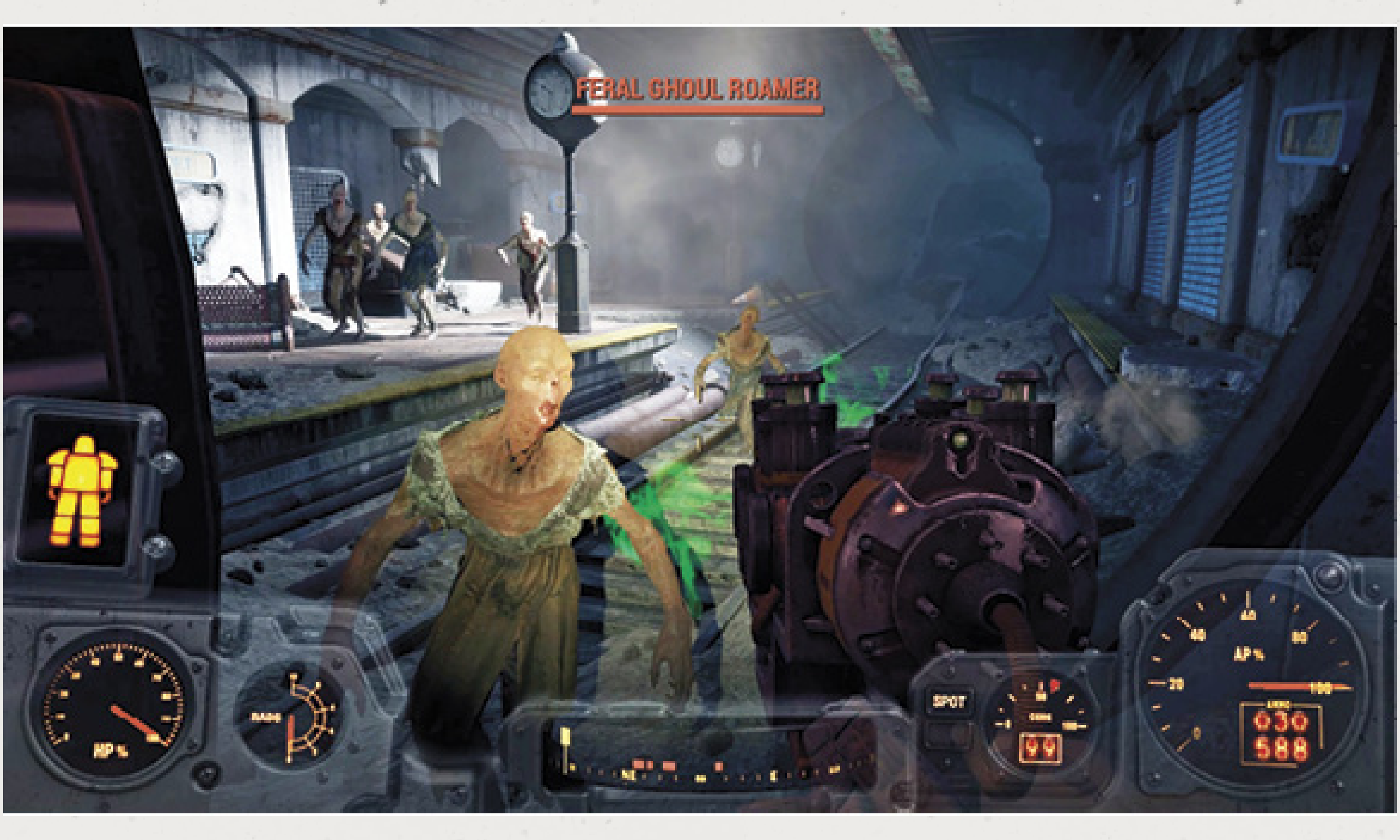
SHADOWING THE SUSPECT



Now that one of your suspects has been acting suspiciously, return to the supply depot at Boston Airport. Lucia grants you more information. Locate and follow your main suspect at a safe distance. Back away after speaking to them if you're seen. Your suspect disappears into Boston Airport Ruins.

There's a little-known underground area of ruins under the airport, including an old subway station and baggage claim area. The place is filled with Ghouls and some of the least pleasant water you've ever waded through. Along the way, dart into a dead-end corridor and discover Knight Rylan. Gather his Holotag. This enables more conversation choices when confronting your suspect.

Knight Rylan's Holotags



Continue to explore the ruins, culling Feral Ghouls. Destroy them all if you wish (or they are destroyed once the quest is complete).

When you finally catch up to your suspect, you can:

- Kill them without a conversation.
- Provoke them in any way, turning the suspect hostile.

CHARISMA

(Varies) Persuade your suspect to allow you to kill the Ghouls, if you wish.

CHARISMA

(Medium) Convince your suspect to turn themselves in.

Or convince the suspect to go into exile. They leave the airport, though you may meet again during a random encounter later in your adventure.

Or promise to lie about your discovery.

If your suspect is killed or pickpocketed, you can gather the following:

Airport Employee ID Card

Holotags

After dealing with the culprit, report to Lancer-Captain Kells on the Prydwen. Your options here will vary depending on how things went in the airport ruins, but basically, you can:

- Lie about the thefts. If your suspect is still alive, they remain working at the airport.
- Or tell the truth. If your suspect is still alive, they are imprisoned at Cambridge Police Station. During Railroad Quest: **Precipice of War**, you can optionally free your suspect if you subsequently side with the Railroad.

CHARISMA

(Hard) Or make up a lie about Ghouls stealing supplies.

You receive a reward from Kells. This is usually Bottlecaps. However, if you managed to persuade Clarke to turn himself in, you receive a special **Power Armor** part.

Exemplar's T60c Torso

Bottlecaps (0–200)

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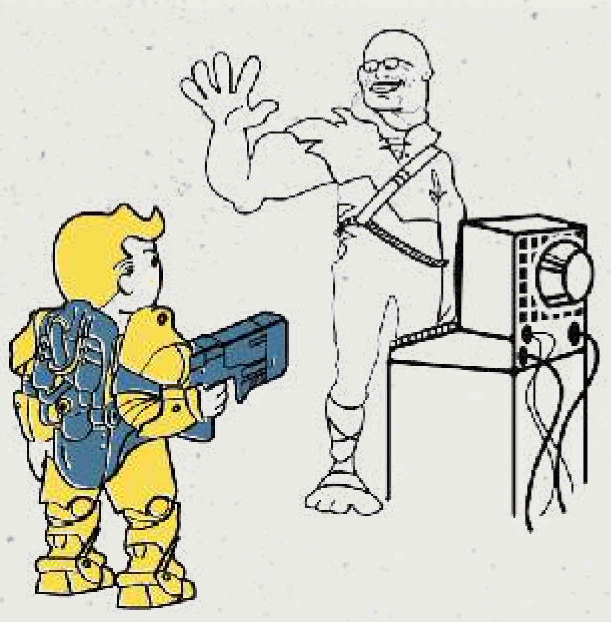
A Loose End



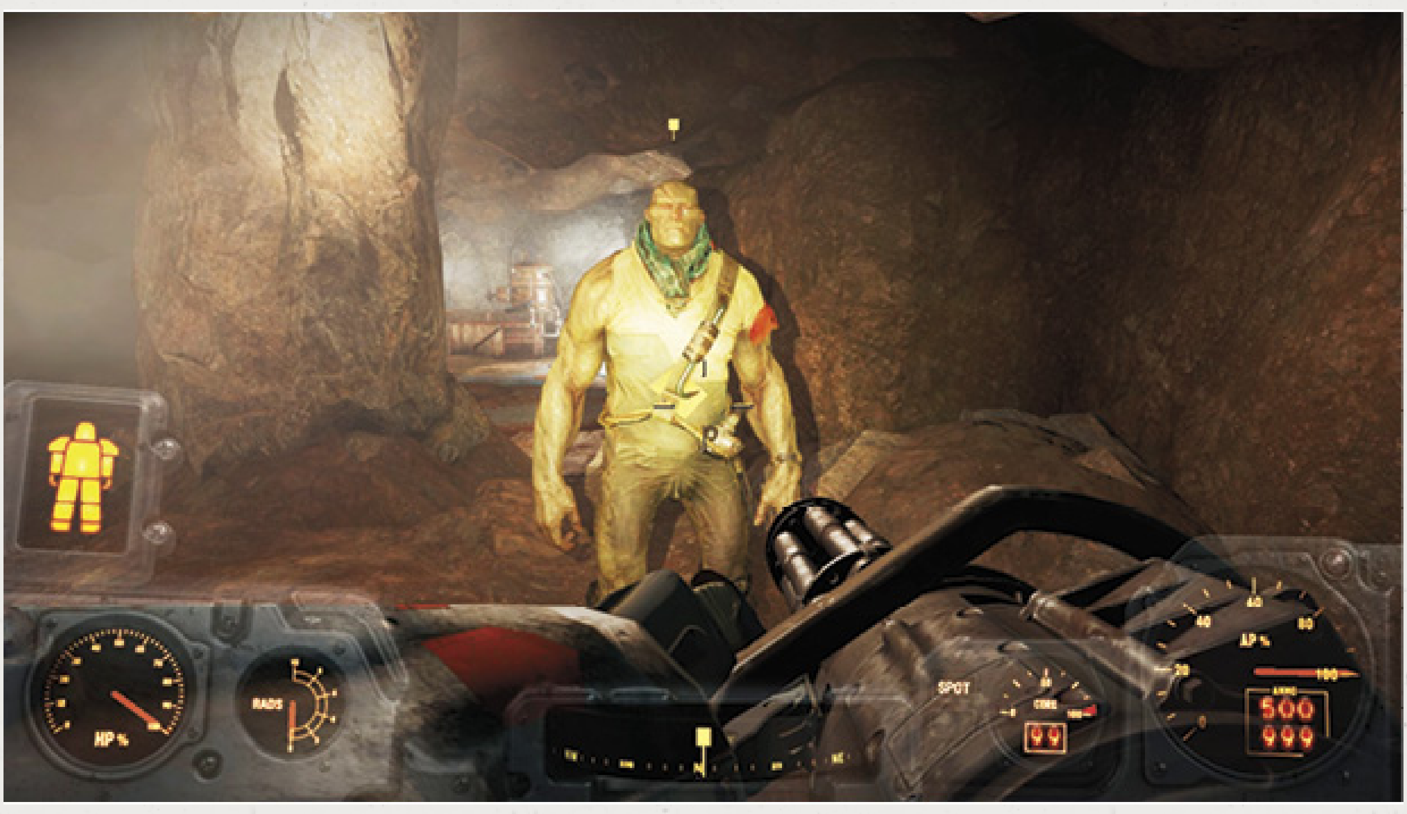
1. Speak to Captain Kells
2. Kill Virgil
3. Report to Captain Kells

LOCATIONS TO EXPLORE

- Prydwen
- Rocky Cave (Virgil's Laboratory)
- The Institute

THE FATE OF DOCTOR BRIAN VIRGIL

This quest becomes available during Brotherhood of Steel Quest: Liberty Reprimed. You must also have completed Brotherhood of Steel Miscellaneous Quest: Duty or Dishonor. Aboard the Prydwen, speak to Lancer–Captain Kells for your orders. He believes Virgil to be a threat to the Brotherhood, who must be eliminated.



You have a number of different choices, some of which are related to Miscellaneous Quest: Curing Virgil.* If you want additional decisions, complete that optional quest). Then visit the Rocky Cave within the Glowing Sea.

Meet Virgil. You can:

- Already have killed him. Report immediately to Kells without traveling to the Glowing Sea.
- Attack and kill him. Beware of his Protectron and turrets.
- Speak to him, and agree to keep him alive and to lie to Kells.

HELPFUL HINT FROM VAULT BOY!

What exactly does Virgil need to be cured? You must journey to the Institute, access the FEV laboratory, find the Experimental Serum there, and return it to Virgil. This is a straightforward, if lengthy, process.

CHARISMA

(Hard) If you haven't completed Miscellaneous Quest: Curing Virgil*, you can persuade Virgil that the serum has been destroyed, and that he would be better off dead. He agrees to let you kill him. This persuasion is easier is easier if you've read notes after searching Primary Location: Swan's Pond (in the Boston Common Neighborhood.

Miscellaneous Quest: Curing Virgil*: Kill him after curing him with the serum. He is much easier to kill.

Miscellaneous Quest: Curing Virgil*: Cure him, and leave him alive (he cannot escape, as the radiation from the Glowing Sea would kill him). Now that Virgil has been dealt with, report back to Captain Kells. You can:

CHARISMA

(Medium) Miscellaneous Quest: Curing Virgil*: Tell Kells that Virgil is cured and "no longer a threat."

- Tell Kells that Virgil has been killed.
- (Lie) Tell Kells that Virgil has been killed, if you agreed to this with Virgil.

You receive a reward from Kells as this quest concludes.

Visionary's T-60c Helm

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Brotherhood of Steel: Miscellaneous Quests

Getting Technical

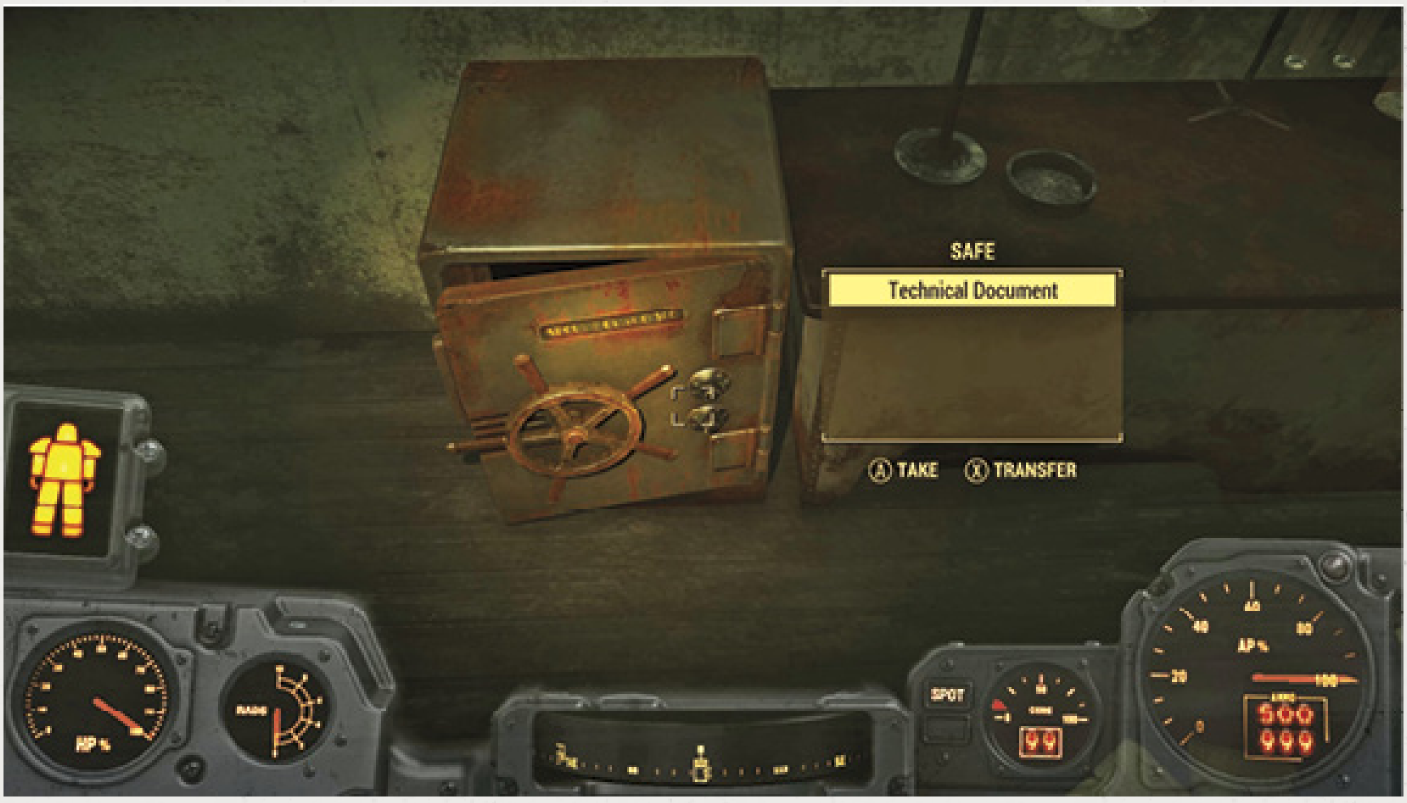
Miscellaneous: Collect Technical Documents for Proctor Quinlan

(*This quest appears in the **Miscellaneous** part of your Quest menu.)

FILING SOME PAPERWORK

This quest is given by Proctor Quinlan aboard the Prydwen. It commences if you speak to him during Brotherhood of Steel Quest: **Tour of Duty** and agree to help.

During your adventure, gather any Technical Documents you may find, such as this one locked in a safe.



Technical Document

Return to Proctor Quinlan and present any documents. The quest is repeatable.

Bottlecaps (25 per set of documents)

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GAME OF THE YEAR EDITION

Brotherhood of Steel: Miscellaneous Quests

Blood Bank

Miscellaneous: Secure Viable Blood Samples for Scribe Neriah

(*This quest appears in the Miscellaneous part of your Quest menu.)

YOU'VE GOT RED ON YOU

This quest is given by Scribe Neriah aboard the Prydwen. It commences once you finish Brotherhood of Steel Quest: Tour of Duty and agree to help her.

Your Pip-Boy is reprogrammed to recognize "Viable Blood Samples" from enemies you slay. Once you kill an entity, check its corpse for this new item and extract it.

SUPER MUTANT
AP %
RADS
AP %

Viable Blood Sample

Return to Scribe Neriah and present the blood you've collected. The quest is repeatable.

Bottlecaps(25+ per vial of blood)

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Reactor Coolant

Miscellaneous: Make Reactor Coolant for Proctor Ingram

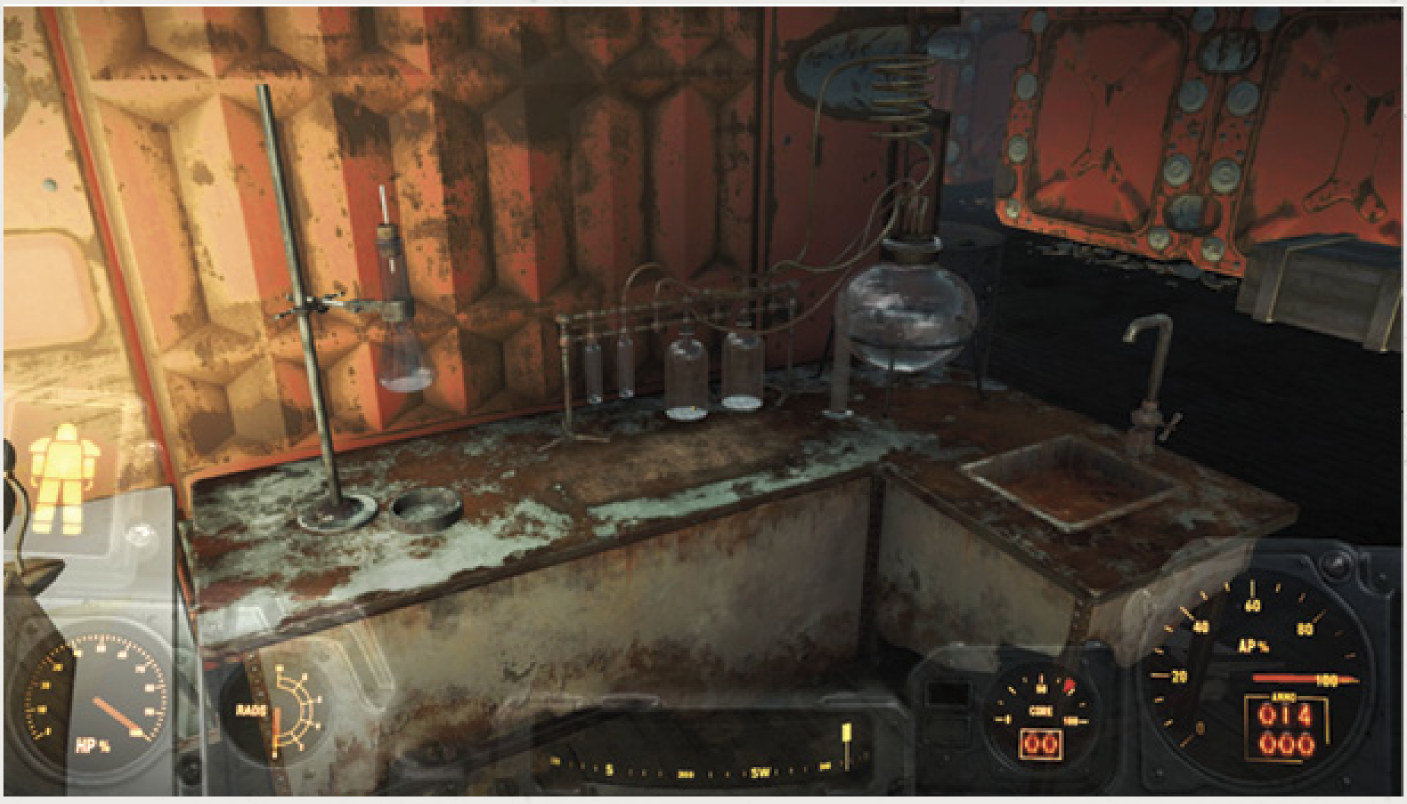
(*This quest appears in the **Miscellaneous** part of your Quest menu.)

KEEP THE BROTHERHOOD BLIMP AFLOAT

This quest is given by Proctor Ingram aboard the Prydwen. It starts once you conclude all the Main **Brotherhood of Steel quests**, speak with her, and agree to help her find components to mix into Reactor Coolant for the Prydwen's engines. You receive a note indicating what you need:

- Gas Canister
- Nuclear Material (2)
- Antifreeze (3)
- Dirty Water (5)

Head to the nearest Chemistry Station and concoct the coolant, before returning to Proctor Ingram for your reward. The quest is repeatable.



Reactor Coolant

Head to the nearest Chemistry Station and concoct the coolant, before returning to Proctor Ingram for your reward. The quest is repeatable.

Bottlecaps (25+ per Reactor Coolant)

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Brotherhood of Steel Radiant Quests

Overview

HELPFUL HINT FROM VAULT BOY!

What are Radiant **Brotherhood of Steel quests**? An interesting aside to your main work for this organization, the five quests referenced here are optional tasks to undertake from different members of the Brotherhood. They are “radiant,” as the locations you’re sent to are random. Some quests are also repeatable, making them a great way to accumulate rewards.

RANDOM FACTS

Due to the random nature of the locations you are sent to, it is imperative you read up on the hostiles (as well as the valuables) you’ll uncover at each one. Vault-Tec is proud to provide comprehensive cartography for just such a reconnoiter.

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GAME OF THE YEAR EDITION

Brotherhood of Steel Radiant Quests

Cleansing the Commonwealth

1. Clear out [a random location]

2. Report to Knight Rhys

LOCATIONS TO EXPLORE

- Cambridge Police Station
- Prydwen

ANNIHILATE ALL ABOMINATIONS

FERAL GHOUL STALKER
HP
027
162

Knight Rhys has given you an assignment to clear a location of "abominations." You need to find the location and eliminate any synths, ferals, Super Mutants, and Atom-worshipping cultists that you can find. The location given to you by Rhys is random. Only the tagged foes must be slain. Others are optional. Then return and claim your caps from Knight Rhys.

Bottlecaps (approx 100)

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Brotherhood of Steel Radiant Quests

Quartermastery

1. Recover the [tech item] at [a random location]

2. Report to Scribe Haylen

LOCATIONS TO EXPLORE

- Cambridge Police Station
- Prydwen

ARTIFACT APPROPRIATION

Wicked Shipping

Scribe Haylen has given you a mission to recover a piece of technology for her at a given location. You need to go there, find the artifact, and bring it back to her in one piece. Only the item—usually hidden inside a steamer trunk—needs to be found. A thorough exploration of the location is usually necessary. Consult the "Map" chapter for environmental hazards. Killing enemies is optional. Then return and claim your Caps reward from Scribe Haylen.

Bottlecaps (approx 100)

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Brotherhood of Steel Radiant Quests

Leading by Example

1. Speak to the Brotherhood Squire (1)

2. Clear [a location] of all hostiles with the Squire

3. Speak to the Brotherhood Squire (2)

4. Return to Lancer-Captain Kells

LOCATIONS TO EXPLORE

- Cambridge Police Station
- Prydwen

FRESH BLOOD

Speak to Lancer-Captain Kells (usually on the Prydwen) and agree to train one of the Brotherhood Squires by allowing him to accompany you on a mission. Meet the Squire in the airport, where he'll give you details on the mission's random location.

Head to the location the Squire indicated, and remove all the foes tagged on your Pip-Boy. Any other entities are optional kills. Speak to the enthusiastic Squire once combat is over.

GLOWING DEATHCLAW

Then return and explain how the Squire performed to Lancer-Captain Kells and claimyour reward.

Bottlecaps (approx 100)

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Brotherhood of Steel Radiant Quests

Learning Curve

1. Speak to the Brotherhood Scribe

2. Escort the Scribe to the dataat [a location]

3. Protect the Brotherhood Scribe

4. Return to Proctor Quinlan

LOCATIONS TO EXPLORE

- Cambridge Police Station
- Prydwen

KNOWLEDGE IS POWER

Talk with Proctor Quinlan and agree to escort a Brotherhood Scribe on a research patrol. This conversation occurs once you complete Brotherhood of Steel Quest: Tour of Duty. Express interest in aiding a research patrol. Then locate the Scribe at Boston Airport.

Head to the Scribe's (random) location. Remove all threats while ensuring the Scribe isn't killed. Locate the terminal and guard the Scribe as he hacks it.

HP %
RADS
SPOT
CND
AP %
AMMO
500
999

When the Scribe finishes collecting data, continue to protect him until you both depart the location. If he dies, the data will be lost and the mission fails. Exit the location. Fast-Travel to Proctor Quinlan to claim a Caps reward.

Bottlecaps (approx 100)

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Brotherhood of Steel Radiant Quests

Feeding the Troops

1. Secure settlement crops at [a settlement location]

2. Return to Proctor Teagan

LOCATIONS TO EXPLORE

- Prydwen
- Settlement (random)

FARMING WITH OR WITHOUT THE MINUTEMEN

After you complete Brotherhood of Steel Quest: Tour of Duty, express interest in “extra work” for Proctor Teagan. He asks you to visit a Commonwealth farm and secure their crops for the Brotherhood. You’ve been told to “persuade” them by any means necessary.

Settler
Why do I get the impression I don't want to hear what you have to

Locate the (random) settlement Teagan indicates and speak to the tagged settler. You can: Purchase the crops from the settler for 1,000 Caps.

CHARISMA

(Medium) Or bargain the settler down to 500 Caps.

(Medium) Ask the settler to donate a portion of their crops to the Brotherhood.

(Medium) Threaten the settler into handing over a portion of their crops to the Brotherhood.

Or kill all the Settlers, take over and manage the settlement, and grow crops yourself. After you make a choice, return to Proctor Teagan and let him know of your in-roads. Caps are claimed once again.

Bottlecaps (approx 50)

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

The Railroad Quests

Overview

You can work with this clandestine faction after you find the clues leading to the Railroad's hidden hideout and complete Road to Freedom. You can continue Railroad missions for as long as you want. However, be aware that your relationships with the other main factions—the Brotherhood of Steel, the Institute, (though not the Minutemen)—may be negatively affected the more Railroad quests you complete. It seems war never changes.

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Fallout 4 G.O.T.Y.
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The Railroad Quests

Road to Freedom

1. Follow the Freedom Trail

2. Continue following the Freedom Trail

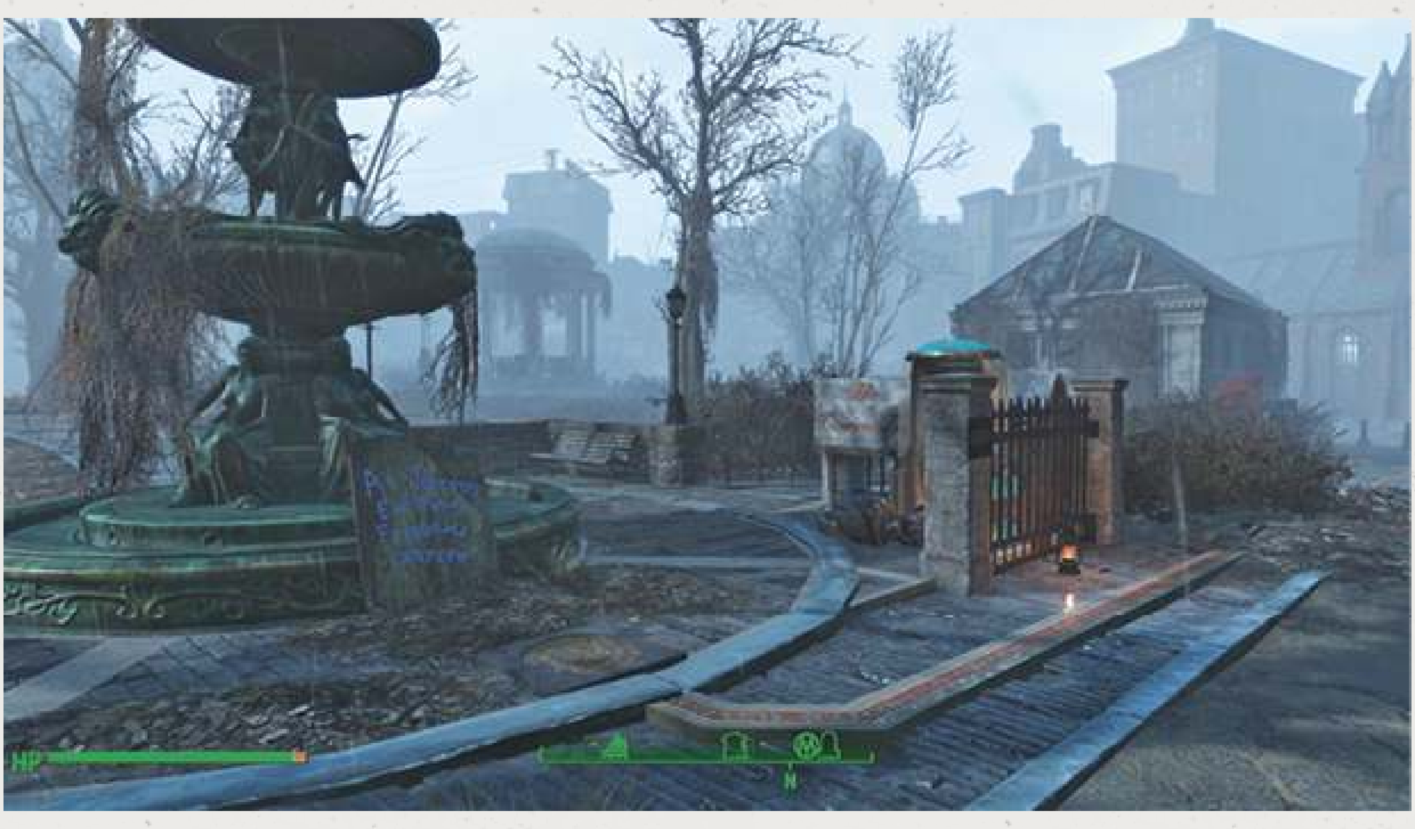
3. Search for the Railroad

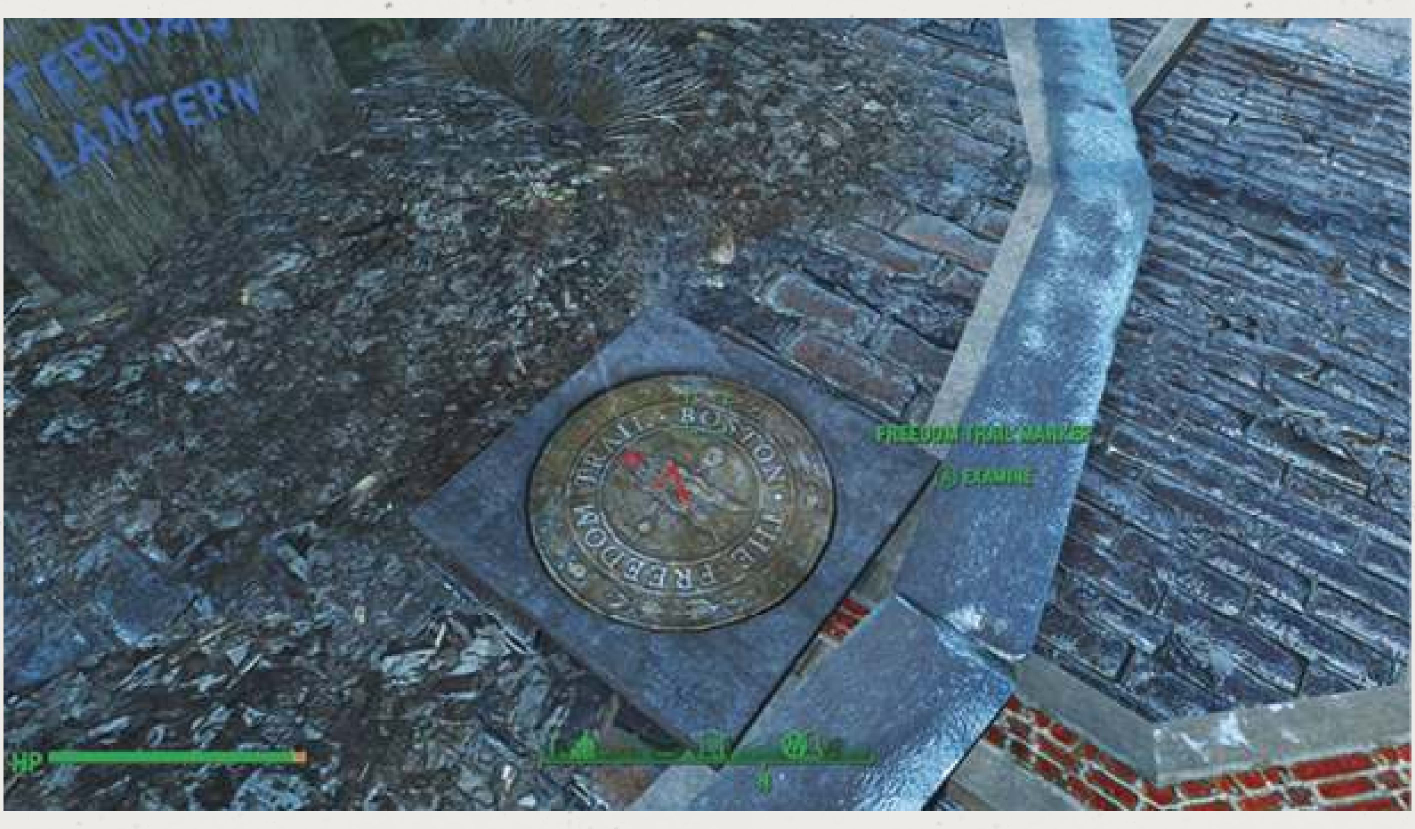
4. Talk with Desdemona

LOCATIONS TO EXPLORE

- Boston Common
- North End
- Old North Church

TRAIL OF TERROR





If you want to fight the Institute, you've been told you should find the Railroad. The only clue you have is "Follow the Freedom Trail." The tourist trail starts at Boston Common due east of Diamond City.

This quest can start in a variety of ways:

- You investigate the area around Park Street Station, either during your exploration or during Main Quest: **Unlikely Valentine**.
- If you speak with Doctor Amari at the start of Main Quest: **The Molecular Level**, she indicates the Railroad faction would be helpful to your cause.
- You overhear folks in Diamond City Market (at the Market or in the Dugout Inn), or guards in Goodneighbor

Head to Boston Common, adjacent to Park Street Station. Locate this fountain with the scrawled board that reads "At Journey's End Follow Freedom's Lantern." On the ground in front of that is a Freedom Trail marker reading "A7."

Follow the red brick line along the sidewalk around the perimeter of Boston Common. Locate Massachusetts State House and the marker "L4."

Follow the trail to the Old Granary Burying Ground and the marker "A2." Watch for the ferocious ferals.

Follow the trail to the Old State House and the marker "O6." The disgusting displays of entrails indicate Super Mutants are active here.

Follow the trail to the Old Corner Bookstore and the marker "3I." Expect confrontations with Wild Mongrels, Feral Ghouls, Super Mutants, and Raiders.

Follow the trail to Faneuil Hall and the marker "5R." There's not a friendly face to be found; deal with Feral Ghouls, Super Mutants, and Mutant Hounds. Be particularly careful of the Super Mutant Suicider here; shoot the bomb out of his hand, or backpedal to avoid a disgustingly messy and violent attack.

The trail continues to what's left of Paul Revere's House and the marker "8D." Beware of Mutant Hounds and Super Mutants.

HELPFUL HINT FROM VAULT BOY!

The Freedom Trail was once a tourist trap. Now it's just a trap. The various unfriendly fiends vying for control of Boston's central neighborhoods may put you on edge. Have you tried a more stealthy approach? A tactical withdrawal? Building up your Perception so you see problems before you're overwhelmed by them? Don't forget to study the neighborhood maps of this guide too—we show every alley!

The trail concludes at the Old North Church and the marker "1R." Note the lantern sign painted on the wall by the door. Enter the church.

NEW FRIENDS IN NORTH END

003
000
HP
E
S

The old ruined church has Feral Ghouls lurking throughout the hall and lower catacombs. Follow the lantern markers downstairs to the Freedom Trail Ring, and spin it either clockwise or counterclockwise to spell out "RAILROAD." Moments later, you make contact with the Railroad. Answer their leader Desdemona how you wish:

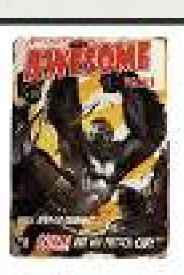
CHARISMA

(Easy) If you want more information, ask her, "Who are you?"

(Hard) If you're being secretive, make something up when she asks about you.

After more talking and agreeing to help her cause, you're tentatively welcomed in.

UP THE STEEPLE, DOWN IN THE CRYPT



Fusion Core

Astoundingly Awesome Tales

A thorough inspection of the Old North Church yields some surprises. The steeple (accessed via the hall above the

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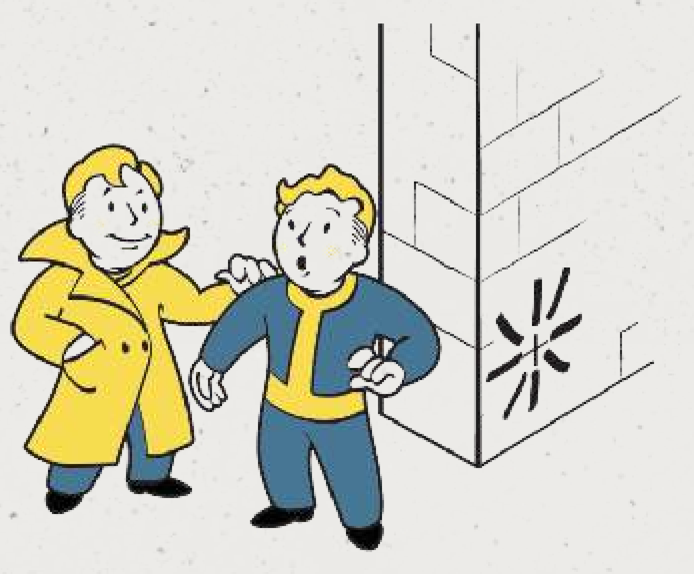
The Railroad Quests

Tradecraft



1. Talk with Deacon

2. Meet Deacon at the old highway

3. Follow Deacon and find the “tourist”

4. Talk to Deacon

5. Get inside the escape tunnel

6. (Optional) Enter base through front entrance

7. Get Carrington’s Prototype

8. Leave the Switchboard

9. Meet Deacon at the Old North Church

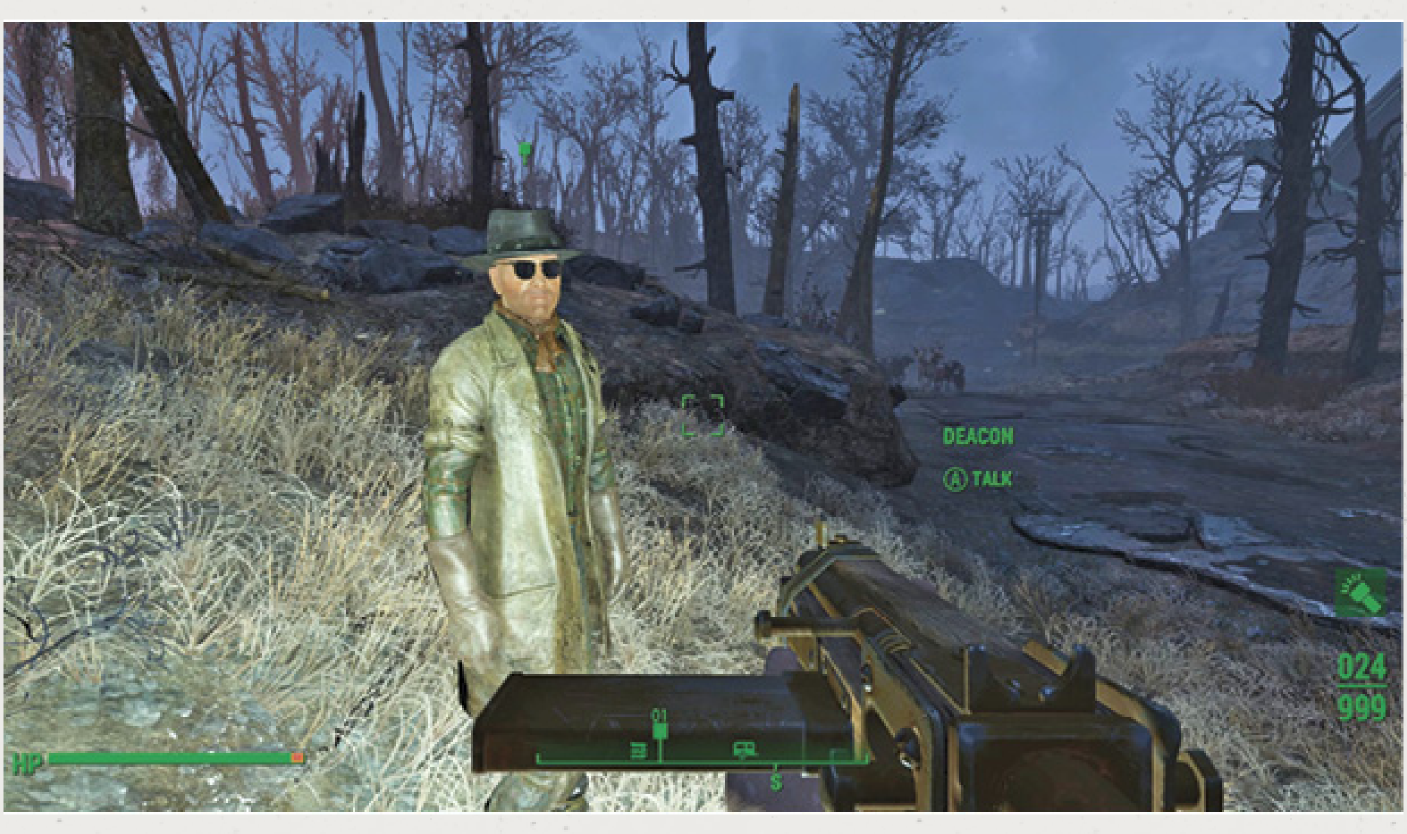
10. Talk to Desdemona

11. Follow Desdemona

LOCATIONS TO EXPLORE

- North End
- Lexington
- Switchboard

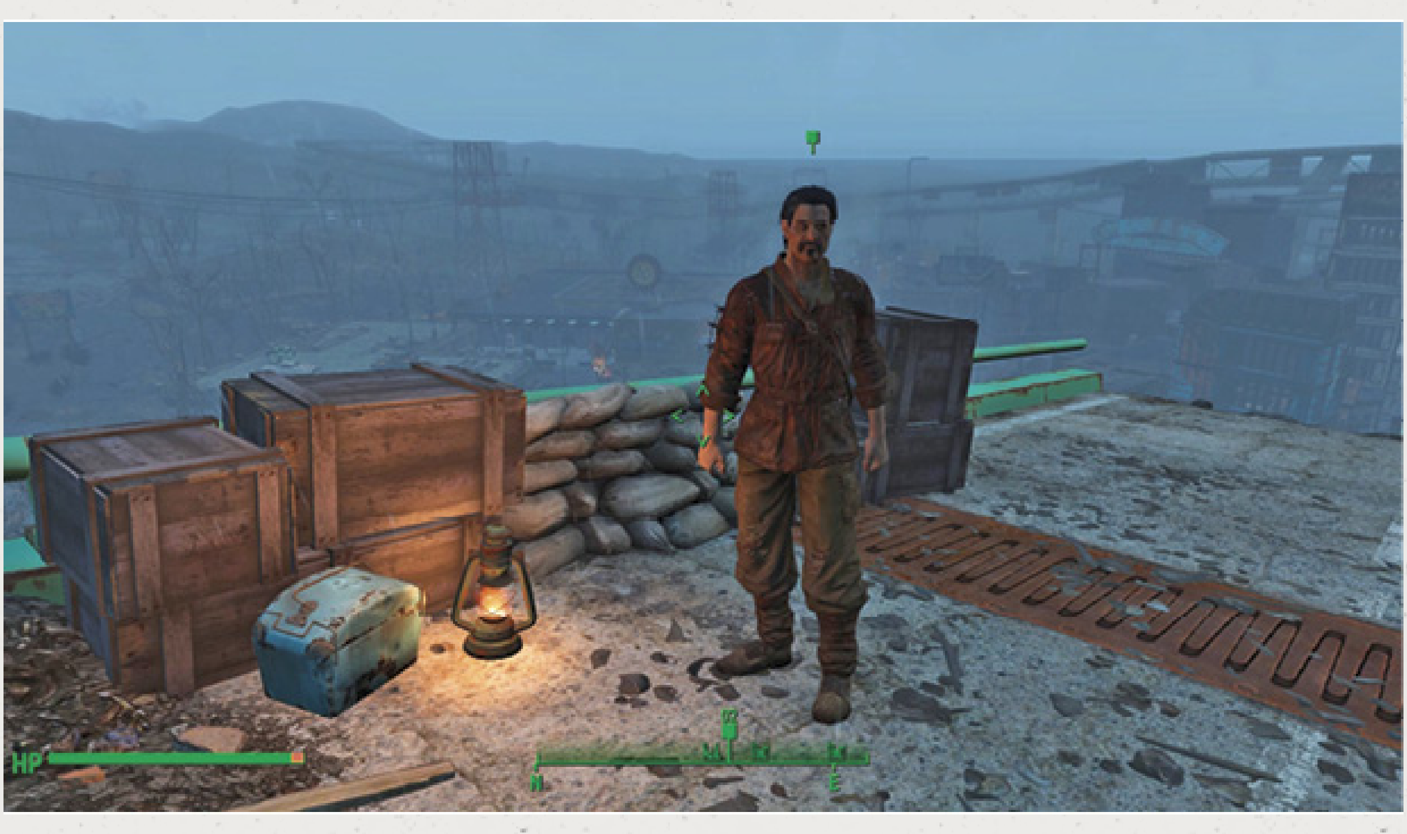
GOING INCOGNITO



If you want to have more dealings with the Railroad, talk with Deacon at the Railroad HQ. He’s the mysterious man who vouched for you when you met with Desdemona, the Railroad’s leader. He wants you to prove yourself first.

CHARISMA

(Easy, Medium, Hard) Find out why he vouched for you.



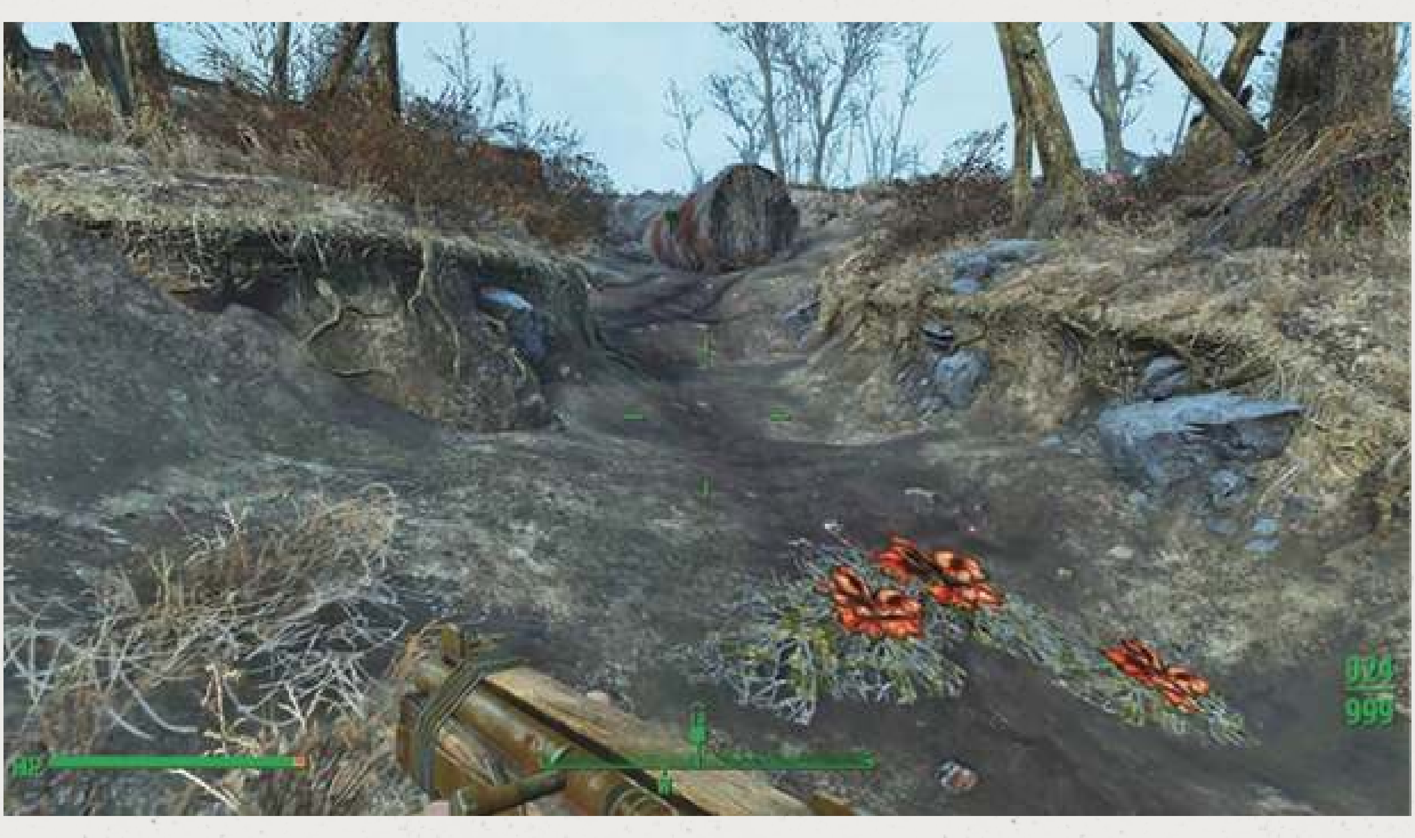
Leave the Railroad HQ via the escape tunnel so you can unchain the door and return from this direction. Then set off on a long trek northwest toward Lexington. Use the elevated freeway and head west from the Corvega factory to rendezvous with Deacon.

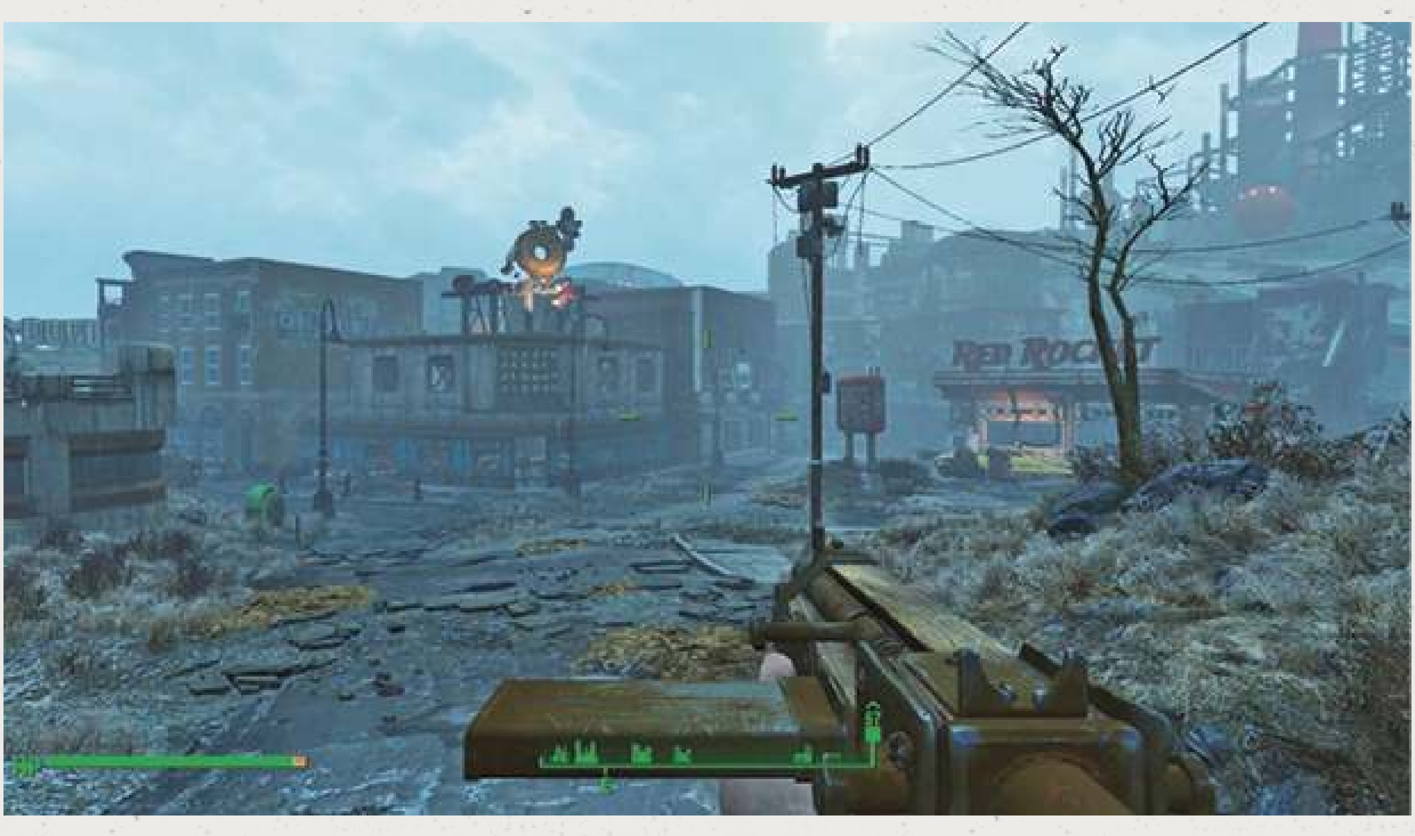
Before you visit the Railroad’s old base, Deacon wants to gleam some information from a “tourist” (a friend of this faction). Climb the ruined freeway and repel any corpses dashing in your direction. Meet up with Ricky Dalton. Give the Railroad password (you were told this earlier) or Deacon steps in.

CHARISMA

(Easy, Medium, Hard) Talk with Ricky Dalton again for a variety of conversations; you can obtain more supplies, convince him to snipe the synths at the entrance, or convince him to make a suicide rush at the synths in front of the Slocum’s Joe’s.

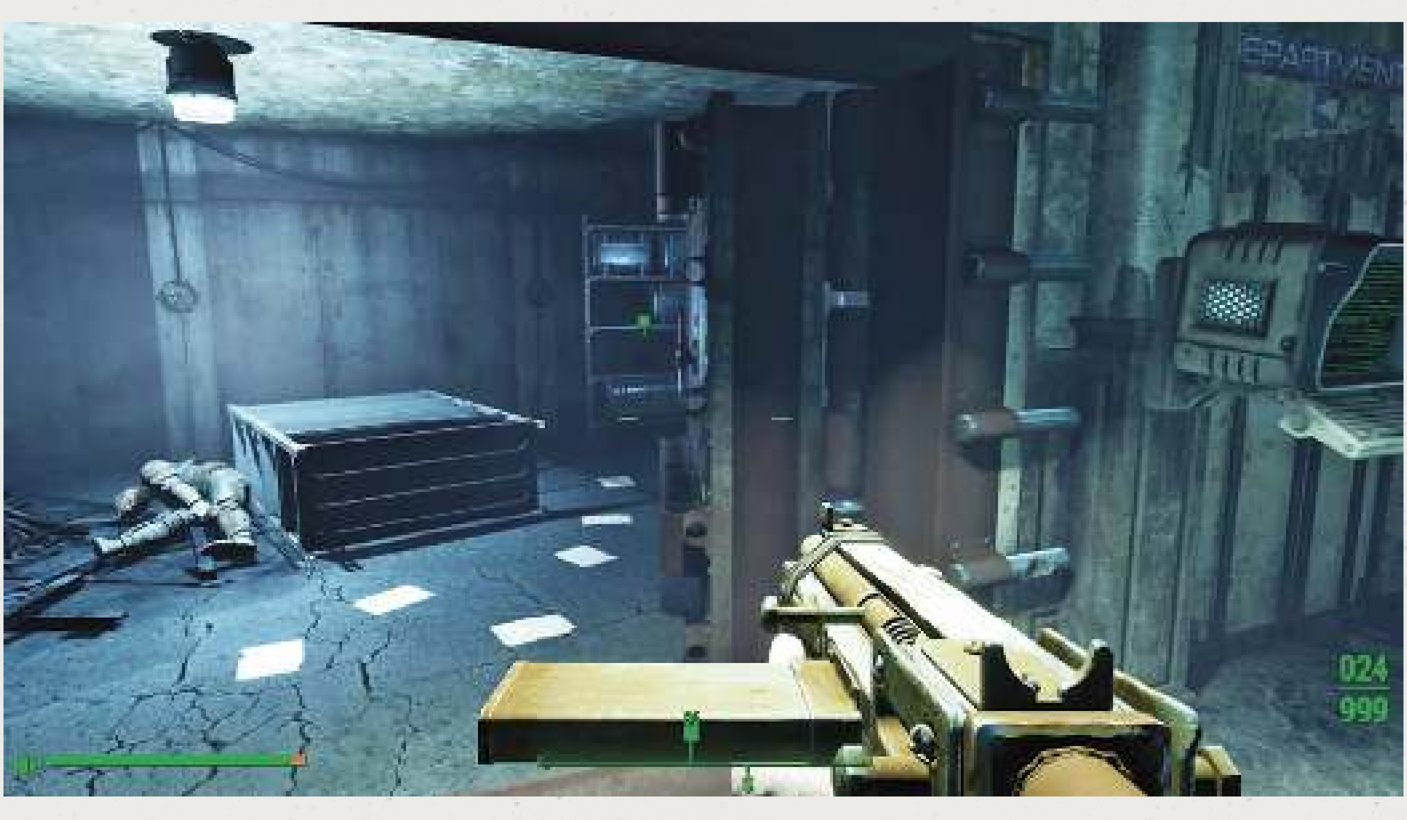
PRESSING THE RIGHT BUTTONS AT THE SWITCHBOARD





The news isn’t good; the Railroad’s old base (known as the Switchboard) is crawling with older model synths. You can:

- Follow Deacon’s advice and enter via the back “sewer” entrance (Picture 1). This is an emergency escape route and is the preferred path.
- Try to Enter via the basement of Slocum Joe’s on the outskirts of Lexington. This is heavily trapped and defended with synths and turrets. Unfortunately, when you try to access the elevator via a hidden bookcase, it is inaccessible. Looks like it’s time to wade into that sewer.



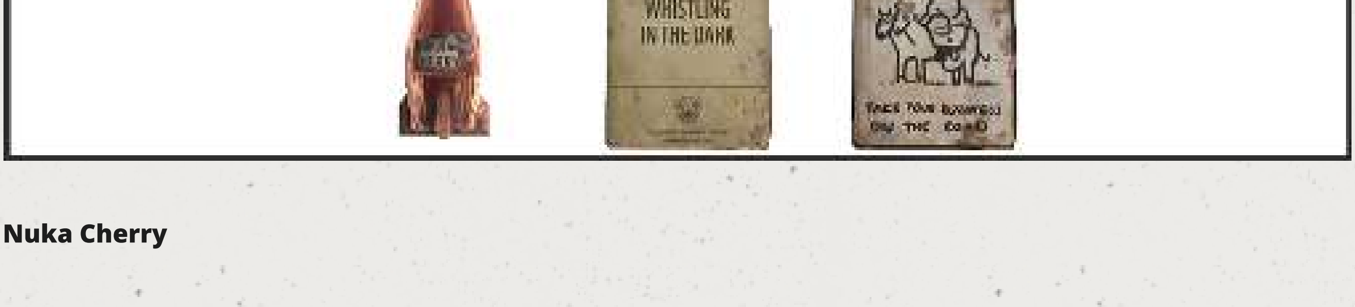
Work your way through the Switchboard, letting Deacon remove any security doors or terminals you can’t access. Your target chamber is the Department X R&D room. Deacon accesses the terminal to open the safe security door.

Carrington’s Prototype

HELPFUL HINT FROM VAULT BOY!

Are you aware that the Railroad has special secret signs to indicate dangerous locations and stashes of ammunition? Deacon explained this during your freeway walk. There’s one stash hidden in a pipe in the Switchboard. For a list of every type of Railroad sign, look at the chalkboard at Railroad HQ.

SCAVENGING THROUGH LEXINGTON TOWNSHIP


WHISTLING IN THE DARK
TALES OF A JUNKTOWN JERKY VENDOR
TAKE YOUR BUSINESS ON THE ROAD

Nuka Cherry

U.S. Covert Operations Manual

Tales of a Junktown Jerky Vendor

Don’t leave the Switchboard without a copy of the U.S. Covert Operations Manual. And while you’re visiting Lexington, why not take in a few sights? There’s the Super Duper Mart, which has a special offer on Nuka Cherries and Quantums (they’re yours if you can survive the Feral Ghoul attacks). There’s also some additional light reading to find at the Mystic Pines convalescent home, northeast of here. Otherwise, Lexington is a tough place to survive; Raiders are battling a large Feral threat, and neither party is particularly thrilled to see you!

After parting ways with Deacon, return to the Railroad HQ at your leisure. Desdemona is being debriefed by Deacon.

CHARISMA

(Easy) Deacon tries to sell a lie to Desdesmona. Go with it.

Afterward, you are beckoned into the main headquarters and are formally given a codename. The choice is yours, unless you let Desdemona make the decision, in which case you’re known as “The Wanderer.” Welcome to the Railroad. Your first Railroad Miscellaneous Quest (Boston After Dark) is now available. You receive the following for your troubles:

Fallout 4 G.O.T.Y.
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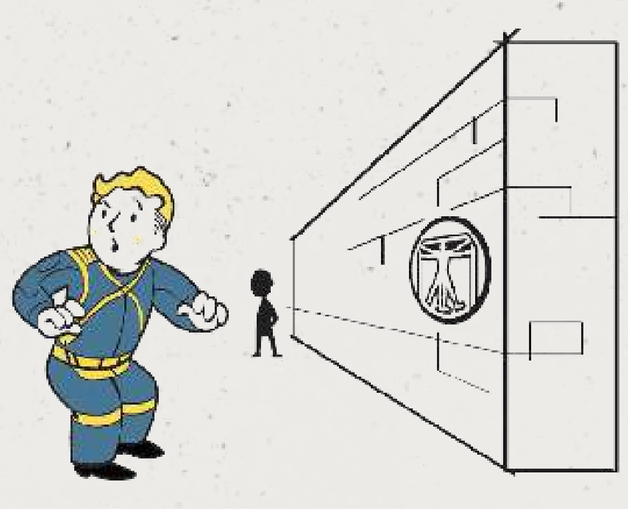
The Railroad Quests

Underground Undercover

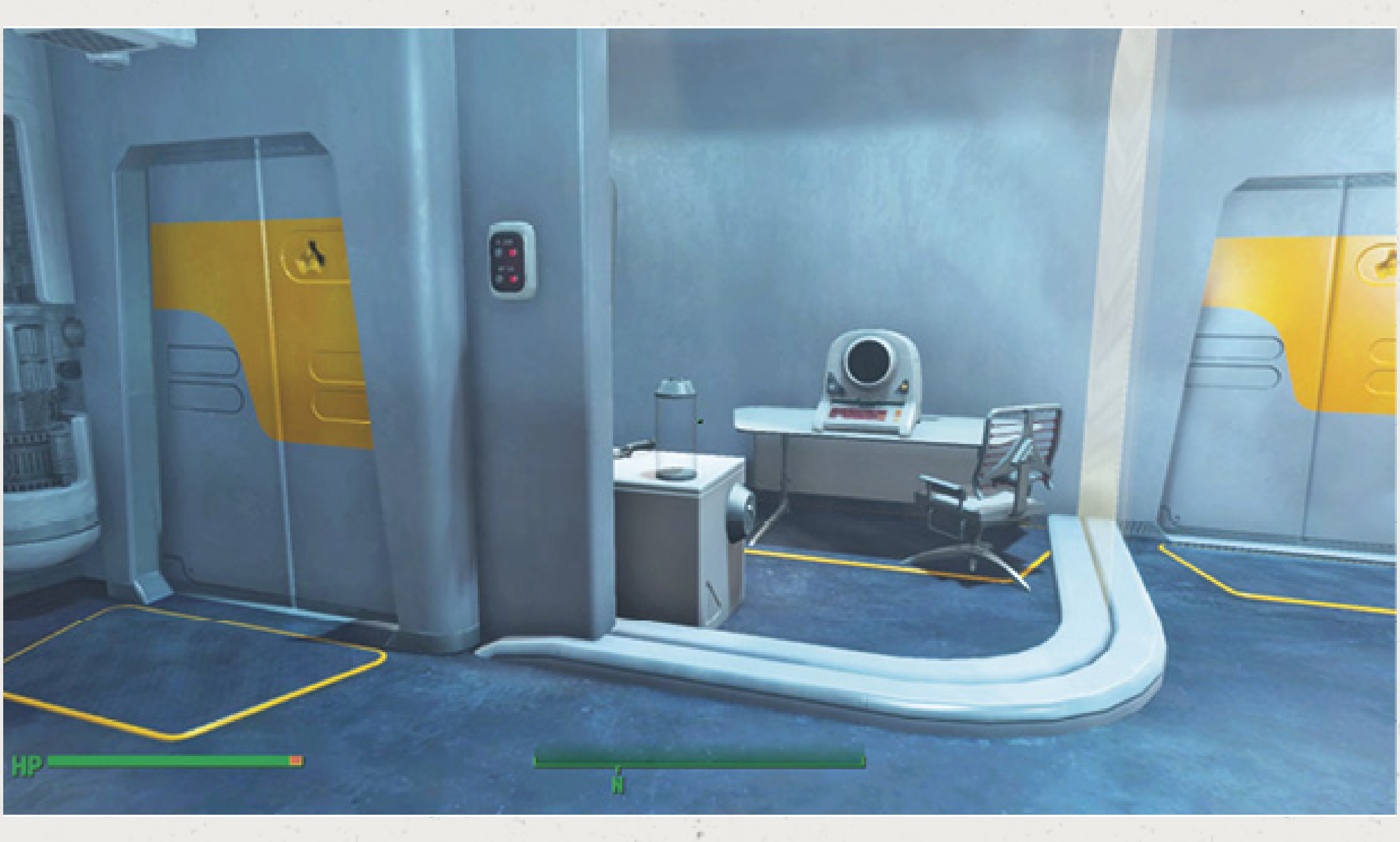


1. Talk with Tinker Tom
2. Upload encrypted message on any Institute terminal
3. Read Patriot's reply
4. Meet Patriot
5. Follow Liam
6. Talk with Liam
7. Talk to Desdemona
8. Enter report on terminal
9. Talk with PAM
10. Get password for Code Defender
11. Return to Desdemona
12. Give password to Liam Binet
13. Meet with Z1-14
14. Give Z1-14 a day
15. Meet with Z1-14
16. Kill the tunnel guards
17. (Optional) Deposit weapons for rebels
18. Return to Z1-14
19. Continue working with Father
20. Wait for Z1-14 to contact you
21. Meet with Z1-14
22. Warn Desdemona

LOCATIONS TO EXPLORE

- Old North Church
- The Institute
- Cambridge
- Cambridge Polymer Labs

A TRUE PATRIOT



Once you complete Main Quest: The Molecular Level—and you worked with the Railroad during that quest—you receive an encoded Holotape from Desdemona that you can use at any Institute terminal to contact the Railroad's guardian angel, Patriot. Tinker Tom also has some advice before handing you the Network Scanner Holotape.

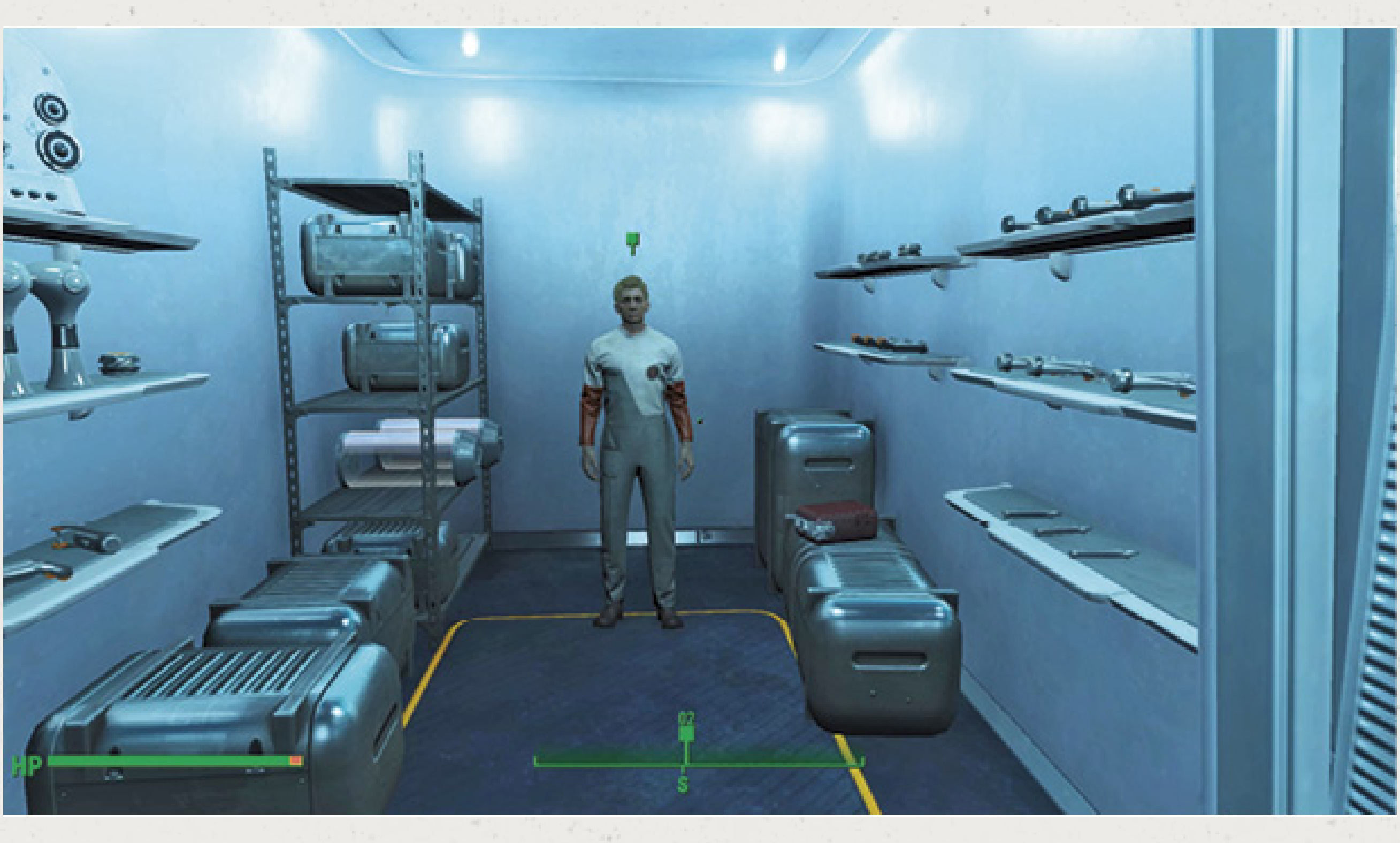
Network Scanner

Relay into the Institute, and locate any terminal (one example is pictured). Access it, insert the Network Scanner Holotape, then read the reply when it appears.

HELPFUL HINT FROM VAULT BOY!

Why can't everybody just get along? Unfortunately, in the post-apocalyptic wasteland, limited resources and survival instincts usually lead to distrust. So pick a faction you want to work with, and remember, you can give the Holotape to a different faction if you change your allegiances.

Patriot sends you an encrypted message requesting your presence at the Advanced Systems maintenance room. Say hello to Liam Binet, who subsequently introduces you to another friend on the inside, the synth Z1-14.

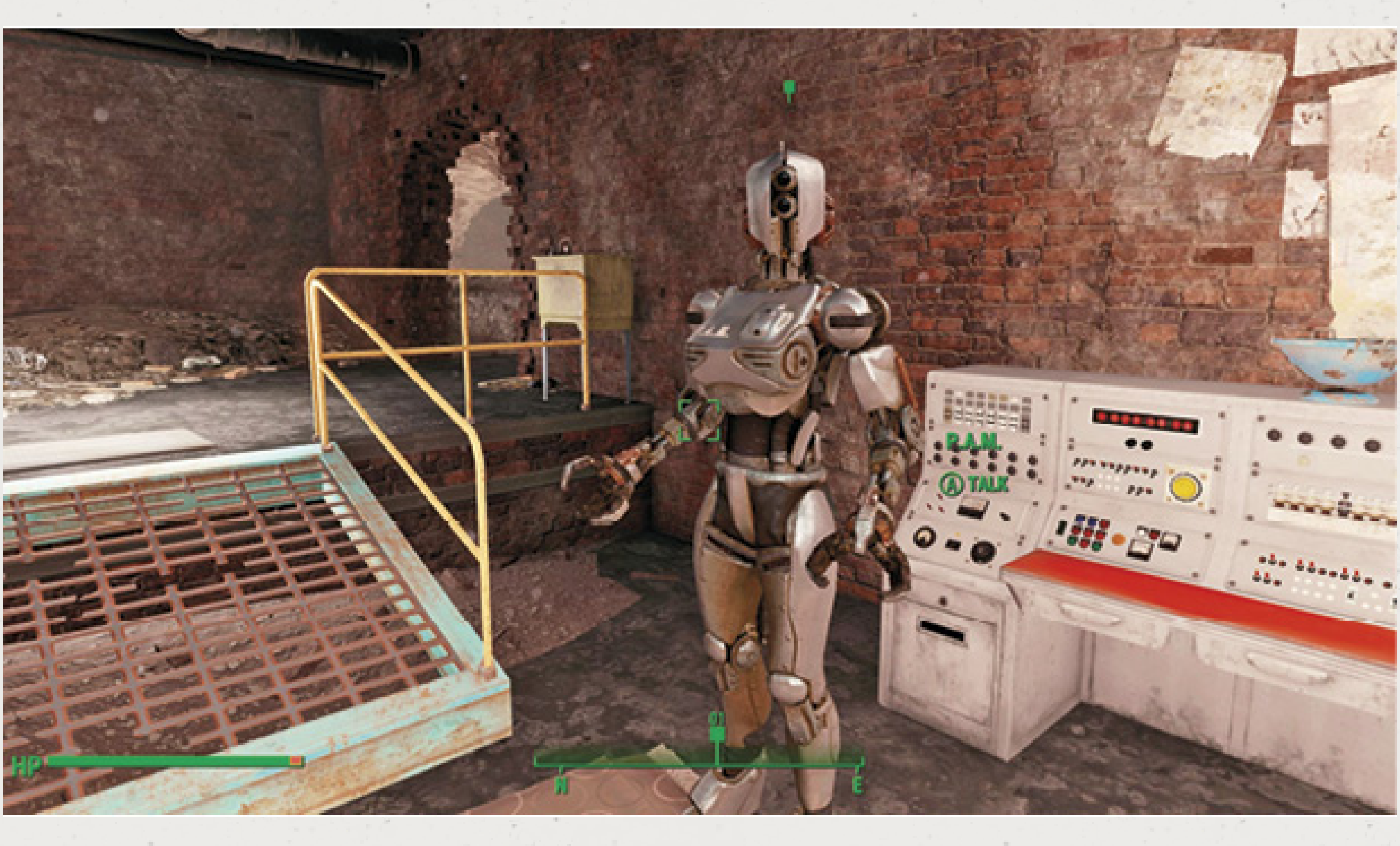


CHARISMA

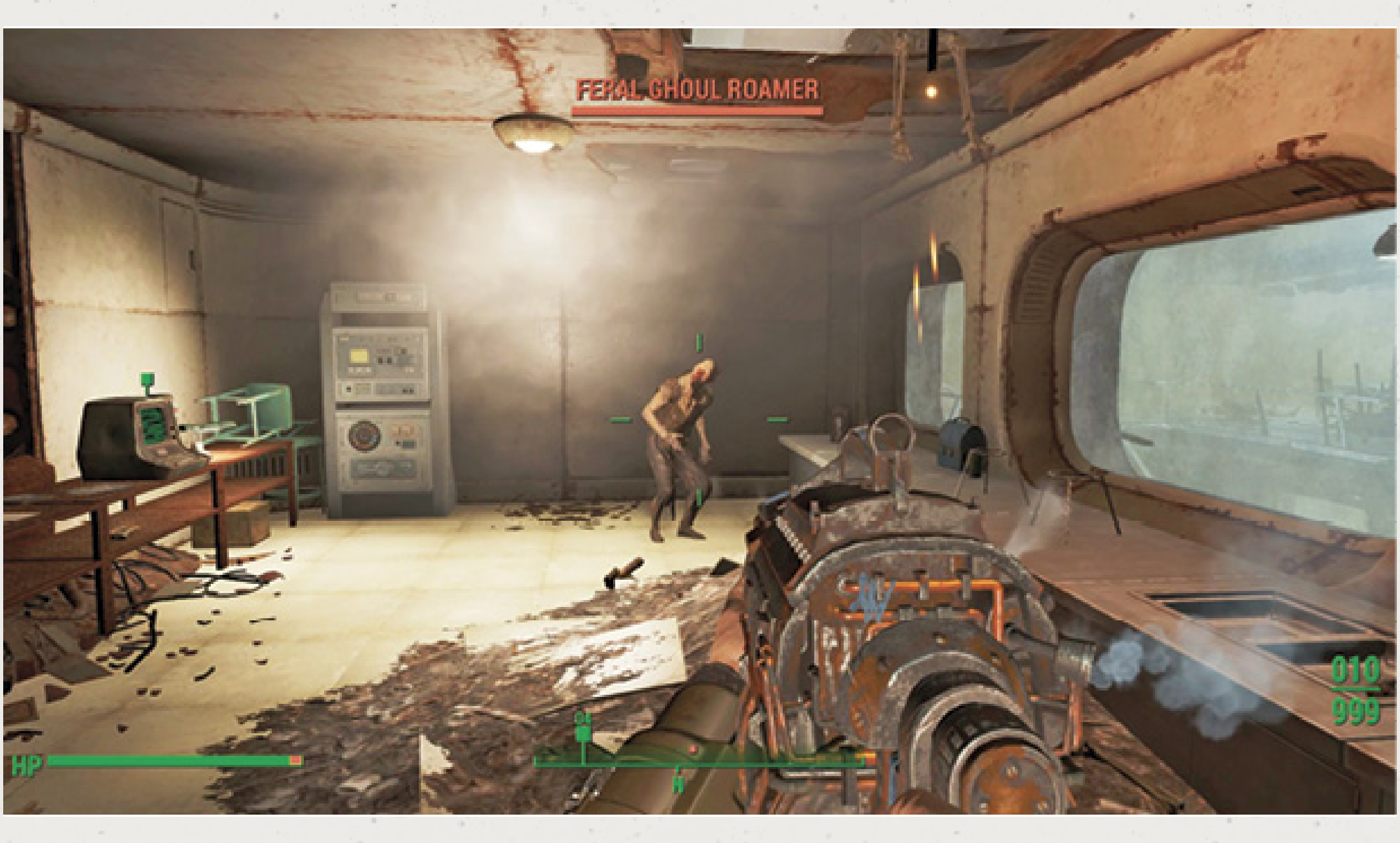
(Medium) Tell Z1-14 you're fighting for them.

After another chat with Liam, relay back to Desdemona and inform her of your progress.

LABORATORY LOCKDOWN



Patriot has a daring rescue plan, but this requires the login credentials for C.I.T.'s original security system, named "Code Defender." Return to the Railroad HQ, and speak with Desdemona. She points you in the direction of PAM, who offers some advice after you enter the report on her terminal.



It seems a man named Wilfred Bergman worked on the project and has the login credentials you need. Relay down to Cambridge Neighborhood, and enter Cambridge Polymer Labs. After a brief orientation with a robot named Molly, you're sealed inside this facility in the clean room. That isn't helpful, but it does begin the Miscellaneous quest at this location. You're only here to access Bergman's terminal, though:

In the main mezzanine area (with the upper balcony), fight off the Feral Ghouls and look for the sign for laboratory C3. You enter this laboratory via lab C4. Access lab C5 through the hole in the wall. Get to lab C3 by climbing the "ramp" of ceiling debris, crawling across the ceiling crawlspace, and dropping down the third hole you spot in the floor. Drop in from the collapsed ceiling above.

- (Expert) Or hack the wall terminal to open the lab C3 door.

Access Bergman's terminal and collect the password. Then return and speak with Desdemona.

SCAVENGING CAMBRIDGE POLYMER LABS

SURGICAL JOURNAL

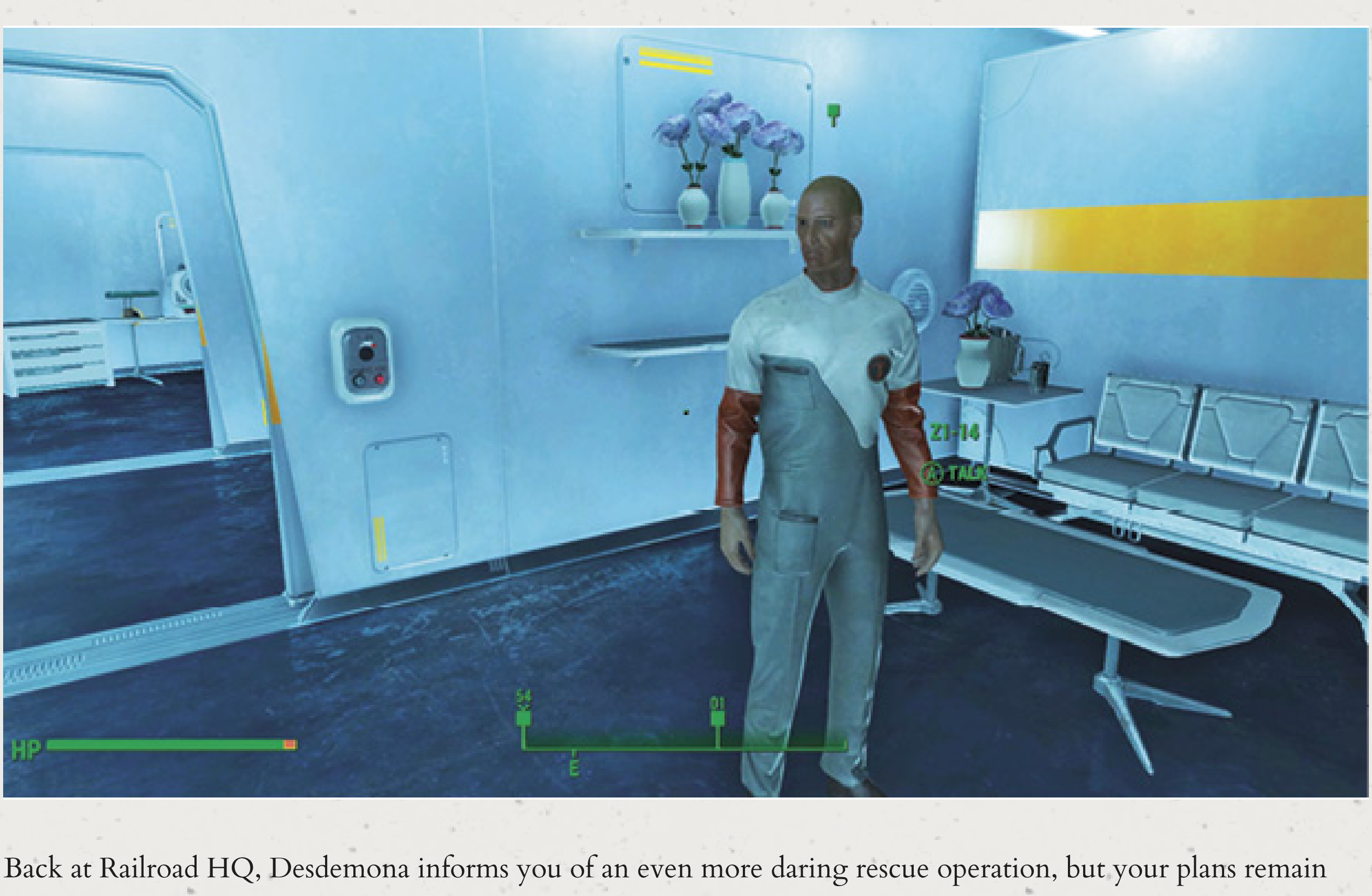
Nuka Cola Quantum

Massachusetts Surgical Journal

Peizoneucleic Power Armor Chest

While you're stuck inside the laboratory, you might as well make a thorough sweep of the area. Use the guidance on to identify six samples of matter that you can combine to make some impressive **power armor**. Along the way, grab some thirst-quenching sustenance and light reading.

FREEDOM IS NEVER GIVEN—IT IS WON



Back at Railroad HQ, Desdemona informs you of an even more daring rescue operation, but your plans remain unchanged: Relay back to the Institute, hand the login credentials to Patriot (Liam Benet), and then rendezvous with Z1-14.

Is he willing to fight for his freedom? He needs to process this

information. Twenty-four hours later, he has an answer. Sit and wait if you wish.

CHARISMA

(Medium) Some persuasion is also available.

When you return, Z1-14 tells you many volunteers have joined the cause for freedom, but they require weapons. Optionally deposit any weapons and ammunition into the maintenance locker if you wish to arm the synths in the next fight. Then access a storage area and the elevator down to the tunnels. Repel all Institute-loyal synth guards at the tunnel entrance. Then return to Z1-14 and inform him of your victory. So you don't raise suspicion, continue to work with Father until you complete the Institute Quest: Powering Up.

After you successfully complete the Institute Quest: Powering Up, you receive a covert message from Z1-14. Journey to your Institute quarters (given to you during Institute Quest: Synth Retention). He tells you of a worrying development regarding the Brotherhood of Steel. Immediately head back to the Railroad HQ. Desdemona is mobilizing the Railroad's defenses and hands you a weapon that might come in handy for the battle to come. This leads to Railroad Quest: Precipice of War.

Railway Rifle and Ammo

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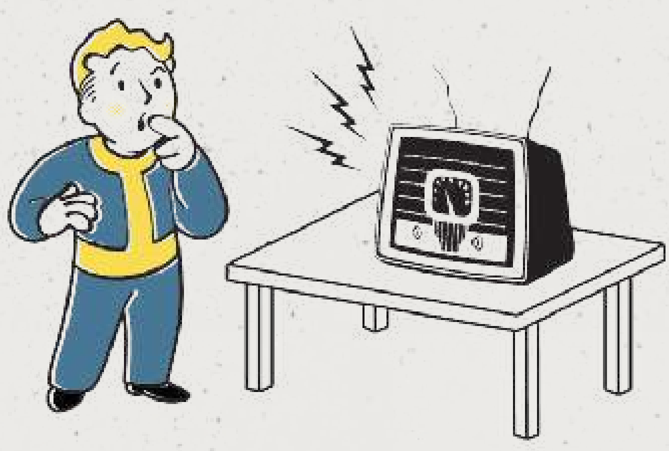
The Railroad Quests

Operation Ticonderoga



1. Go to Ticonderoga Safehouse

2. Kill all Coursers

3. Report back to Desdemona

LOCATIONS TO EXPLORE

- Old North Church
- Cambridge
- Ticonderoga Safehouse

THE COURSE OF TICONDEROGA NEVER DID RUN SMOOTH

Once you complete Main Quest: Institutionalized but before Railroad Quest: Precipice of War has begun, Desdemona tells you that Institute Coursers have been spotted in the field. This means trouble. You're asked to check on Ticonderoga Safehouse, which has gone dark.

HELPFUL HINT FROM VAULT BOY!

Your Pip-Boy is a marvel of Vault-Tec technology, but even it has limitations to its cartography. The Ticonderoga Safehouse is an unmarked "secondary" location just south of Monsignor Plaza in the Cambridge neighborhood. Use the Cambridge neighborhood **map** and your Pip-Boy marker to pinpoint this, and any other unmarked location you wish to visit, so you aren't wandering around aimlessly. But have you tried simply waiting in complete safety within a vault instead?

Though you can thoroughly search the entirety of the building for synths, you only need dispatch the two Institute Coursers. Beware of machine-gun turrets, synths, and Coursers. Be sure to locate the Courser leader X9-27 and slay him. Exit and mop up any additional foes. Then inform Desdemona.

Bottlecaps (500)

Tactical Hardened Pipe Pistol and Ammo

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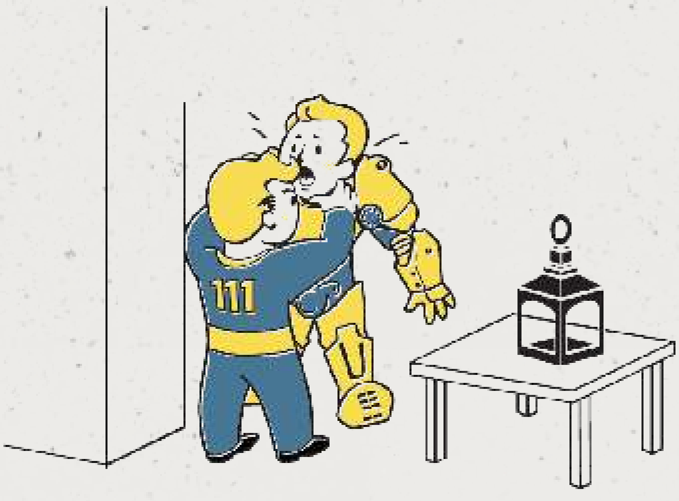
Precipice of War



1. Warn Desdemona

2. Defend Railroad HQ

3. Talk with Desdemona

4. Secure the catacombs

5. Secure the church

6. Talk with Desdemona

7. Meet Tinker Tom at the police station

8. Eliminate Brotherhood forces

9. Talk with Tinker Tom

10. Defend the Vertibird

11. Talk with Deacon

LOCATIONS TO EXPLORE

- Old North Church
- Cambridge
- Cambridge Police Station

THROUGH THE PERILOUS FIGHT

You have hostiles at the Railroad HQ arriving from both directions! Initially, the escape tunnels are breached, so force your foes back and dispatch them quickly (laying mines in the narrow spaces or lobbing grenades can soften up your adversaries).

HELPFUL HINT FROM VAULT BOY!

Diplomacy is a lost art. Have you tried reasoning with your foes? Surely you have more to lose by a forceful resolution of previous animosities? However, if you can't be friends anymore, be sure to bring the heaviest, finest firepower in modded weaponry, the best **armor** you've found or crafted, and a plentiful supply of **chems**. Then wipe your foes out with extreme prejudice.

CAMBRIDGE
POLICE STATION

Incoming! More enemies of the Railroad have infiltrated the Old North Church entrance. After speaking with Glory, enter the catacombs and fight your way to the main church hall. Every entity not recognized as a Railroad agent must be nullified!

The Railroad HQ has survived. But until the main base of your enemies is permanently removed from the Commonwealth, you'll never be safe. Head west across the Cambridge Neighborhood to rendezvous with Tinker Tom at the Cambridge Police Station.

The battle continues to rage through the police station interior, up the stairs, and onto the roof. After a lull in the combat, speak with Tinker Tom. A rather harebrained scheme is explained to you, and explosives are given out. Tinker Tom takes the pilot's seat of the Vertibird.

Explosive Charge

Additional hostiles are incoming by air. Missile weaponry is favored. Shoot your foe's aircraft, and then find and destroy any remaining forces that may have jettisoned out. Once this final wave of foes has succumbed to your superior firepower, receive even more firepower courtesy of Deacon.

Plasma Gun (random name and properties) and Ammo

Pulse and Plasma Grenades

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Rockets' Red Glare

1. Fly to Prydwen

2. Plant explosives (3)

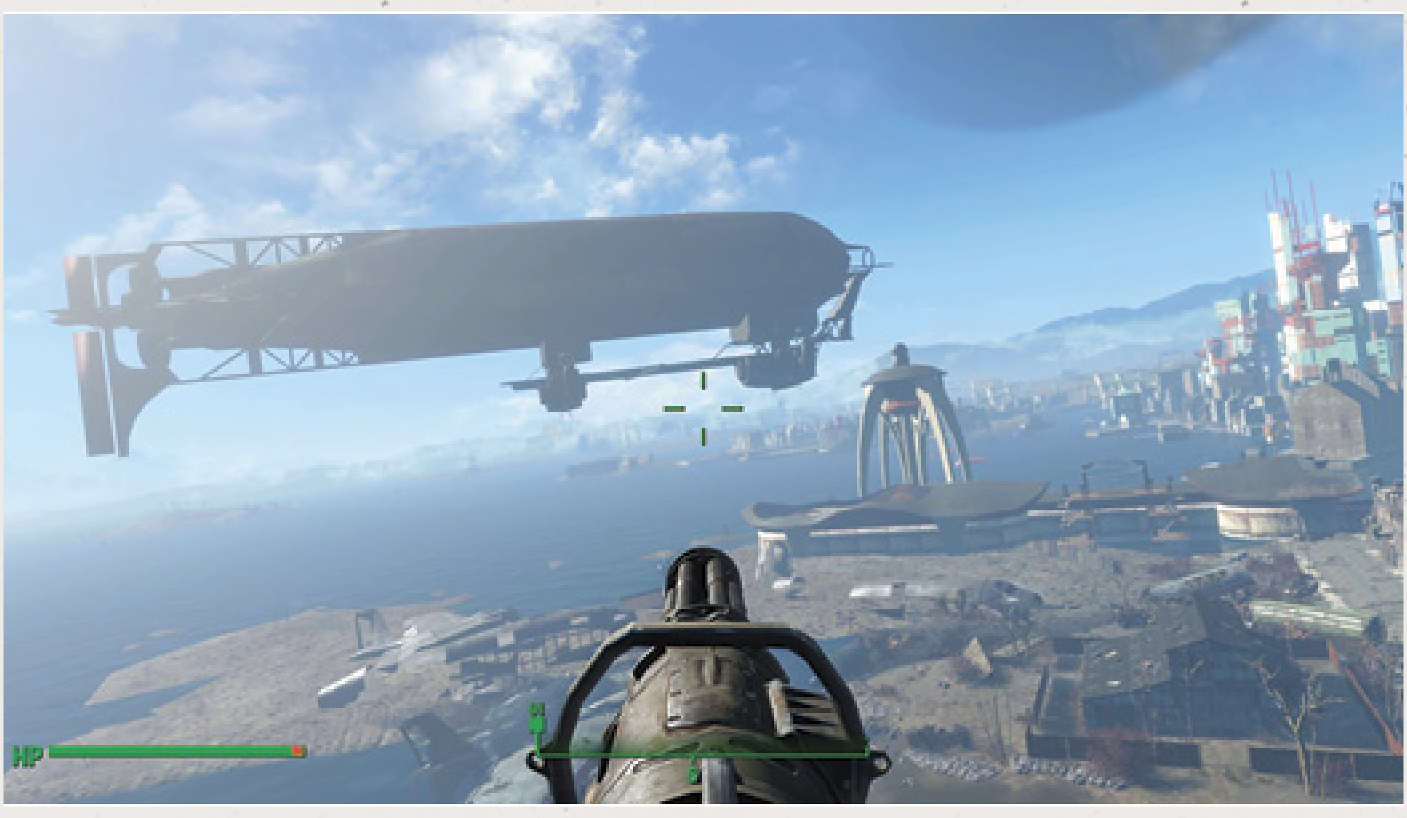
3. Escape the Prydwen

4. Talk to Desdemona

LOCATIONS TO EXPLORE

- Prydwen

O'ER THE LAND OF THE FREE



Tinker Tom takes off in the Vertibird with Deacon, and you man the minigun. The plan—if you can call it that—is to bluff your way past the air traffic control and land the Vertibird on the flight deck. Sit back and stifle your worrying on the journey. Your cause is just!

HELPFUL HINT FROM VAULT BOY!

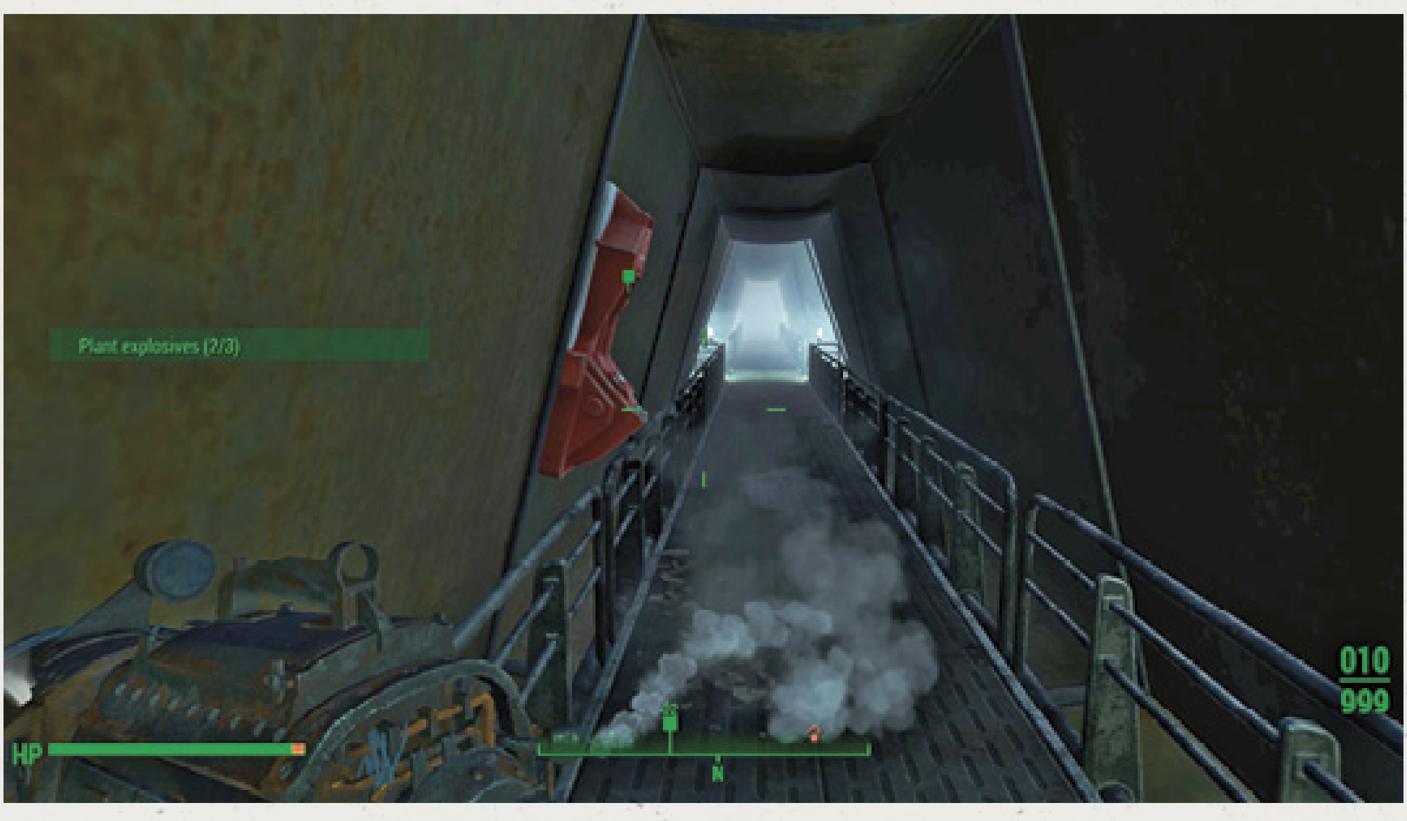
Why not dress for success? You may find this task significantly easier if you're clad in the appropriate clothing or armor of the faction you're about to annihilate. As long as you haven't already joined the Brotherhood of Steel and flown to the Prydwen yourself (in which case, you are already known to this faction), you're sure to remain incognito until after you dock.

Step onto the gantry area. Use sneaking if you're skilled enough. If you're clad in enemy faction attire, feel free to talk to Brotherhood personnel if the opportunity arises.

CHARISMA

(Hard) There are a number of difficult speech challenges to overcome in order to bluff your way through the decks to the explosive points. This is very difficult, but it is possible to set the explosives without resorting to violence at all.

Then move from the flight deck to the main deck, planting the three charges at the positions indicated on your Pip-Boy's map (head upstairs).



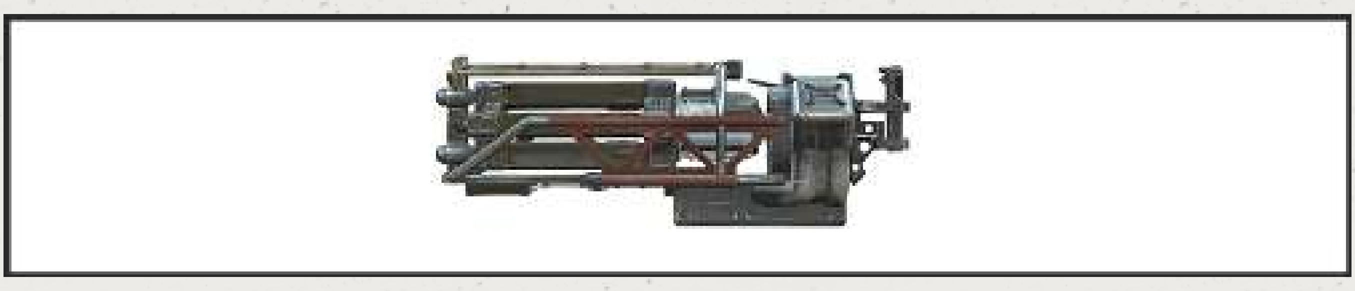
Afterward, extricate yourself from this location (the same way you came in) as adeptly as possible. The severity of combat completely depends on your knowledge of the main deck layout and competence with weaponry. Expect this to be one of the most difficult battles of your adventure. Back at the still-smoldering Railroad HQ, Desdemona should be debriefed and a just reward is given.

Railway Rifle Mod

TIDY UP BEFORE TAKING OFF

Mini Nuke

This is obviously the last opportunity to pillage this place of weapons and equipment. If you're pressed for time, focus your attention on the locked (Expert) provisions area at the far end of the main deck. Loot everything you can, including mini nukes, before departing.



Final Judgment

If you managed to remove Elder Maxson as a threat, why not gather up his unique Laser Gatling? It sure fires fast!

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The Nuclear Option (The Railroad)

1. Talk to Desdemona

2. Talk to Z1-14

3. Kill everyone in the relay control room

4. Talk to Desdemona

5. Reach the reactor

6. Use terminal to overrideInstitute lockdown

7. (Optional) Issue evacuation order

8. Reach the reactor

9. Plant fusion pulse charge inside reactor

10. Talk to Desdemona

11. Talk to Tinker Tom

12. Talk to Shaun

13. Step into the relay

14. Activate detonator

15. Talk to Desdemona

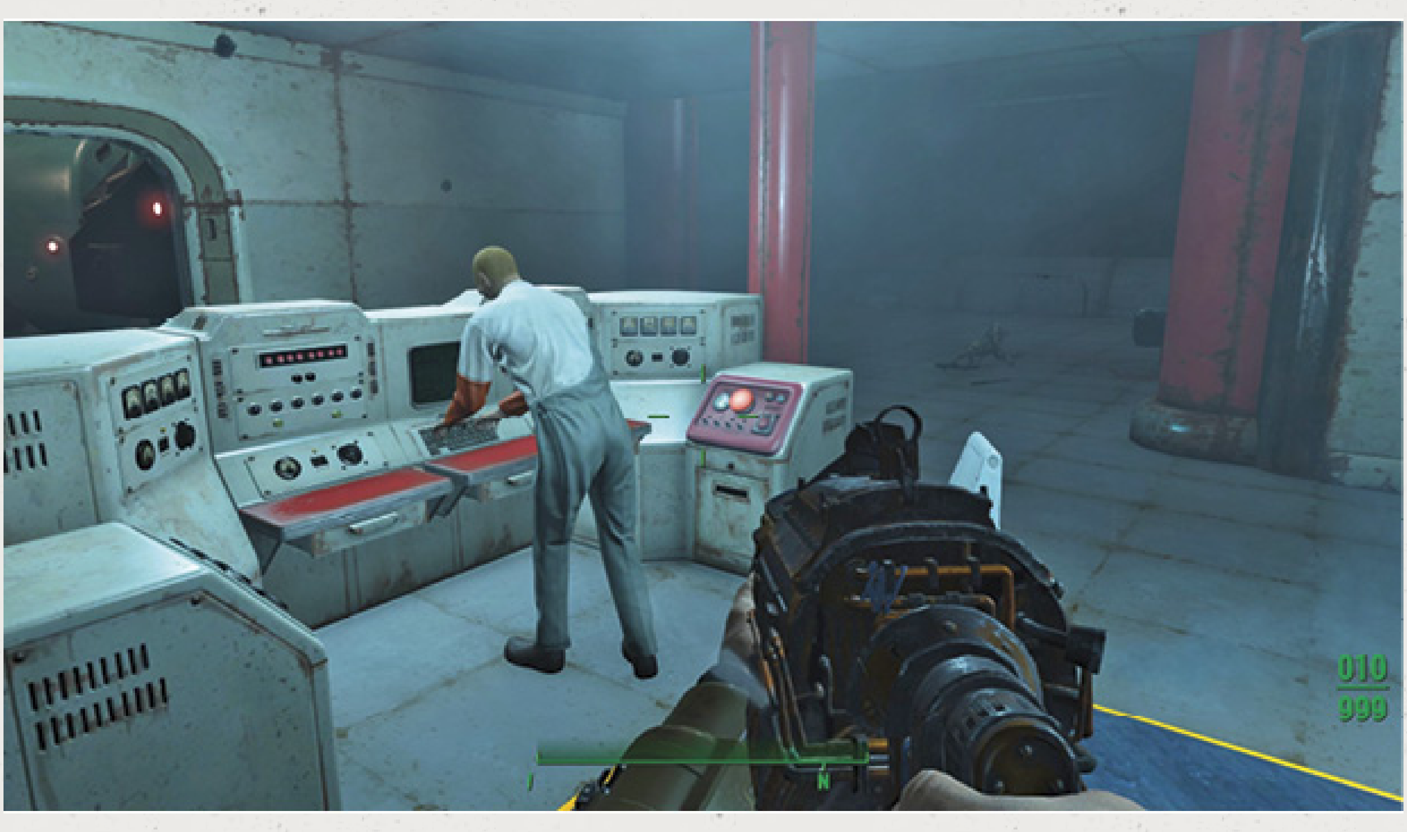
LOCATIONS TO EXPLORE

- The Institute

THE TRAIL ENDS HERE

FREE THE SYNTHS!

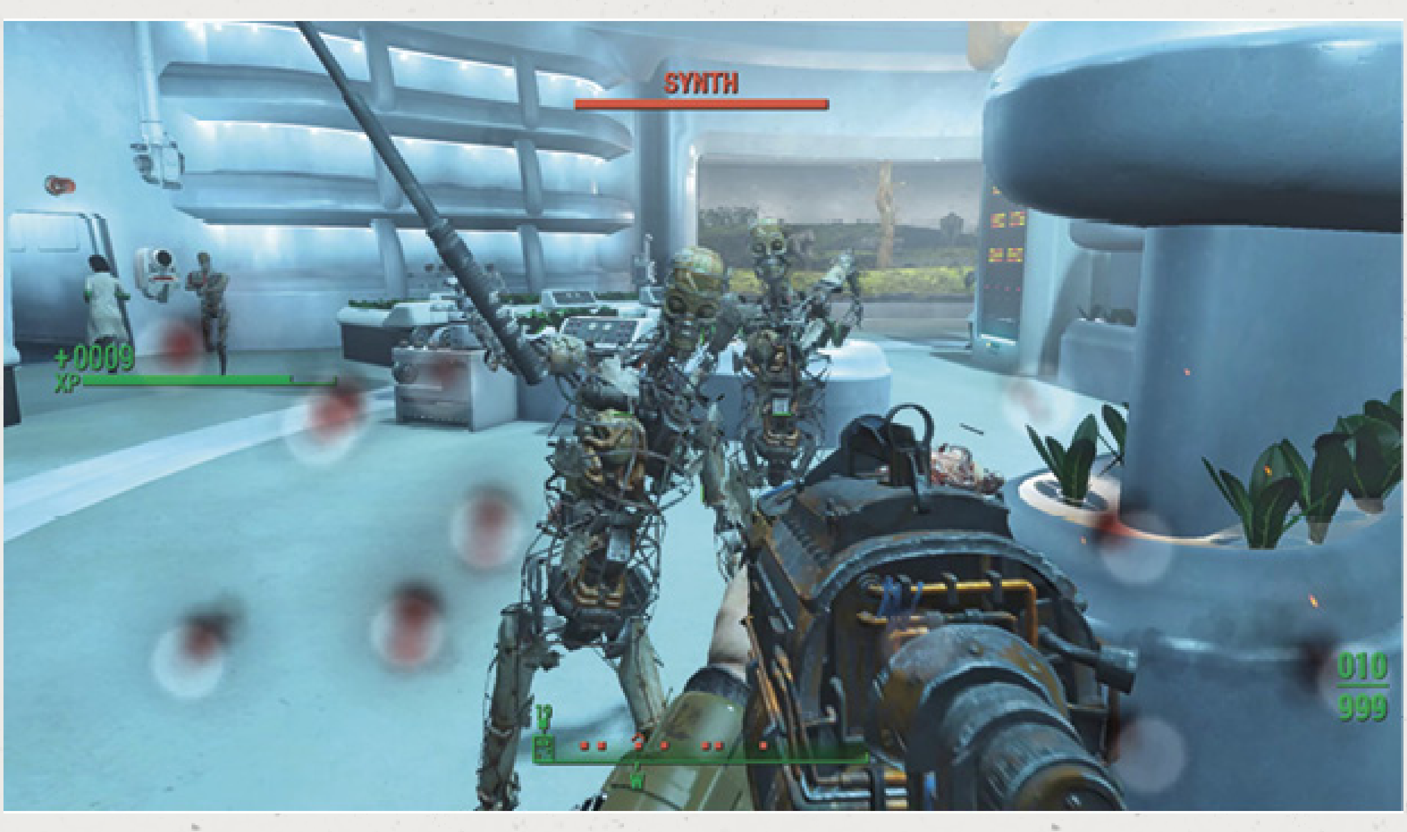
This conclusion to the Main Quest is only available if you sided with the Railroad. It commences once you complete Railroad Quest: Rockets' Red Glare.



It seems you've come around to Desdemona's way of thinking. At the Railroad HQ, you listen to her plan and agree with it.

After relaying into the Institute, you find Z1-14 removing threats in the relay control room to allow Desdemona and her crew to teleport in. Speak with your leader, who hands you a device critical to finishing these activities.

Fusion Pulse Charge



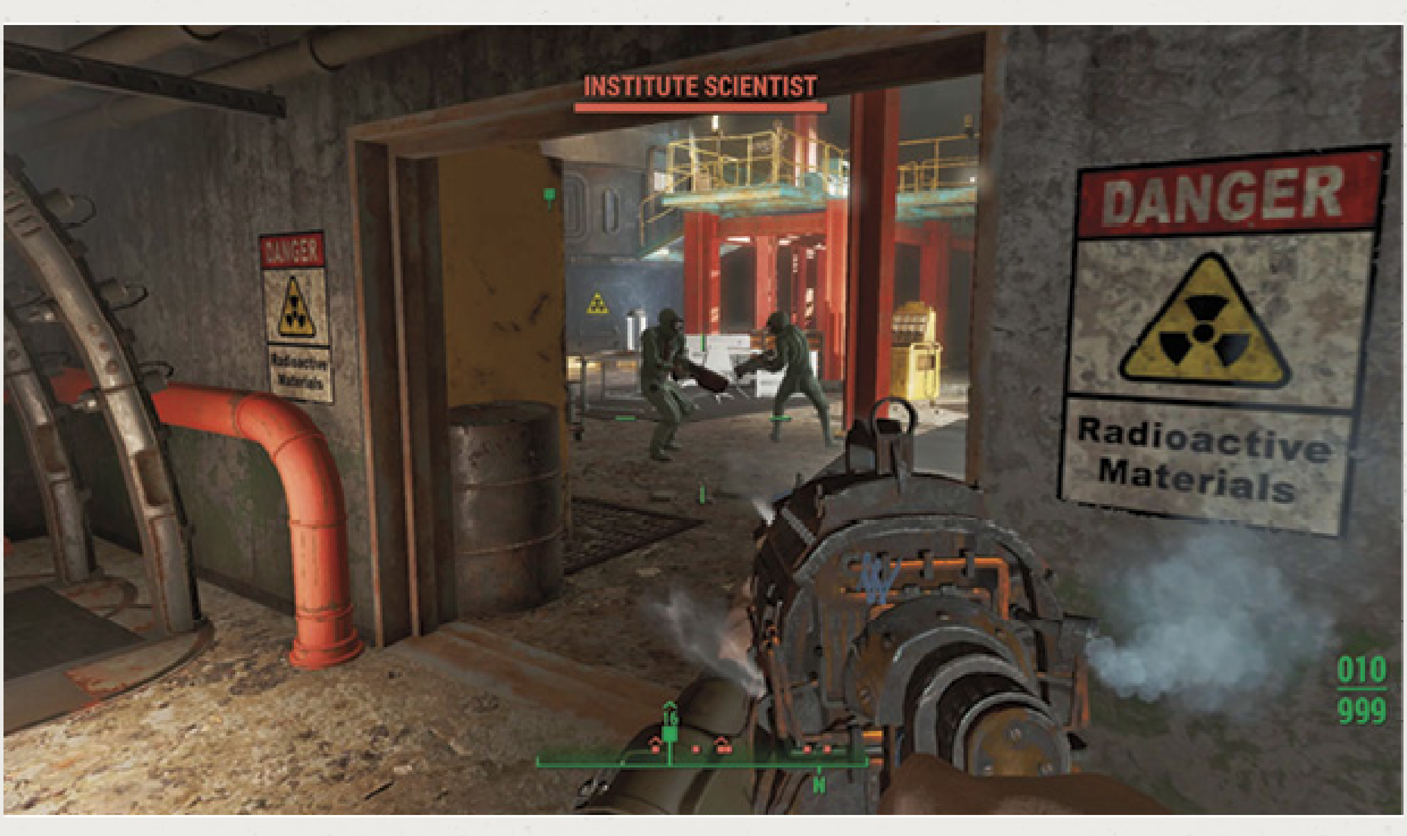
Your infiltration takes you through the Old Robotics area, where you should expect heavy synth resistance and active laser turrets. Locate and drop through the hatch to enter the Institute BioScience laboratory. Weave your way through to the reactor entrance. It isn't surprising that the blast door has sealed the reactor down.

Press the button at the central elevator. Access Father's quarters and receive the override password after speaking with him. Utilize it, or hack the terminal (Novice). Now activate the master security lockdown override.

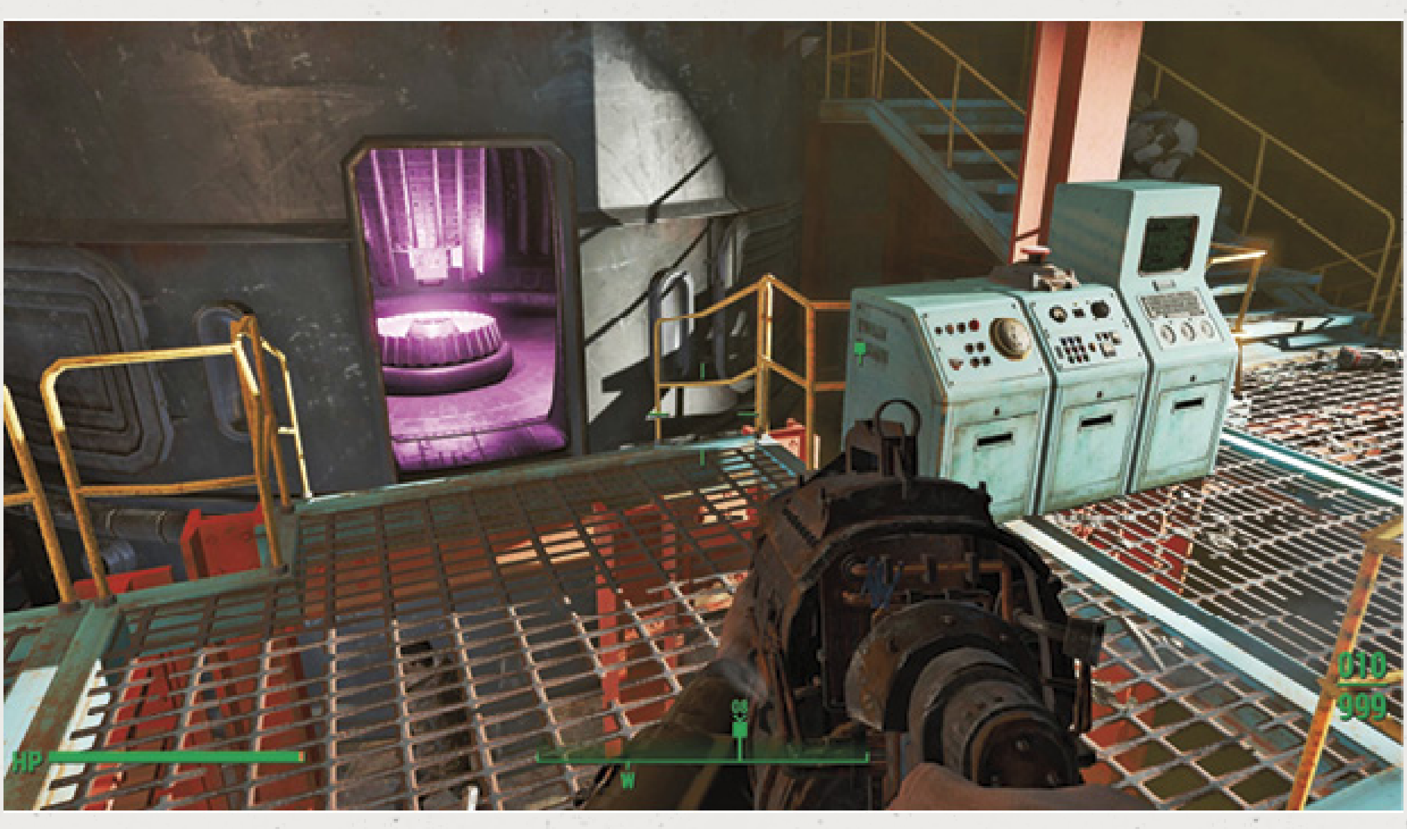
CHARISMA

(Medium) There are three options if you answer Father regarding why he should help you.

THE RAILROAD TERMINUS



Work your way to the Institute Advanced Systems and into the reactor chamber. A heavy synth presence is expected. Access the reactor door and activate the reactor housing.

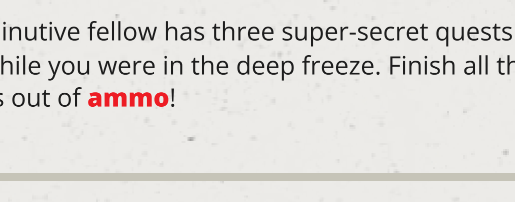


Tinker Tom relays you back to the Institute relay control room. Speak with Desdemona before Tom interrupts, announcing an unexpected arrival in the vicinity. Speak to the tiny tyke:

- Agree to take him under your wing and save his life. Tinker Tom ensures his safety. Find him at the Railroad HQ.
- Tell the diminutive fellow that he must remain here.

Once you step into the relay and are teleported to the roof of the Mass Fusion building, you're able to definitively conclude the Institute's operations in Boston for the foreseeable future. Your Main Questing ends after you speak to Desdemona about the future of the Commonwealth.

WOW! A WAZER WIFLE!



Once your questing is over, this diminutive fellow has three super-secret quests you can undertake for him. Think of it as some bonding you missed while you were in the deep freeze. Finish all three quest, and you're awarded with a special "wifle" that never runs out of **ammo**!

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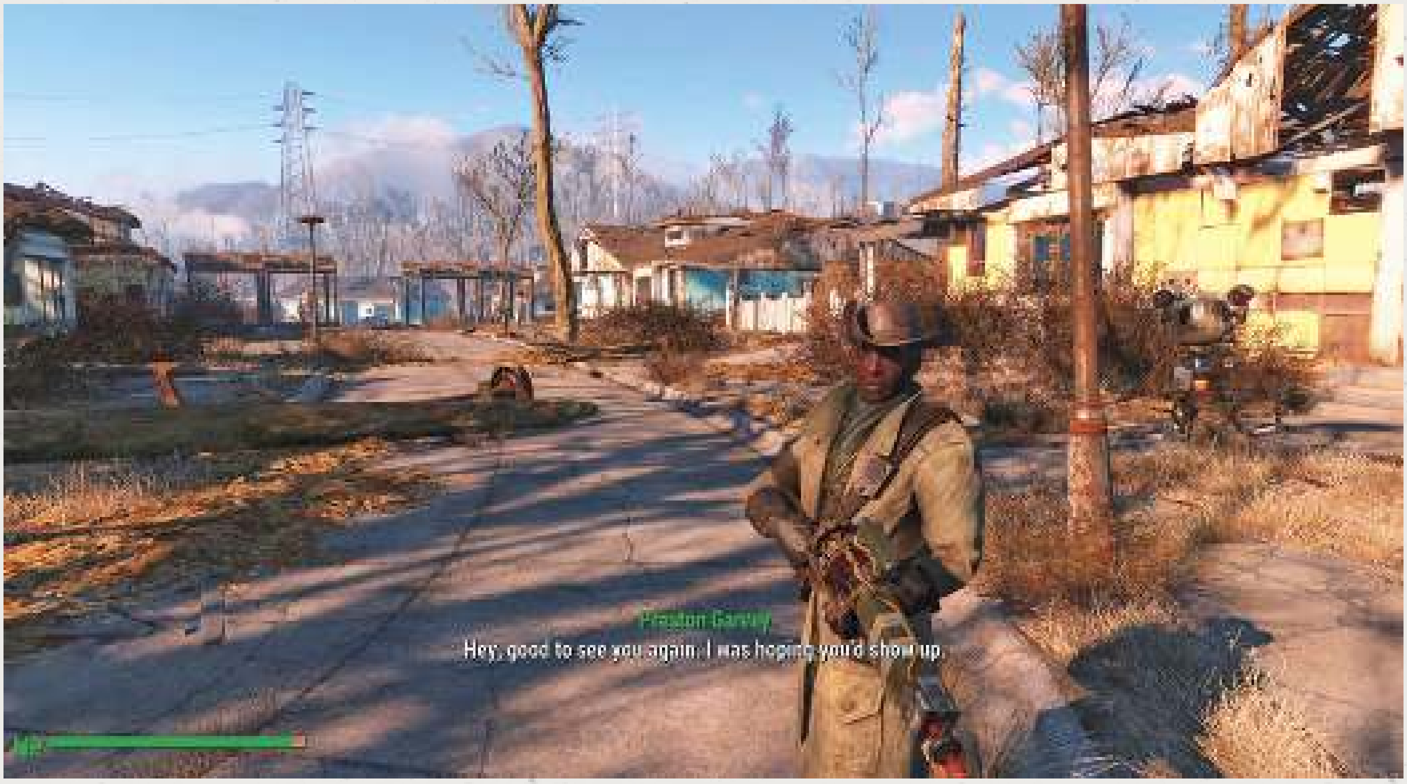
The Railroad Quests

Burning Cover

1. Talk to Desdemona

2. Talk to Preston



Preston Garvey

Hey, good to see you again. I was hoping you'd show up.

This quest becomes available only if your relationship with the Institute faction turns hostile at any point before Railroad Quest: Underground Undercover concludes. With no access to the Institute, there's nothing more the Railroad can do to thwart the Institute. Desdemona says your best chance to stop the Institute lies with the Minutemen. Find Preston Garvey, and begin working with his faction instead.

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The Railroad Miscellaneous Quests

Overview

HELPFUL HINT FROM VAULT BOY!

What are **Miscellaneous** Railroad quests? An astute query! Both the quests shown here are purely optional undertakings related to this faction. Attempt them during the Main Quests. Expect some tricky situations, but also some fine rewards for helping the freedom-loving Railroad. However, if you're on less-than-pleasant standing with this faction (if you fight or ally against them), expect your Pip-Boy to indicate you've been "Kicked Out of the Railroad" and these quests aren't available.

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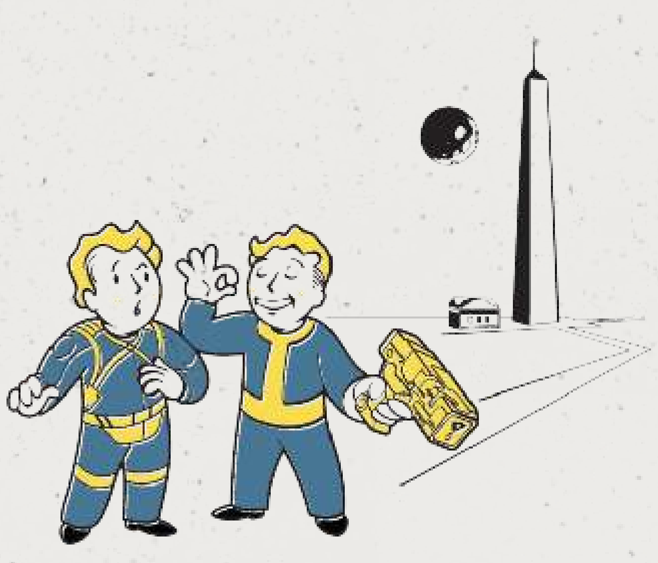
The Railroad Miscellaneous Quests

Boston After Dark

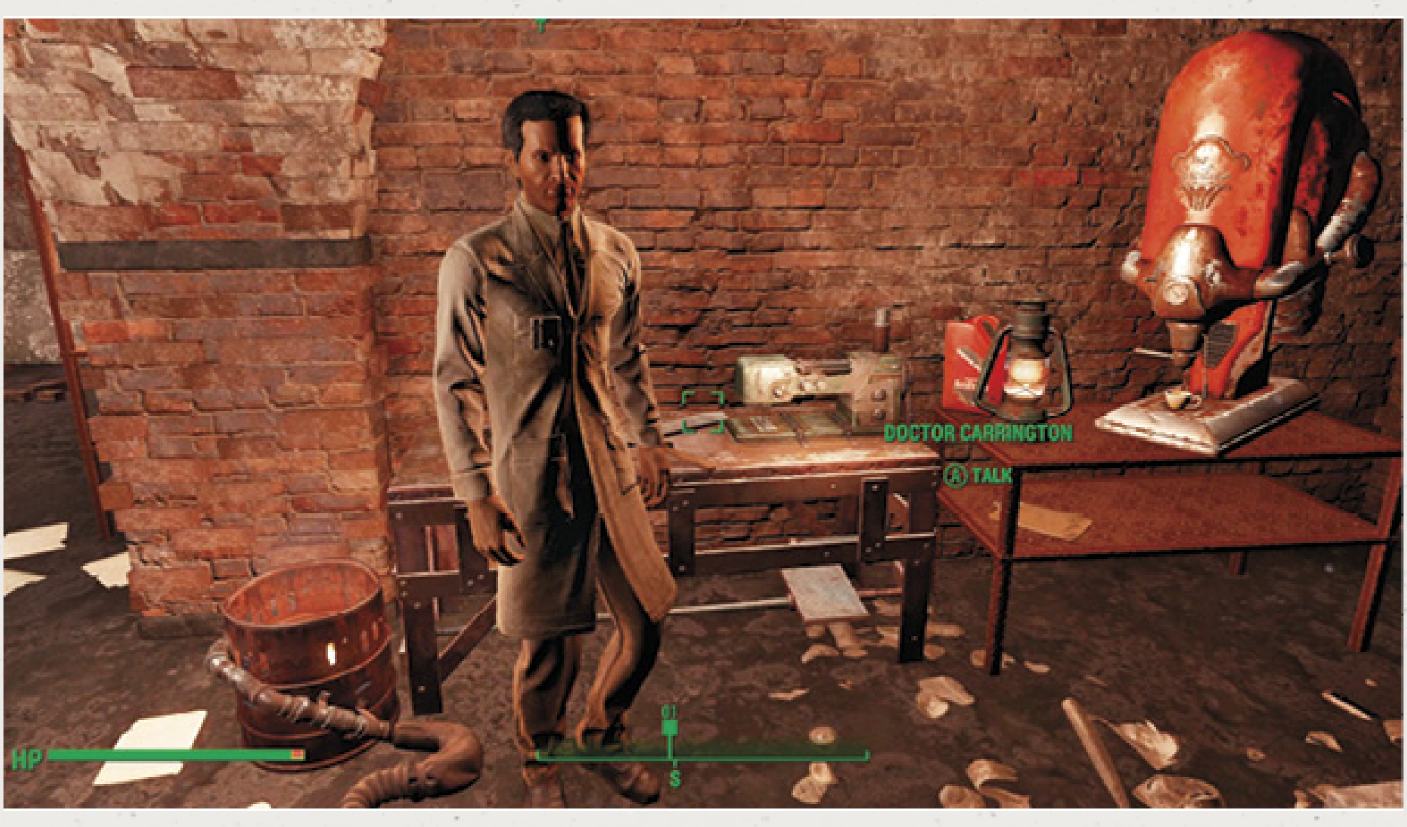


1. Give Carrington his prototype
2. Retrieve the dead drop
3. Meet Old Man Stockton
4. Secure the rendezvous point
5. Wait until nighttime for Old Man Stockton
6. Wait for Railroad contact
7. Follow High Rise
8. Talk with High Rise
9. Report back to Doctor Carrington

LOCATIONS TO EXPLORE

- Charlestown
- Bunker Hill
- Cambridge
- Monsignor Plaza
- Ticonderoga Safehouse

DEAD DROP FOR BUNKER HILL



Speak to Doctor Carrington after you complete Railroad Quest: Tradecraft, as he has your first official assignment.

CHARISMA

(Medium) Get on Carrington's good side, if you can.

For your first job you have to help out H2-22, a synth who is in trouble at Bunker Hill. Cross the river and head roughly north into Charleston Neighborhood. The dead drop is east of Monsignor Plaza. Watch for Mirelurks. Remove the item from the mailbox.

Stockton's Holotape

The dead drop mentions a contact at Bunker Hill. You're here to meet Old Man Stockton. Be sure to use the countersign so your talking continues to be covert in nature.

Stockton was supposed to deliver H2-22 to another Railroad agent, but Raiders prevented this. Head to the ruined church on the outskirts of Cambridge Neighborhood (marked on your Pip-Boy map), engaging or avoiding the Super Mutants along the way. As you arrive, dispatch the Raider threats.

BONANZA AT BUNKER HILL

Live & Love

Bunker Hill is a key settlement and ripe for Minutemen expansion. Traders arrive here from different parts of the Commonwealth. Kay (the vet) and Deb offer additional trading opportunities. And there's more than a great view at the top of the obelisk!

HIGH RISE, HIGH RISK, AND HIGH REWARD

H2-22
Ⓐ TALK
HP
S
AP

Wait on a pew until 11:00 p.m., when Stockton and the synth arrive. An agent named High Rise is summoned; he hopes you can help with some escorting duties. You're running roughly south, toward the Raider camp of Monsignor Plaza. Clear that location of foes entirely, and push toward the Ticonderoga Safehouse. Job well done! Check in with Carrington to gather up the following:

Bottlecaps (180)

Bobby Pins (5)

Sniper Rifle (Random type) and Ammo

MONSIGNOR PLAZA IS A BUST

Griswold's Poetry Collection

Usually at this point, Vault-Tec offers excellent knowledge of high-value **items** known to be at a location you're set to clear. Unfortunately, Vault-Tec scanning has shown only low levels of ammunition and a Holotape of questionable poetry.

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Memory Interrupted

1. Talk to Doctor Amari

2. Eliminate the Gen 1s

3. Report back to Desdemona

LOCATIONS TO EXPLORE

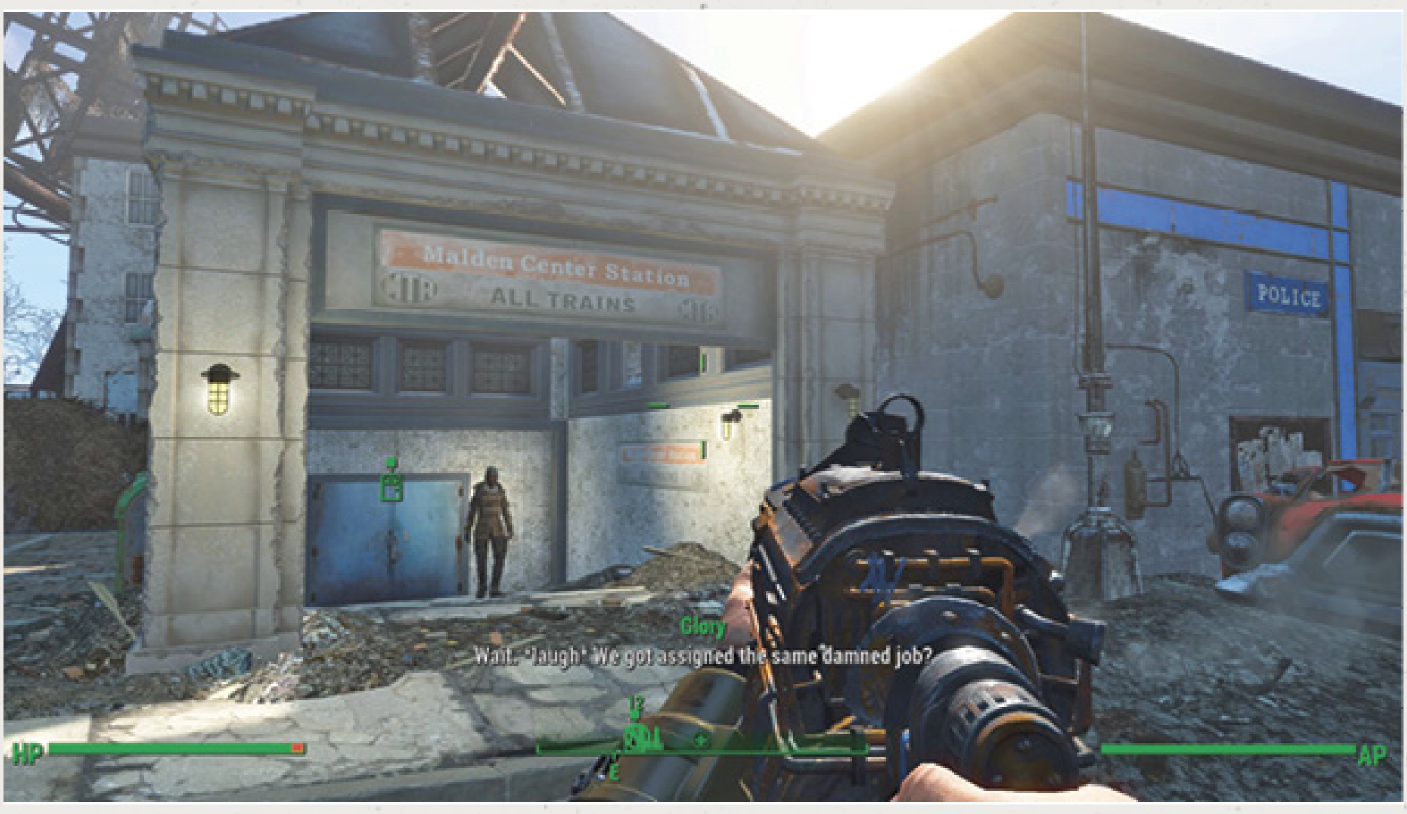
- Goodneighbor
- Memory Den
- Malden Center

NO GUTS, NO GLORY

Converse with PAM at the Railroad HQ, and she mentions a synth stranded at the Memory Den. His escape route out of there has been compromised. Visit Goodneighbor and find Doctor Amari within the Memory Den to tell her you've been sent to clear a path. Optionally take the Holotape from H2-22 and listen to it.

Goodbye from H2-22

Travel to Malden Center in the northern part of the Commonwealth. You're here to remove a group of Gen 1 synths that are preventing the Railroad's runners from getting H2-22 to safety. It seems Railroad agent Glory had a similar idea; she meets you at the Malden Center entrance. You can:



Glory

Wait. *laugh* We got assigned the same damned job?

- Refuse her offer to assist you.
- Agree for her to offer fire support.

Enter Malden Center, and conduct a thorough sweep, slaying all synths indicated on your Pip-Boy. There are Raiders (including the one named Helter-Skelter) to optionally remove. Then return to Desdemona for your reward.

Bottlecaps (200)

Railroad Stealth Boy (2)

Railroad Stealth Boys are now available for purchase from Tinker Tom.

MALDEN: A TOWNSHIP OF HIDDEN DEPTHS

Tumblers Today

The township of Malden holds many surprises. As you sweep Malden Center, locate a magazine and rare Nuka Cola bottle. But why stop there? The Medford Memorial Hospital has another magazine to gather, though the Super Mutants aren't the friendliest. But the area of most interest is Malden Middle School. Assuming this location hasn't been overrun by troublesome Gunners, another quality and completely safe Vault (number 75) was constructed here. Not only is your safety guaranteed, but there's also a Bobblehead, essential reading, and a ton of ammunition!

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The Railroad Radiant Quests

Overview

HELPFUL HINT FROM VAULT BOY!

What are Radiant Railroad quests? An interesting question! The 12 quests referenced here are purely optional activities you can attempt while assisting on more important Railroad matters. They are requests from different Railroad agents and are "radiant," as some of the locations you're sent to may be random. Some quests are repeatable, allowing you to accumulate rewards. Any help is always gratefully received!

RANDOM FACTS

Due to the random nature of the locations you are sent to, it is imperative you read up on the hostiles (as well as the valuables) you'll find at each one. Vault-Tec is proud to provide comprehensive cartography for just such a reconnoiter.

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The Railroad Radiant Quests

Butcher's Bill 1

1. Go to the dead drop

2. Determine status of Augusta Safehouse

3. Report back to Doctor Carrington

LOCATIONS TO EXPLORE

- Old North Church (Railroad HQ)
- Boston Common
- Kendall Hospital

A SORRY STATE HOUSE

Since the fall of Switchboard and after you completed Railroad Miscellaneous Quest: Boston After Dark, the Railroad's been picking up the pieces. Carrington is sending you to check the status of Augusta Safehouse. Go to the indicated drop location, near Goodneighbor.

Augusta Report

DETERMINE STATUS OF AUGUSTA SAFEHOUSE

The safehouse is in Cambridge, within the raider stronghold of the Kendall Hospital. The place is an absolute mess, so follow the maps in this guide if you become confused. Locate the Steamer Trunk inside.

Augusta Station Last Update

Exit the Kendall Hospital, and report in at Railroad HQ. You receive some Caps for your troubles. This quest is not repeatable.

Bottlecaps (150)

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The Railroad Radiant Quests

Butcher's Bill 2

1. Go to the dead drop for Doctor Carrington

2. Find Agent Blackbird

3. Report back to Doctor Carrington

LOCATIONS TO EXPLORE

- Old North Church (Railroad HQ)

FLOWN THE NEST

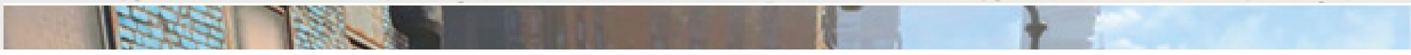
Start this after Radiant Quest: Butcher's Bill 1. A survivor potentially made it out of the Augusta Safehouse disaster. His name is Blackbird and he was spotted recently. Speak to Doctor Carrington, and head to the indicated drop location, which is in a random location.

Blackbird Report

Bottlecaps (175)

The report has some worrying information about Blackbird. Rush to the safehouse, which is randomly located, usually near an enemy stronghold. Defeat as many foes as you wish. Locate Agent Blackbird. Then find the note that Blackbird has, and report back to Doctor Carrington. You receive some armor and Caps for your troubles. This quest is not repeatable.

010
999
HP
AP



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The Railroad Radiant Quests

Mercer Safehouse

1. Secure [a settlement location] and then use workshop

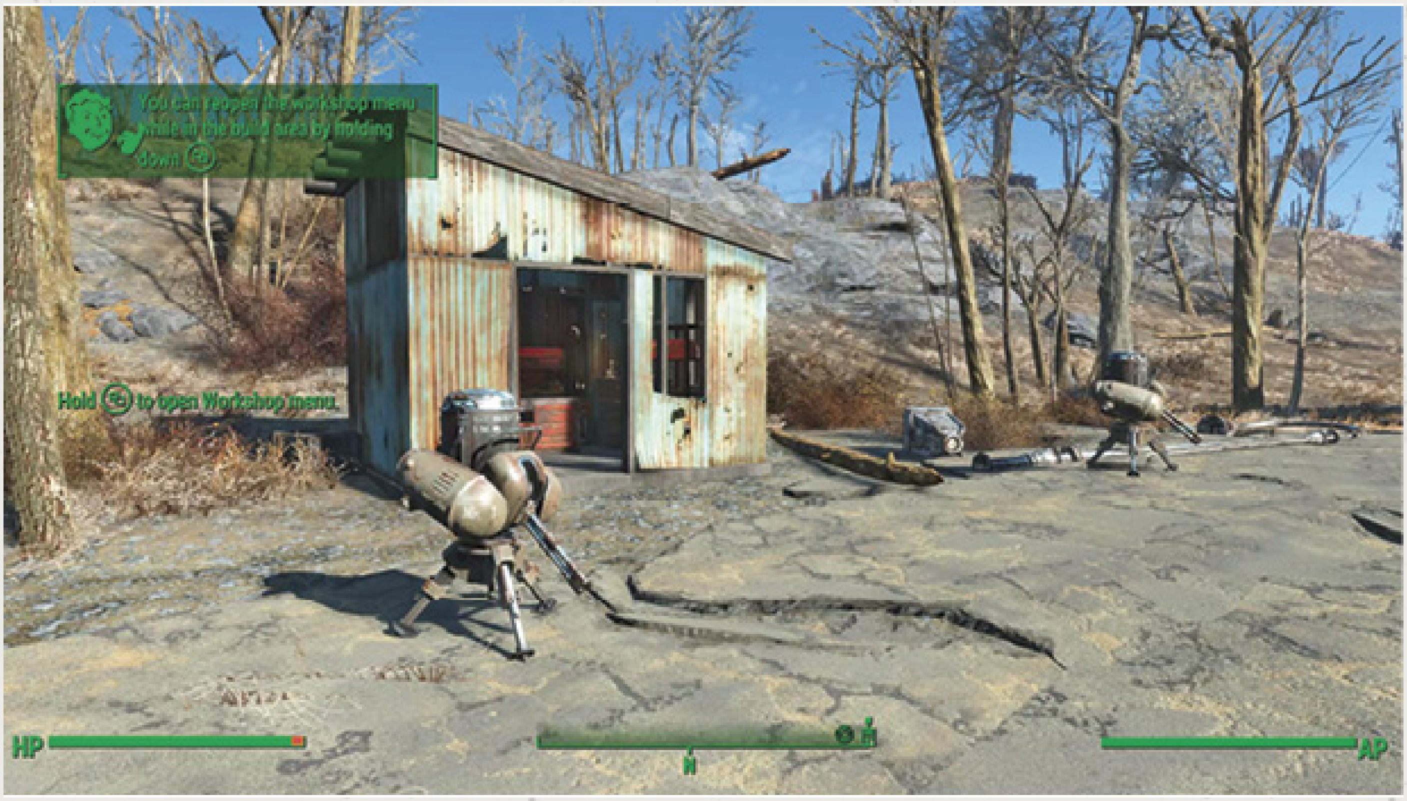
2. Build defenses

3. Report back to PAM

LOCATIONS TO EXPLORE

- Old North Church (Railroad HQ)

SECURING A NEW SAFEHOUSE


You can reopen the workshop menu while in the build area by holding down ○

Hold ○ to open Workshop menu.

This quest is available once you are aligned with the Railroad. Speak to PAM in the Railroad HQ. Go to the indicated location (a random settlement). Once there, remove any threats and access the workshop. Build defenses—in this case, two turrets.

Exit the area, and report in at Railroad HQ. You receive the following for your troubles. Mercer Safehouse now appears on your world map. This quest is not repeatable.

Bottlecaps (200)

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The Railroad Radiant Quests

Jackpot

1. Secure the DIA cache

2. Report back to PAM

LOCATIONS TO EXPLORE

- Old North Church (Railroad HQ)

CACHING IN WITH PAM

This quest is available once you are aligned with the Railroad. Speak to PAM at Railroad HQ. Go to the indicated location (a random location), and secure a DIA Cache inside.

RFID Device

Beware of enemies. Fight your way to the location. The RFID Device opens up a secret cubbyhole. Gather items from there if you wish. Report in at Railroad HQ. You receive the following for your troubles. This quest is repeatable.

Ballistic Weave Mk 1

TINKERING WITH TOM

The reward you receive is regular **clothing** with the properties of full **armor**. Now talk to Tinker Tom, and use **crafting** to modify **clothing** to achieve even higher **armor** ratings!

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The Railroad Radiant Quests

Concierge

1. Go to Mercer Safehouse

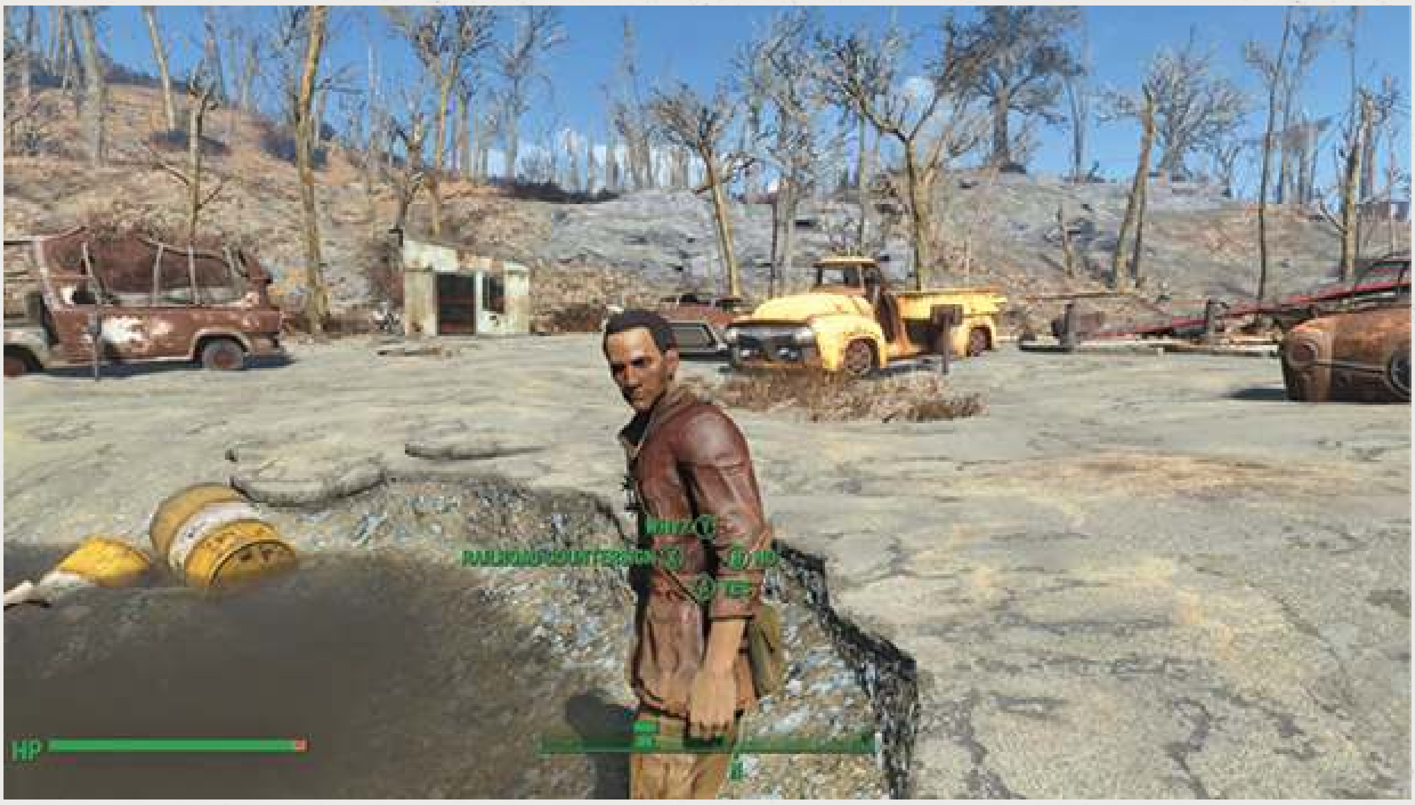
2. Eliminate the threat at [a location]

3. Report back to Caretaker

LOCATIONS TO EXPLORE

- Old North Church (Railroad HQ)
- Mercer Station (random settlement)

TAKING CARE OF BUSINESS


WHIZ
RAILROAD COUNTERSIGN
NO
YES
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The Railroad Radiant Quests

Weathervane

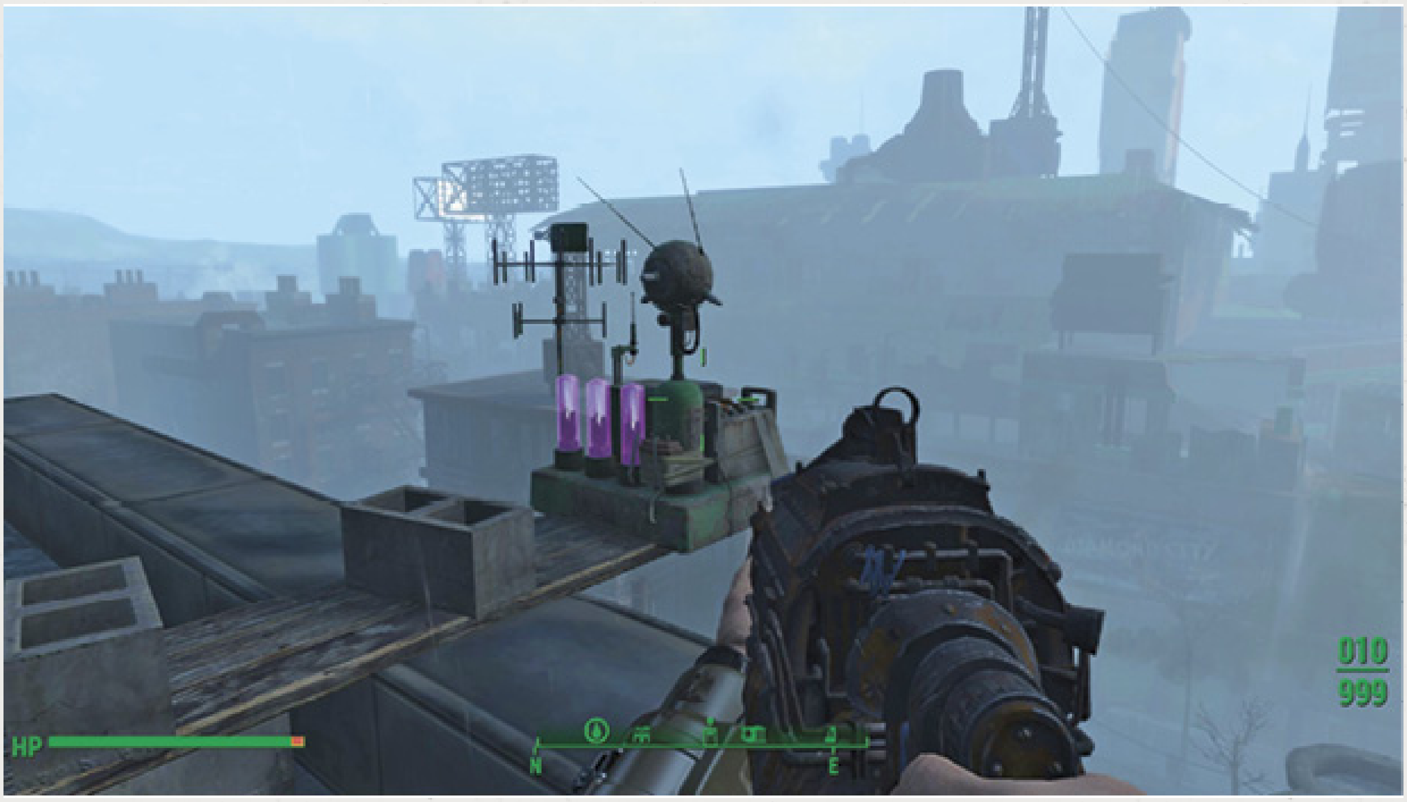
1. Set up MILA

2. Report back to Tinker Tom

LOCATIONS TO EXPLORE

- Old North Church (Railroad HQ)

PRECARIOUS POSITIONING



Tinker Tom wants you to place MILA, a combination surveillance device and atmospheric sensor, at a high vantage point over the Commonwealth. Go to the indicated (random) location, many of which are indicated throughout the maps. The location is always high up. Battle any foes and place MILA on the vantage point.

MILA

Exit the area, and report in at Railroad HQ. You receive the following for your troubles. This quest is repeatable.

Chance of a random item

Bottlecaps (150–190)

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The Railroad Radiant Quests

Randolph Safehouse

1. Pick up the dead drop

2. Clear hostiles

3. Report back to Desdemona

LOCATIONS TO EXPLORE

- Old North Church (Railroad HQ)
- Randolph Safehouse (random location)

THE LIFE OF A HEAVY IS NEVER DULL

You may now fast travel to and from Railroad HQ

Randolph Safehouse has been dark since Switchboard fell. Speak to Drummer Boy, and he says the safehouse has left a message at a dead drop. Go to the indicated (random) dead drop location.

Randolph Safehouse Update

Head to the indicated location, and remove all synths until the objective updates.

SYNTH SEEKER

Exit the area, and report in at Railroad HQ. Desdemona requires you to check in with Drummer Boy from time to time as the situation at Randolph Safehouse is continually accessed. This quest then repeats five more times. On the sixth (and last)

time, you finally meet your contact—Mister Tims—in the flesh and disband the safehouse.

Bottlecaps (100–200 per completion) and INSTITUTE KILLER WEAVE (For completing Randolph Safehouse 6)

Chance of a random item (for completing Randolph Safehouse 2)

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The Railroad Radiant Quests

Variable Removal

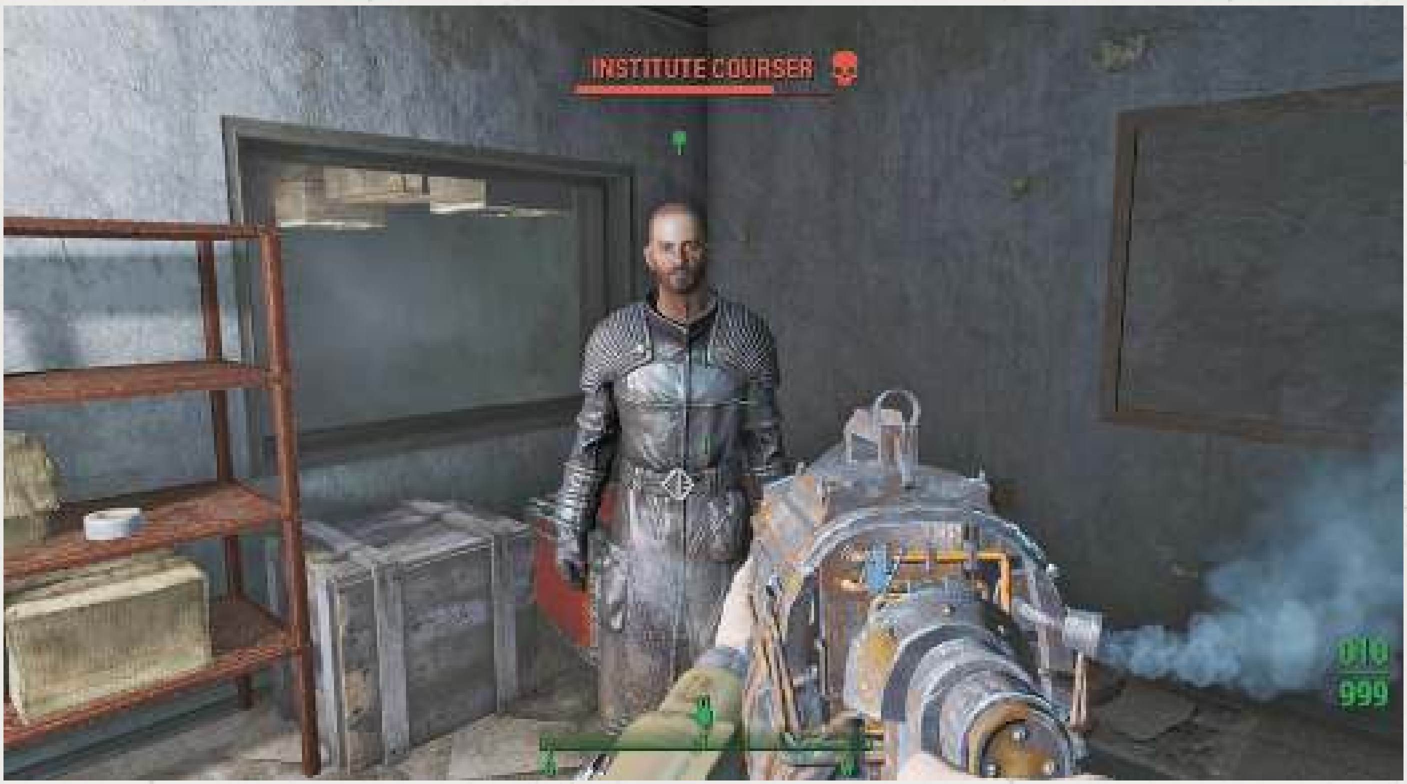
1. Eliminate the Courser

2. Report back to PAM

LOCATIONS TO EXPLORE

- Old North Church (Railroad HQ)

INTERCEPT AND ELIMINATE



Speak with PAM; she has intel on a Courser in the field. An unchecked Courser can cause tremendous damage to the Railroad. Your job is to eliminate it at the indicated (random) location. Seek and destroy the tagged target. Other enemies are optional kills.

Report in at Railroad HQ. You receive the following for your troubles. This quest is repeatable.

Bottlecaps (270)

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To the Mattresses

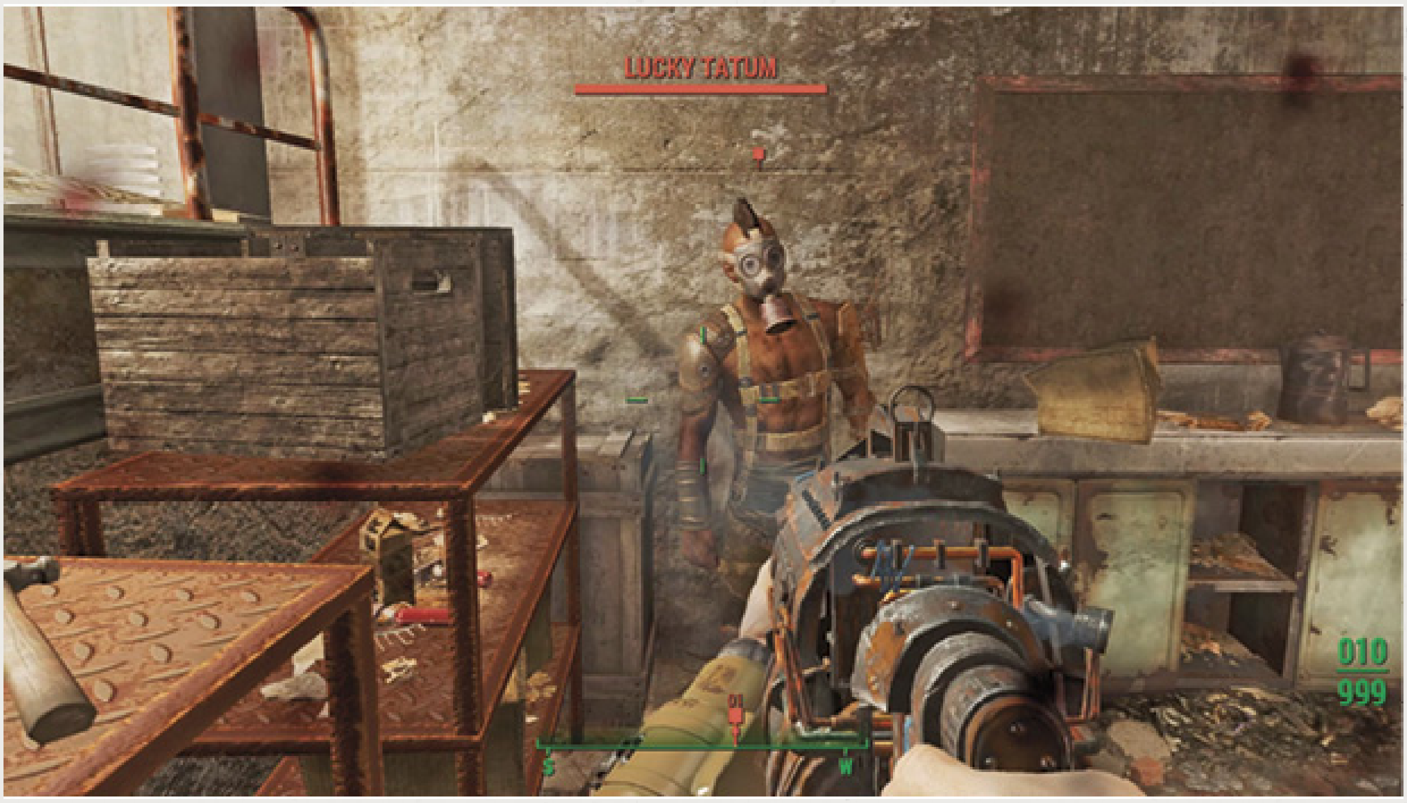
1. Kill [L&L Gang boss]

2. Report backto Desdemona

LOCATIONS TO EXPLORE

- Old North Church (Railroad HQ)
- L&L Gang Hideout (Random location)

WIPING OUT THE L&L GANG



Once you complete Railroad Quest: The Nuclear Option, speak with Desdemona. With the Institute out of the picture, the synth-hating L&L Gang is the greatest single threat remaining to the Railroad. Go to the indicated (random) location. Seek and destroy the tagged target. In this case, it is a Raider boss named Lucky Tatum. Other enemies are optional kills.

Exit the area, and report in at Railroad HQ. You are rewarded. Check in again with Desdemona as the five other Raider bosses from the L&L Gang are located. This quest then repeats five more times. On the sixth (and last) time, you finish off the gang for good.

Chance of a random item

Bottlecaps (150–300 per completion)

Bottlecaps (450) and two random items (final mission)

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The Railroad Radiant Quests

Lost Soul

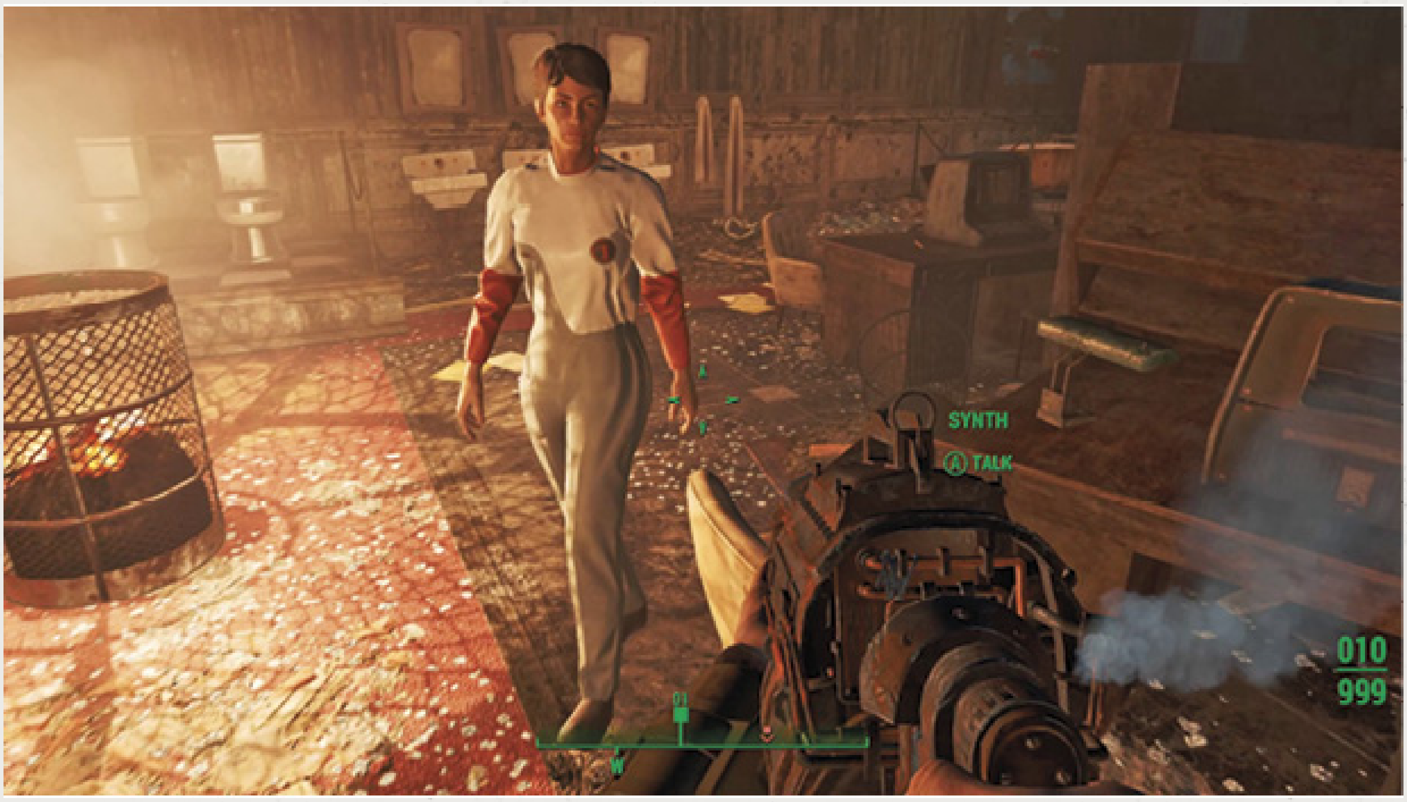
1. Rescue the synth

2. Report back to Carrington

LOCATIONS TO EXPLORE

- Old North Church (Railroad HQ)

SHARING AND CARING



Once you complete Railroad Quest: The Nuclear Option, speak with Doctor Carrington. It seems not all synths that teleported out of the Institute made it to safety. Carrington has a lead on one synth that's in danger. After they're saved, you have a care package that'll help them get to safety. Then head to the indicated (random) location. All enemies are optional but better

off dead. Locate the synth, and speak with him or her.

Synth Care Package

Exit the area, and report in at Railroad HQ. You receive the following for your troubles. This quest is repeatable.

Chance of a random item

Bottlecaps (100–300)

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The Railroad Radiant Quests

A Clean Equation

1. Eliminate the Brotherhood patrol

2. Report back to PAM

LOCATIONS TO EXPLORE

- Old North Church (Railroad HQ)

MELTING STEEL

BROTHERHOOD KNIGHT-CAPTAIN

Once you complete Railroad Quest: Rockets' Red Glare, speak with PAM: Brotherhood stragglers are a threat to the Railroad, and a surviving patrol has been spotted. Go to the indicated (random) location and defeat the Brotherhood of Steel patrol there.

Exit the area, and report in at Railroad HQ. You receive the following for your troubles. This quest is repeatable.

Bottlecaps (100–300)

Chance of a random item

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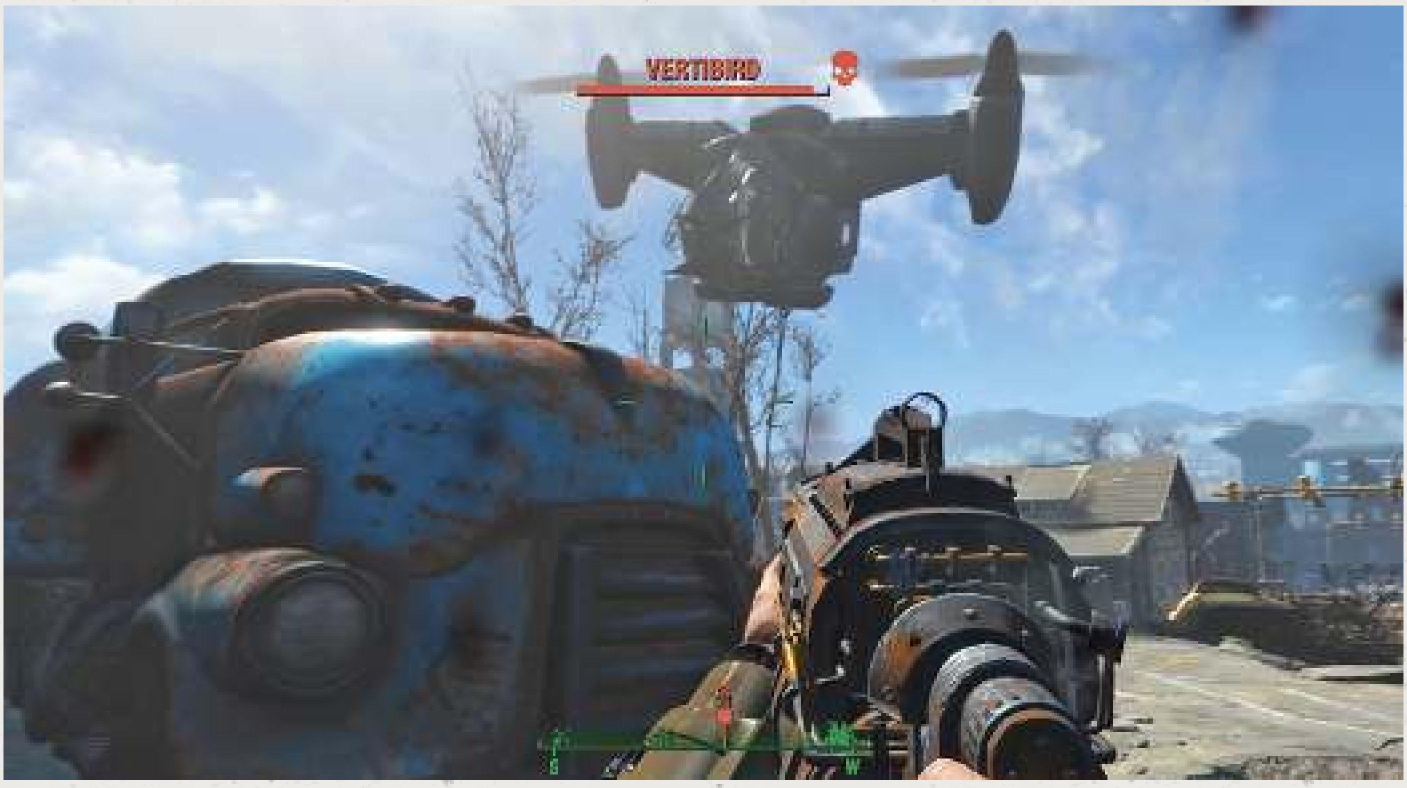
The Railroad Radiant Quests

High Ground

1. Eliminate the Vertibird

2. Report back to PAM

CLIPPING SOME WINGS



Once you complete Railroad Quest: The Nuclear Option, speak with PAM: The Brotherhood still poses a threat to the Railroad.

PAM has spotted a surviving Vertibird that needs to be destroyed. Go to the indicated (random) location. Defeat the Vertibird there (and any other dangers if you wish). Projectile weaponry such as a missile launcher is recommended for this task.

Exit the area, and report in at Railroad HQ. You receive the following for your troubles. This quest is repeatable.

Chance of a random item

Bottlecaps (100–300)

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The Minutemen Quests

Overview

You can begin working with this faction almost immediately after you emerge from Vault 111. Simply wander down the road from Sanctuary, heading southeast until you reach the township of Concord. Visit the Museum of Freedom. You can continue Institute operations for as long as you wish. Please be aware that unlike your relationships with the other main factions—the Brotherhood of Steel, the Railroad, and the Institute—the other plans you're hatching tend not to affect the Minutemen negatively (unless specified). The Minutemen want to create a Commonwealth of hard-working patriots who trade and build strong bonds together.

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The Minutemen Quests

When Freedom Calls

1. Enter the museum

2. (Optional) Take the laser musket

3. Locate the trapped settlers

4. Kill the Raiders (7)

5. Talk to Preston Garvey

6. Unlock the security gate

7. Get a Fusion Core

8. Put the Fusion Core in the Power Armor

9. Enter the Power Armor

10. Grab the minigun

11. Clear Concord of hostiles

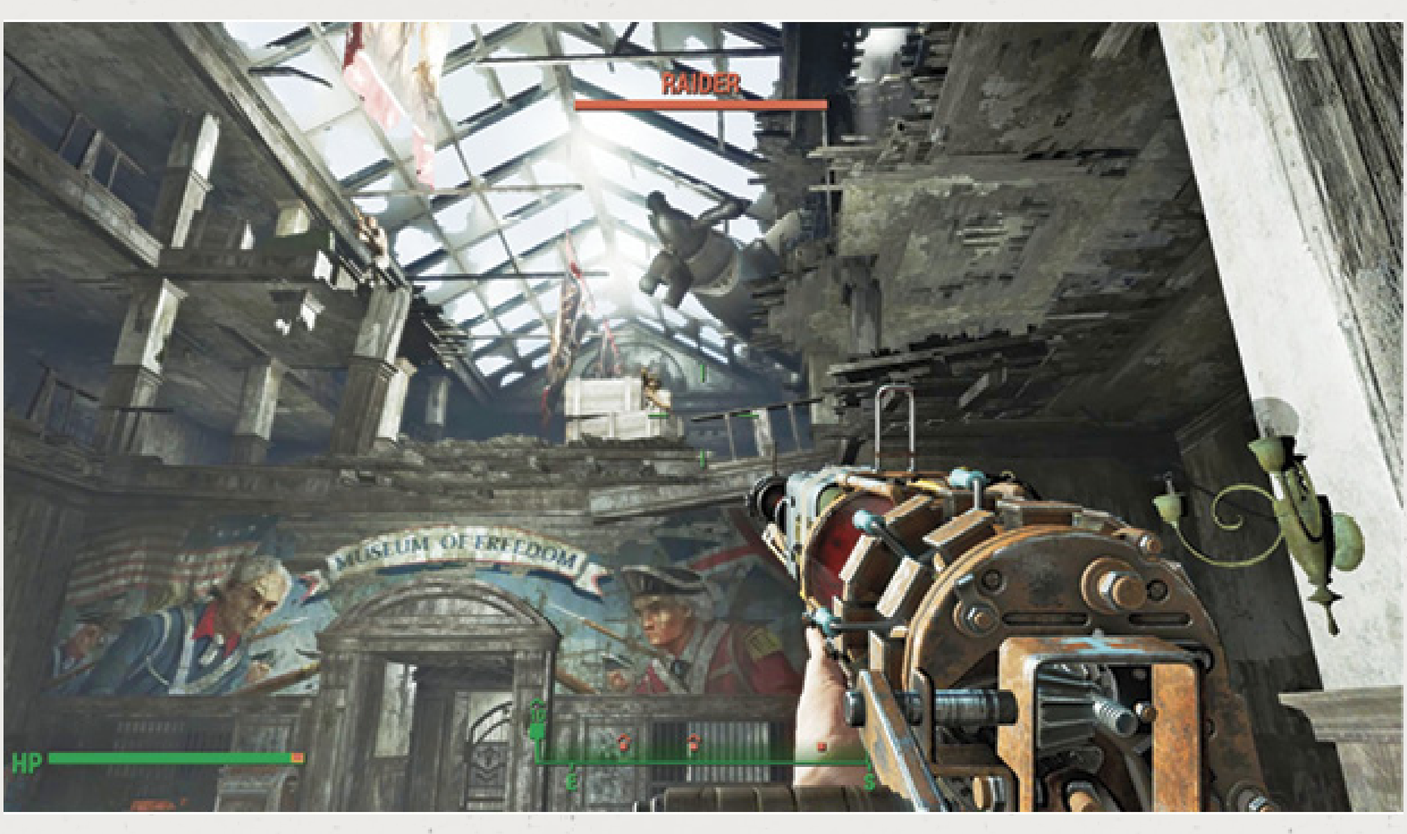
12. Report back to Preston

13. Join Preston Garvey in Sanctuary

LOCATIONS TO EXPLORE

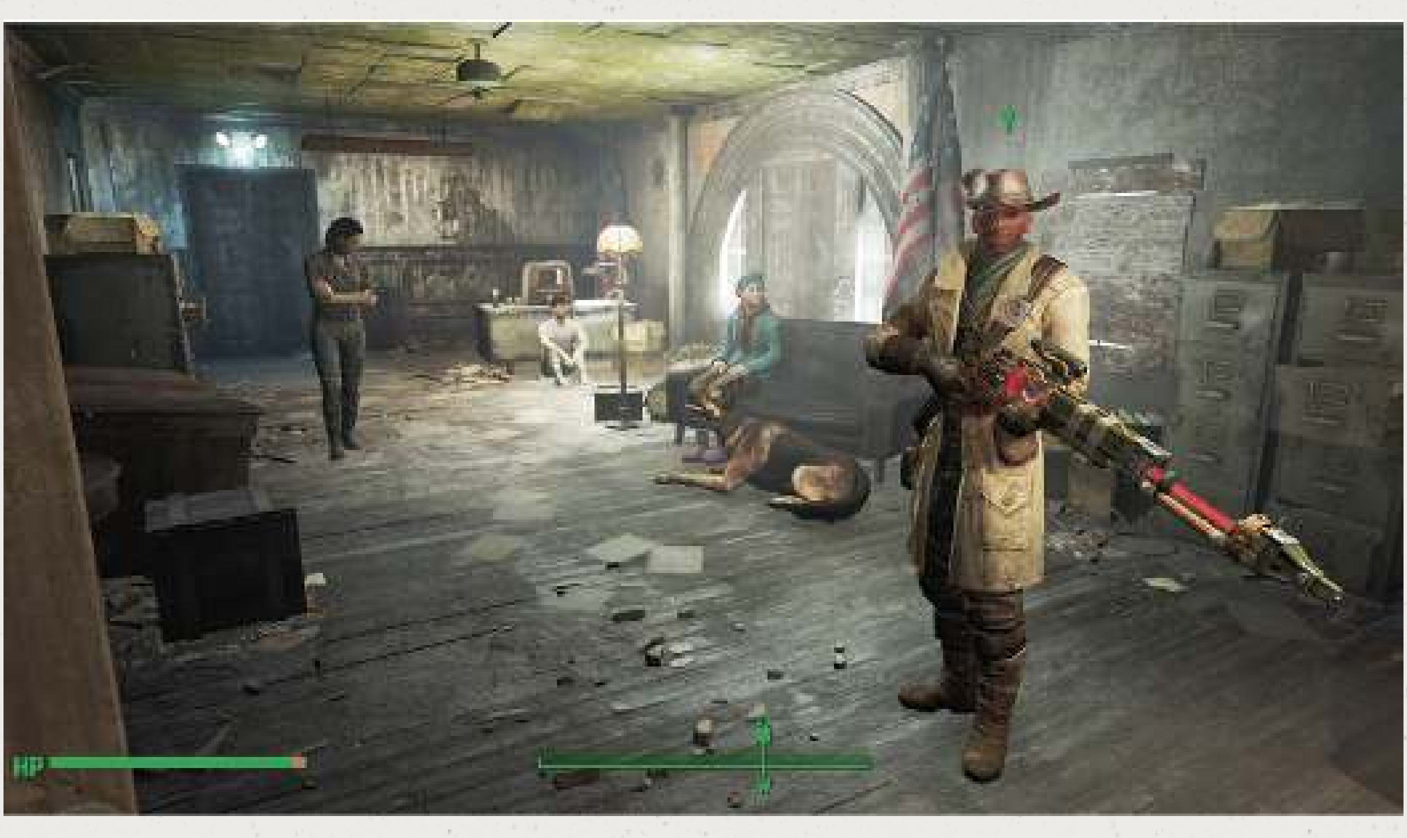
- Concord
- Museum of Freedom

GOT A MINUTE?



On your travels through Concord, you spot a man protecting a group of people from Raider attacks on a balcony of a museum. Below the balcony is a short laser musket and some fusion cell ammunition in front of the doors. Pick it up if you're interested in disintegrating your enemies, and clear any foes from the streets. Then enter the Museum of Freedom.

Short Laser Musket



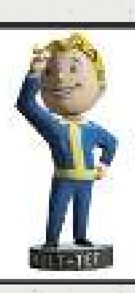
Armed Raiders are prowling the splintered interior of this museum. Weave your way through the remains of the displays. Your targets aren't red-coated; they have more of an "animal hide and leather studs" appearance. In between takedowns, feel free to read the freedom wall en route to a top-floor office where the defenders are.

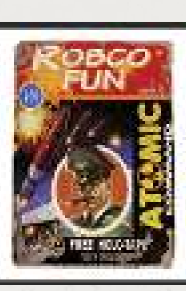
Meet Preston Garvey and the remnants of his Minutemen forces. They seem like friendly sorts and are in a bind. Agree to help him and Sturges provide fire support to crush any remaining Raider opposition in town. Drop to the ground floor and into the basement. You can:

- (Novice) Use bobby pins to open the security gate. There are some on top of the computer terminal monitor.
- (Novice) Hack the computer terminal and unlock the security gate.

Fusion Core

LOOTING THE MUSEUM OF FREEDOM



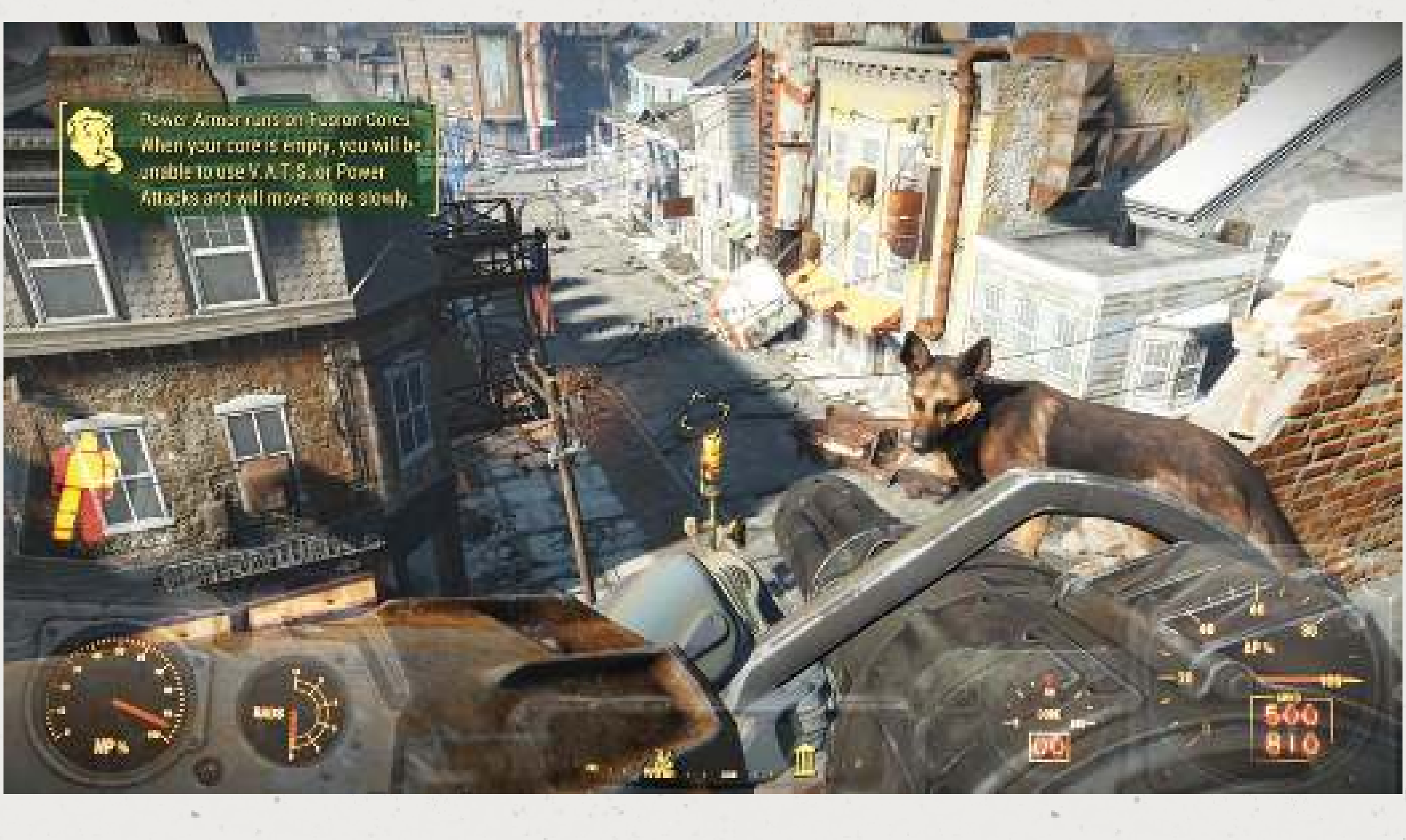


Bobblehead: Perception

RobCo FUN

In the museum, there are two exhibits that will catch your eye; a limited-edition Vault-Tec Bobblehead and one of the classic issues of RobCo FUN! magazine, with a free Holotape game to boot!

LET FREEDOM REIGN


Power Armor runs on Fusion Cores. When your core is empty, you will be unable to use V.A.T.S. or Power Attacks and will move more slowly.
500
810

Access the roof to find an empty suit of T-45 Power Armor. It's not in the finest condition, but it's working well enough to clamber into once you insert the Fusion Core into the back of the unit. Detach the Vertibird minigun if you're craving rapid firepower. Then test the armor's cushioning by dropping into the street. Another option? Stay up here and snipe for a bit.

T-45 Power Armor

Minigun

HELPFUL HINT FROM VAULT BOY!

Fusion Cores slot into the backs of Power Armor suits to power them. Run out of these, and you're stuck! So keep both eyes open for additional Fusion Cores throughout your travels. The Map chapter of this guide flags all trackable locations, so you're never far away from copious nuclear power!

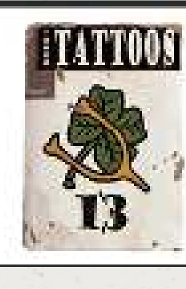
HELPFUL HINT FROM VAULT BOY!

Power Armor offers top-notch protection from bullets, claws, short falls, and even radiation. Also, the higher the serial number, the higher the armor's quality. Don't forget your suits require upkeep at Power Armor stations. Vault-Tec has tagged every Commonwealth location where both Power Armor and stations can be found. You're welcome!

Cut down any Raiders you see. Beware of a Deathclaw clambering out of a ground hatch. It is wise to back up while using the minigun or when coaxing the Raiders into a fight with the Deathclaw and mopping up the wounded survivors. Afterward, check in with Preston for a reward. To further your friendship, agree to join the Minutemen as they repopulate your old township of Sanctuary.

Bottlecaps (100)

THE SECRETS OF CONCORD



Taboo Tattoos

Do you have time to take in the sights of Concord? Aside from the speakeasy and workshop in town, there's the Concord Civic Access tunnels. Try entering from the hatch by the Municipal Plutonium Well. Though hardly picturesque, this sewer tunnel links to two other parts of town, and there's some required reading to obtain.

HELPFUL HINT FROM VAULT BOY!

The Power Armor you are wearing includes a frame. These are the skeletons with which you can attach various pieces of Power Armor you scavenge, or are rewarded with. Consult the Power Armor Frames section of the APPAREL Chapter for more information, and locations of other frames across the Commonwealth.

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

The Minutemen Quests

Sanctuary

1. Build sheltered beds for Sanctuary settlers

2. Talk to Sturges

3. Provide clean water for Sanctuary settlers

4. Talk to Sturges

5. Provide **food** for Sanctuary settlers

6. Talk to Sturges

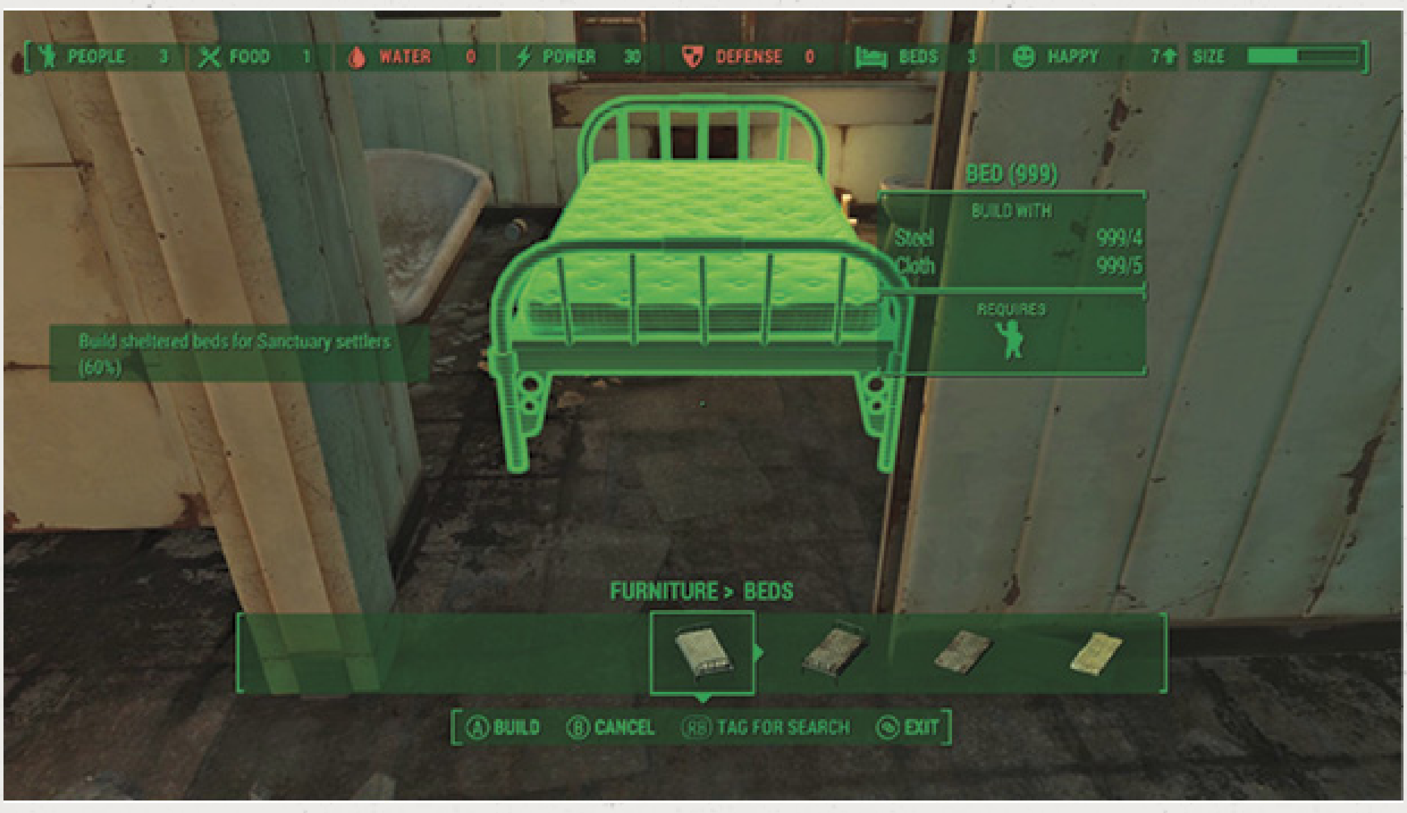
7. Build defenses for Sanctuary settlers

8. Talk to Sturges

LOCATIONS TO EXPLORE

- Sanctuary

A NEW HOPE IN THE HILLS


PEOPLE 3
FOOD 1
WATER 0
POWER 30
DEFENSE 0
BEDS 3
HAPPY 7
SIZE
BED (999)
BUILD WITH
Steel 999/4
Cloth 999/5
REQUIRES
FURNITURE > BEDS
Ⓐ BUILD
Ⓑ CANCEL
RB TAG FOR SEARCH
EXIT

Build sheltered beds for Sanctuary settlers (60%)

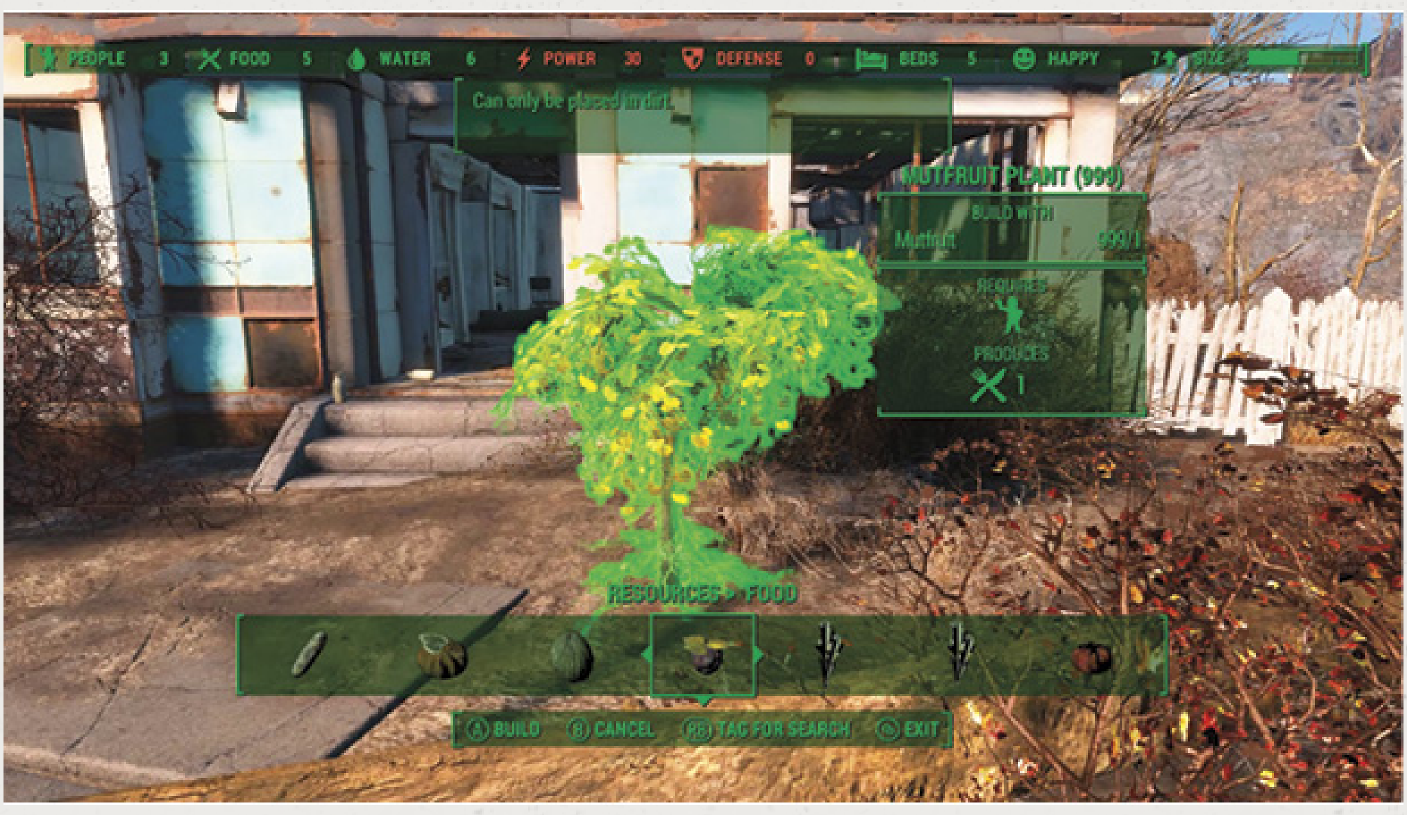
When Preston Garvey and his friends reach Sanctuary, they're hoping for more than just a few ruined houses and a slightly eccentric Mr. Handy robot to befriend. It is time to rebuild Sanctuary as a shining beacon of hope! Or, at the bare minimum, a place where the Minutemen can call home.

Access the workshop (via the **Furniture** > Beds menu), and construct any of these beds (including mattresses or sleeping bags) in an acceptable location (indicated in green). This can be in a new or preexisting structure, or even outside, but must have a roof or shelter above. The number of beds you make should be equal to or greater than the number of people.

Continue to speak to Sturges about the needs of this motley crew. Build them any purifier you wish (from the **Resources** > Water menu). The number should bring a water value equal to the population of your settlement.

These folks are hungry too! Access the **Resources** > **Food** menu. Plant any of the **food** varieties you wish. The number should

bring a **food** value higher than the population (so a **Food** value of 4 is acceptable). Remember to assign a settler to tend these plants if no one is working this land.


PEOPLE 3
FOOD 5
WATER 6
POWER 30
DEFENSE 0
BEDS 5
HAPPY 7
SIZE
MUTFRUIT PLANT (999)
BUILD WITH
Mutfruit 999/1
REQUIRES
PRODUCES
1
RESOURCES > FOOD
Ⓐ BUILD
Ⓑ CANCEL
RB TAG FOR SEARCH
EXIT

Can only be placed in dirt.

Finally, Sturges is hoping for some kind of **defense**. Choose guard posts, turrets, or traps, as you wish. The **Defense** value should be 2 or greater, so a guard post or tower is acceptable. Remember to assign the task of patrolling a guard location to a settler. Build and link generators to certain turrets or traps if they require **power**.

HELPFUL HINT FROM VAULT BOY!

Did you know settlers aren't too keen on sleeping outside? That's just one of the many helpful hints offered if you consult the "**Workshops**" chapter of this guide. If you're determined to ignore the advantages of Vault dwelling in favor of life on the surface, look here for more information. You'll be glad you did!

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The Sight

1. Bring Jet to Mama Murphy

2. Build Mama Murphy's chair in Sanctuary

3. Bring Mentats to Mama Murphy

4. Bring Med X to Mama Murphy

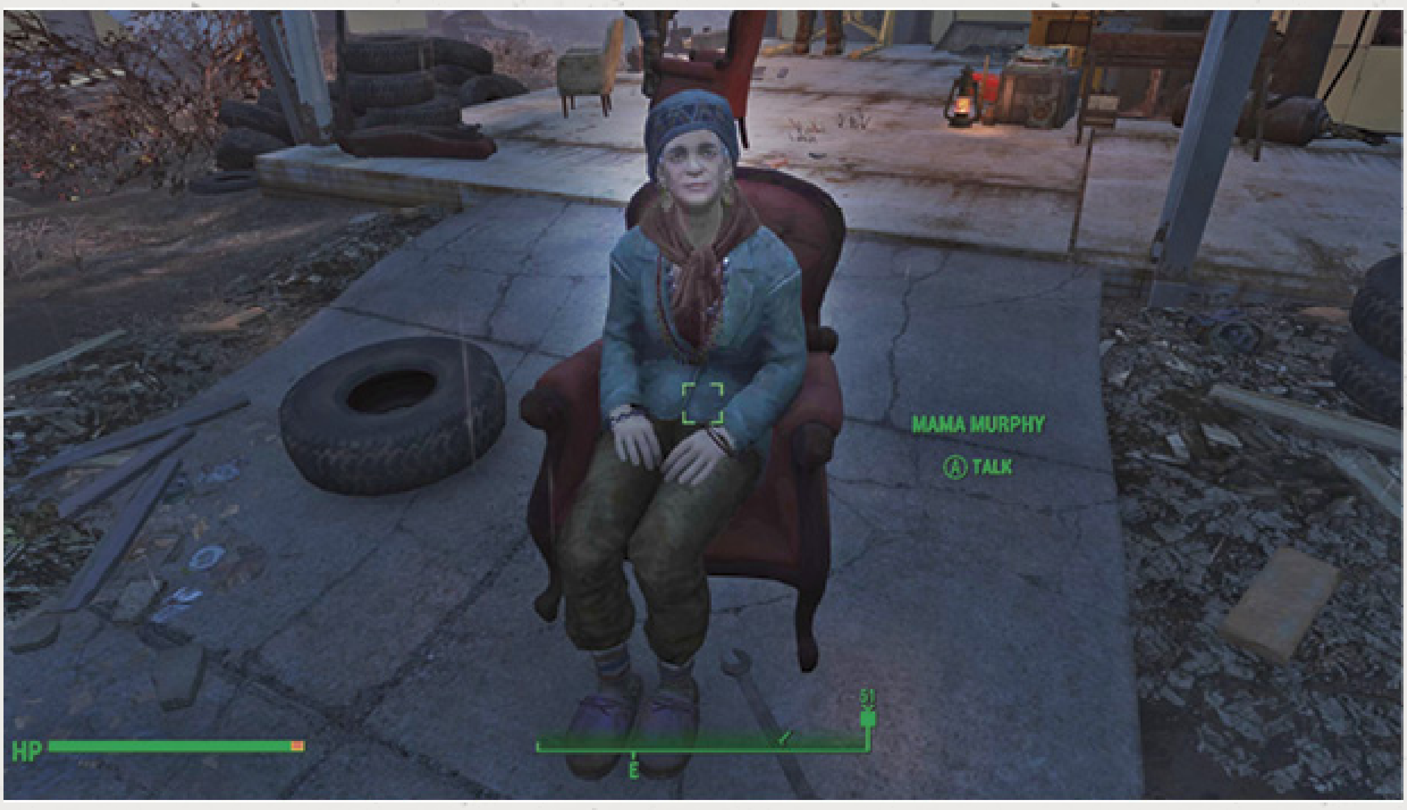
5. Bring Buffout to Mama Murphy

6. Bring Psycho to Mama Murphy

LOCATIONS TO EXPLORE

- Sanctuary
- Quincy Ruins

OLD COOT OR SOOTHSAYER?



One of the Minutemen's members is Mama Murphy, a friendly old woman who insists she receives visions of the future. Of course, these come only after you find the necessary chems for her, and she needs at least eight hours of rest between each intake of chems.

If you speak to her, she hopes you'll find some Jet and bring it back to her. Oblige, and she reveals a revelation. Talk to her again, and she asks if you can build her a special chair. This workshop item is in the Special menu, not the Furniture one. Now

that she has a place to sit, those visions can keep coming.

At any point you can refuse her chem requests and tell her to go clean.

CHARISMA

(Medium) Some persuasion or light threatening might hammer the point home.

Or you can keep giving her chems and listening to her visions. This goes against the wishes of Preston Garvey and Sturges. You might not want to overdo it, though; that Psycho chem is a killer!

HELPFUL HINT FROM VAULT BOY!

Chems are part of a well-rounded medical regime if administered in correct doses. Scavenge them throughout the Commonwealth. Or you can buy what you need at Chem-I-Care in Diamond City Market. But Mama Murphy also has a hidden chem stash in Quincy Ruins (southeast of Boston), where Preston's crew used to reside before the place was overrun by Gunners. Look for this Chem Cooler in the "Maps" chapter, in the section for this location.

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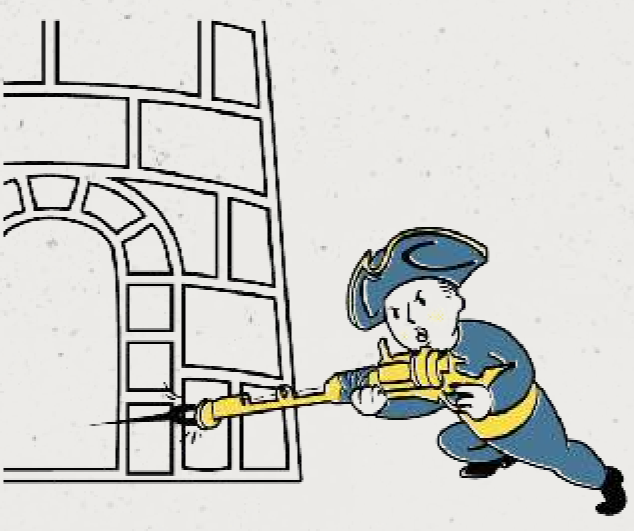
Taking Independence



1. Meet the Minutemen near the Castle

2. Decide on a plan of attack

3. Wait for the Minutemen to get into position

4. Clear the courtyard

5. Destroy the egg clutches

6. Kill the Murelurk Queen

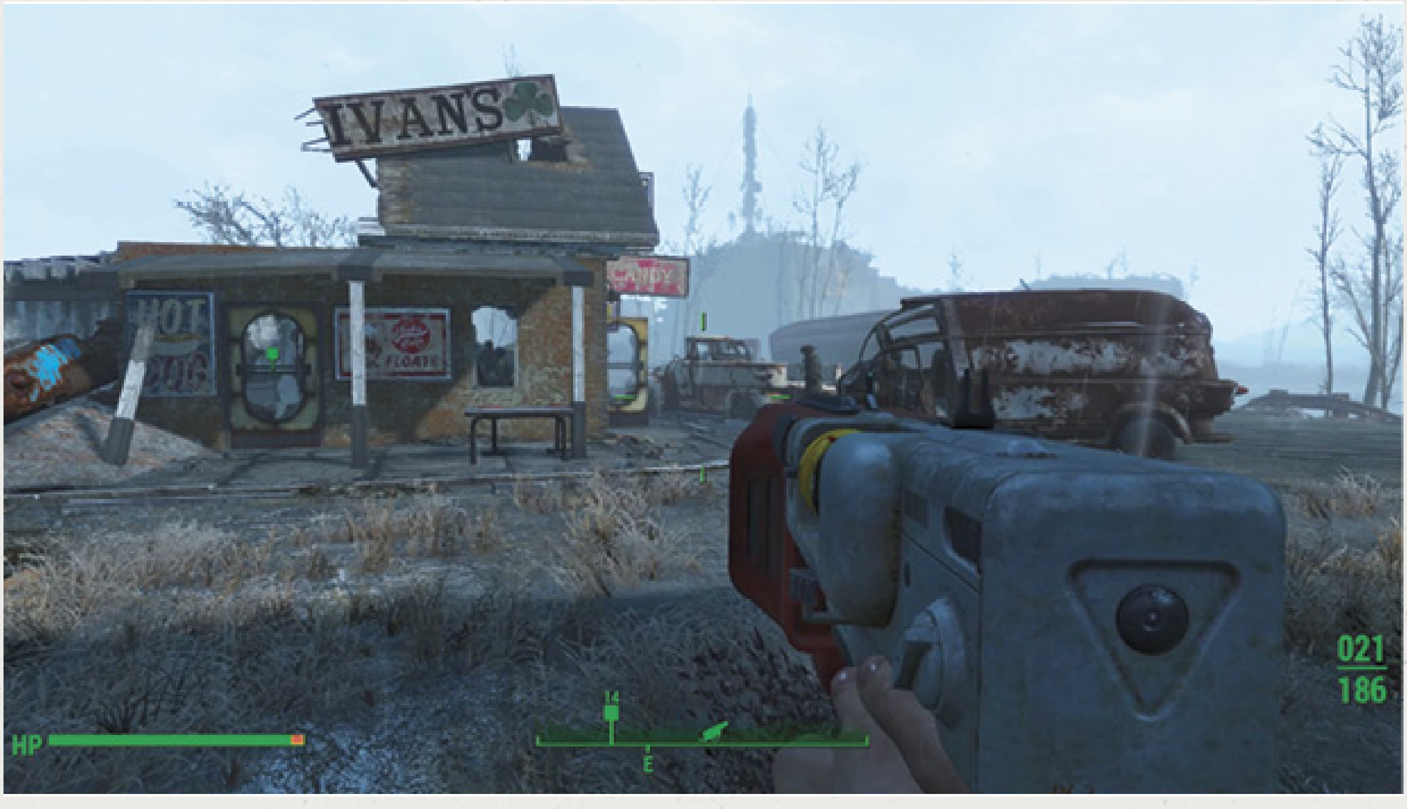
7. Meet the Minutemen in the courtyard

8. Power up the radio transmitter

LOCATIONS TO EXPLORE

- The Castle

KINGS OF THE CASTLE

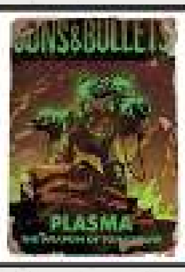


Once the Minutemen are established at Sanctuary, and you've completed a few Radiant quests for Preston Garvey, he thinks it's time for the Minutemen to retake "the Castle," an old fort that used to be their main base of operations. Travel to the remains of the snack shop outside the perimeter of the Castle, located in South Boston (feel free to navigate around Boston city). Preston has gathered some Minutemen and wants to know your opinion on a plan of attack. Choose from the following:

- Pincer attack: Like to sneak? Try this more subtle approach.
- Draw them out: Enjoy sniping? Attack from afar.
- Guns blazing: Think tactics are for brainiacs? Charge!

Navigate toward the Castle, and clear the main courtyard of any irradiated aquatic life.

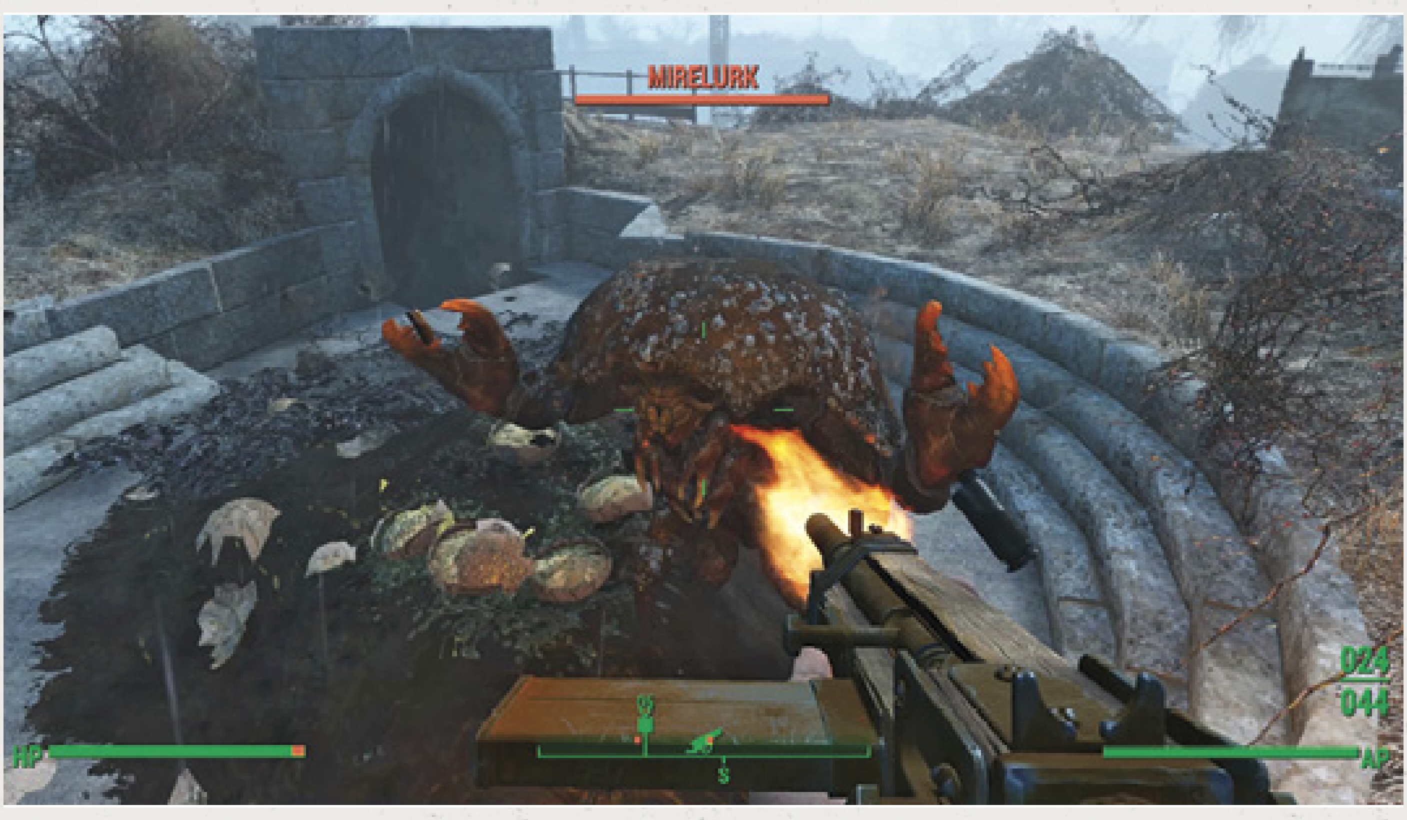
GUNS AND BULLETS?



Guns and Bullets

The Castle doesn't give up all of its secrets immediately, but there's a magazine to purloin by the central **radio** mast. You're also encouraged to read about **guns** and bullets and to bring a weighty supply of them too—the irradiated wildlife in these parts is tough! How tough? Consult the "Bestiary" chapter for best potshot practices. Need more **ammo**? Look to the Castle's interior corridors. That missile launcher might do the job!

Now to remove any hatchlings. Look to your Pip-Boy compass and destroy all the marked egg clutches. Oh dear. It seems that while you were clearing the eggs from the Castle, the beast that hatched them rose from the depths and is none too pleased. Remove this huge threat, finish destroying any remaining egg clutches, and claim this Castle!



Power up the old radio transmitter by building some generators. Attach wires from the transmitter to each generator so it is powered.

Medium Generator*

- Build with: Screw (3), Gear (3), Steel (7), Rubber (3), Copper (3), Ceramic (1)
- (*The transmitter requires 10 Power, so you need two medium generators or four small generators.)

The transmitter allows the Minutemen to broadcast Radio Freedom across the Commonwealth! Tune in for the latest reports and for Radiant Quests that require your attention.

HELPFUL HINT FROM VAULT BOY!

If you're having a hard time frying some eggs, why not try the flamer just inside the doorway on the eastern wall? This clears away the clutches more quickly.

Having trouble killing the Queen? Gather the missile launcher in the General's quarters, and stand well back when firing!

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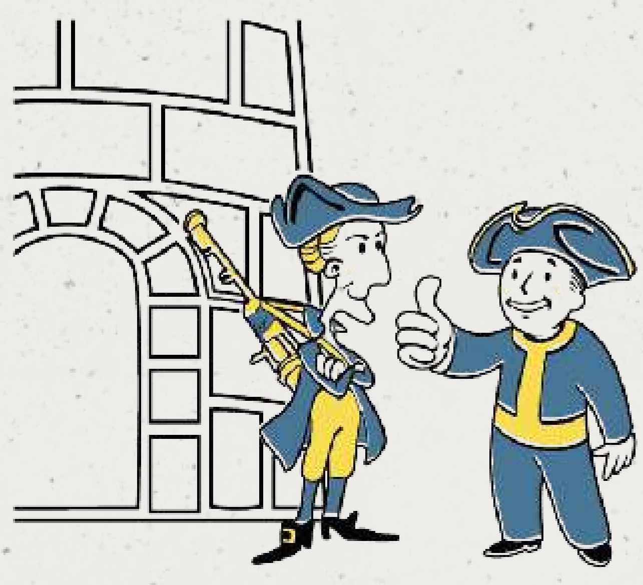
The Minutemen Quests

Old Guns



1. Return to the Castle

2. Speak to Ronnie Shaw at the Castle

3. Gain access to the Castle's armory

4. Talk to Ronnie Shaw

5. Build and assign artillery at the Castle

6. Talk to Ronnie Shaw

7. Follow Ronnie Shaw

8. Head to the target area

9. (Optional) Keep your radio on and tunedto Radio Freedom

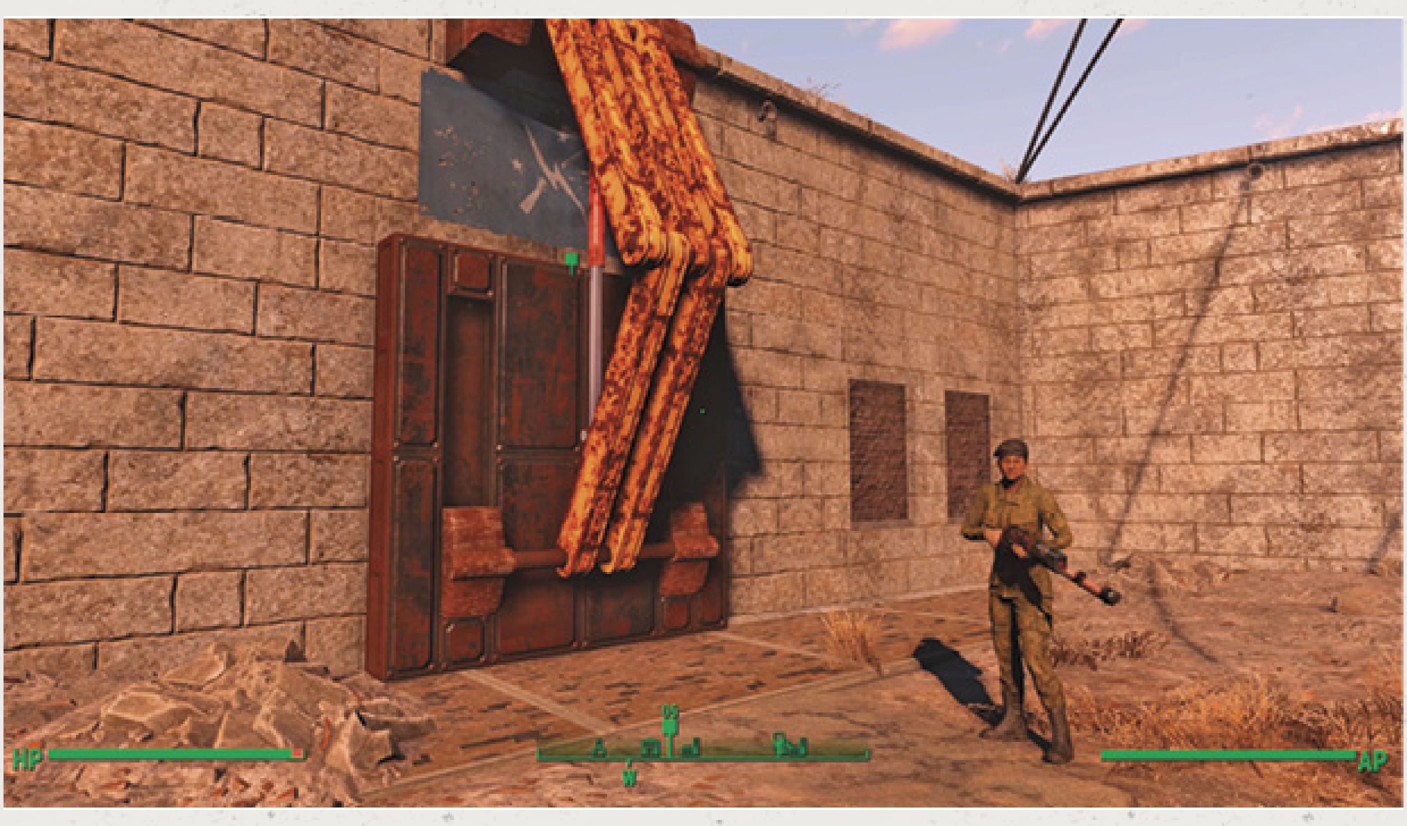
10. Throw a smoke flare into the target area

11. Speak to Preston Garvey

LOCATIONS TO EXPLORE

- The Castle

RONNIE SHAW'S REVELATION

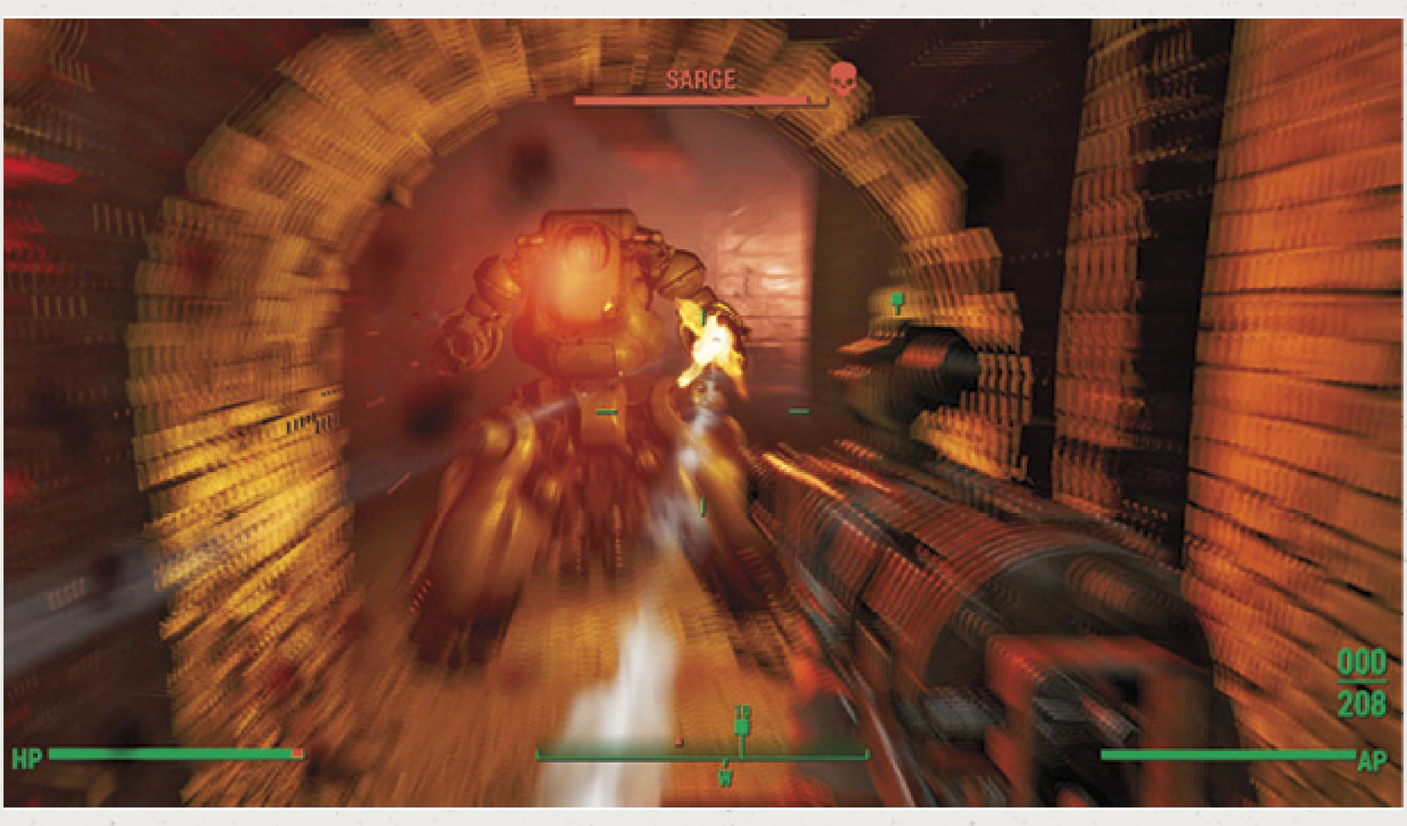


While speaking to Preston Garvey after another successful recruitment mission, he mentions someone named Ronnie Shaw has arrived at the Castle looking for you. Head over to the Castle (using the workshop here to build defenses is wise if you didn't think of this already).

HELPFUL HINT FROM VAULT BOY!

Are you helping the Minutemen across the Commonwealth? You need to be, as setting up key settlements and trading routes between them, and keeping your population happy and safe affects future Minutemen quests. You're here for the long haul too; this quest doesn't begin until three Commonwealth days after the conclusion of **Taking Independence**.

Ronnie tells you about an old Minutemen armory located in the west bastion of the Castle. Unfortunately, the old entrance is covered in rubble. Fortunately, your Workshop skills allow you to scrap the rubble.



Venture into the Castle tunnels with Ronnie. Eliminate the defenses, including a vicious Sentry Bot named Sarge. After Ronnie opens the security door, you spot the previous leader of the Minutemen. Feel free to dress in his attire if you wish to look the part. Then find the button to open the piston door to the exterior courtyard.

General's Hat

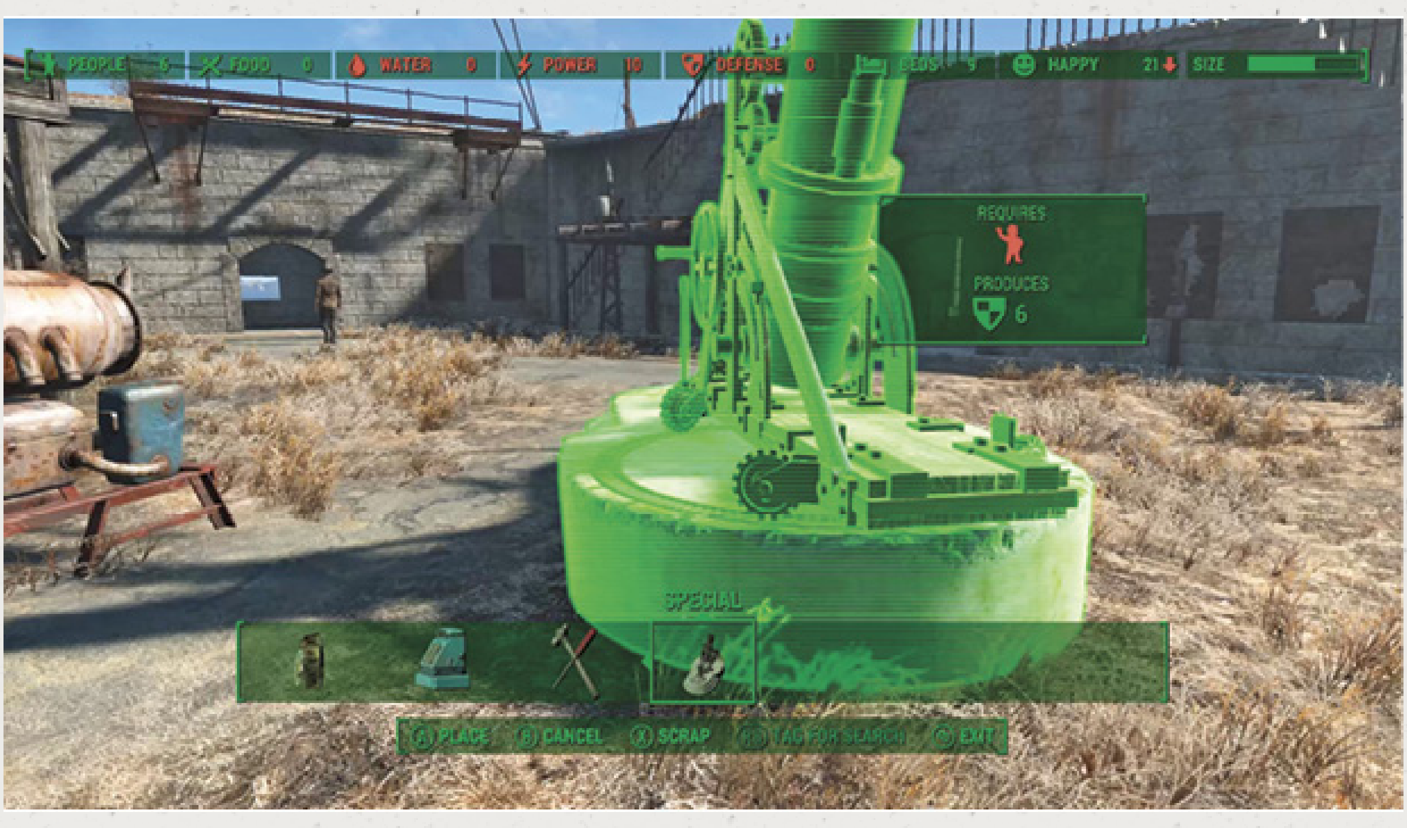
Minutemen General's Coat

Enter the armory and gather as many impressive pieces of killing equipment as you want to test out. Don't leave without the Artillery Schematic or smoke grenades.

Artillery Schematic

Artillery Smoke Grenade (20)

BOMBS BURSTING IN AIR



An Artillery Piece would be a huge boost to the hitting power available to the Minutemen. Time to build one! Place it anywhere you wish within the Castle's perimeter.

- Build with: Oil (4), Screw (8), Gear (11), Spring (5), Steel (16), Concrete (4), Wood (4)
- Requires: Person (1)

Locate any settler within the Castle. Highlight them and press "Command." Move over to the Artillery Piece. Press "Assign."

Ronnie Shaw wishes to conduct a test fire of the artillery. Head down to the ruined snack shop, and lob a smoke grenade (access it just like any other projectile). Back up, and witness the artillery test fire. You can now return to Preston Garvey to finish this quest and secure additional Radiant activities.

ARTILLERY PIECES AND PATRIOTISM

Fat Man

Tune in to **Radio** Freedom for the patriotism and random radiant tasks. Check the armory for some heavy-weight armaments, like the Fat Man. Ronnie Shaw is now the Castle quartermaster for trading **items**. And don't forget that Artillery Piece; you can build it at any of your owned settlements before using smoke grenades to call in strikes if **enemies** are idiotic enough to challenge you; as the range of this artillery can hit anywhere in the Commonwealth, if you place them across settlements you own. This can be very useful for clearing out surface strongholds of foes. As for the rusting old artillery dotted around The Castle? Scrap them to build new ones!

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Inside Job

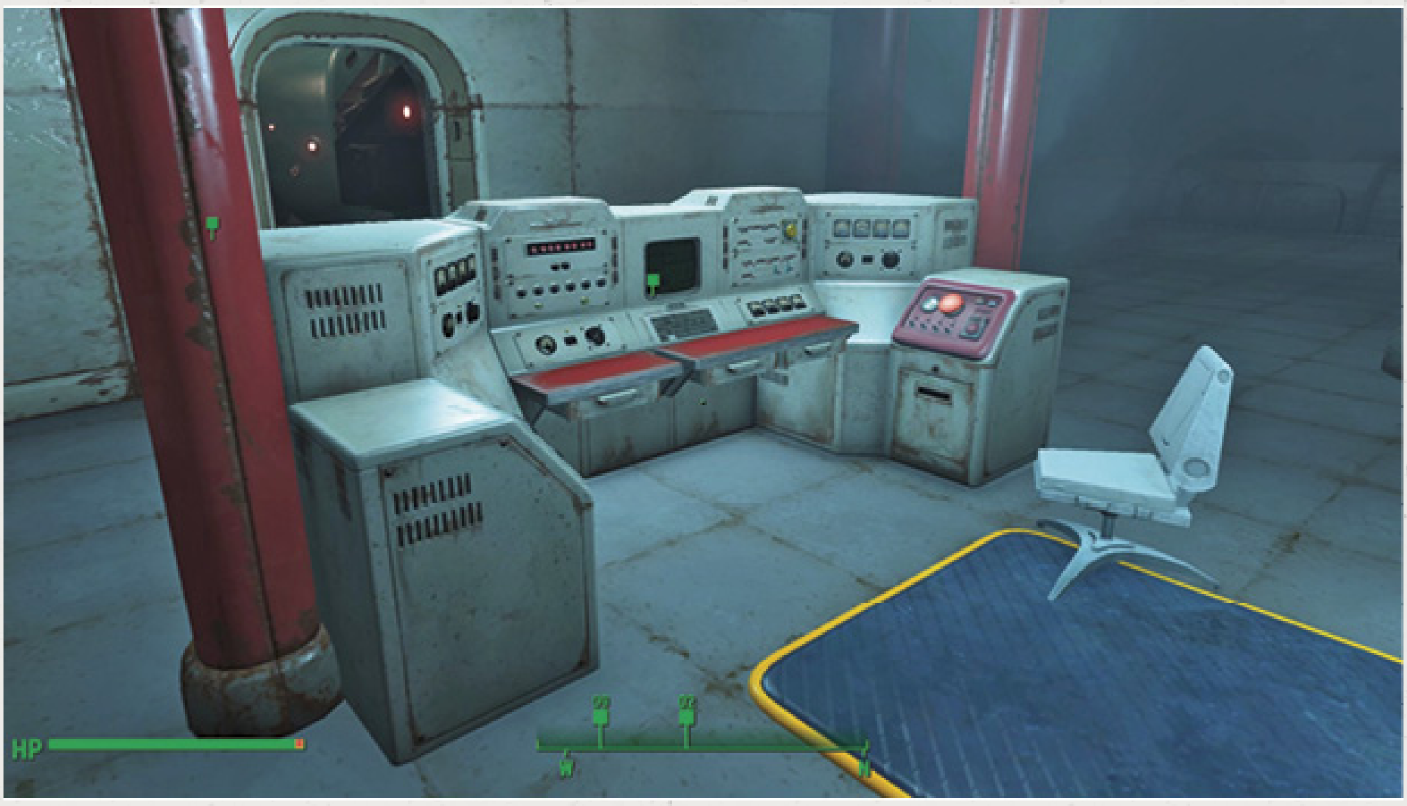
1. Insert Network Scanner Holotape into Institute terminal

2. Give Holotape to Sturges

LOCATIONS TO EXPLORE

- The Institute

INSTITUTE ACCESS



This quest is available if you had Sturges help you build the teleporter during Main Quest: The Molecular Level. Another faction may also have given you this Holotape.

Network Scanner Holotape

Begin Main Quest: Institutionalized. Access the terminal at the Institute relay area and entrance, or any other terminal you come across; insert the Network Scanner Holotape, and remove the data.

Then simply continue the rest of Main Quest: Institutionalized. Then return to Sturges and give him the data.

HELPFUL HINT FROM VAULT BOY!

Why can't everybody just get along? Unfortunately, in the post-apocalyptic wasteland, limited **resources** and survival instincts usually lead to distrust. So pick a faction you want to work with, and remember you can give the Holotape to a different faction if you change your allegiance. This still allows you to continue working with the Minutemen.

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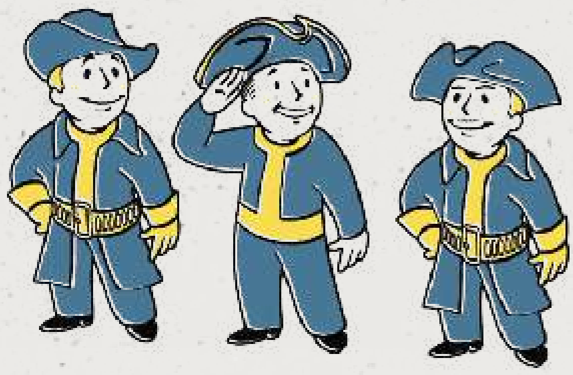
Form Ranks



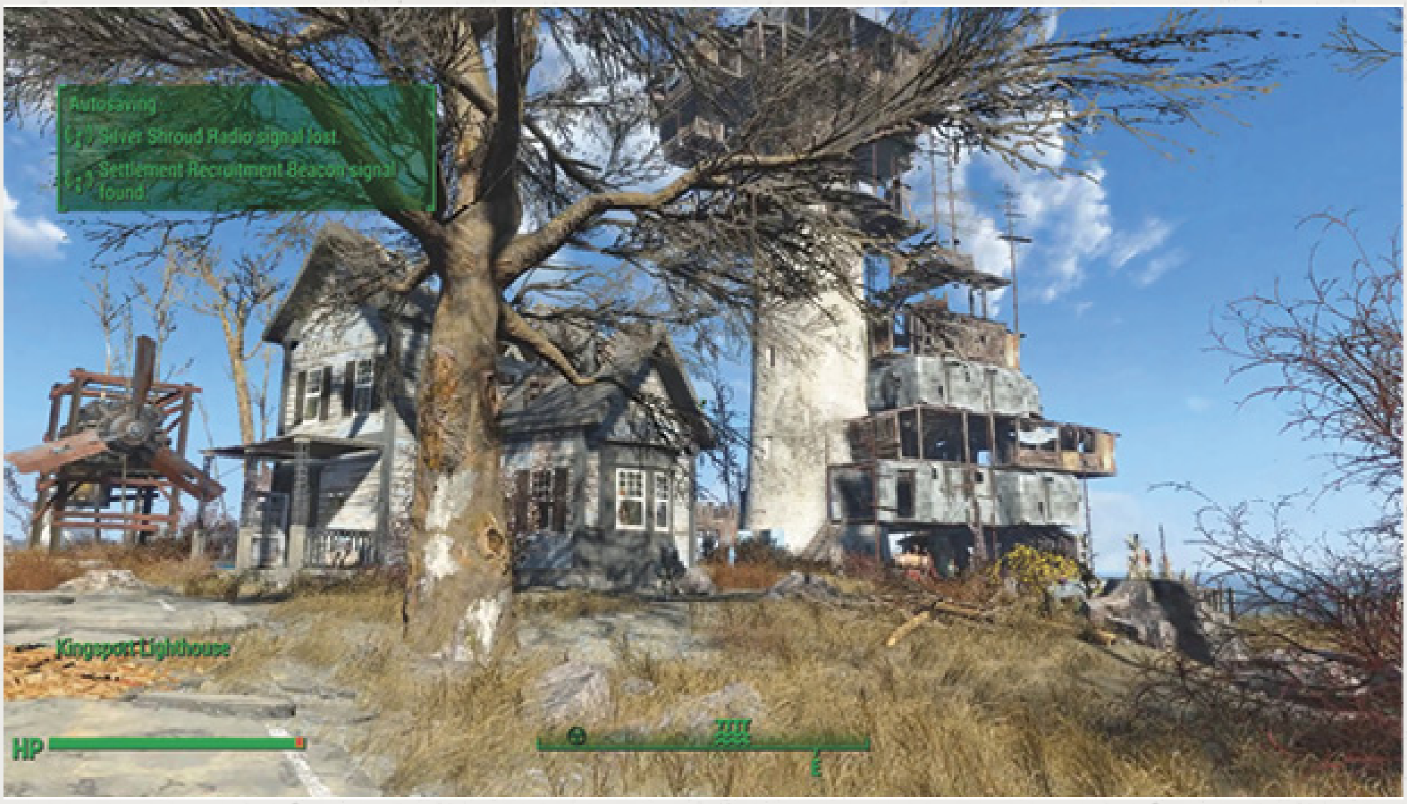
1. Talk to Preston Garvey about the Institute

2. Recruit more settlements for the Minutemen

LOCATIONS TO EXPLORE

- The Castle

STRENGTH IN NUMBERS


Autosaving...
Silver Shroud Radio signal lost.
Settlement Recruitment Beacon signal found.
Kingsport Lighthouse
HP

This quest is available if you've been kicked out of the Institute for any reason (declining Father's initial offer, during a chat with Father when **The Battle of Bunker Hill** occurs, or by exercising violence against a scientist. Speak to Preston Garvey about this predicament. He has two answers:

- He believes the Minutemen aren't strong enough to tackle the Institute yet. You must recruit and build up more settlements, such as this one at Kingsport Lighthouse.

- Or, if you have eight or more settlements, he immediately warns you about an Institute attack on the Castle, and Minutemen Quest: **Defend the Castle** becomes available.

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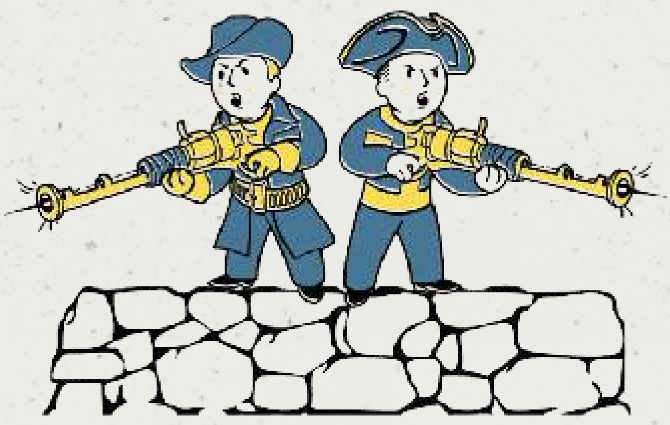
Defend the Castle



1. Travel to the Castle

2. Build defenses

3. Defend the Castle

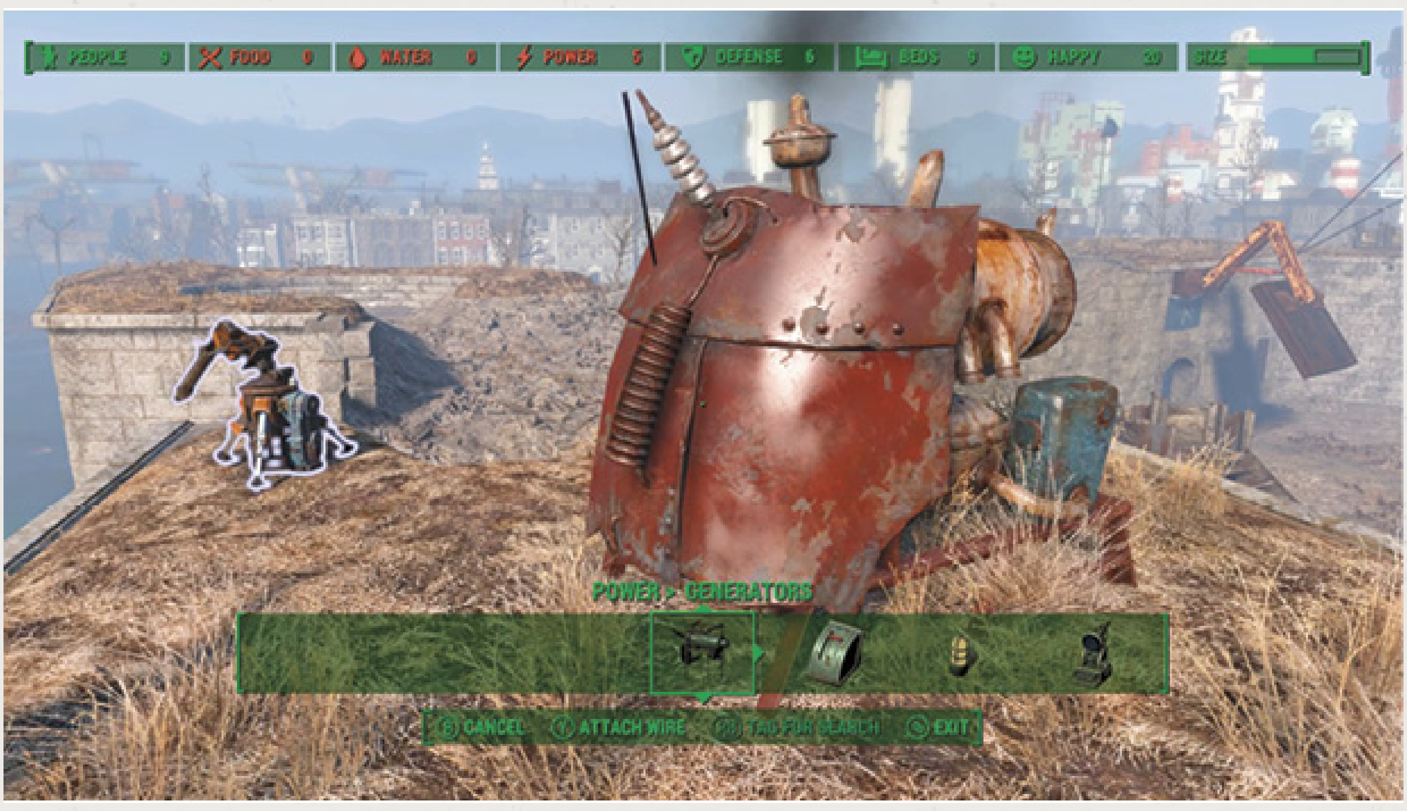
4. Speak to Ronnie Shaw

5. Talk to Preston Garvey

LOCATIONS TO EXPLORE

- The Castle

A PROTRACTED PUMMELING



You've received word that Institute synths are gathering to attack the Castle! Once you have eight Settlements, you can start this quest by:

- Listening to Radio Freedom.

- Visiting the Castle.

- Speaking to Preston Garvey.

Tune in to Radio Freedom for information on the direction of the attackers. Use the height of the walls. Beware of failing defenses as the enemy targets your generators (repair them). Beware of synths teleporting through any walled defenses. Repel all attackers in this protracted battle. Assuming you survive, chat to Ronnie and Preston after you've driven back this mechanical menace.

Hold ⓧ to open Workshop menu
HP
001
003

FOREWARNED IS FOREARMED

Prior to the beginning of this quest, constructing a number of well-defended areas of the Castle to help repel foes is critical. Think about proper placement of important machinery, as the synths aren't Super Mutants; they are cunning enough to, for example, take out generators that are powering your turrets. So why not store generators behind defenses that aren't immediately accessible? Those synths like to teleport into the fray, too, so defensive choke points aren't as helpful.

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The Minutemen Quests

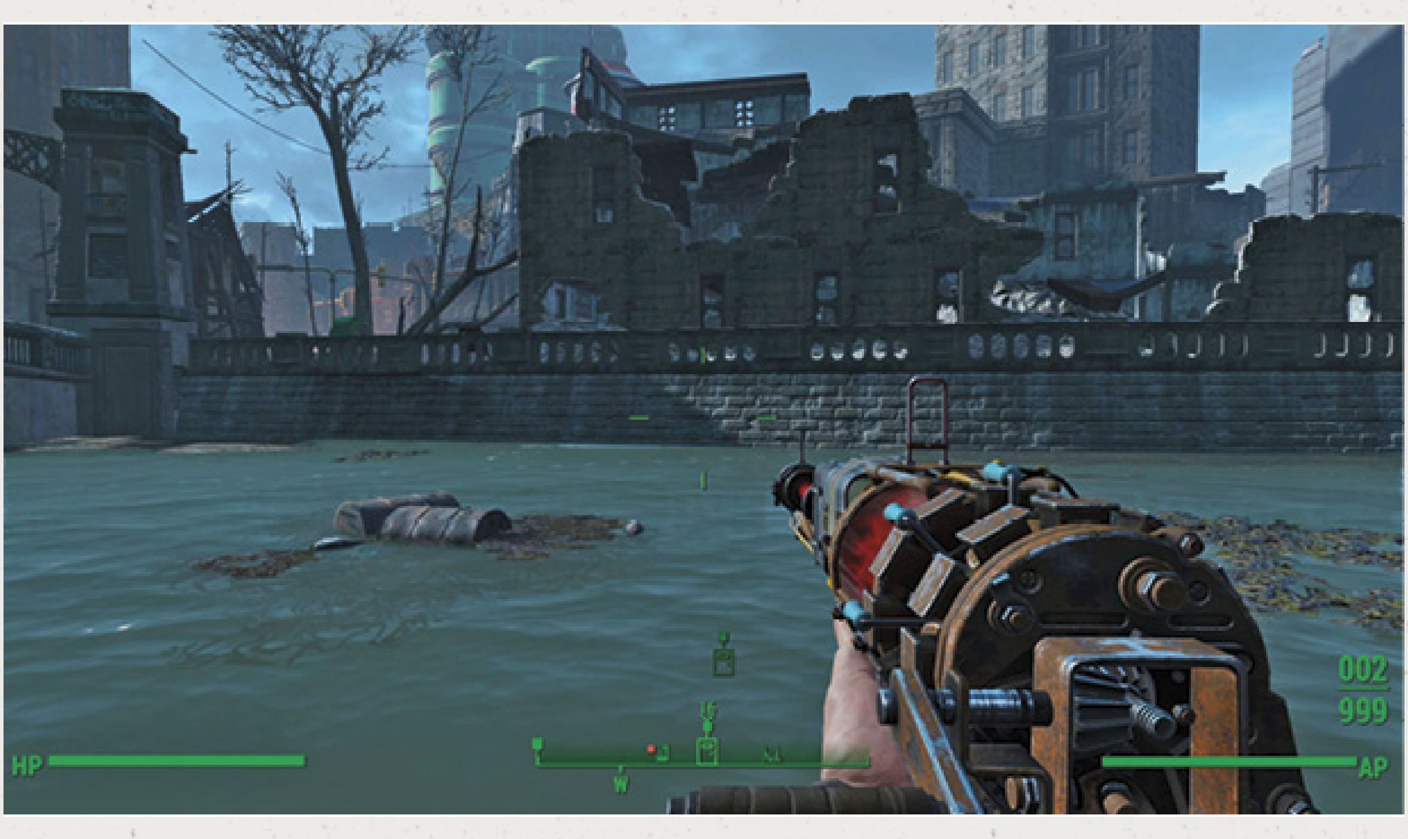
The Nuclear Option (the Minutemen)

1. Talk to Preston Garvey
2. Talk to Sturges
3. Gain access to the Institute
4. Activate Institute Relay
5. Talk to Preston Garvey
6. Reach Institute reactor
7. Use terminal to override Institute lockdown
8. (Optional) Issue evacuation order
9. Reach the reactor
10. Plant fusion charge inside reactor
11. Talk to Preston Garvey
12. Talk to Sturges
13. Talk to Shaun
14. Step into the relay
15. Use the detonator
16. Talk to Preston Garvey

LOCATIONS TO EXPLORE

- Public Works Maintenance Area
- The Institute
- Mass Fusion

EVERY MINUTE COUNTS



You feel an affinity to Preston Garvey's way of thinking and must now enter the Institute. Speak with Preston, then Sturges, who has figured out a way into the Institute you were banished from. The data you stole during Minutemen Quest: Inside Job reveals the location of a teleporter. He hands you a Holotape to use in the same terminal, and an impressive piece of firepower to help get the job done.

Institute Relay Targeting Sequence

Automatic Laser Musket

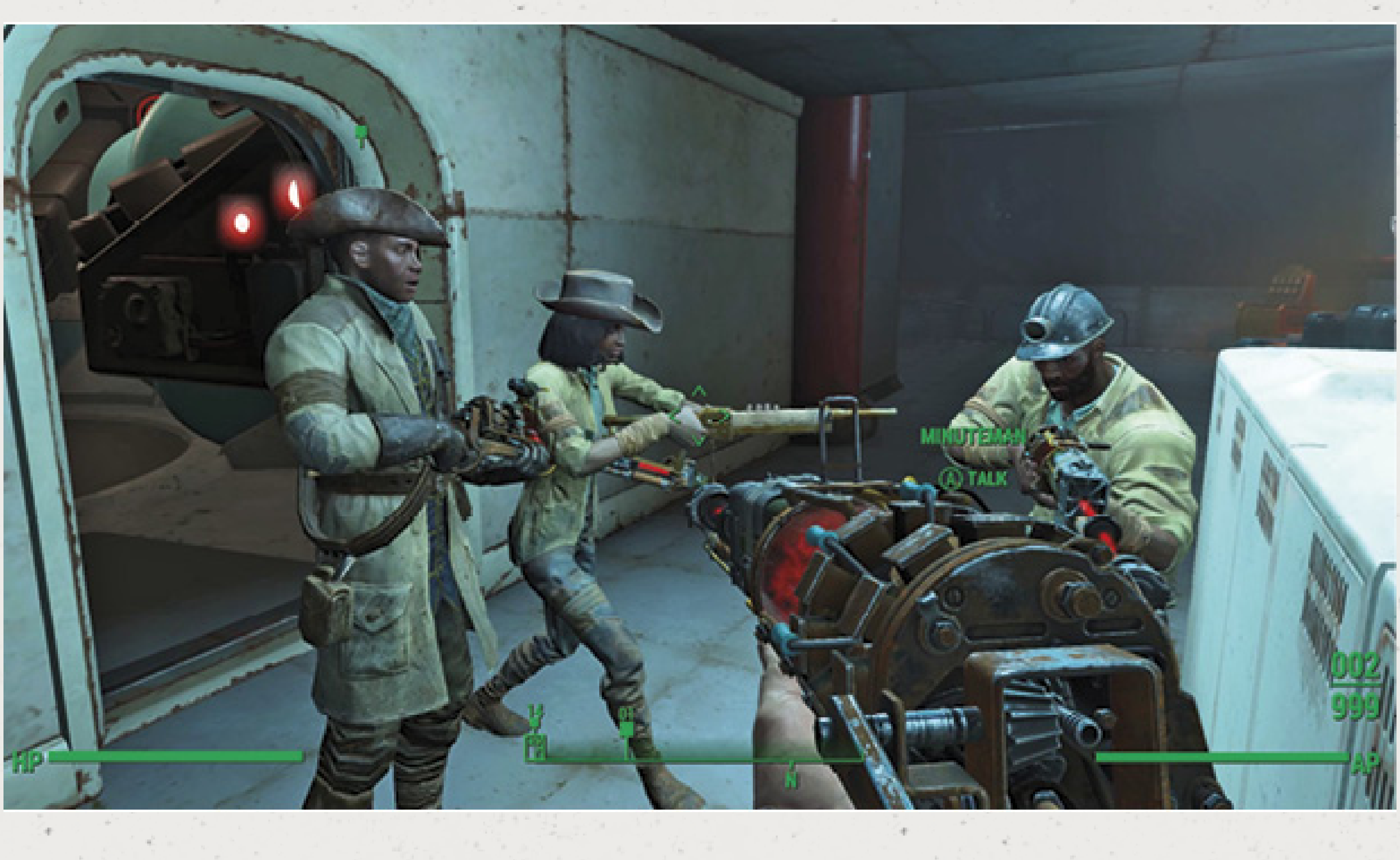
FOR THE COMMONWEALTH!

This version of Main Quest: The Nuclear Option is only available if you declined to work with Father and declined to work with the Railroad or Brotherhood of Steel (though you don't need to be hostile to either faction). It commences once you complete Minutemen Quests: **Inside Job** and **Defend the Castle** and when Preston deems the Minutemen to be strong enough to take on the Institute.

Travel to the irradiated river's edge in the Cambridge Neighborhood, west of Greenetech Genetics. There's a Raider camp by the river you may wish to clear first. Dive into the water, swim into the Public Works Maintenance Area, and activate the keypad. A hazmat suit or Power Armor negates the radiation here.

Open the grate and drop through the effluent pipe into the old sewer. Locate a second pipe with a hatch at the end of it. Wind your way through the sewer, following the large white "inflow" pipe with arrows on it. Hack the security terminal (Expert) or pick the lock of the security door (Expert), and head through the hole in the wall to the southeast. Or, head through the open security door (northeast of the security door). Battle your way to the open inflow pipe and enter it. This accesses the Institute facility. Open the subsequent hatch and infiltrate the premises.

A FEW GOOD MEN

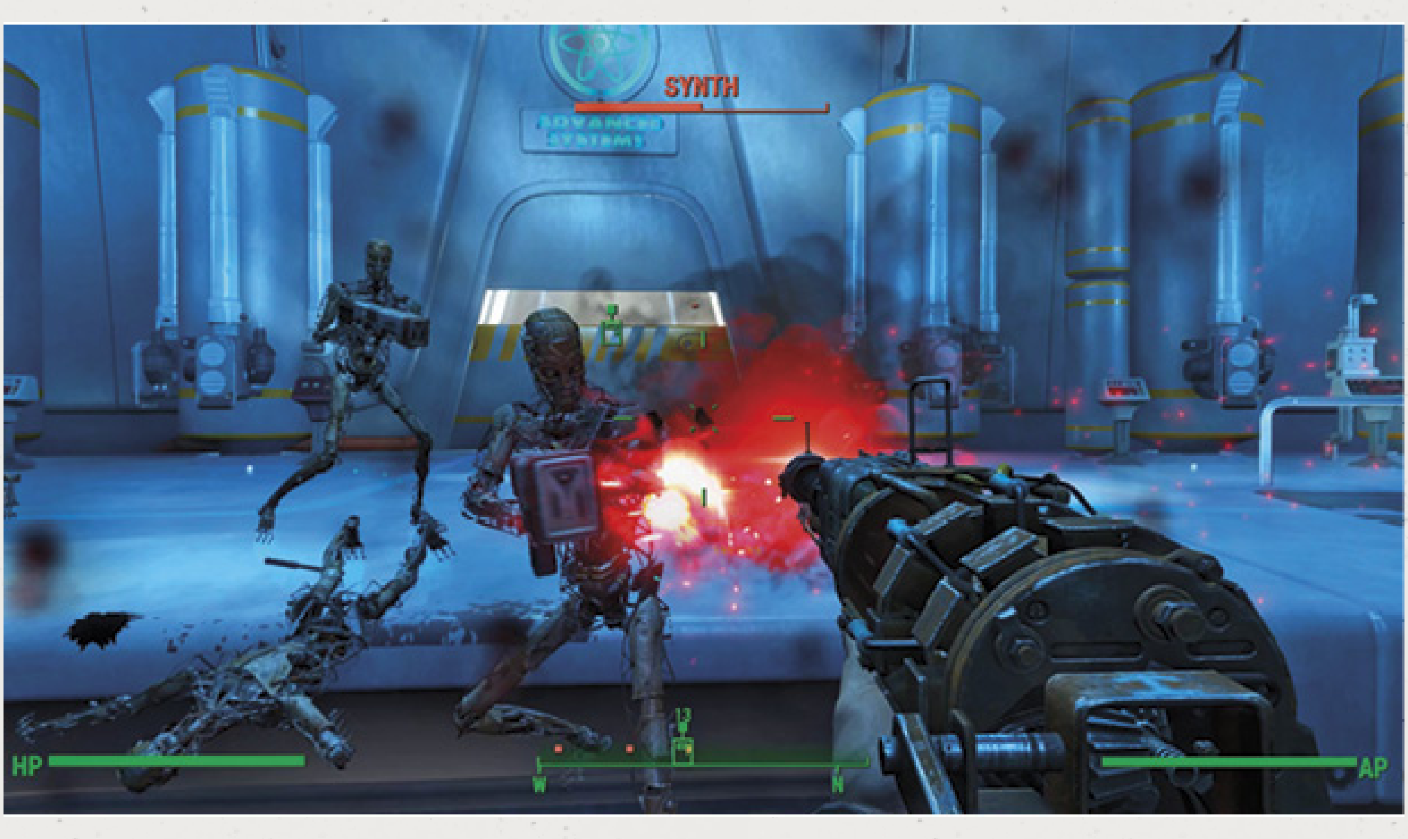


Load the Institute Relay Targeting Sequence into the relay terminal, and Preston (plus a few Minutemen) teleport in. Chat to Preston again; he hands you a device vital to completing these activities.

Fusion Pulse Charge

Your route takes you through the Old Robotics area. Expect numerous synth adversaries and laser turrets. Locate and drop through the hatch and enter the Institute BioScience laboratory.

Head to the reactor entrance. As you might have expected, the blast door has been activated.



At the central elevator, press the button. Enter Father's quarters and obtain the override password from him. Use it, or hack the terminal (Novice). Activate the Master Security Lockdown Override.

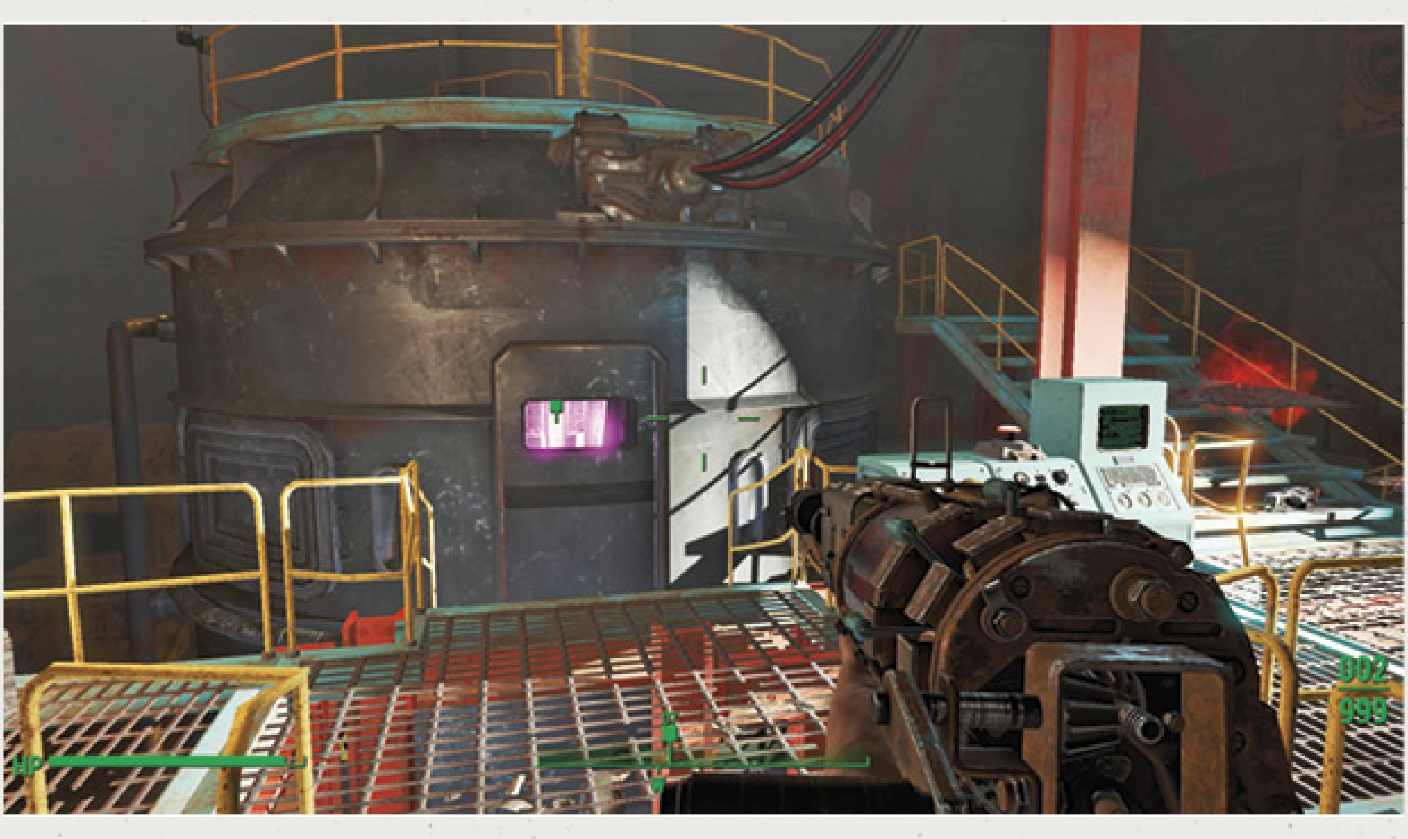
CHARISMA

(Medium) There are three options if you answer Father regarding why he should help you.

HELPFUL HINT FROM VAULT BOY!

You like following orders, don't you? Well Preston Garvey wants minimal casualties and hopes you'll trigger the evacuation options at Father's terminal so you aren't forced to kill more synths and scientists. Follow this if you're sickened by further violence. Ignore this if you aren't.

KING OF THE COMMONWEALTH



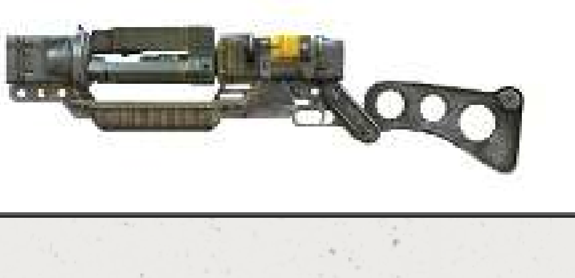
Weave your way to the Institute Advanced Systems and enter the reactor chamber. If no evacuation has been called, expect a cluster of synths and scientists. Access the reactor door and activate the reactor housing.

Sturges teleports you to the Institute Relay Control Room. Speak with Preston Garvey before Sturges mentions an unplanned visitor in close proximity. Speak to the little guy. You can:

- Agree to take him under your wing and save his life. Sturges ensures his safety. Find him at Sanctuary (or wherever you sent Sturges to live).
- Inform Sturges that the child must remain here.

After speaking into the relay and teleporting to the roof of the Mass Fusion building, you can press a button and put on a spectacular light show. Your Main Questing ends after a conversation with Preston Garvey about the future of the Commonwealth.

WOW! A WAZER WIFLE!



Once your questing is over, this diminutive fellow has three super-secret quests you can undertake for him. Think of it as some bonding you missed while you were in the deep freeze. Finish all three quest, and you're awarded with a special "wifle" that never runs out of **ammo**!

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With Our Powers Combined

1. Talk to Preston Garvey

2. Build artillery in five settlement locations

3. Launch artillery strike on Prydwen

4. Destroy Prydwen

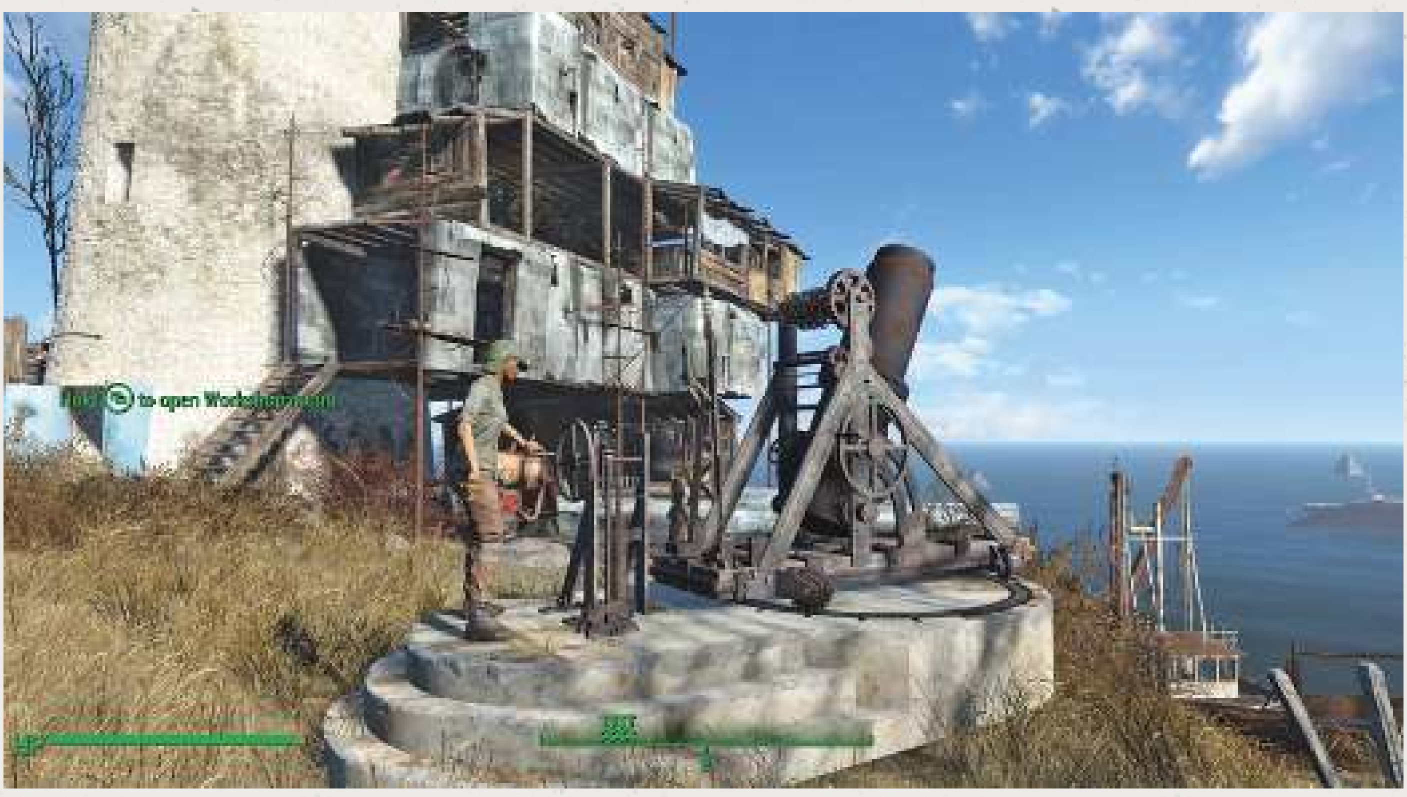
5. Defeat Brotherhood attack on the Castle

6. Talk to Preston Garvey

LOCATIONS TO EXPLORE

- The Castle

PUTTING THE "ART" IN ARTILLERY



It's time for the Minutemen to remove the Brotherhood of Steel as a threat to the Commonwealth. This quest is available only after you turn the Brotherhood of Steel hostile. Talk to Preston, and agree to build artillery defenses. You must build an Artillery Piece and then assign a settler to man it, in five different settlements you own.

BURNING THE BROTHERHOOD

It may have occurred to you that the Brotherhood of Steel isn't a particularly passive bunch of zealots. So a well-defended fortification, with numerous turrets and well-protected generators, is key to repelling any foes sent after you've watched the fireworks.

Afterward, return to the Castle, speak to the Minutemen radio operator. Request that he gives the order to fire. Watch the fireworks. Then brace for a final assault from the Brotherhood of Steel. Repel these forces, and speak to Preston again to conclude this quest.

Reward: Vertibird Fast-Travel

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The Minutemen Radiant Quests: Recruitment

Overview

HELPFUL HINT FROM VAULT BOY!

What are Minutemen Radiant Recruitment quests? So glad you asked! The ten quests referenced here are randomly available (unless otherwise stated) and are given either by Preston Garvey or **Radio** Freedom (at the Castle). They are calls to assist settlements that have not allied with you yet. They are occasionally from friendly settlements, too. You may also sometimes trigger these quests by stumbling into a settlement needing a particular type of help. These quests are “radiant,” as the locations you’re sent to are random. These quests are usually repeatable, making them a great way to accumulate rewards. Time to build a shanty settlement empire!

Aside from speaking to Preston Garvey, start these quests by listening to **Radio** Freedom, or just showing up at a settlement location. Preston need not be spoken to, if this is the case.

RANDOM FACTS

Due to the random nature of the locations you are sent to, it is imperative you read up on the hostiles (and the valuables) you’ll find at each one. Vault-Tec is proud to provide comprehensive cartography for just such a reconnoiter. In fact, any location in the Commonwealth with a workshop can be turned into a settlement. So simply look up which locations have **workshops** to find out more about potential settlements.

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The Minutemen Radiant Quests: Recruitment

The First Step and Raider Troubles

1. Talk to the settlers at [a random settlement location]

2. Kill the raiders in [a location]

3. Report your success to settlers at [the settlement]

4. Talk to Preston Garvey

RADIANT RAIDER TROUBLES

Recruitment Quest: The First Step is given immediately after you complete Minutemen Quest: When Freedom Calls. It is not repeatable.

Recruitment Quest: Raider Troubles is given randomly and is repeatable. This quest is also available from owned settlements.

Head to the indicated settlement and speak to one of the settlers. They are having problems with Raiders. Agree to help them.

Wipe out the tagged foes and (optionally) any other enemies. Return to the settlement with the good news before reporting back to Preston Garvey. You receive some caps, and the settlement is now ripe for expansion!

Workshop available at this settlement.

Bottlecaps (approx. 100)

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The Minutemen Radiant Quests: Recruitment

Kidnapping

1. Talk to the settlers at [a random settlement location]

2. (Optional) Pay the ransom

3. Rescue the kidnapped settler from [a location]

4. Report back to the settlers at [the settlement]

5. Talk to Preston Garvey

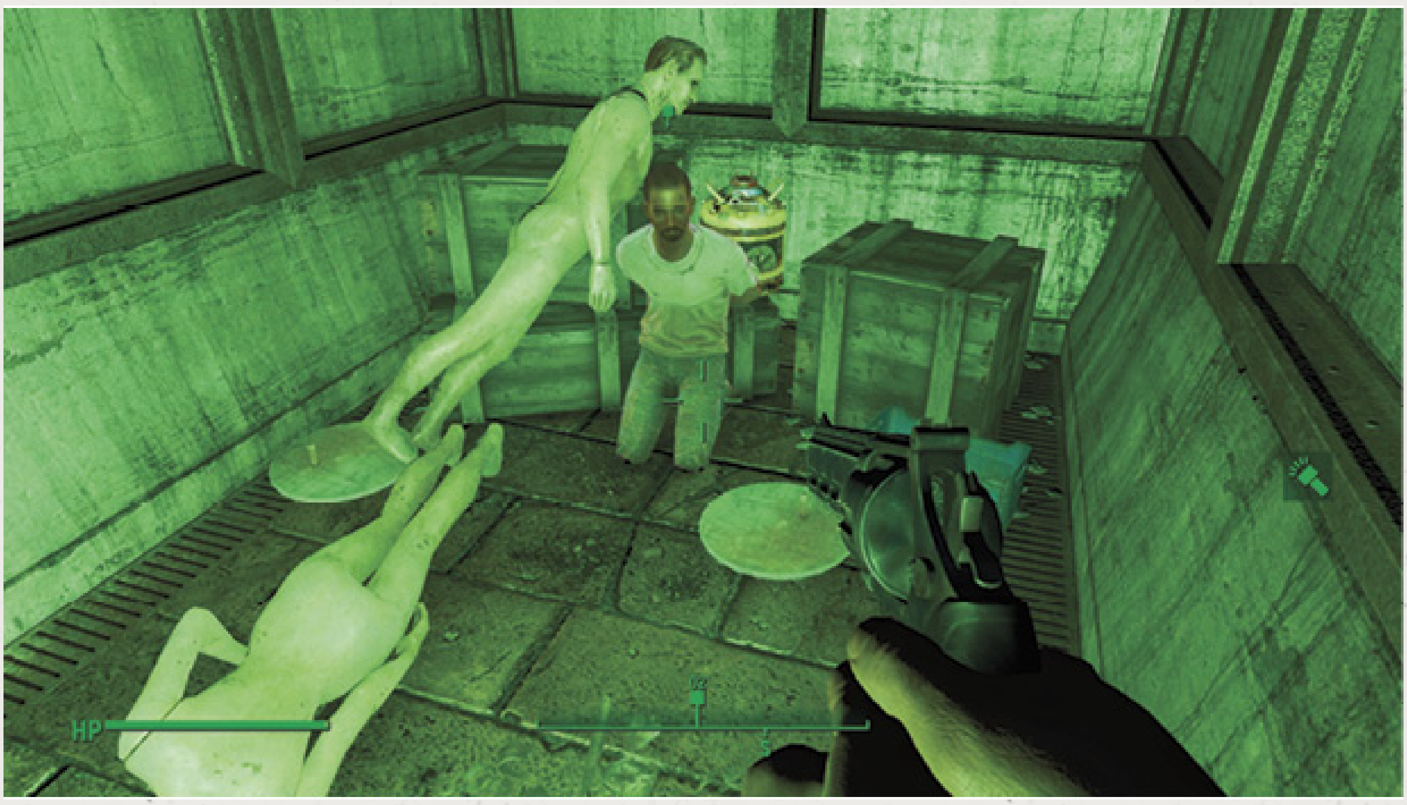
A STOLEN SETTLER

This quest is also available from owned settlements. Head to the settlement requesting assistance and speak to one of the settlers. One of their ilk has been kidnapped. You can:

- (Optional) Pay off the ransom and complete the quest.
- Agree to rescue the kidnapped settler.

Visit the indicated enemy stronghold. Wipe out as many foes as you wish, ideally any close to the intended kidnapped settler. Locate them, and bring them out of the stronghold. This quest fails if the kidnap victim dies. Return to the settlement with the good news before reporting back to Preston Garvey.

Workshop available at this settlement.



Bottlecaps (approx. 100)

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The Minutemen Radiant Quests: Recruitment

Abernathy Farm: Retribution

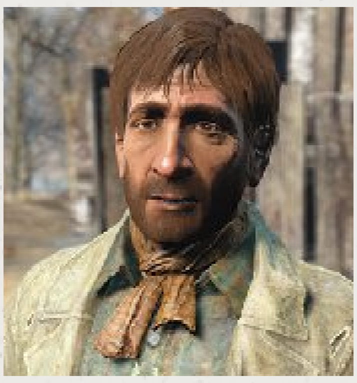
1. Travel to Abernathy Farm

2. Retrieve Mary's locket in USAF Satellite Station Olivia

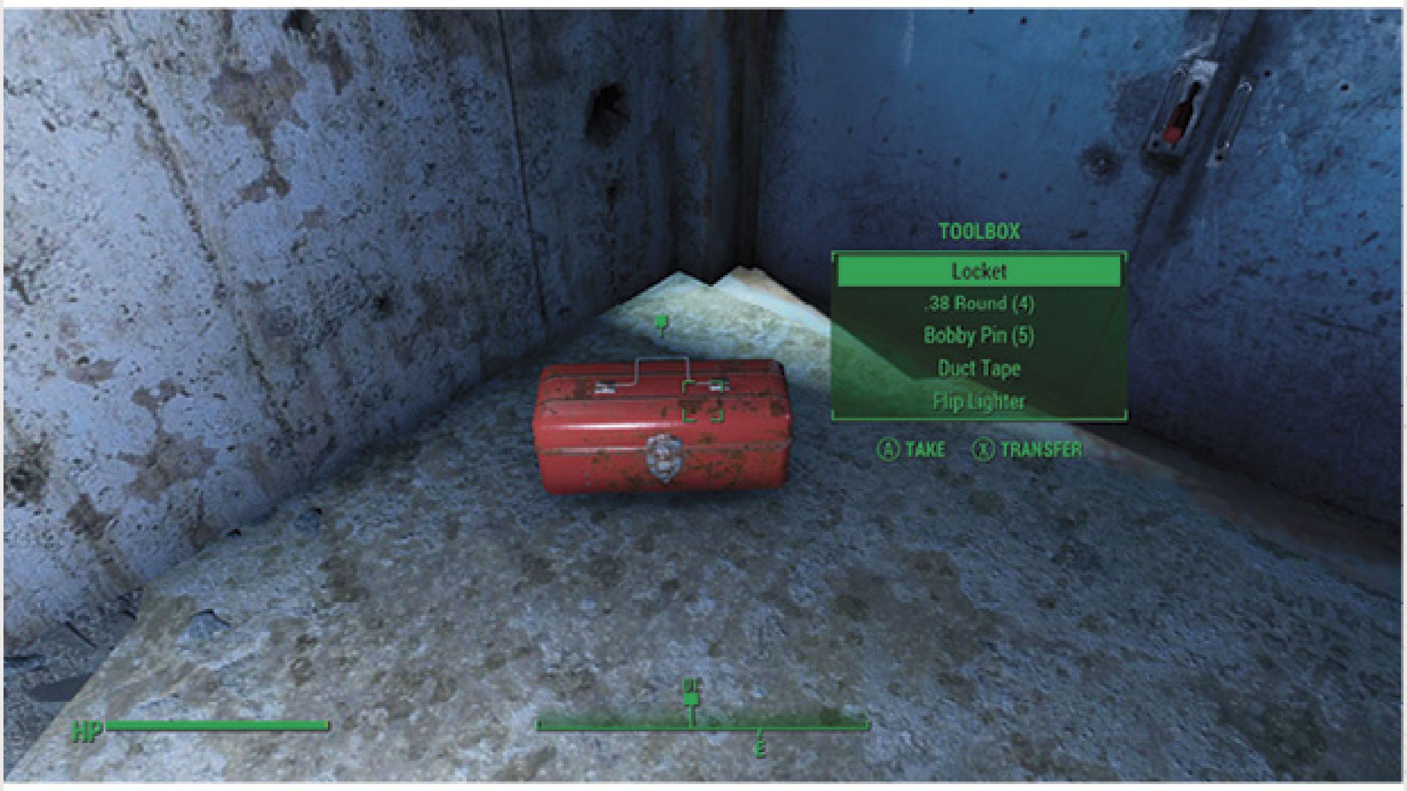
3. Report your success to Blake Abernathy

4. Talk to Preston Garvey

IN MARY'S MEMORY



This quest is available when you visit Abernathy Farm for the first time. It is not repeatable. Speak to Blake Abernathy and agree to help him.



Visit the Raider stronghold of USAF Satellite Station Olivia. Remove all the threats you wish, and locate the locket in the toolbox. Return to Blake Abernathy with the good news before reporting back to Preston Garvey.

Mary's Locket

Workshop available at Abernathy Farm.

Bottlecaps (approx. 100)

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The Minutemen Radiant Quests: Recruitment

Greenskins

1. Talk to the settlers at [a random settlement location]

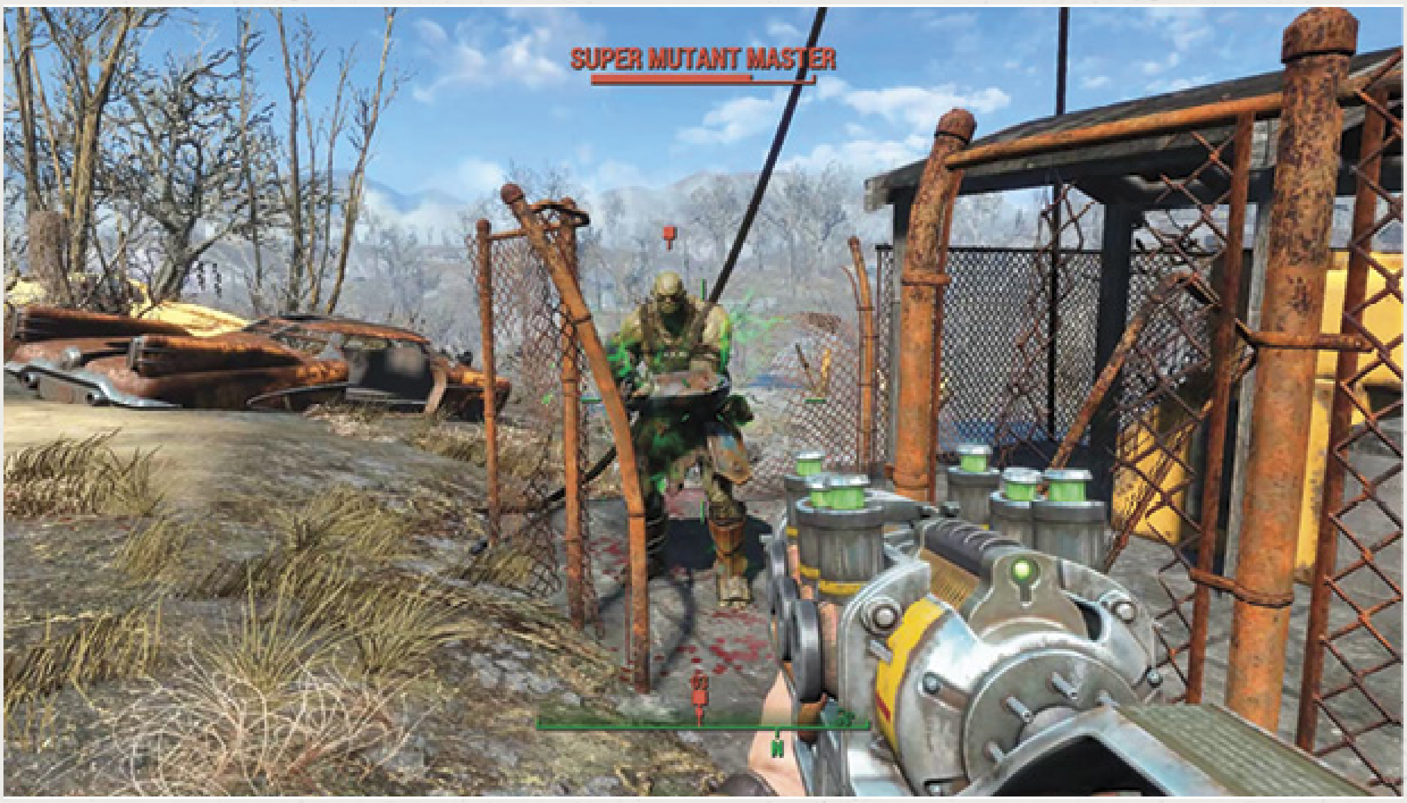
2. Kill the Super Mutants in [a location]

3. Report your success to settlers at [the settlement]

4. Talk to Preston Garvey

SUPER MUTANT SLAUGHTER

This quest is also available from owned settlements. Visit the indicated settlement and speak to one of the settlers. They are having troubles with Super Mutants. Agree to help them.



Visit the indicated Super Mutant stronghold. Wipe out the tagged foes and (optionally) any other of his brethren. Return to the settlement with the good news before reporting back to Preston Garvey.

Workshop available at this settlement.

Bottlecaps (approx. 100)

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Clearing the Way

1. Talk to the settlers at [a random settlement location]

2. Secure the workshop at [a random settlement location]

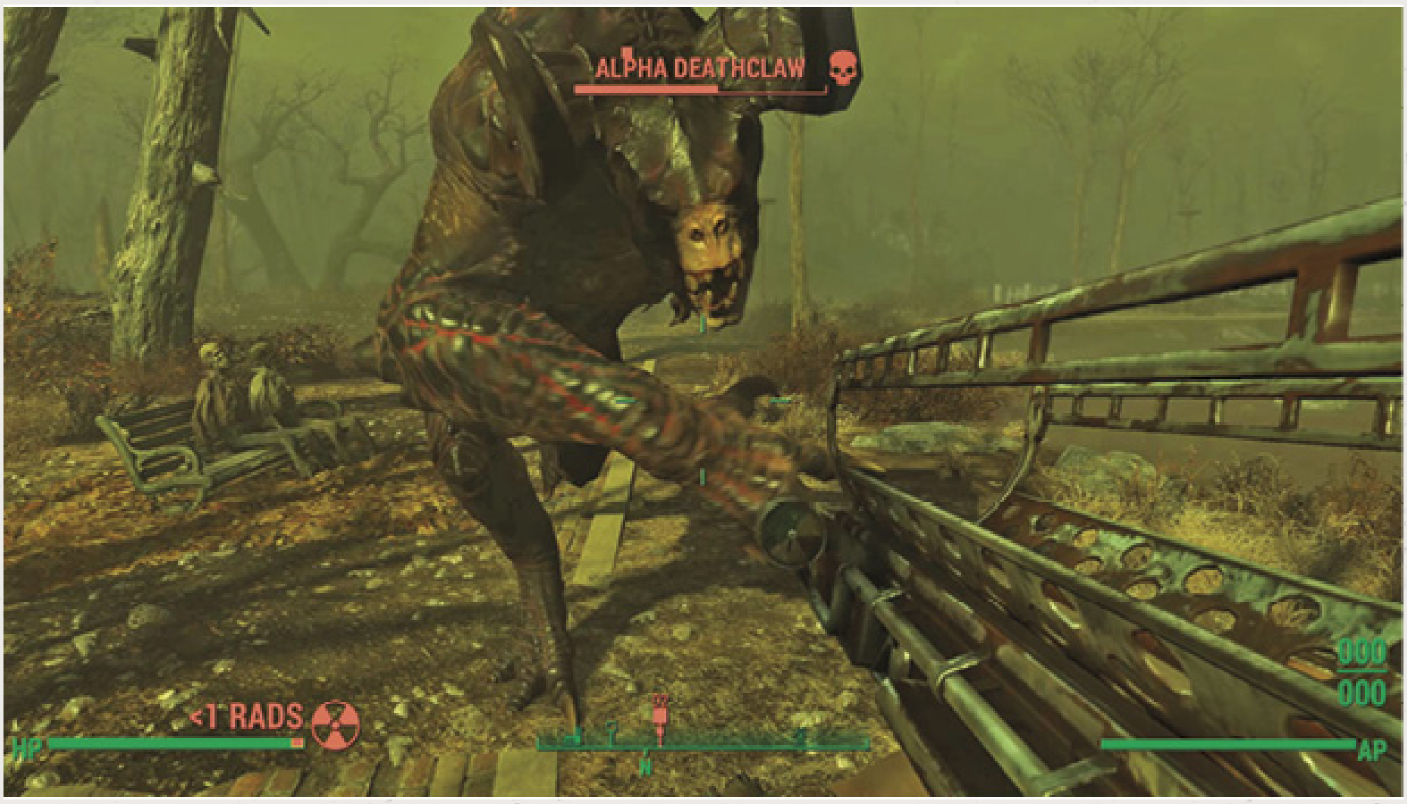
3. Report your success to the settlers at [the first settlement location]

4. Report to Preston Garvey

UNWANTED INTERLOPERS

This quest is also available from owned settlements. Speak to the settler and agree to their request. In this case, it is to clear a potential settlement of foes.

Enter the indicated settlement and remove all threats. Expect one or more troublesome foes—Feral Ghouls, Radroaches, Raiders, Super Mutants, or even Deathclaws. Once complete, you may use the settlement workshop immediately. Speak to the settler, as this enables them to inform their friends, who leave for the new settlement you cleared. Now return to Preston.



Workshop available at this settlement.

Bottlecaps (approx. 100)

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The Minutemen Radiant Quests: Recruitment

Taking Point

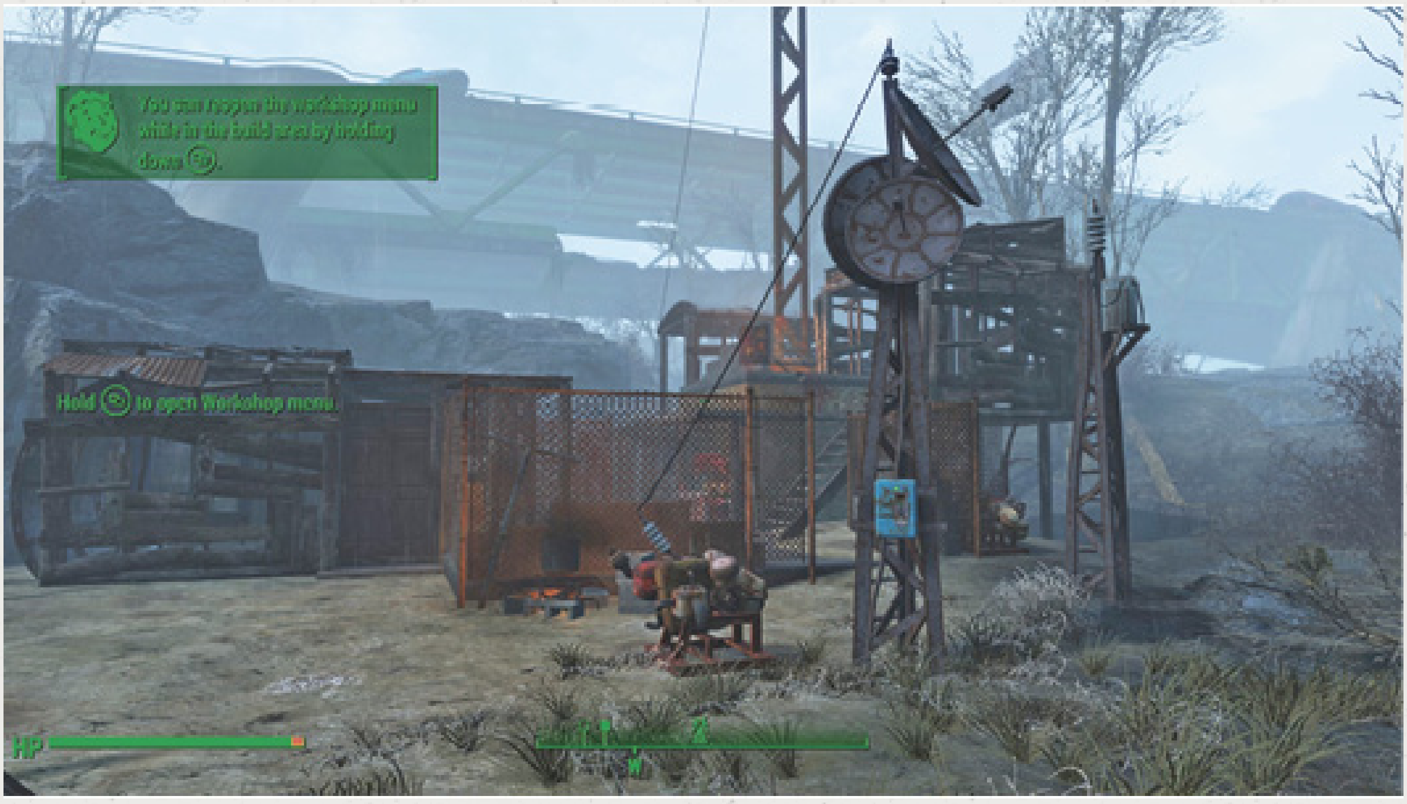
1. Clear [a random settlement location]

2. Build and activate Recruitment Radio Beacon

3. Talk to Preston Garvey

RANSACKING BEFORE RECRUITMENT

A settlement has been discovered that looks great for expansion. Of course, the current occupants need to be removed first. Visit the settlement and clear all threats. Once cleared, you must do the following:



You can reopen the workshop menu while in the build area by holding down .

Hold to open Workshop menu.

Access the workshop and build the following:

RECRUITMENT RADIO BEACON

- Build with: Circuitry (2), Crystal (2), Copper (6),Steel (10), Ceramic (3), Rubber (1)
- Requires: Power (1)

GENERATOR—SMALL*

- Build with: Gear (2), Steel (4), Rubber (2), Copper (2), Ceramic (1)
- (*Any generator is acceptable.)

Now attach a wire from the beacon to the generator so it is powered. Then return to Preston Garvey.

Workshop available at this settlement.

Bottlecaps (approx. 100)

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The Minutemen Radiant Quests: Recruitment

Ghoul Problem

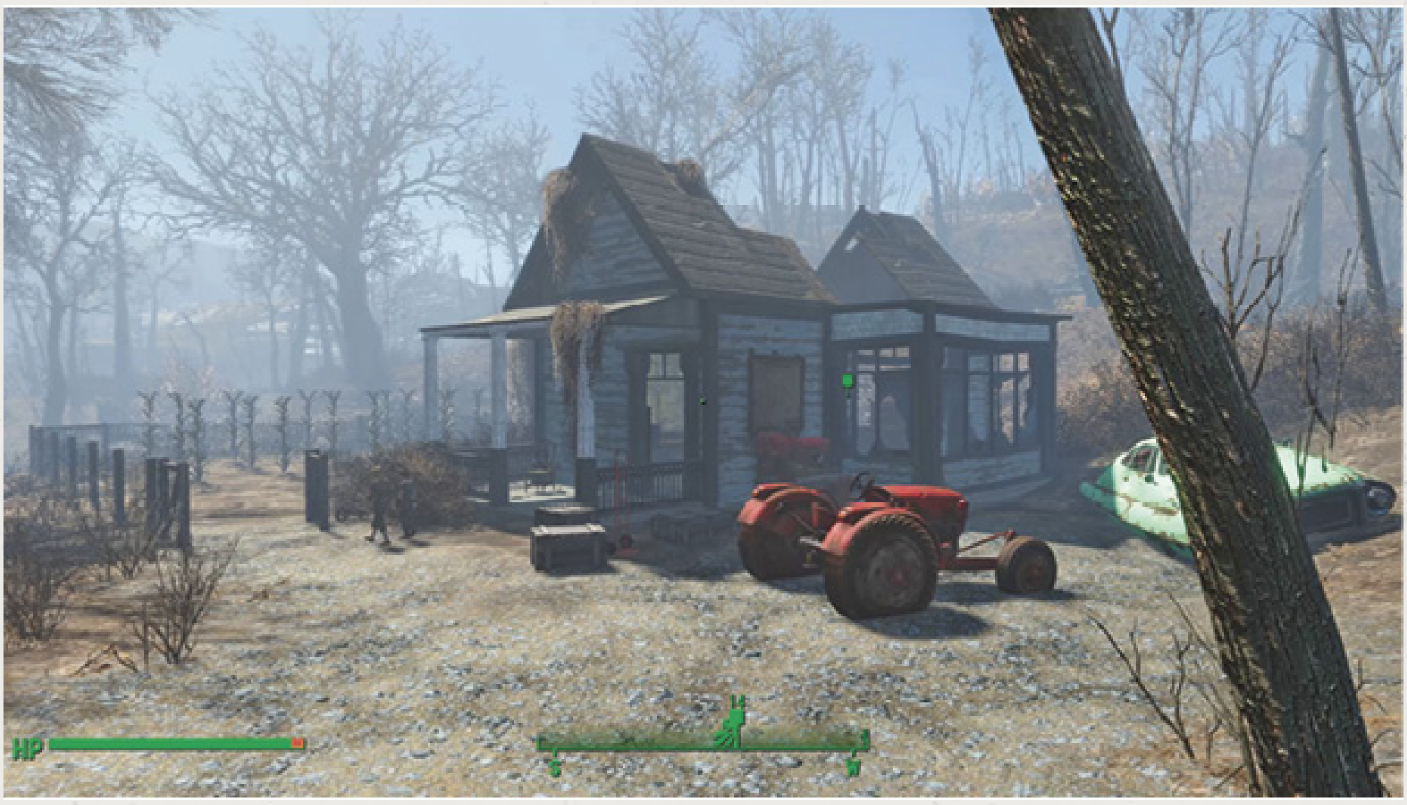
1. Talk to the settlers at [a random settlement location]

2. Kill the Ghouls in [a location]

3. Report your success to settlers at [the settlement]

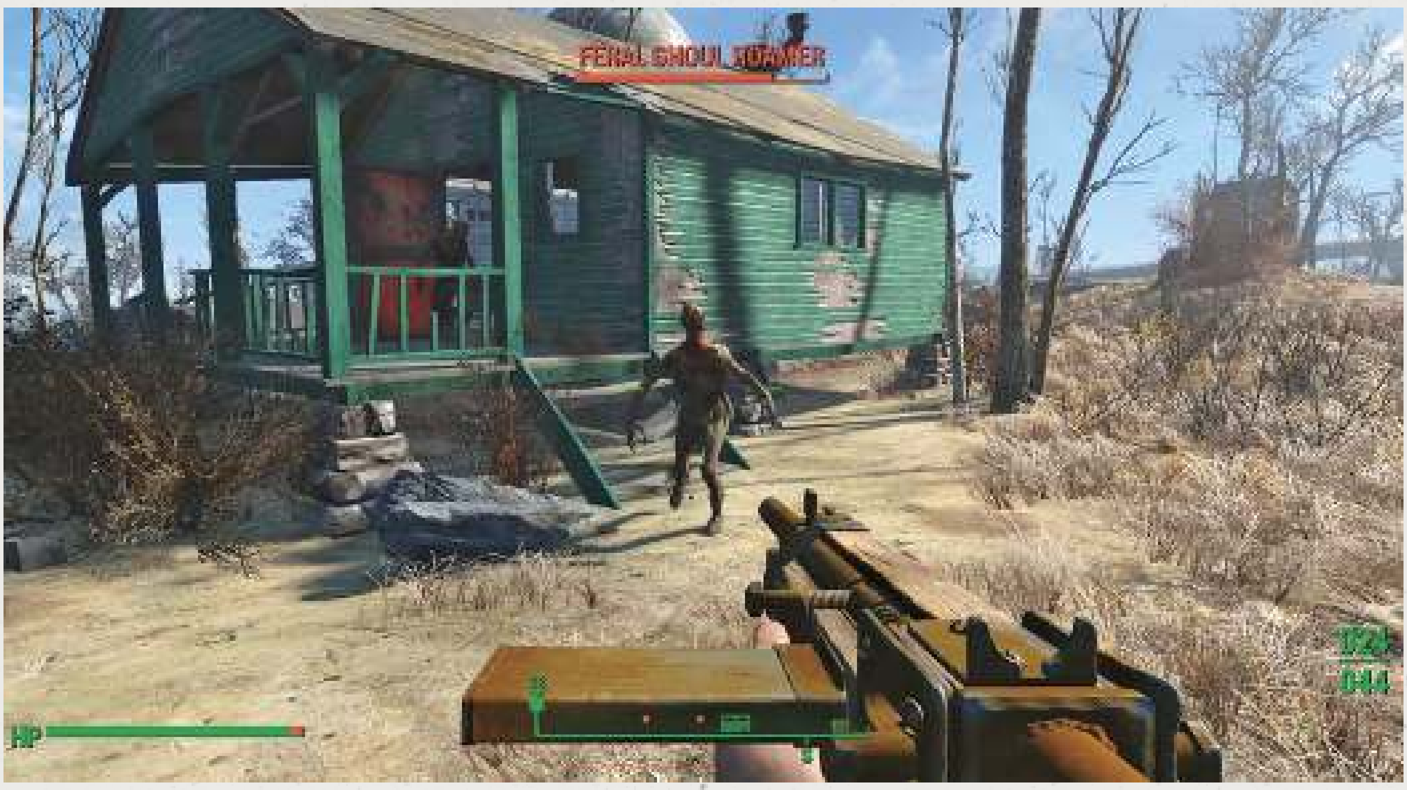
4. Talk to Preston Garvey

FERAL DWELLERS MUST DIE!



This quest is also available from owned settlements. Visit the settlement and ask more about the problem. You're pointed in the direction of [a random location] where the Ghouls lurk.

Visit the indicated Feral Ghoul haven. Wipe out the tagged foes and (optionally) any other of their brethren. Return to the settlement with victory assured before reporting back to Preston Garvey.



Workshop available at this settlement.

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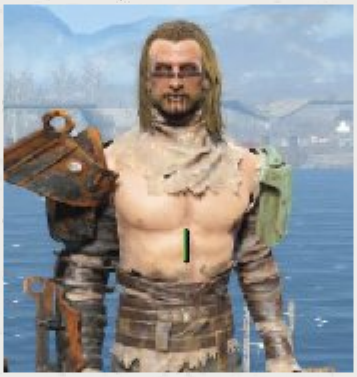
The Minutemen Radiant Quests: Recruitment

Rogue Courser

1. Kill the Courser

2. Talk to Preston Garvey

THE SYNTHETIC RAIDER



This only occurs when speaking to Preston and after you destroy the Institute during the Main Quest. You're pointed in the direction of [a random location], where a Courser has joined a Raider gang. Wipe out the tagged foe and (optionally) any other of his Raider friends. Then report back to Preston Garvey for more caps to add to your collection.

Bottlecaps (approx. 100)

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The Minutemen Radiant Quests: Recruitment

Resettle Refugees

1. Talk to the settlers at [a random settlement location]

2. Secure the workshop at [a random settlement location]

3. Report your success to the settlers at [the first settlement location]

4. Report to Preston Garvey

IRRADIATION, THEN REPOPULATION

This only occurs when speaking to Preston and after you destroy the Institute during the Main Quest. You must also have evacuated the Institute, or you cannot begin this quest. Speak to the settler and agree to their request.

FERAL GHOUL
DOOR
CLOSE
006
015

Enter the settlement tagged on your map and remove all threats. Expect one or more of the following: Feral Ghouls, Radroaches, Raiders, Super Mutants or even Deathclaws. Once complete, you may use the settlement workshop immediately. Speak to the settler, as this enables them to send refugees for the new settlement you cleared. Now return to Preston.

Workshop available at this settlement.

Bottlecaps (approx. 100)

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

The Minutemen Radiant Quests: Ownership

Overview

HELPFUL HINT FROM VAULT BOY!

What are Minutemen Radiant Ownership quests? A pertinent question! The six quests listed here are randomly available (unless otherwise stated) and are given either by Preston Garvey or **Radio** Freedom (at the Castle). They are calls to assist settlements that have already allied with you. You may also sometimes trigger these quests by stumbling into a settlement needing a particular type of help. These quests are “radiant,” as the locations you’re sent to are random. These quests are usually repeatable, making them a great way to accumulate rewards. Time to remain in control of your shanty settlement empire!

Aside from speaking to Preston Garvey, start these quests by listening to **Radio** Freedom, or just showing up at a settlement location. Preston need not be spoken to, if this is the case.

RANDOM FACTS

Due to the random nature of the locations you are sent to, it is imperative you read up on the hostiles (as well as the valuables) you’ll uncover at each one. Vault-Tec is proud to provide comprehensive cartography for just such adventuring.

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The Minutemen Radiant Quests: Ownership

Defend a Settlement or Defend Artillery at a Settlement

1. Travel to [an owned settlement]

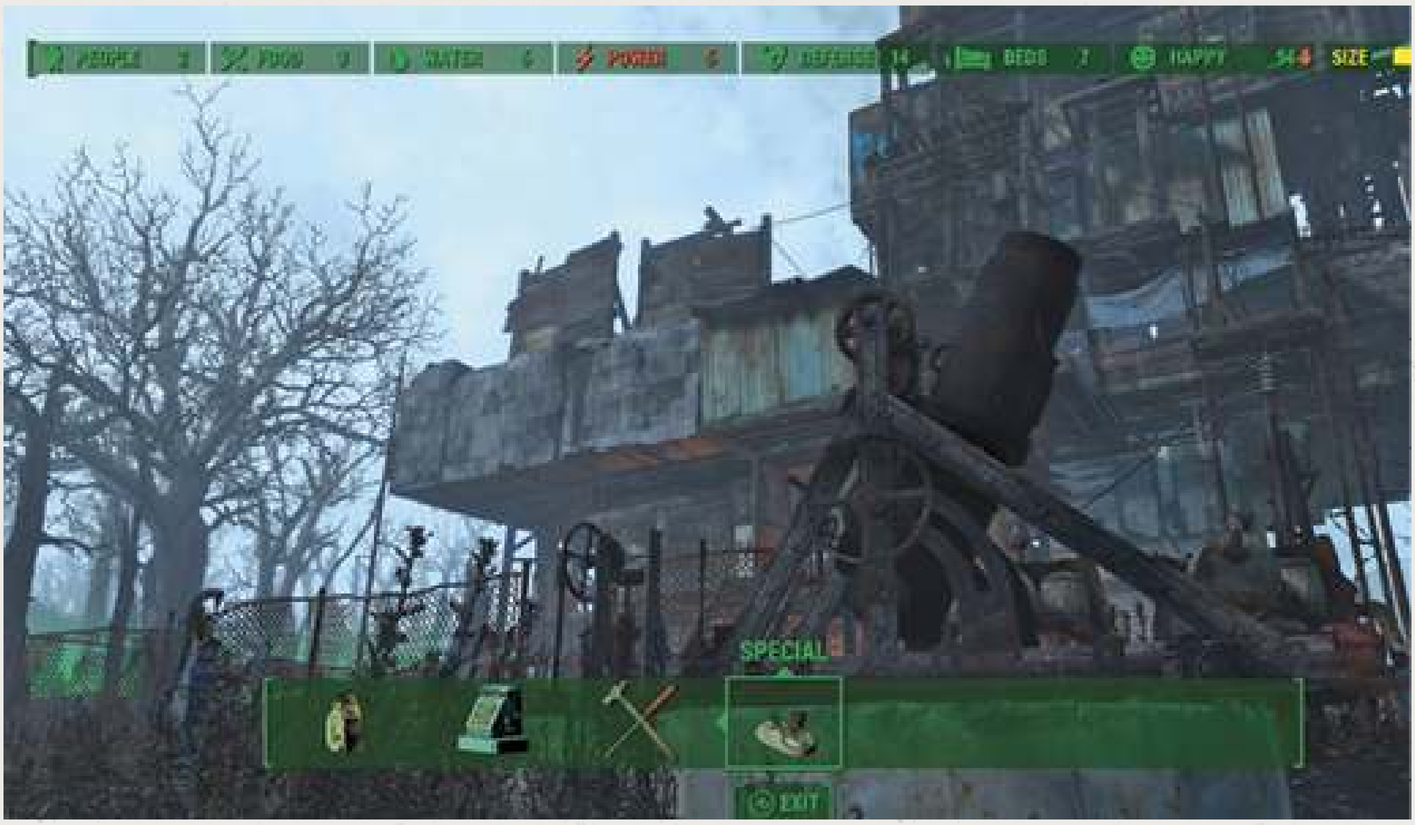
2. Build defenses

3. Help defend [the owned settlement]

4. Talk to people of [the owned settlement]

5. Talk to Preston Garvey

TURRETS SYNDROME


PEOPLE 3
FOOD 9
WATER 6
POWER 6
DEFENSE 14
BEDS 7
HAPPY 54
SIZE
SPECIAL
EXIT

Hold Ⓨ to open Workshop menu.

Fallout 4 G.O.T.Y.
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The Minutemen Radiant Quests: Ownership

Stop the Raiding

1. Travel to [an owned settlement]

2. Kill the raiders in [a location]

3. Report your success to settlers at [the settlement]

WE'LL DO THE RAIDING, THANK YOU

This is given randomly. Head to the indicated settlement and speak to one of the settlers. They are having problems with Raiders. Aren't they always? Agree to help them.

Visit the indicated Raider stronghold. Wipe out the tagged foes and (optionally) any other enemies. Return to the settlement with the good news.

Bottlecaps (approx. 100)

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Kidnapped Trader

1. Travel to [an owned settlement]

2. (Optional) Pay the ransom

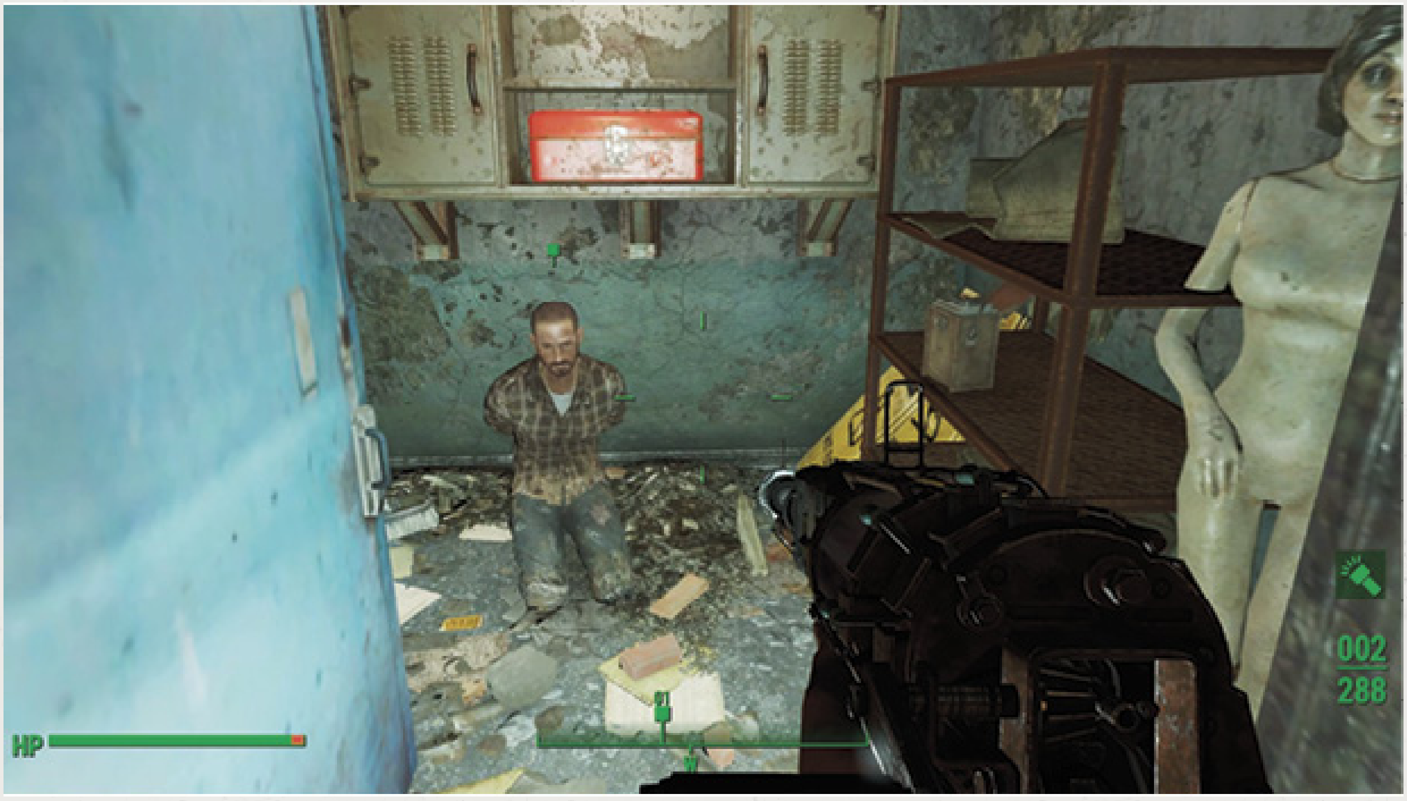
3. Rescue the kidnapped trader from [a location]

4. Report back to the people of [the settlement]

A CAPS PAYMENT, OR BLOODY REVENGE

Head to the settlement requesting assistance and speak to one of the settlers. One of their traders has been kidnapped. You can:

- (Optional) Pay off the ransom and complete the quest.
- Agree to rescue the kidnapped trader.



Visit the indicated enemy stronghold. Wipe out as many foes as you wish—ideally any close to the kidnapped trader. Locate them and bring them out of the stronghold. This quest fails if the trader dies. Assuming the trader survives, return to the settlement with the good news.

Bottlecaps (approx. 100)

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The Minutemen Radiant Quests: Ownership

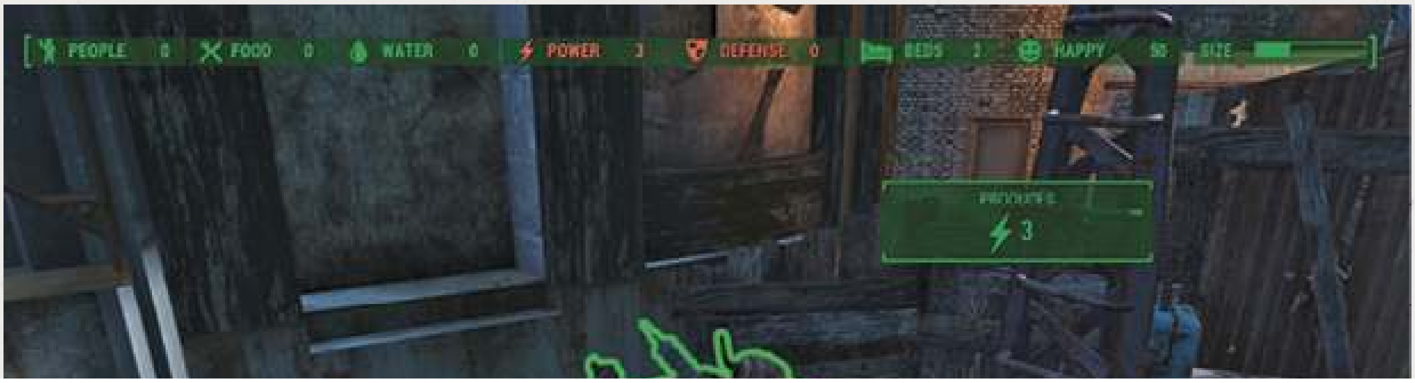
Water, Food, or Power

1. Travel to [an owned settlement]

2. Build [the required resource]

3. Report your success

AMENABLE WITH YOUR AMENITIES


PEOPLE 0
FOOD 0
WATER 0
POWER 3
DEFENSE 0
BEDS 2
HAPPY 50
SIZE
3

The Minutemen Radiant Quests: Ownership

Suspected Synth

1. Decide what to do about suspected synth

MERCY OR MURDER

You can reopen the workshop menu while in the build area by holding down

SETTLER
TALK
HP
N

This only occurs if the Institute has not been destroyed. An alert from one of your owned settlements indicates a synth has infiltrated the citizens there. Speak to the people and decide the synth's fate. You can either banish the synth or kill it.

Bottlecaps (approx. 100)

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Side Quests

Overview

HELPFUL HINT FROM VAULT BOY!

What are Side Quests? Glad you asked! These are major sets of objectives to undertake that aren't related to your Main Quests or any **factions** you may be working with. They are usually related to one or more settlements and involve some serious exploring. Some require you to buddy up with a companion. Such activities might be dangerous, but they're certainly rewarding! They're also presented alphabetically, and each have a different criteria for commencing.

SIDE QUESTS
Benign Intervention
The Big Dig
Confidence Man
Curtain Call
Detective Case Files: The Disappearing Act
Detective Case Files: The Gilded Grasshopper
Detective Case Files: ong Time Coming
Diamond City Blues
The Devil's Due
Emergent Behavior
Here There Be Monsters
Human Error
Kid in a Fridge
Last Voyage of the U.S.S. Constitution
Long Road Ahead
The Secret of Cabot House
The Silver Shroud
Vault 81 and Hole in the Wall

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Benign Intervention

1. Miscellaneous: Eliminate the remaining Raiders

2. Miscellaneous: Talk to Tommy

3. Bring Cait to Vault 95

4. Locate the Clean Room

5. Speak to Cait

6. Wait for Cait to get into the Clean Room chair

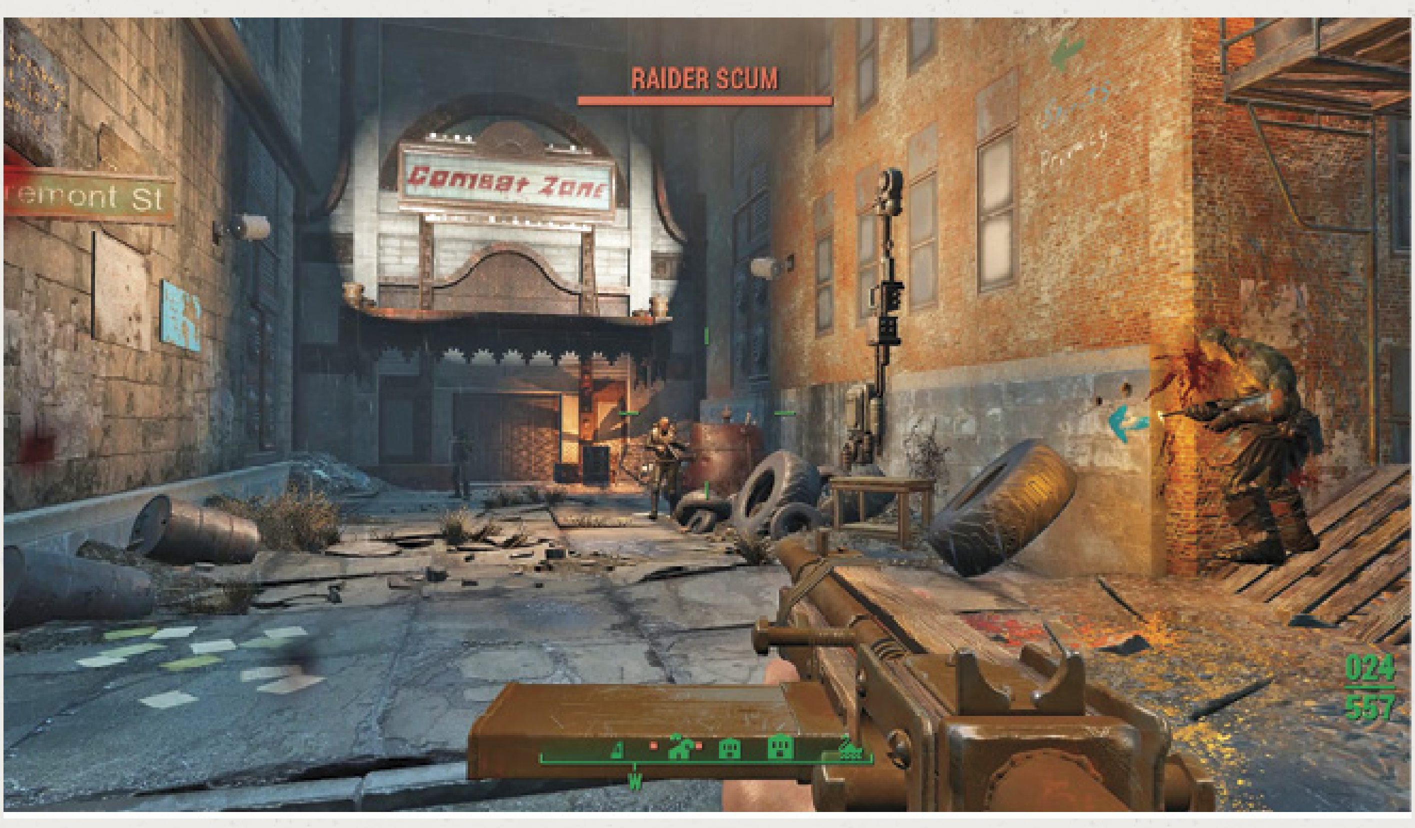
7. Cure Cait's addiction

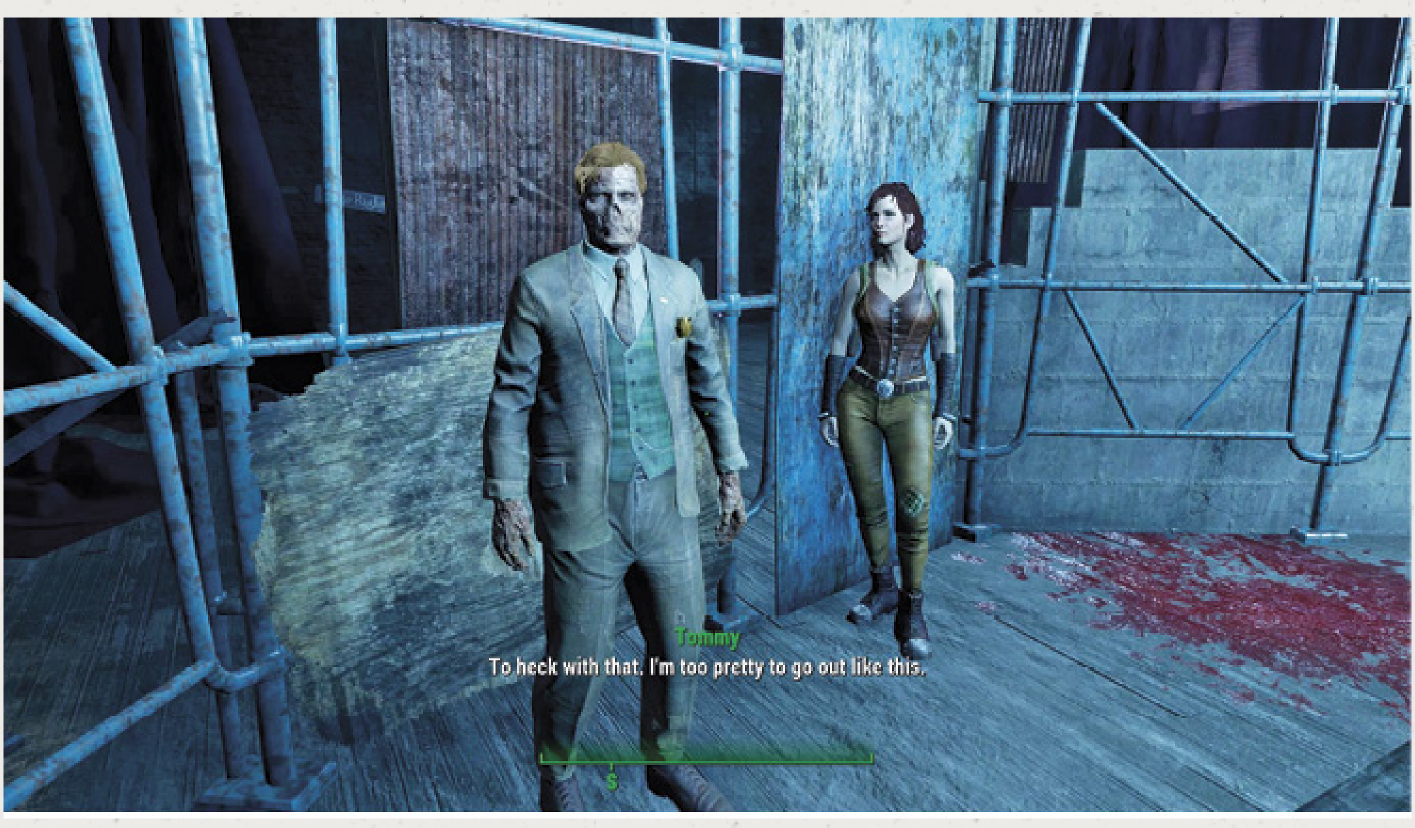
8. Speak to Cait

LOCATIONS TO EXPLORE

- Combat Zone
- Theater District (Neighborhood)
- Vault 95

MISCELLANEOUS: COMPANION CAIT





During your exploration of Boston, take in a show at the Combat Zone. This is a Raider stronghold, so you'll need to fight your way in. Once inside, there are more Raiders to attend to before entering the arena.

Once in the arena, speak with Tommy Lonegan. He's hoping you'll partner up with Cait while he gets his arena back in order.

CHARISMA

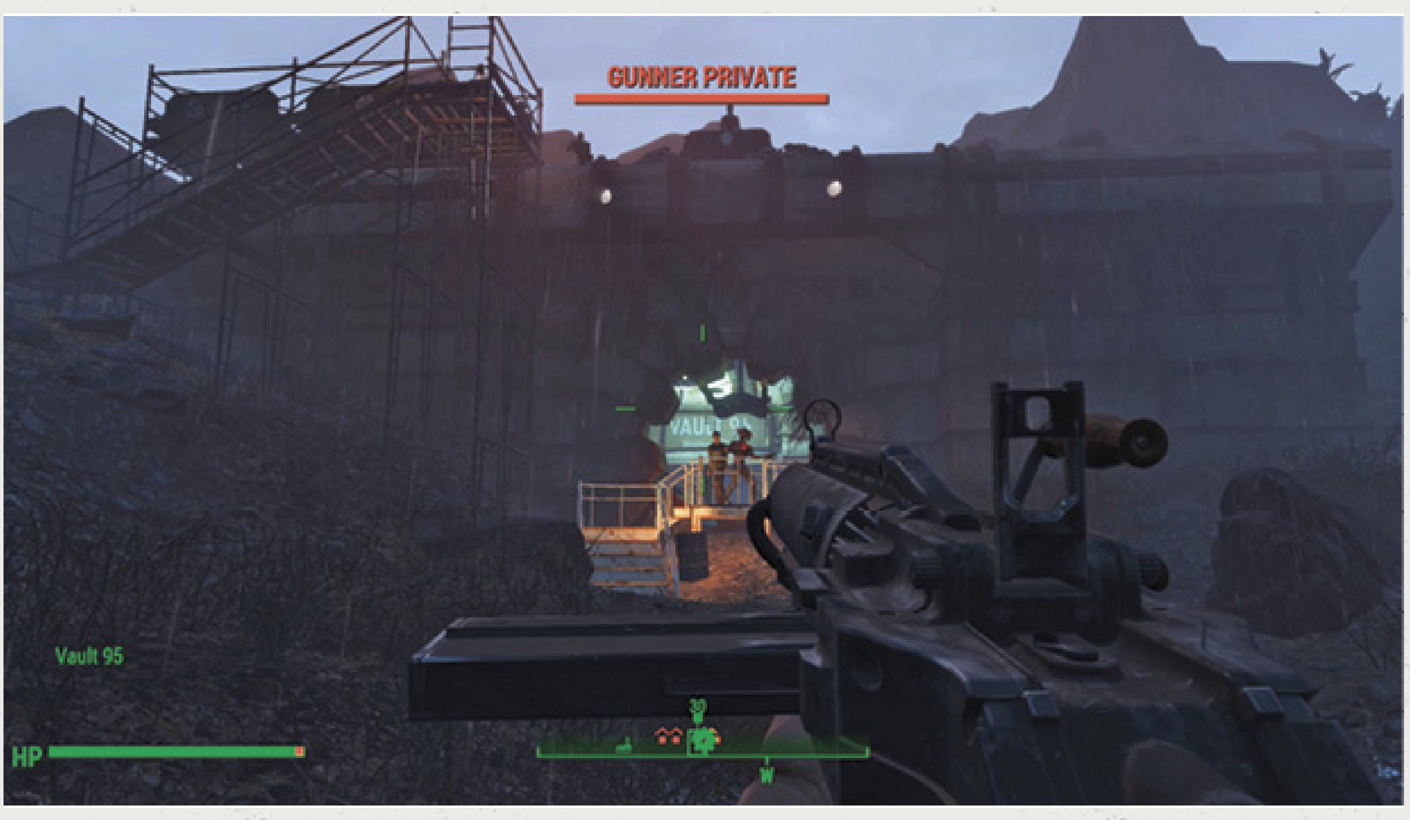
(Medium) Ask why you should partner with Cait.

Companion: Cait

HELPFUL HINT FROM VAULT BOY!

Isn't Cait great? She's sure helpful in a fight and seems to shrug off gunfire like she's a chem-dependent junkie! Remember if you want a deeper friendship with her, you need to make decisions she sees as positive. The Companions section of this guide has some steps to take.

A REFORMED PSYCHO KILLER



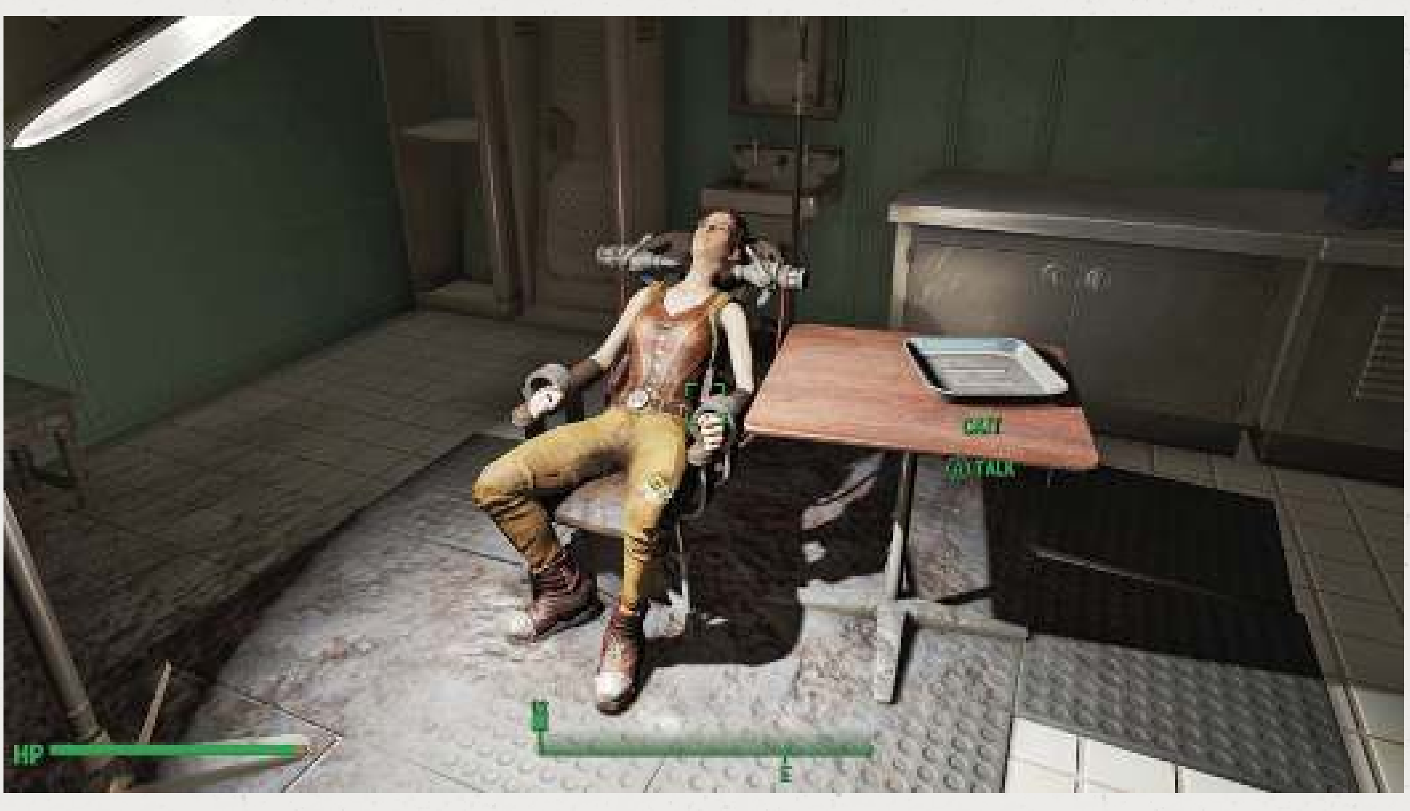
Speak to her periodically until she confides in you about her dependency on Psycho. It's taking its toll on her health. She mentions an old Vault where she might be able to cure this addiction. Head southeast to Vault 95, and set upon the Gunners and Assaultrons at the entrance. Watch for turrets, too.

WHAT'S THERE TO LOOT?

Nuka Cherry

Bobblehead: Big Guns

There's little left that the Raiders haven't picked over at the **Combat** Zone (except a Nuka Cherry). However, the Gunners in Vault 95 are guarding a limited-edition official Vault-Tec Bobblehead! Bring home the Big **Guns**!



Make your way through Vault 95, mopping up more Gunners until you locate a "Clean Room," an area dedicated to drug rehabilitation. Speak with Cait and convince her to go through with the detoxification.

CHARISMA

Side Quests

The Big Dig

1. Talk to Bobbi

2. Meet Bobbi inside

3. Join the dig

4. Exterminate the Mirelurks

5. Meet Bobbi in Diamond City

6. Get Mel out of jail

7. Recruit Mel

8. Meet the gang in the Dig

9. Dig into the strong room

10. Dig through the subway area

11. Dig through the basement area

12. Meet with the gang in the strong room basement

13. Get out of the basement

14. Enter the strong room

15. Kill Fahrenheit and her men

16. Or kill Bobbi

17. Open the train car and get paid

18. Or talk to Fahrenheit

LOCATIONS TO EXPLORE

- Goodneighbor
- Bobbi's House
- The Big Dig
- NH&M Freight Depot

GOING UNDERGROUND

Over in Goodneighbor, behind the two locked warehouses to the southeast, is a dingy alley with a metal door at the end of it. Bobbi No-Nose lives here, and she's looking for someone to help her with some tunneling work. Agree to start this quest.

CHARISMA

(Easy, Medium, Hard) You can ask for more information and then press her (twice) for better payment options up front. This leads her to giving you some caps right away.

Bottlecaps (100-200)

Enter the basement, into the Dig area, and join in. You won't be using a shovel, though; there's a small infestation of Mirelurks to remove. Bobbi comes in afterward and promotes you.

Head west across Boston to visit Diamond City, where Bobbi is hanging out at the market. She tells you the real nature of the job—or heist—and needs you to recruit someone named Mel who's locked up in Diamond City Security.

Enter the security office, and speak with Mel, who's behind bars. You can:

- (Expert) Hack the terminal and start the Protectron unit, keeping the security guards busy while you free Mel.
- Speak to a security guard: (300 Caps) Bribe the guard.
- Or pickpocket a key from a the guard, or steal a key from the desk inside the security office, and unlock the cell.

CHARISMA

(Medium, Hard) Or ask nicely or threaten the guard to let Mel out.

After recruiting Mel in Diamond City, return to the dig site under Goodneighbor, where you're introduced to Mel's digging friend, Sonya. What follows is a lengthy and dangerous series of tunneling stops interspersed with some underground exploration. In each chamber, inspect the rock wall for a "fragile" section, send Sonya to dig the wall out, and proceed deeper into the sewers. Mirelurks are active here.

Keep digging until you break into a section of old subway tracks and a station populated by Feral Ghoul commuters. The plan is still to find fragile walls, dig them out, and proceed to new areas. Continue until you reach the wall to the strong room. This last dig tires Sonya out considerably.

HELPFUL HINT FROM VAULT BOY!

Lost? Disorientated? In need of a map? Well, Vault-Tec is proud to provide complete blueprints of this tunnel and subway complex. In addition, be sure you follow the glowing red lights that lead the way out of this moderately unpleasant hellhole.

LOOTING THE TUNNELS

Fusion Core

Nuka Cola Quantum (2)

Digging into the strong room isn't a time-sensitive issue, allowing you to explore a side passage to the east that contains a suit of **Power Armor**. There are also three Fusion Cores (one in the **power armor**) and a couple of Nuka Cola Quantums to pick up during your exploration.

THE FULL STORY IN THE STRONG ROOM

Look for the metal "exit" door into the strong room and climb out into NH&M Freight Depot. Be ready for a confrontation with Fahrenheit, Mayor Hancock's main squeeze. It seems the situation regarding whose valuables you were stealing wasn't fully explained to you. You can:

- Side with Bobbi and remove any threats in the chamber (watch for flamers and exploding barrels in your vicinity), and claim your share of the loot.

Bottlecaps (approx. 200)

- Side with Fahrenheit, remove anyone having a problem with your change of allegiance, and speak with Fahrenheit, who's happy you made the choice and grants you the following:

Unique Weapon: Ashmaker

CHARISMA

(Medium) Feel free to convince Bobbi to leave and resolve the situation without bloodshed.

Once your decision is made, the quest is over. Of course, your choices directly affect your standing with Mayor Hancock of Goodneighbor, so expect repercussions. These post-quest activities are detailed in the Goodneighbor quest—Miscellaneous: Recruiting Hancock.

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Side Quests

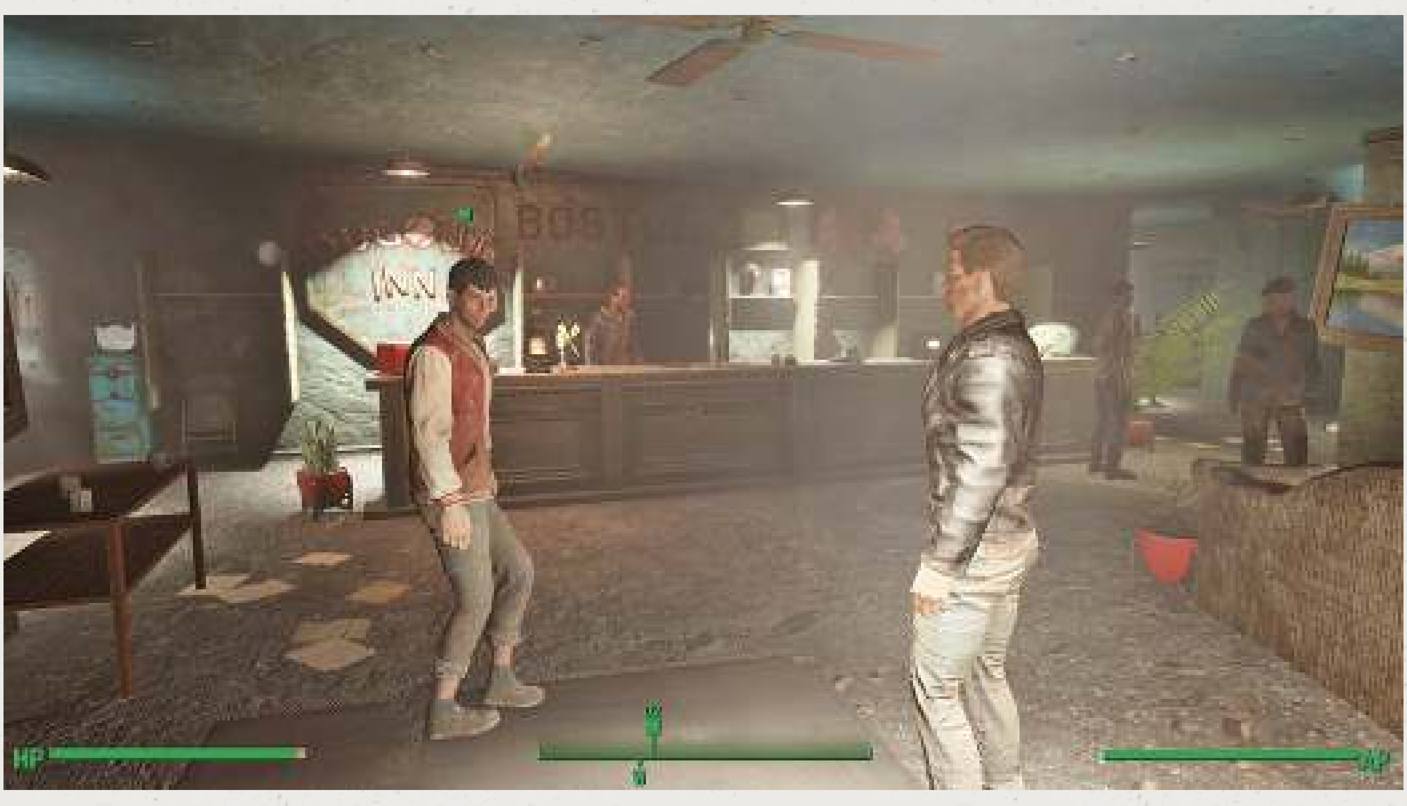
Confidence Man

1. Speak to Vadim
2. Meet Travis in the Dugout Inn after 6 p.m.
3. Help Travis
4. Talk to Vadim
5. Convince Scarlett to meet Travis
6. Talk to Yefim
7. Talk to Travis
8. Meet Travis at the Beantown Brewery
9. Help Travis rescue Vadim
10. Speak to Travis

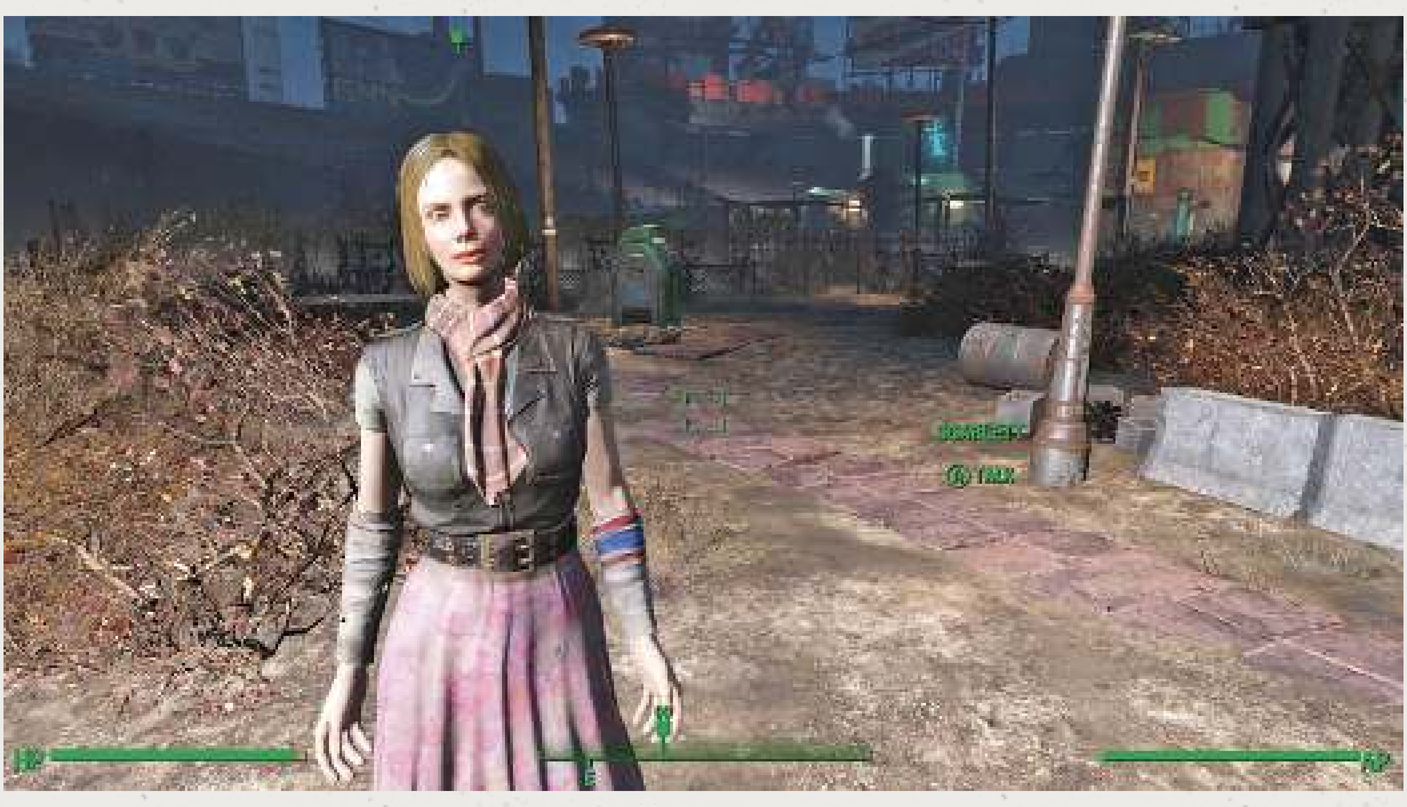
LOCATIONS TO EXPLORE

- Diamond City
- Dugout Inn
- Beantown Brewery

THIS CHARMING MAN



Vadim, the jocular owner of the Dugout Inn, is hoping you'll help him improve the confidence of Diamond City Radio's DJ, Travis Miles. Agree to help, and return to the inn after 6:00 p.m. You witness Travis being harassed by a greaser named Bull. Speak to Travis and encourage him as you wish. A fistfight starts. Pummel Bull (and his sidekick, Gouger) if necessary. Chat to both Travis and Vadim afterward. That went reasonably well, they reckon.



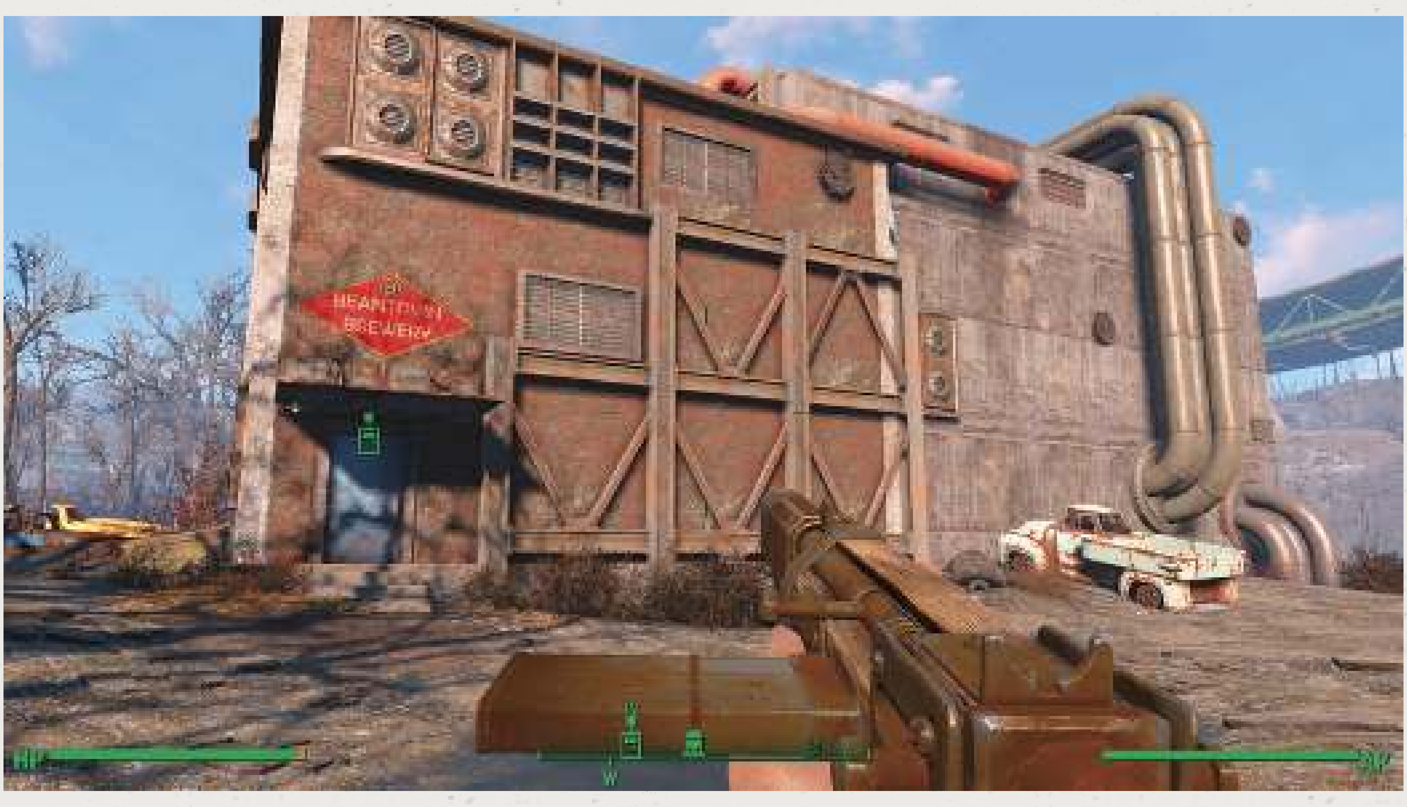
Vadim's next plan involves Scarlett, the Dugout Inn's waitress, who needs to be talked into spending some quality time with Travis Miles. Find her in the Dugout Inn or around Diamond City. Answer her without your usual witty charm, or:

CHARISMA

(Easy) Threaten or persuade her.(Medium) Bribe her.

Return to the Dugout Inn and speak with Yefim. He tells you that Bull had an altercation with Vadim and the barkeeper has disappeared!

BEATDOWN AT BEANTOWN



Travis knows the score. Find him in Diamond City, and he reveals Vadim has been kidnapped. He agrees to meet you at old Beantown Brewery. Make sure he comes home in one piece. Well, both of them really.

Beware of Raiders. Battle your way to Vadim's location. A named Raider "Tower Tom," Bull, and Gouger need more than a swift talking to. After you spray their blood across the brewery walls, untie Vadim and he rewards you for your help. A chat with Travis indicates he's a lot more confident now. But hardened. As you'll hear if you tune into his future broadcasts on Diamond City Radio.

Bottlecaps (200)

Buffout (4), Jet (2)

LOOTING BEANTOWN BREWERY

Picket Fences Magazine

Gwinnett Brew Recipe

Have you read the latest issue of Picket Fences magazine? Those interior designs are to die for! Did you find the Gwinnett Brew Recipe too? Your Drinkin' Buddy can mix this up for you (find him in the Shamrock Taphouse). Cheers!

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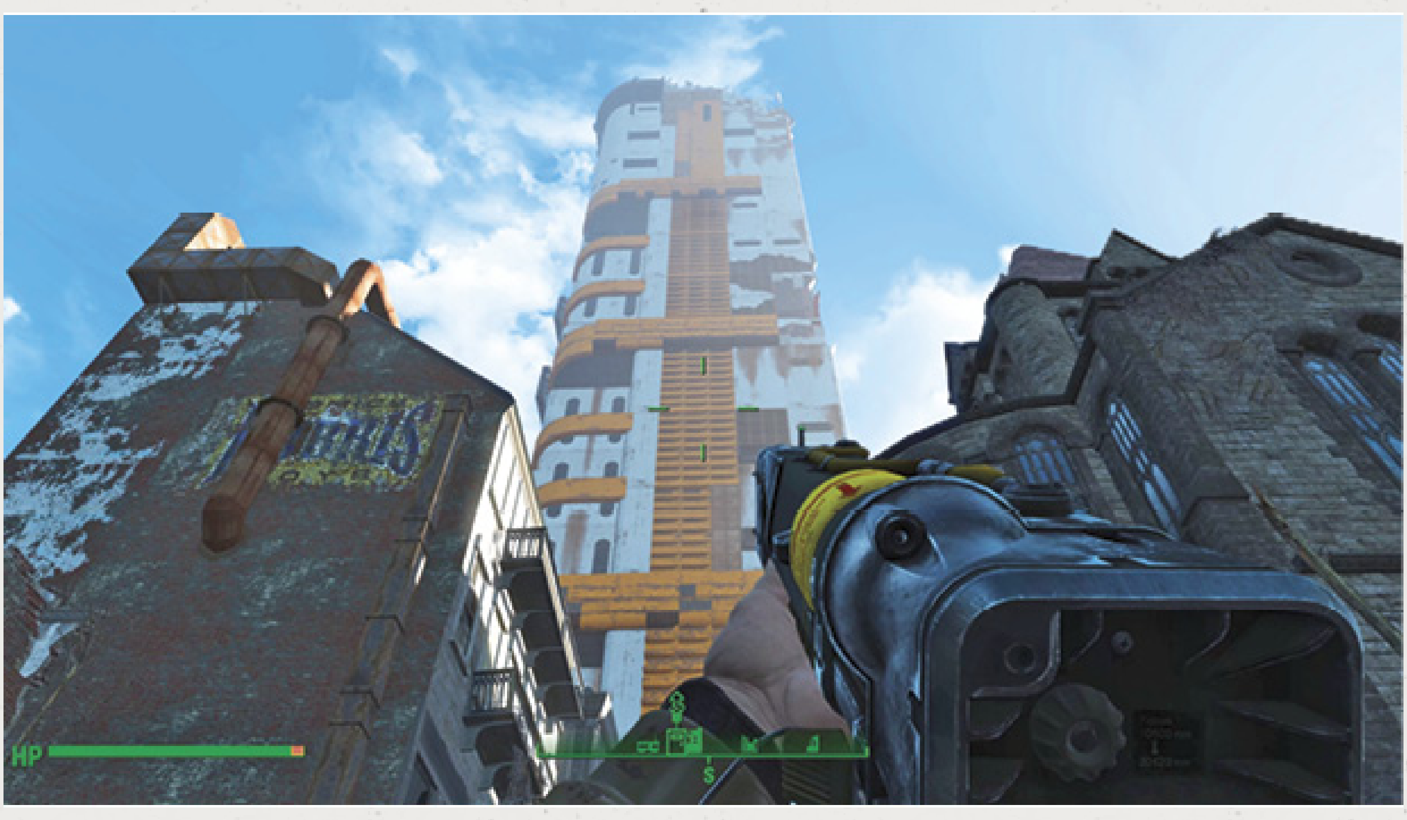
Curtain Call

1. Investigate radio broadcast
2. Unlock cage
3. Get Rex to safety
4. Talk to Rex Goodman

LOCATIONS TO EXPLORE

- Trinity Tower
- Back Bay
- WRVR Broadcast Station

SOMETHING WICKED THIS WAY COMES



Did you hear the latest broadcast from Trinity Tower Radio? Tune your Pip-Boy when you can receive the signal. A good place to try for a signal is in Diamond City Market or close to Trinity Tower. Or, if you're traveling in the southwest Commonwealth, visit WRVR Broadcast Station, where the folks there have Rex's broadcast on a loop. He's begging to be rescued from super mutants who have taken him captive in Trinity Tower.

SUPER MUTANT
912
520

Enter the plaza area at the base of the skyscraper, and rid yourself of any Super Mutants and Mutant Hounds. Ride the elevator to the middle interior. Make slow but steady progress up through the Super Mutants until you arrive at a second elevator. Ride that up to the exposed top of the structure. Fight more Super Mutants, ascending to the open skyscraper roof.

LOOTING TRINITY TOWER

MacBeth Script

Bobblehead: Melee

Aside from the assortment of **items** inside the steamer trunk, don't leave the tower's roof without peeking inside Rex's cage. Grab Strong's MacBeth Script and a Melee Bobblehead before you go!

HOVER THROUGH FOG AND FILTHY AIR

Locate the cage where Rex Goodman and his Super Mutant friend Strong are imprisoned. Unlock the cage by:

- (Master) Using your extreme skill.
- Using your regular cunning by taking the Trinity Tower Cell Key from the nearby steamer trunk and using it.

Trinity Tower Cell Key

The only way back down, aside from a death plummet, is to battle to the window-washer lift. Press the button once the three of you are on it. Ride this down while laying suppressing fire on the Super Mutants you can see. Repeat this plan until all threats are abated and you're on the ground level. Back on terra firma, with anything green except Strong dispatched, speak to Rex. While he returns to his career in the WRVR building, Strong is available to become a companion.

Reginald's Suit (if you're male)

Agatha's Dress (If you're female)

Companion: Strong

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Miscellaneous: Detective Case Files

1. Talk to Ellie
2. Check the Detective Cases
3. Read Earl Sterling's case file
4. Read Marty Bullfinch's case file
5. Listen to Marty's Holotape
6. Report back to Valentine's Detective Agency

LOCATIONS TO EXPLORE

- Diamond City

A COLD CASE CLOSE TO HOME BASE

While you're in Diamond City, you might as well enter the Valentine Detective Agency (usually as part of Main Quest: Jewel of the Commonwealth) and chat with Ellie the assistant. She's come across some unsolved case files:

Earl Sterling Case File

Marty Bullfinch's Holotape

Picking up Earl Sterling's case file starts Side Quest: The Disappearing Act. Listening to Marty Bullfinch's Holotape is one way to start Side Quest: The Gilded Grasshopper.

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Detective Case Files: The Disappearing Act

1. Search Earl Sterling's house for clues

2. (Optional) Obtain the key to Earl Sterling's house

3. Search the Mega Surgery Center for clues

4. Investigate the surgery cellar

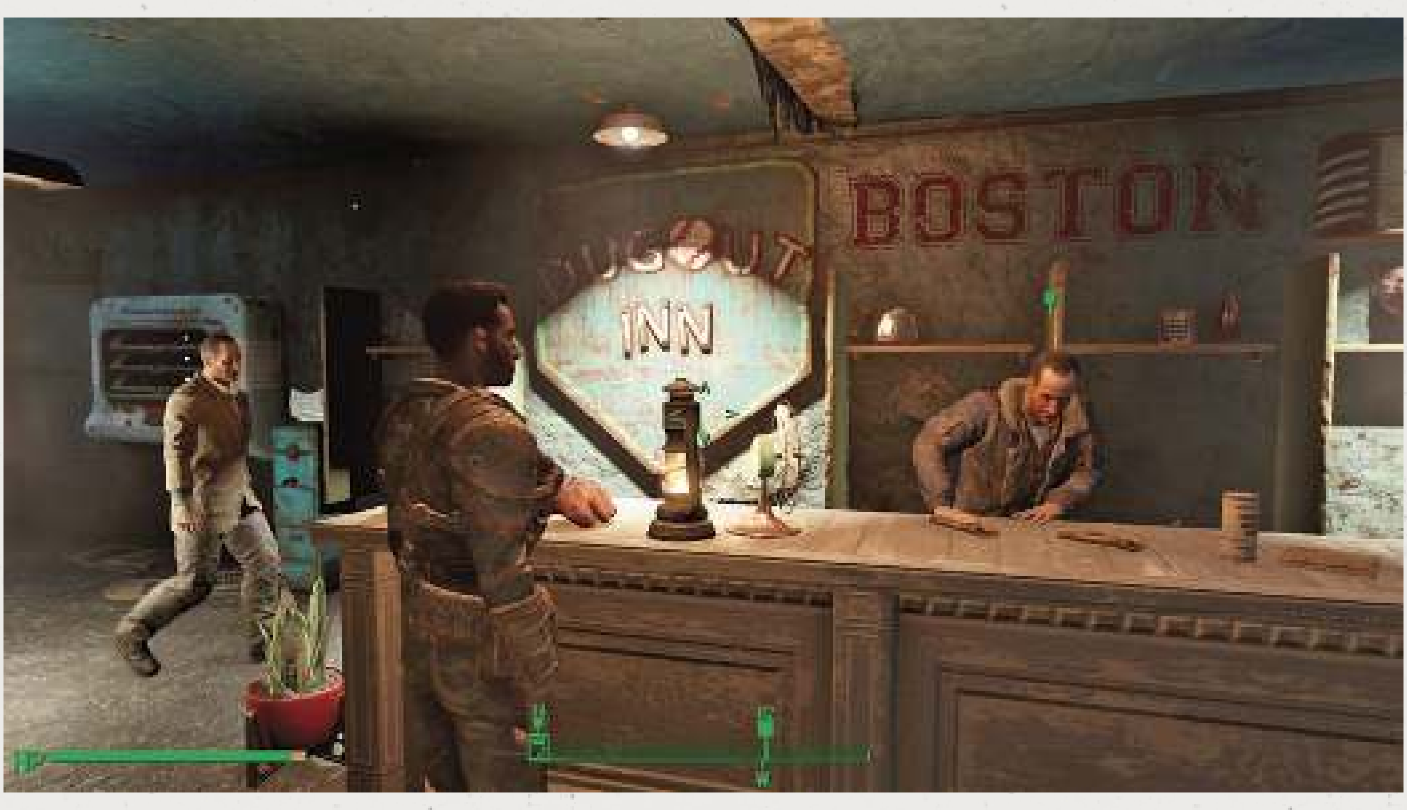
5. (Optional) Obtain the key to surgery cellar

6. Talk to Ellie

LOCATIONS TO EXPLORE

- Diamond City

A STERLING START



You've offered to help Nick and Ellie find out what happened to Earl Sterling, a bartender at the Dugout Inn. You need to get into Earl's home, see if you can find any clues to his whereabouts. Try the following:

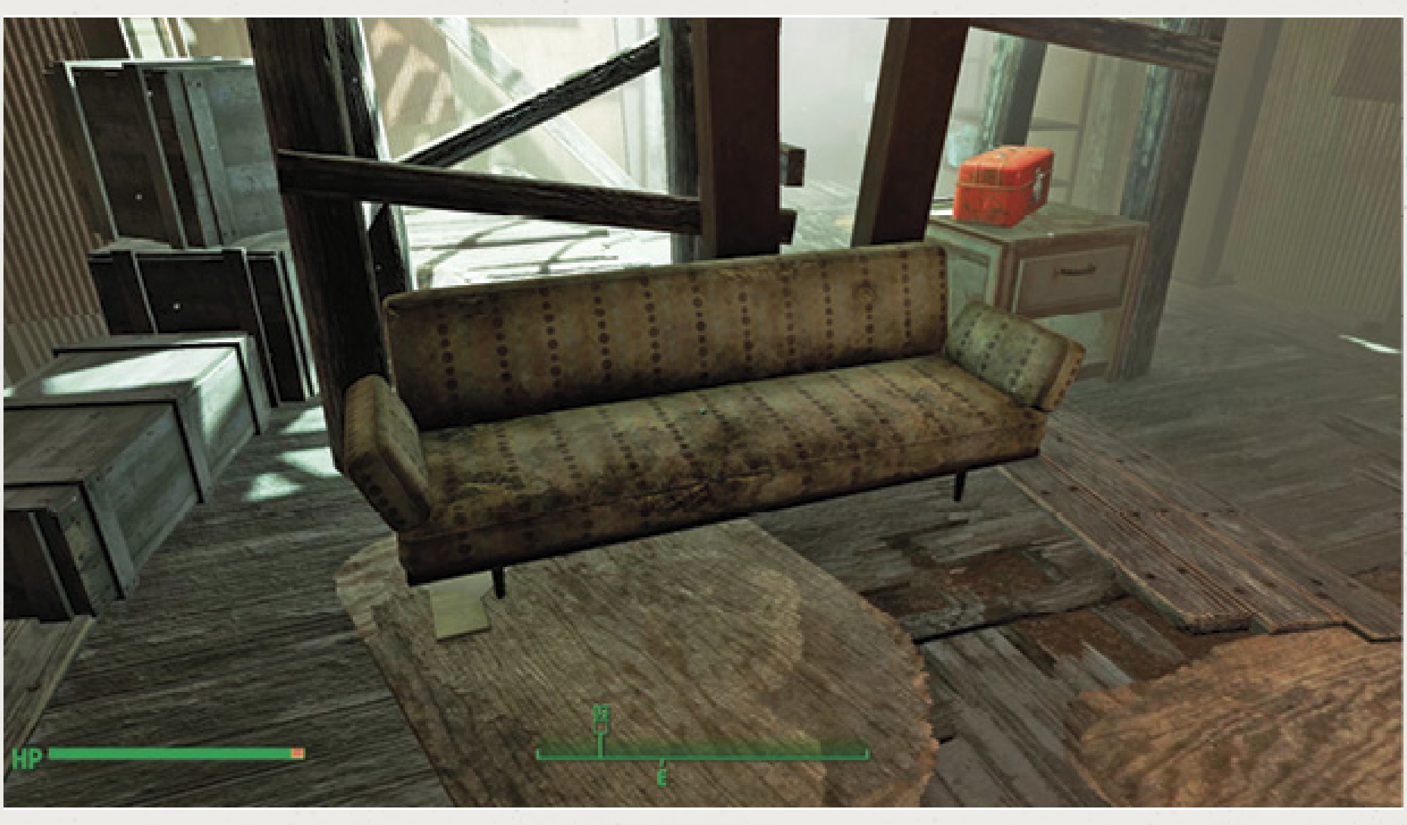
- (Novice) Pick the lock to Earl Sterling's house (in Diamond City).
- Enter the Dugout Inn, speak to Vadim Bobrov, and receive the key from him.

CHARISMA

(Easy) In addition, chat to Yefim about Earl Sterling.

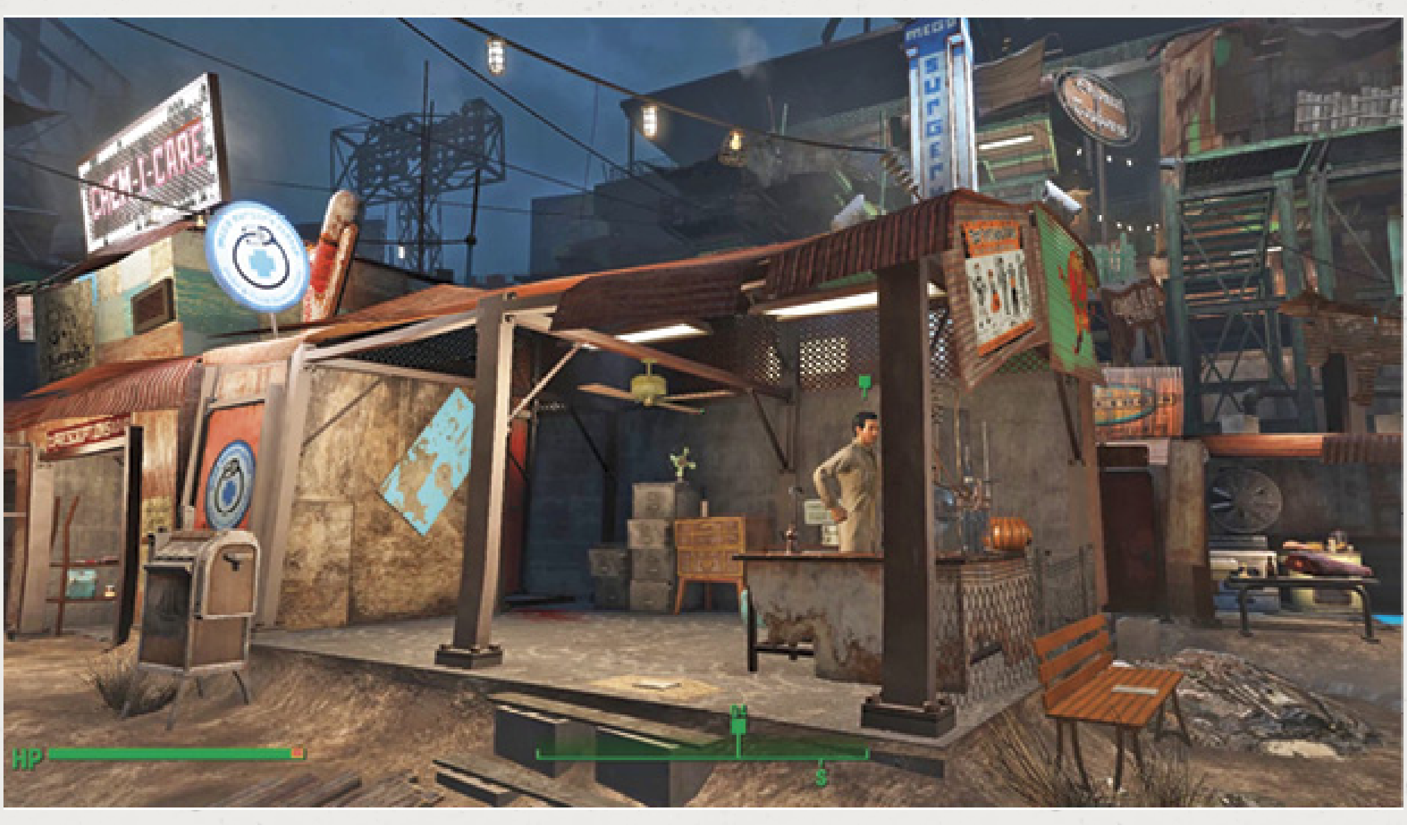
Earl Sterling's House Key

Enter Earl Sterling's house. If you've brought Nick along, he might be able to lend a hand looking for clues. Rummage under the sofa to find something of interest:



Folder and Receipt

BODY DECONSTRUCTION SURGERY



Clues lead you to a facial reconstruction specialist who works at the Mega Surgery Center. Maybe he knows what happened to Earl. Speak to Doctor Sun about him.

CHARISMA

(Medium) Ask about your suspect.

Inspect the interesting marks on the ground leading to the surgery cellar. Ask Doctor Sun about this.

CHARISMA

(Hard) Ask for an explanation regarding the marks.

At this point, you can:

- (Advanced) Pick the lock to the Mega Surgery cellar.

CHARISMA

(Medium) Threaten Doctor Sun into opening the cellar, or mention your investigation and request he opens the cellar.

(100 Bottlecaps) Bribe him into opening the cellar.

Surgery Cellar Key

You make a possibly case-solving discovery in the cellar. Speak to your suspect. You can:

CHARISMA

(Medium) Arrest him, or end the standoff peacefully.

Or kill him.

After a more indignant chat with Doctor Sun, return to Ellie and explain how you solved the case for the following reward:

Bottlecaps (approx. 200)

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Detective Case Files: The Gilded Grasshopper

1. Find the Gilded Grasshopper

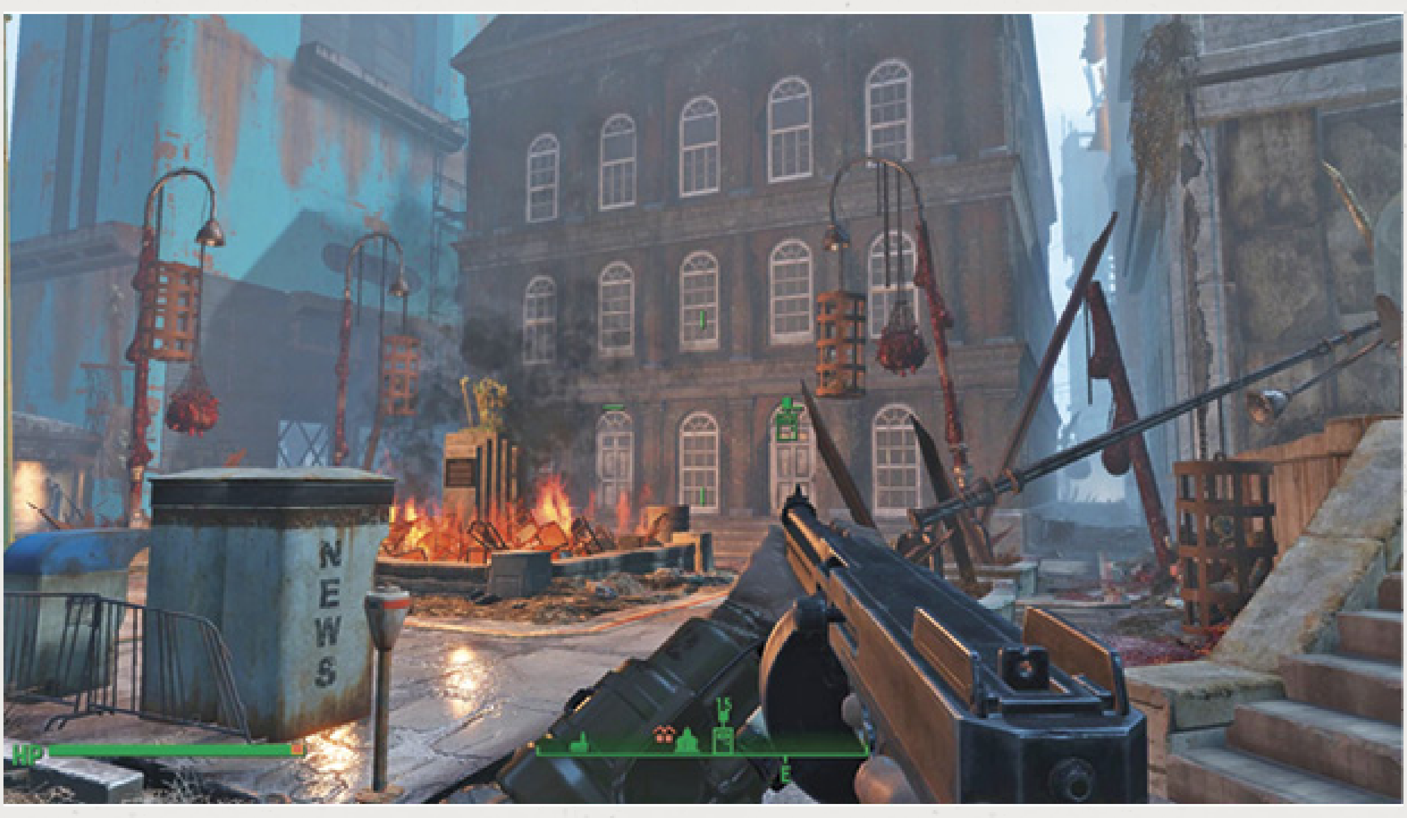
2. Read "Food for the Grasshopper"

3. Find Shem Drowne's grave

LOCATIONS TO EXPLORE

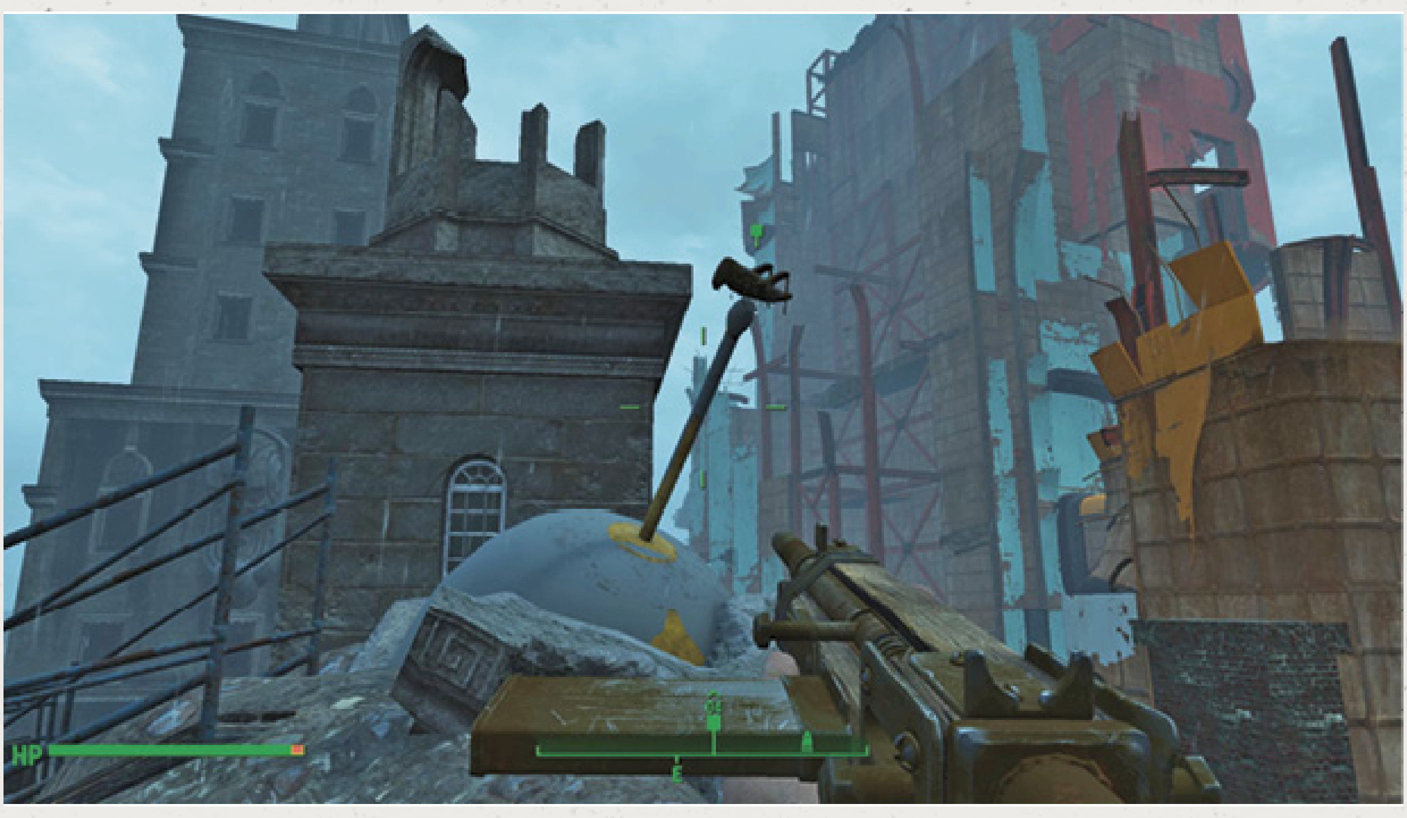
- Diamond City
- Financial District (Neighborhood)
- Faneuil Hall
- North End (Neighborhood)
- North end Graveyard

CATCHING A GRASSHOPPER



Nick's former partner, Marty Bullfinch, believes there's a treasure map hidden in the Gilded Grasshopper on top of Faneuil Hall. Pay the hall a visit. Head into the hellhole that is Boston's Financial District, and assault this Super Mutant stronghold.

Ascend through the structure's interior, looking for the ladder to the roof. Locate the Gilded Grasshopper there and read the note inside.



Gilded Grasshopper

Note: Food for the Grasshopper

HELPFUL HINT FROM VAULT BOY!

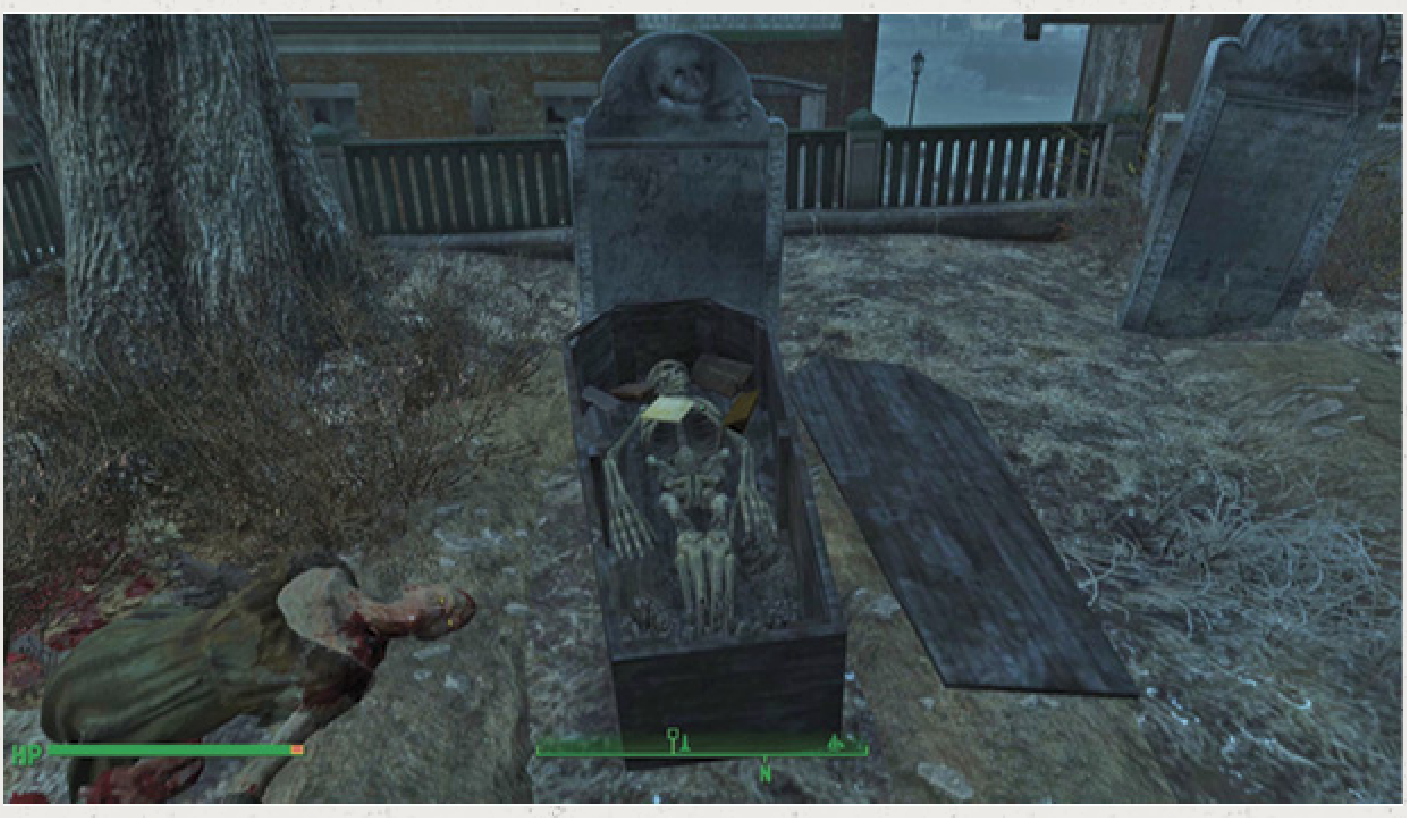
Collecting tiny insects is fun, especially as most of them nowadays have mutated into hideous, blood-sucking parasites. The Gilded Grasshopper is up on this roof and can be discovered at any time, even if the quest isn't active. Just pop up here and grab him!

LOOTING FANEUIL HALL

Live & Love

You shouldn't leave your tour of this historic mansion without at least pilfering a Fusion Core and obtaining the latest issue of Live & Love magazine. Also search the gift shop magazine rack for some notes about other interesting places to visit in the Commonwealth.

The note inside the Gilded Grasshopper seems to point toward Shem Drowne's grave, located in a small cemetery between Cabot House and Pickman Galley in North End Neighborhood. Watch for Feral Ghouls before inspecting the grave.



Note: Fear Not

Copper, Silver, and Gold Bars

Unique Weapon: Shem Drowne's Sword

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Side Quests

Detective Case Files: Long Time Coming

1–10. Find Eddie Winter's Holotapes (10)

11. Talk to Nick

12. Travel to Eddie's Hideout

13. Confront Eddie Winter

14. Follow Nick

LOCATIONS TO EXPLORE

- Diamond City
- BADTFL Regional Office
- Malden Center
- Quincy Police Station
- Natick Police Department
- Nahant Sheriff's Department
- East Boston Police Station
- South Boston Police Station
- Police Precinct 8
- Coast Guard Pier
- Andrew Station
- Joe's Spuckies Coffee Shop (Southie Speakeasy)

COLD CASES: SOLVED!

Once both cases are closed, and you've palled around with Nick and gained affinity with him, he will speak to you about a cold case.Speak to both Ellie and Nick. Side Quest: Long Time Coming is now available.

HOLOTAPE HUNT

Nick asked for your help in recovering 10 Holotapes belonging to Eddie Winter. He thinks the Commonwealth's police evidence terminals should be able to point you toward the tapes. You receive the first from Nick. Read the notes, and look at the world map for the locations of the remaining nine tapes.

Welcome Home!

Eddie Winter Case Notes

Eddie Winter Holotape 1

HELPFUL HINT FROM VAULT BOY!

Isn't Nick Valentine a stand-up fella? A salt-of-the-earth type, with a healthy skepticism and a strong, chiseled chin (well, before his plastic face melted). Remember if you want a deeper friendship with him and start this quest, you need to have achieved the following:

- Rescued Nick from Vault 114 and receive the reward from Ellie.

- Gained Nick as a Companion.

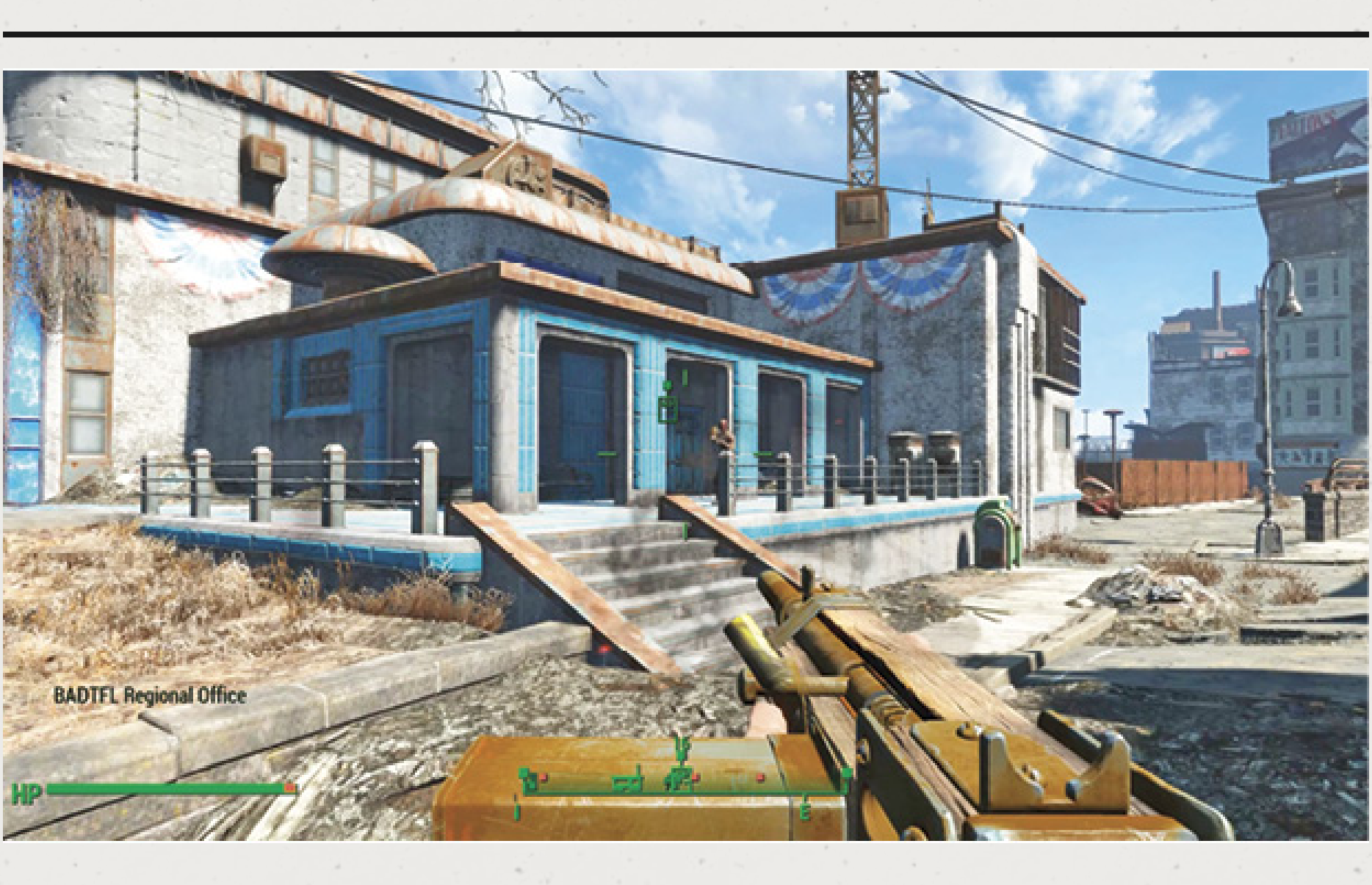
- Gained affinity with Nick so he talks to you about having memory flashes of the "old Nick".

- Gained admiration level of affinity with him.

- Spoke to Nick after finishing Main Quest: Dangerous Minds. The Companions section of this guide puts you on the right track regarding affinity.

Visit each of the following locations. At each one, find the police evidence terminal, and access the file on Eddie Winter. Then search the building for the Holotape.

HOLOTAPE HUNT: BADTFL REGIONAL OFFICE



Find this location in Charleston Neighborhood. Beware of Raiders. The tape is on a filing cabinet.

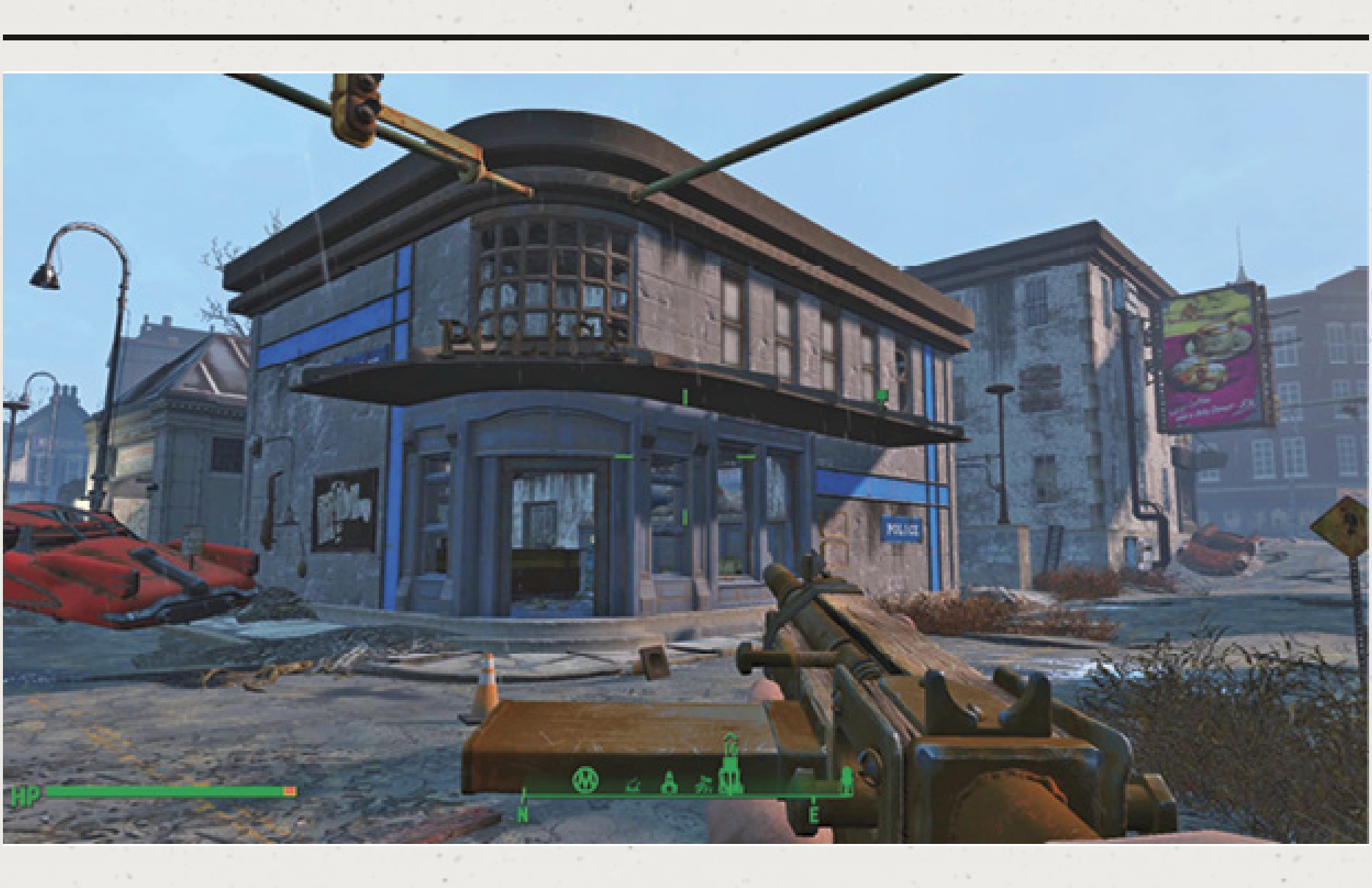
Eddie Winter Holotape 0

LOOTING BADTFLREGIONAL OFFICE

Guns and Bullets

Pick up a copy of Guns and Bullets while you're here.

HOLOTAPE HUNT: MALDEN CENTER POLICE STATION



Look for this unmarked location near Malden Center in North Central Commonwealth. The tape is on a desk.

Eddie Winter Holotape 2

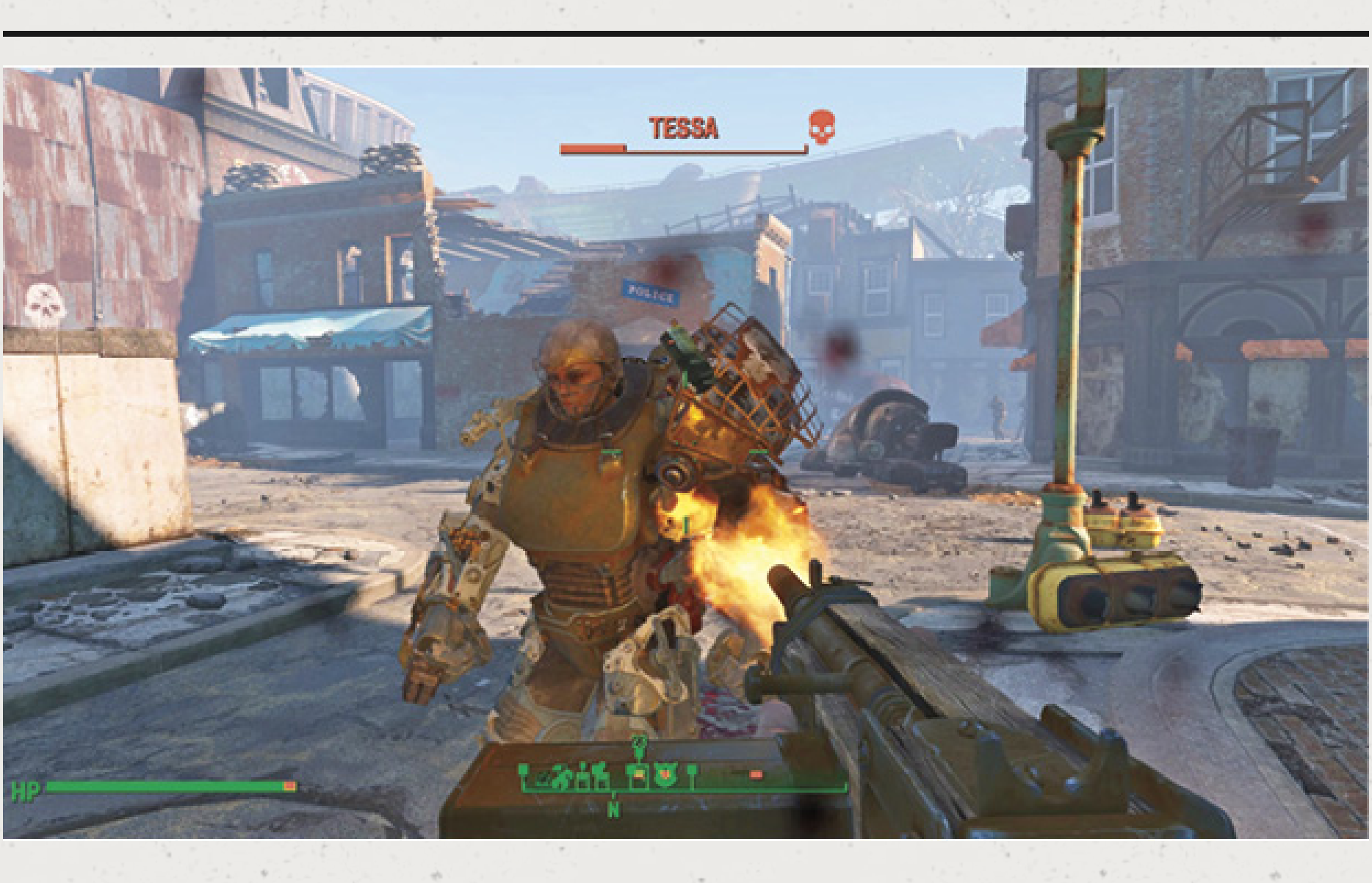
LOOTING MALDEN CENTER

Fat Man

Tumblers Today

Everyone needs a Fat Man, a refreshing Nuka Cola Quantum, and the latest in tumbling today. Find them all here!

HOLOTAPE HUNT: QUINCY POLICE STATION



Beware of Gunners (and their leader, Tessa). The tape is in a nearby locker.

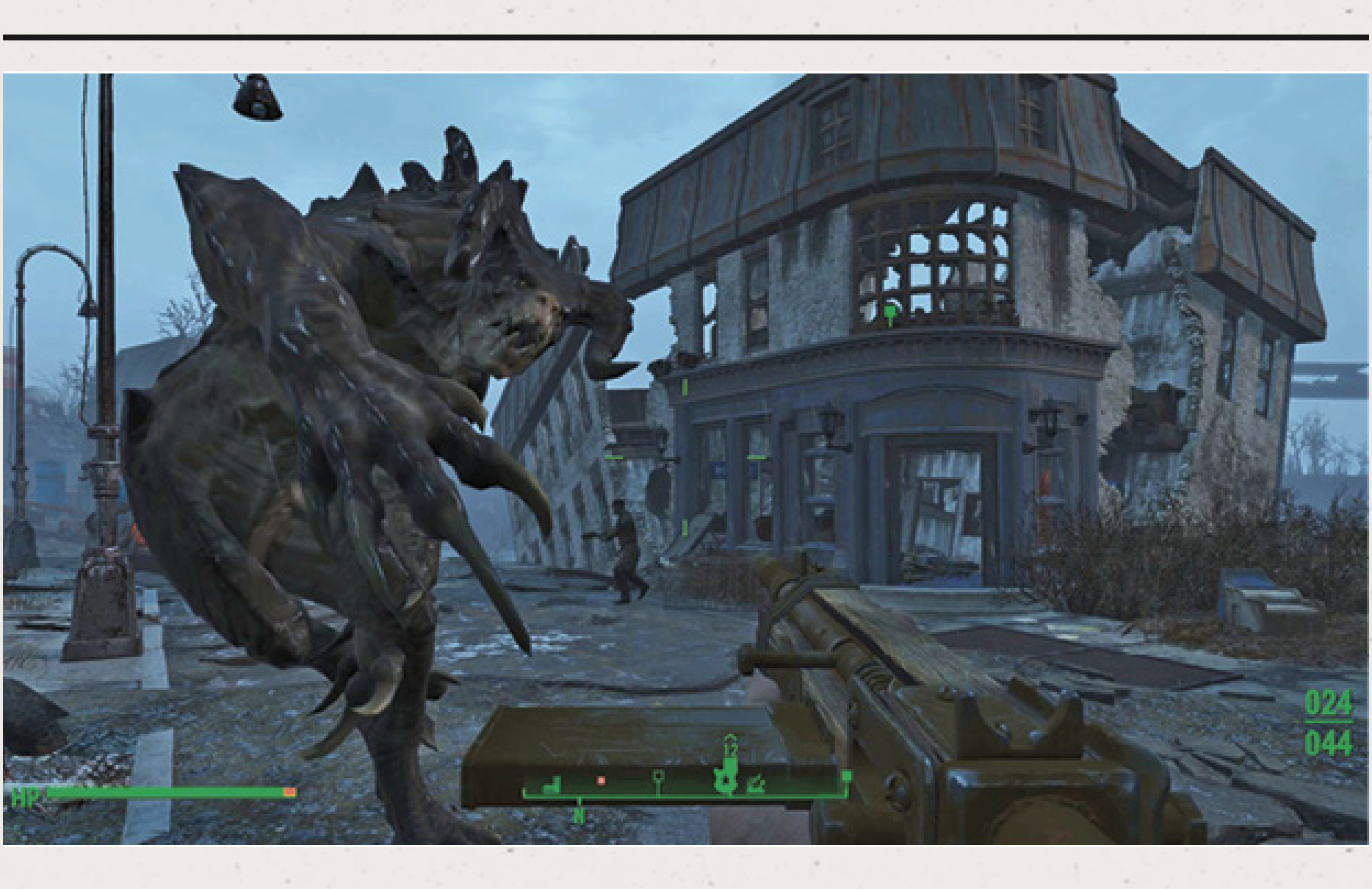
Eddie Winter Holotape 3

LOOTING QUINCY POLICE STATION

Tessa's Fist

Raiders be damned, Tessa is sporting a hefty fist. Pry it off her cold, dead corpse.

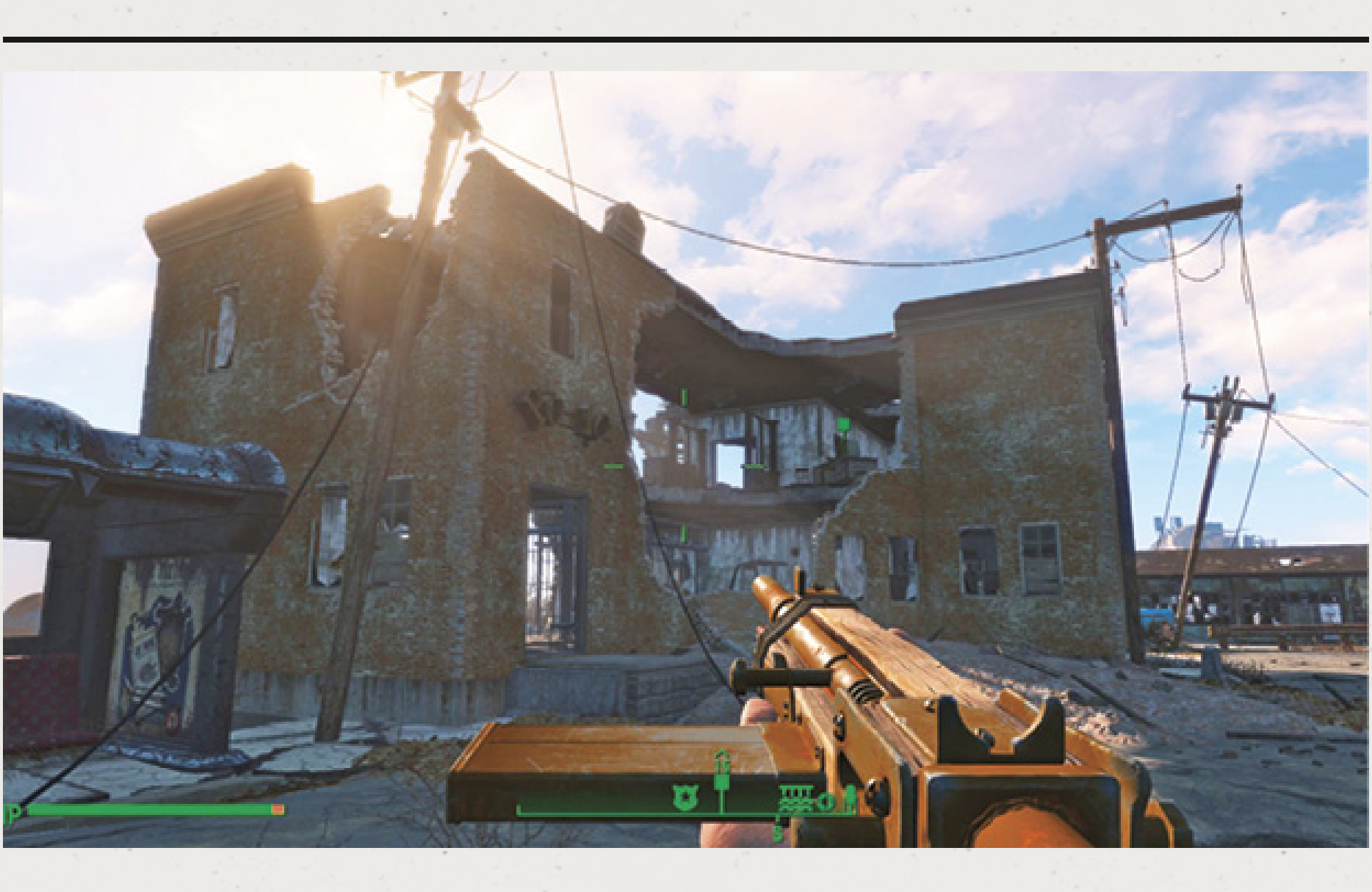
HOLOTAPE HUNT: NATICK POLICE DEPARTMENT



Watch out for the Deathclaw. The tape is inside an evidence locker.

Eddie Winter Holotape 4

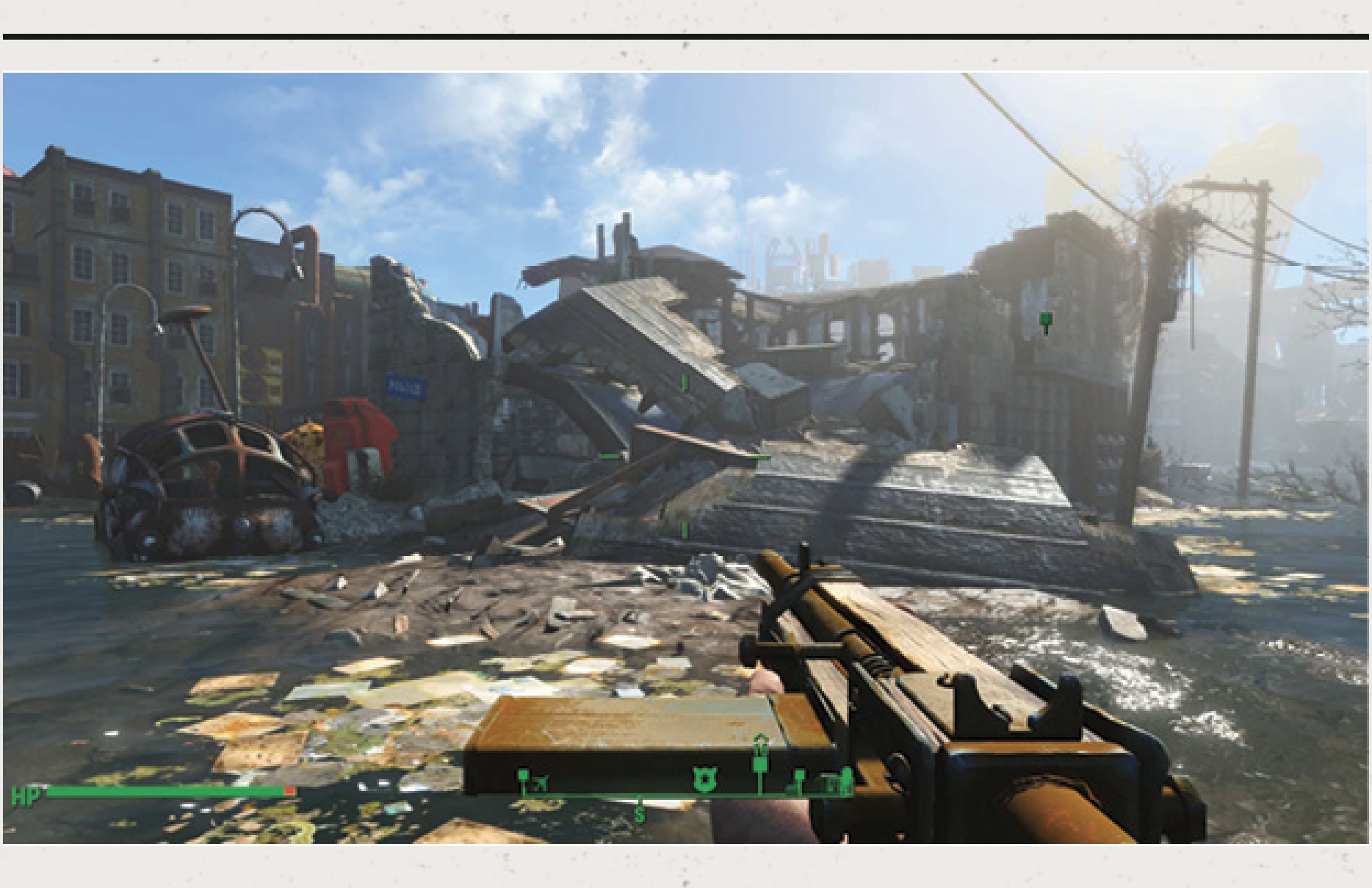
HOLOTAPE HUNT: NAHANT SHERIFF'S DEPARTMENT



The tape is on a filing cabinet.

Eddie Winter Holotape 5

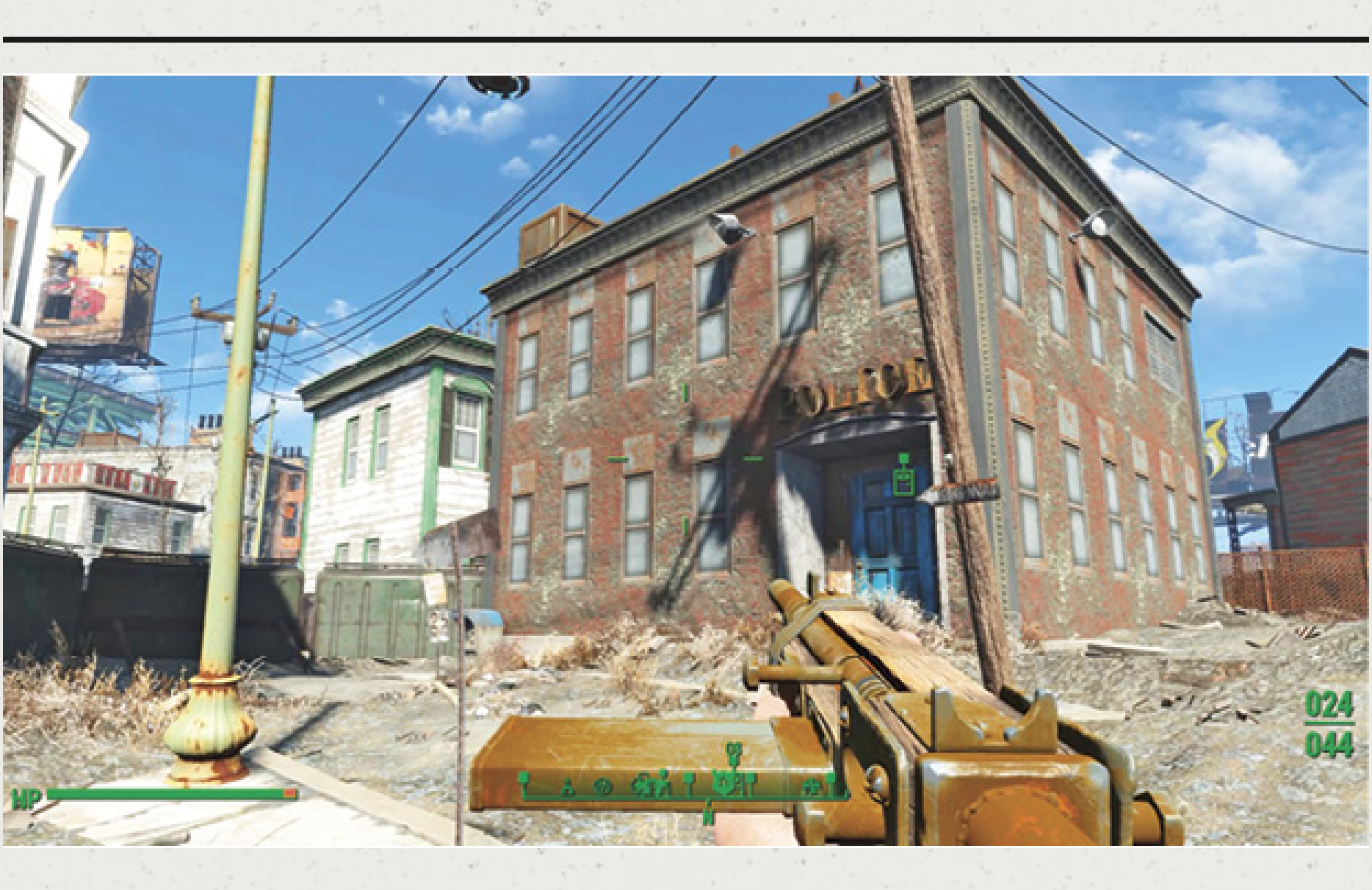
HOLOTAPE HUNT: EAST BOSTON POLICE STATION



The tape is in a desk.

Eddie Winter Holotape 6

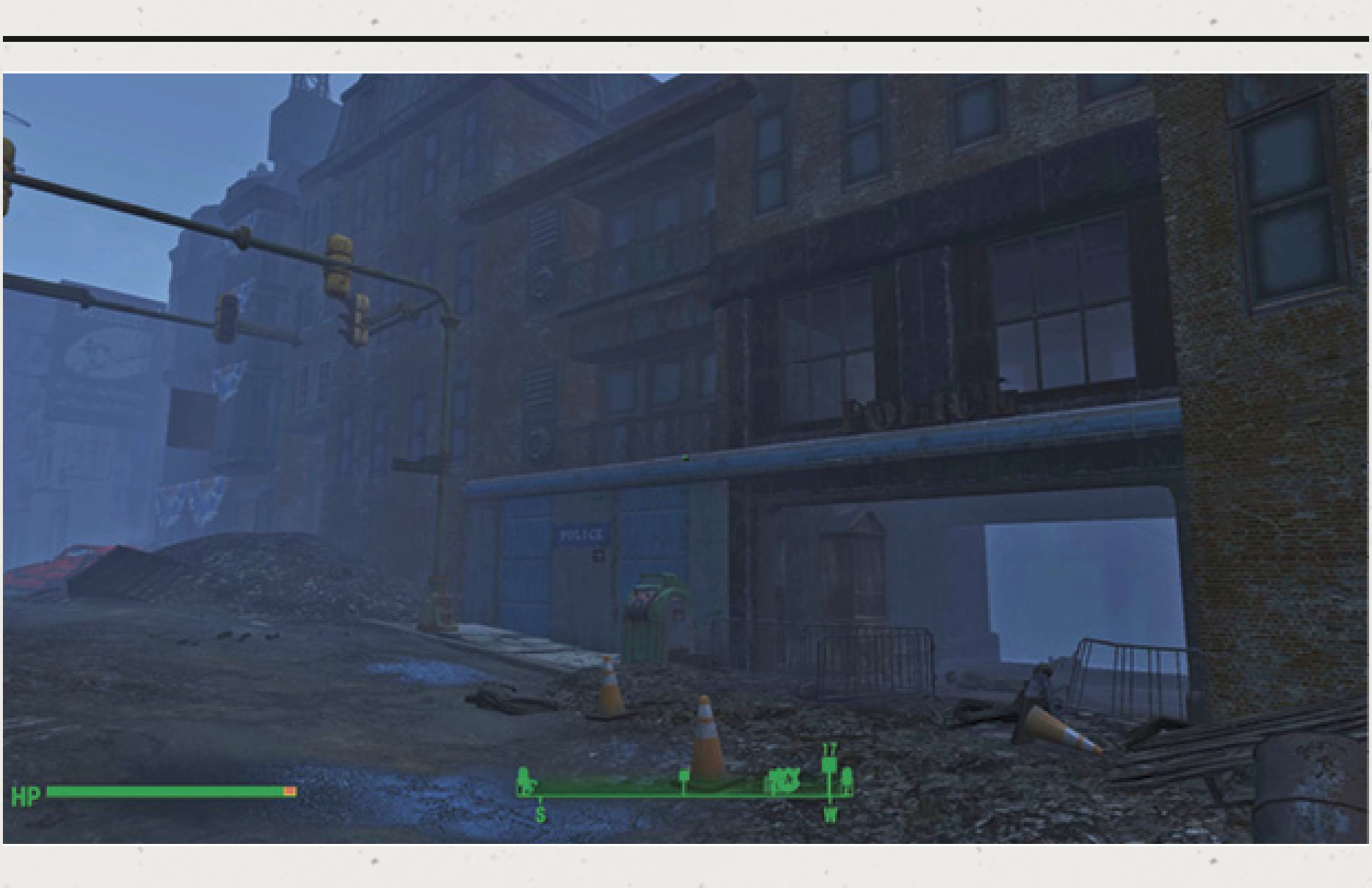
HOLOTAPE HUNT: SOUTH BOSTON POLICE DEPARTMENT



Beware of Vicious Mongrels and a Police Protectron. The tape is on an office desk.

Eddie Winter Holotape 7

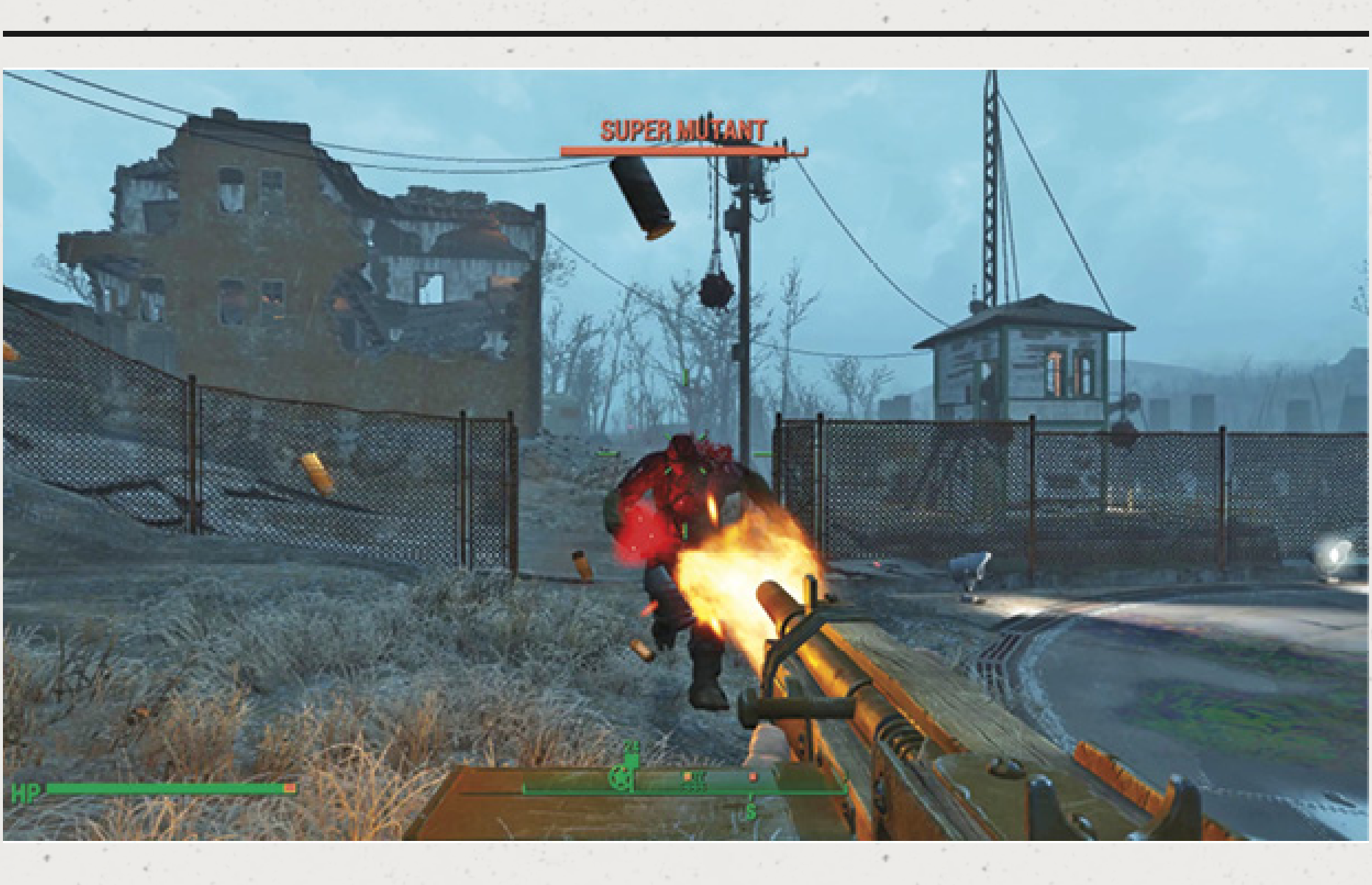
HOLOTAPE HUNT: POLICE PRECINCT 8



This location is just west of Boston Public Library in Back Bay Neighborhood. The tape is in a nearby cell.

Eddie Winter Holotape 8

HOLOTAPE HUNT: COAST GUARD PIER



Mow down the Super Mutants, Mutant Hounds, and Vicious Mongrels. The tape is on a safe.

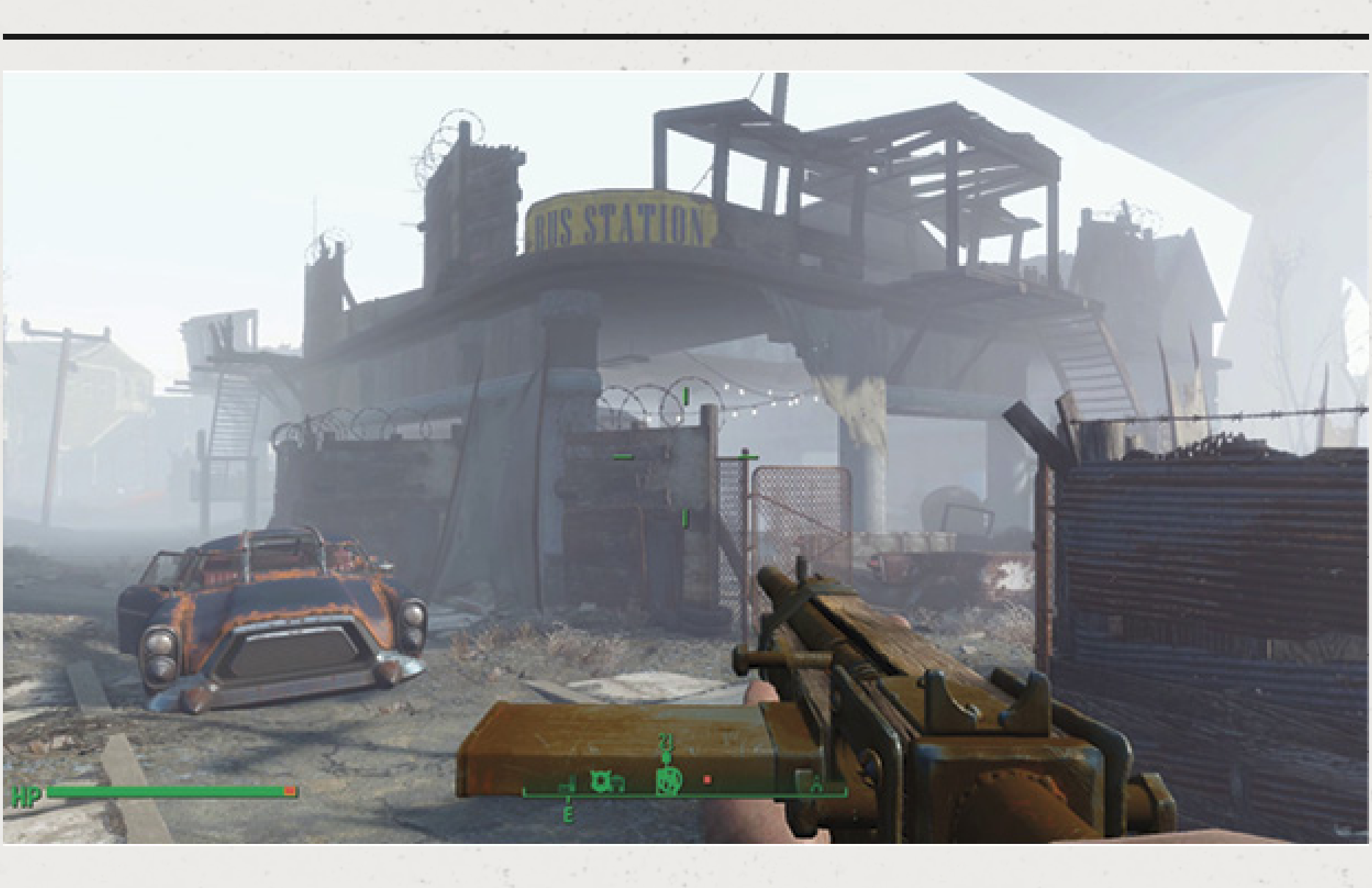
Eddie Winter Holotape 9

LOOTING COAST GUARD PIER

Astoundingly Awesome Tales 2

You'll have an astoundingly awesome time if you pick up this magazine and pry some major chems from the evidence locker. There's a Mini Nuke and Nuka Cherry too.

THE WINTER OF YOUR DISCONTENT



After finding all of Eddie Winter's Holotapes, turn them over to Nick. He'll use the Holotapes to decipher the code to Eddie Winter's bunker. Now it's time to head to Andrew Station and put an end to Eddie. Fight the Raiders and descend into the subway tunnels and sewer passages. Search for a metal door with a keypad. Input the code Nick mentioned.

HELPFUL HINT FROM VAULT BOY!

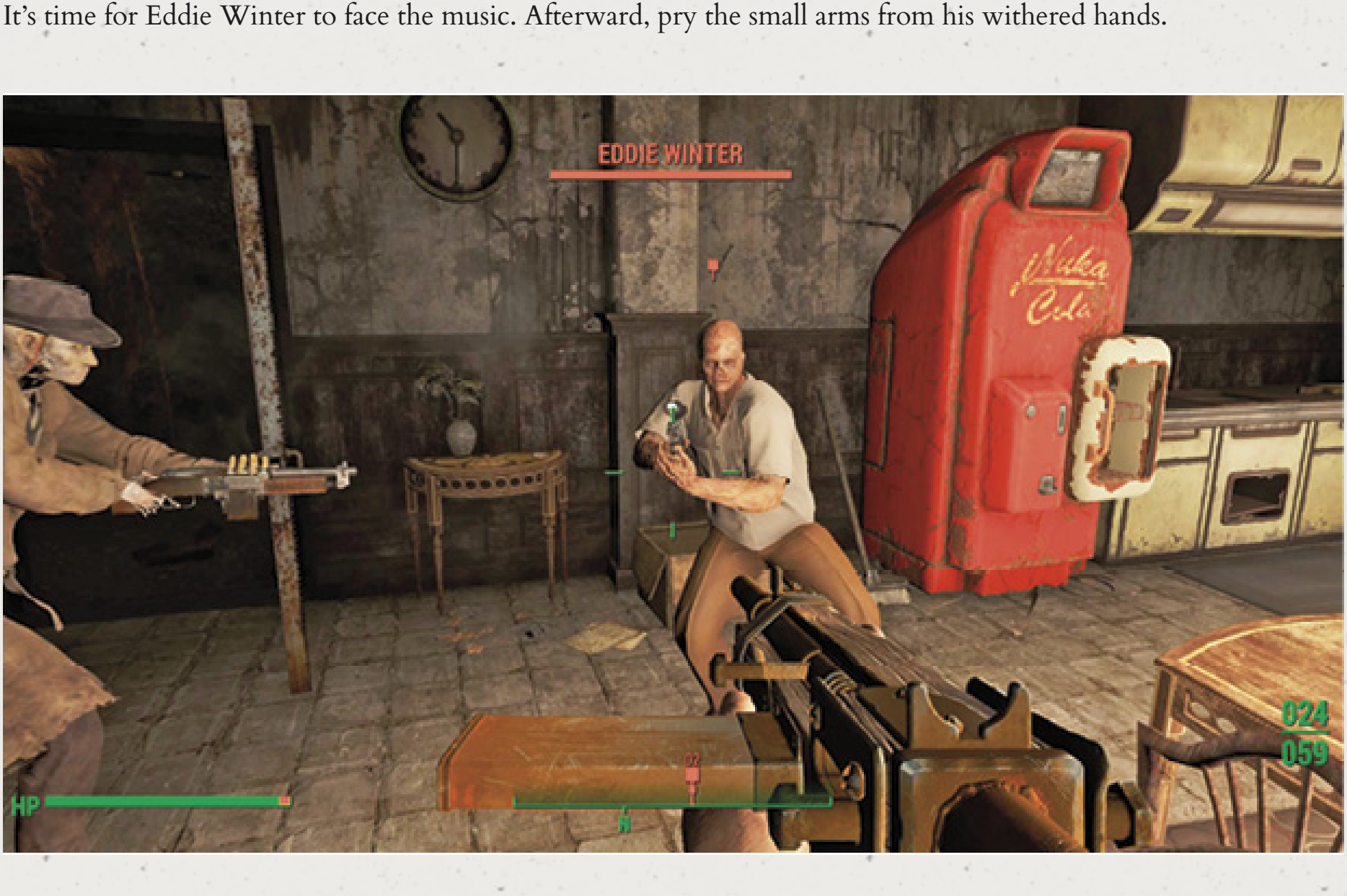
Want to make less of a grand entrance? Then find the metal hatch in the floor of Joe's Spuckies Coffee Shop. The place is sealed tight (Master), but if you're the sneaking sort, you can infiltrate the Southie Speakeasy without your Raider pals realizing until it's too late! Way to go!

LOOTING ANDREW STATION

Nuka Cherry (2)

The Raider gang, led by Chancer, is hanging around under here. They have some reasonably good ammo to take, but the real prize are a couple of thirst-quenching Nuka Cherries, in the Foodstuffs counter, just as you enter the Station.

It's time for Eddie Winter to face the music. Afterward, pry the small arms from his withered hands.



Unique Weapon: Eddie's Peace

Afterward, Nick has one more matter to attend to. Exit via the ladder to Joe's Spuckies Coffee Shop. Speak to Nick when he finds the location he's looking for. Now continue your companionship with Nick until you reach the highest affinity, after which you receive the following Perk:

Perk: Close to Metal

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Side Quests

Diamond City Blues

1. Intimidate Henry Cooke

2. Help Paul Pembroke intimidate Henry Cooke

3. Talk to Henry Cooke

4. OR Kill Henry Cooke

5. Report back to Paul Pembroke

6. Search Cooke's body and read his note

7. Ambush Nelson Latimer's chem deal

8. Interrogate Trish

9. OR Kill Trish

10. Search Trish and read her note

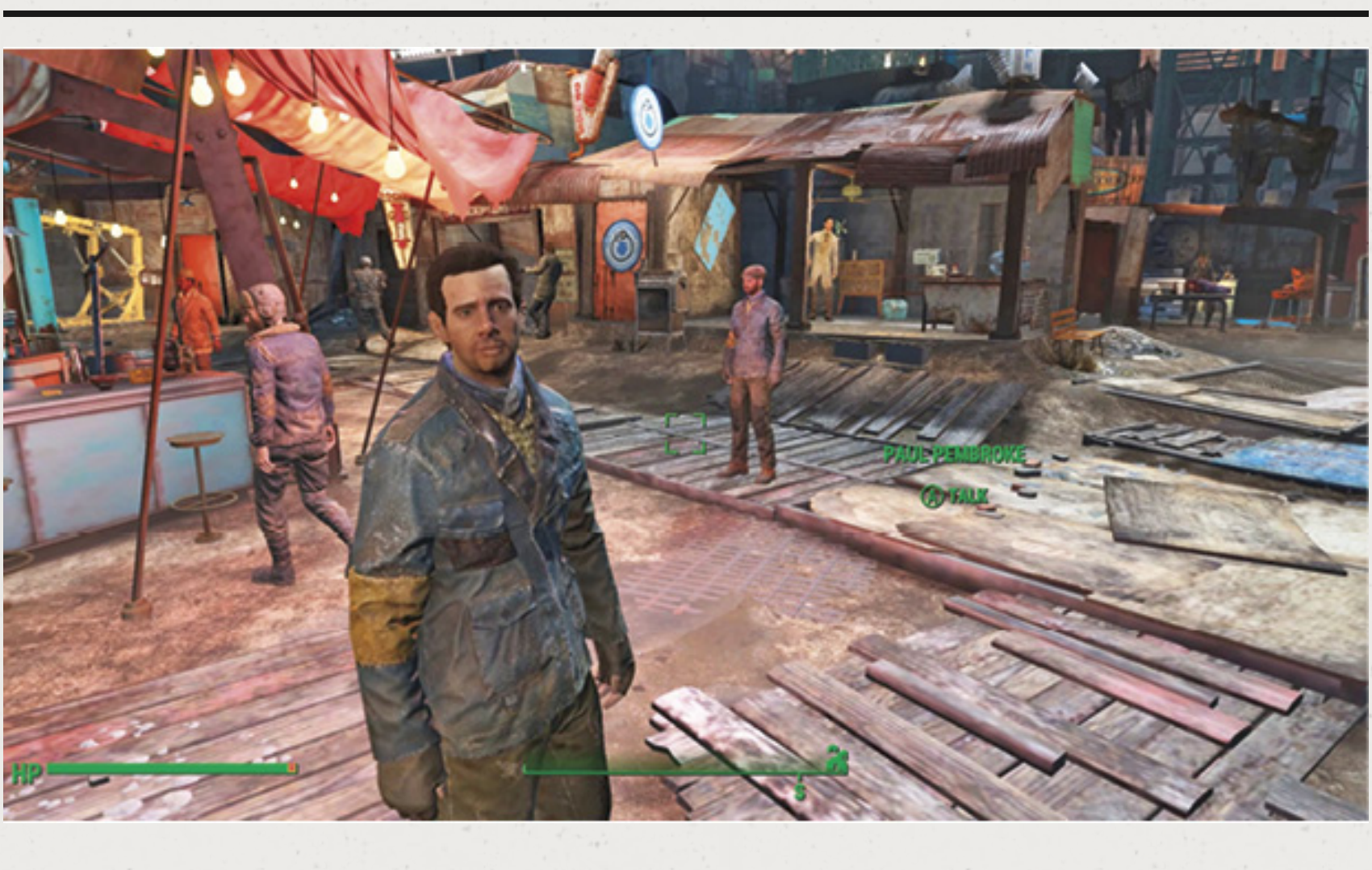
11. Divide the spoils

12. Gain access to Marowski's chems lab

LOCATIONS TO EXPLORE

- The Fens (Neighborhood)
- Diamond City
- Colonial Taphouse
- South Boston (Neighborhood)
- Four Leaf Fishpacking Plant
- Financial District (Neighborhood)
- Goodneighbor
- Hotel Rexford

THREE TO TANGO



After entering the Colonial Taphouse in Diamond City (upstairs in the "fancy" part of town), you observe an argument between husband (Paul Pembroke) and wife (Darcy Pembroke) and a fight between Paul and Henry Cooke, the barkeep. Paul storms out, leaving you to chat to either Darcy or Henry. But outside, Paul asks whether you could help intimidate Cooke for him. You can:

- Agree to help.

CHARISMA

(Easy, Medium) Request a reward and tell him you'll go alone.

- (after which either a confrontation will play out between them the next time you enter the Taphouse, or -- if you leave Diamond City before visiting the Taphouse again -- Cooke will kill Paul prior to your return).

Colonial Taphouse
HP

Plan A (Alone): Head up to the taphouse alone, and speak with Cooke about his infraction with the Pembrokes. Cooke feels it's none of your business. You can:

CHARISMA

(Easy, Medium) Win a speech challenge (with three options) and resolve the situation peacefully (though if you fail, you are attacked).

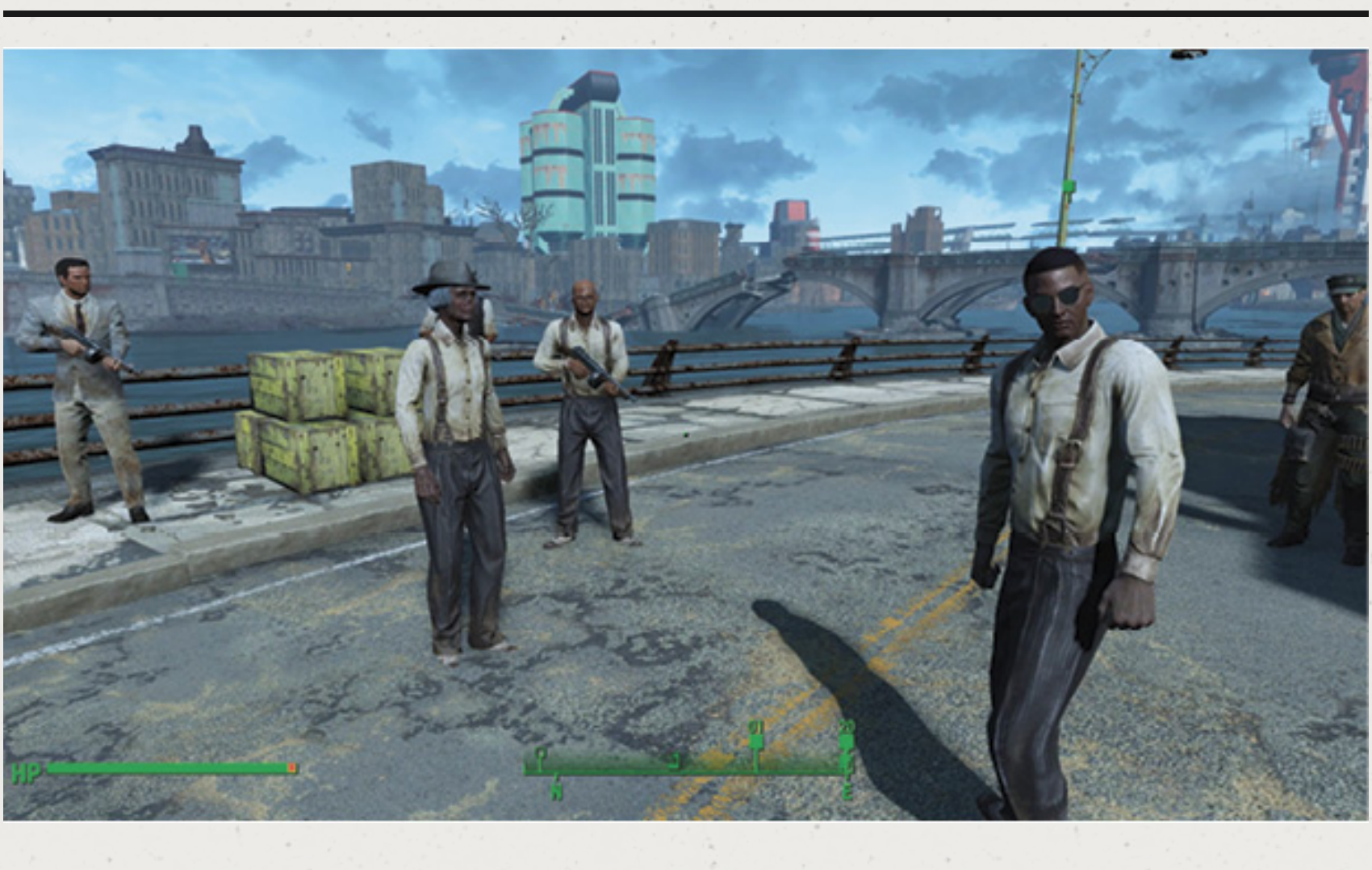
- Or you can say "Your move", after which he attacks.

Plan B (with Paul): Head up to the taphouse with a seething Paul in tow. With some "muscle" behind him, Paul is more enthusiastic with his hatred for Cooke. You can egg him on or calm him down.

If the conversation ends diplomatically, Cooke tells you of a chems deal he's involved in.

If the conversation ends in fisticuffs or worse, check his body for a note regarding a chem deal Cooke was involved in. The deal is with Nelson Latimer, a wannabe gangster. There's a reward if you ambush Latimer at the deal spot.

THE DEAL GOES SOUTH



Head north to the river just west of Back Street Apparel, where Nelson's chem deal is going down. Cooke, Paul, a companion, or no one might be with you. Nelson isn't happy about your intrusion and the conversation ends with bullets flying.

Speak to the only survivor, a ghoul (and Nelson's supplier) named Trish, who works for a local (and very real) gangster named Marowski. You can:

- Agree to let her live, after which she reveals the location of a secret chems lab.
- Remove her as a threat, searching her for a note revealing the location of a secret chems lab.
- Promise to let her go, so she gives you a password for the terminal at the secret chems lab, allowing you easier access.

Four Leaf Security Password

Trish always tries to flee, and you can let her (though Cooke won't let that happen if he's with you), or gun her down (ideally after she mentions that password).

PAUL TAKES A CUT

If Cooke is alive at this point, he says he's going to leave town. He's not about to stick around and incur the wrath of the real gangster Marowski.

If Paul Pembroke is still in the picture and attended the chem deal, he'll want you to split the spoils of the chem deal with him. He's usually at the Dugout Inn at Diamond City. You can:

- Split the loot 50-50.

CHARISMA

(Easy, Medium) Split the loot 70-30 in your favor. Or all in your favor.

- He still wants more. Refuse, or give him 500 caps and he'll be on his way. You'll need to fight him if you want to keep all the loot.

If Paul Pembroke is still in the picture but you talked to Cooke alone and Paul didn't attend the chem deal, you can inform him of the fate of Cooke, and part ways.

A COOLER OF CHEMS AND A CAN OF WORMS

Travel southeast across town to South Boston, and find the Ghoul-infested Four Leaf Fishpacking Plant. There's some advanced trip-wire security for a place that's seemingly abandoned. The interior of the plant isn't your focus (unless you enjoy mowing down living corpses). Instead, climb the exterior walkway to the roof, secure the area from any outside ferals, and locate the wall terminal on the side of the roof. You can:

- Solve the puzzle of the tripwires by shutting them down in the correct order. Read the note from Trish to figure out the order to trip the tripwires in, so that the secret door opens.
- (Master) Hack this impressively difficult terminal.
- Or use the security password Trish gave you, if you didn't immediately resort to killing her.

Once inside the lab, there are a few of Marowski's chem lab workers who aren't happy to see you. But the wealth of chems inside is reason enough to slay them. The quest ends. Or does it?

Marowski's Chems

CHEMS AND CORES AT THE FISHPACKING PLANT

Fusion Core

You might as well fully explore this plant, as there are three Fusion Cores to pick up and more **chems** than you can safely ingest in a week. Are you sure no one's going to miss those **chems**, though?

AFTER THE QUEST: THE LATIMER SITUATION

1. Kill Marowski or kill Paul Pembroke

2. Collect reward from Malcolm Latimer

MALCOLM LATIMER
Ⓐ TALK

About 24 hours after you dealt with Nelson Latimer at the chem ambush, his father Malcolm becomes aware of his son's fate.

He's close to the taphouse area of Diamond City. Try to ignore Latimer, and a few of his thugs might rough you up when you next enter Diamond City. Assuming you don't want the entire city to turn hostile, speak with Malcolm Latimer. He lays down some options for you. You can:

- Agree to kill Marowski after pinning the death on the gangster.
- Agree to kill Paul Pembroke by blaming him (if Paul is still alive).
- End the conversation at an impasse, and expect Latimer to send thugs to thwart you.
- End the conversation with Malcolm furious at you; paying him off or killing him are your only two options.

Assuming you ended the talk diplomatically, find your target, slay them (which solves the "Marowski situation" if this gangster is targeted but causes subsequent problems if Paul is slain) and claim your reward.

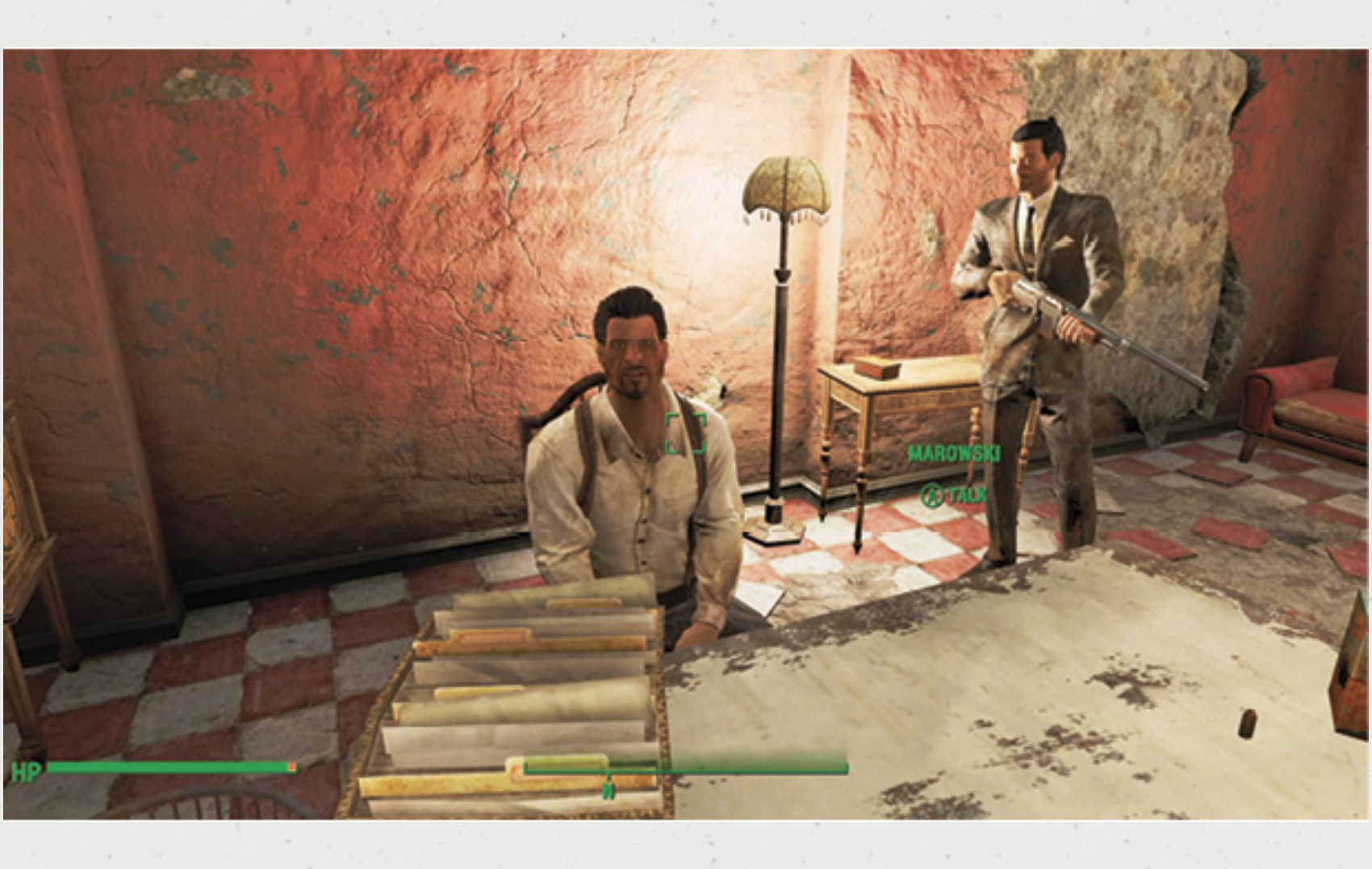
Bottlecaps (50+)

AFTER THE QUEST: THE MAROWSKI SITUATION

1. Talk to Marowski about his missing chems

2. Pay Marowski 2,000 (or 1,000) caps

If you let anyone live (Nelson or Trish) during the chem ambush, around 24 hours later you receive word that Marowski wants to talk to you at Hotel Rexford in Goodneighbor. You can head there on your own volition, or receive a stern warning from some of Marowski's thugs that their boss wants to see you.



Ignore Marowski's wishes, and expect periodic encounters with his thugs in both Goodneighbor and across the Commonwealth.

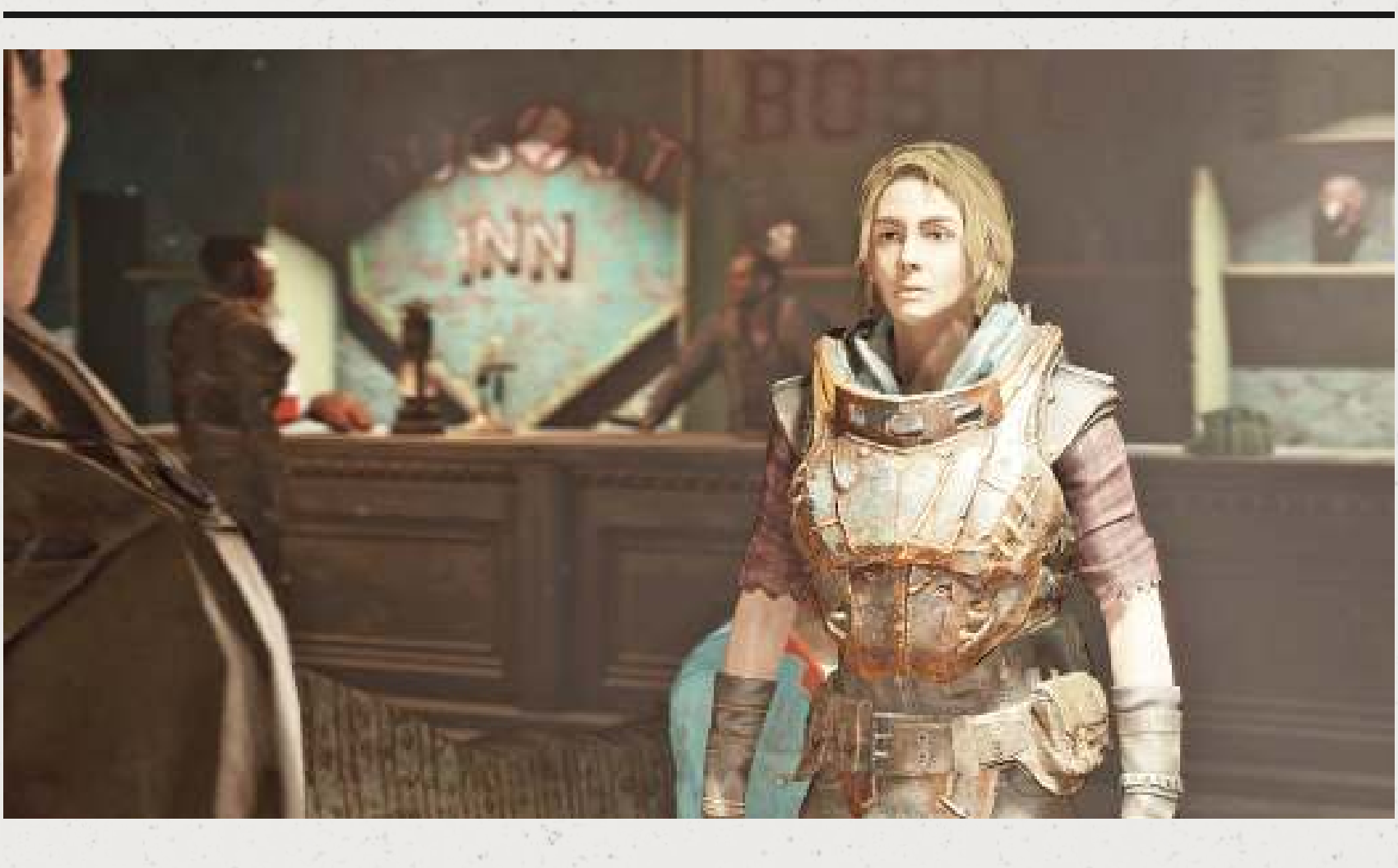
Meet Marowski, and he isn't pleased with you snooping around in his chem lab and wants reparations—2,000 Caps' worth. You can:

CHARISMA

(Medium) Convince him you only need pay 1,000 Caps.

- Pay up, ending the conflict with Marowski.
- Ask for a week to pay, which Marowski grants you. After that, the thug attacks start up again until you pay.
- Or show Marowski a heist photo you obtained during "The Darcy Situation" (below). This starts a subsequent task: "Marowski's Mercenary."

AFTER THE QUEST: THE COLETTE SITUATION



Did Henry Cooke die during the quest (for any reason)? Then his daughter Colette appears in the Dugout Inn, around one week after the quest concludes, investigating what happened. Your responses are based on Cooke's fate. You can:

- Confess to killing Cooke (if you did the deed), then diplomatically talk with her or resort to violence (you need to kill her).
- Tell her Cooke is dead or vanished, with subsequent diplomatic talking; she either accepts your story, is suspicious, or starts a fight with you.
- Tell her you don't know anything. She either suspects you (but doesn't resort to violence) or thinks you're telling the truth. Either way, she still hangs around to investigate further.

Is Colette still sniffing around in town? Then if Paul Pembroke is alive, he tries to speak with you, worried he'll be found out. You can:

- Calm him down.
- Agree to let Paul go off and kill Colette.
- Agree to kill Colette yourself.

Another week passes in Diamond City. If Colette is still investigating, you can run into her again (usually at the Dugout Inn).

If you split the chem ambush deal with Paul Pembroke at 70/30 percent, or if you took it all, he'll squeal on you and tell Colette you killed Cooke. She is very confrontational.

Or if she was suspicious when you first met her, she still thinks you had a hand in her father's murder.

End this conversation in several ways:

- Combat (using violence or not answering her questions).
- Your confession (if you killed him), which leads to combat or her leaving town.
- You tell the truth (if you didn't kill him) and she leaves town.
- You tell her Paul is the murderer (if he accused you) and she leaves town, not sure who to believe.

Finally, if Colette leaves town still suspicious of you, be wary of her turning up at one of your settlements in the future, which leads to combat.

Or, if Colette leaves town still suspicious of Paul, you later hear of his death and can speak to Darcy about it.

AFTER THE QUEST: THE DARCY SITUATION

DARCY PEMBROKE
Ⓐ TALK
HP

Darcy Pembroke isn't some wilting flower in all of this, either! Sometime in the 72 hours after the completion of this quest, and if you weren't rude to her both times you had a chance to talk to her (at the start of the quest), she tries to talk and wants to know what happened. You can:

- Tell the truth.
- Answer with evasive or unpleasant responses. She ends her talking with you.
- Agree to help her find out what happened to Cooke and Paul.
- Or tell her you don't know anything.

Do you actually know what happened to Paul (if he isn't in Diamond City)? You can:

- Confront Cooke about Paul's disappearance and obtain a confession before informing Darcy.
- Stumble upon Paul's body in town and tell Darcy he's dead.

One week later, and if you've been helpful to Darcy, she finds a heist photo—some incriminating evidence of past malfeasance that Marowski, Cooke, and Malcolm Latimer were involved in.

Heist Photo

The following Miscellaneous objectives are available:

1. Talk to Marowski, Cooke, or Latimer about the photo

2. Kill Cooke and Latimer

3. Talk to Marowski

You have a few options, which obviously depend on who's still alive in both Diamond City and Goodneighbor. You can:

- Talk to Marowski in Hotel Rexford (Goodneighbor). You can sell the photo to Marowski, or use it to pay off your reparations. Marowski wants the other two fellows dead. Oblige him for a caps reward.
- Talk to Cooke or Latimer about the photo. They offer to pay you for the photo. Agree if you want the caps.

Then return to Darcy and split the caps with her, if you're a kind soul.

Bottlecaps

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

The Devil's Due

1. Miscellaneous: Investigate the butchered body

2. Listen to Private Hart's Holotape

3. Explore the museum

4. Take the egg

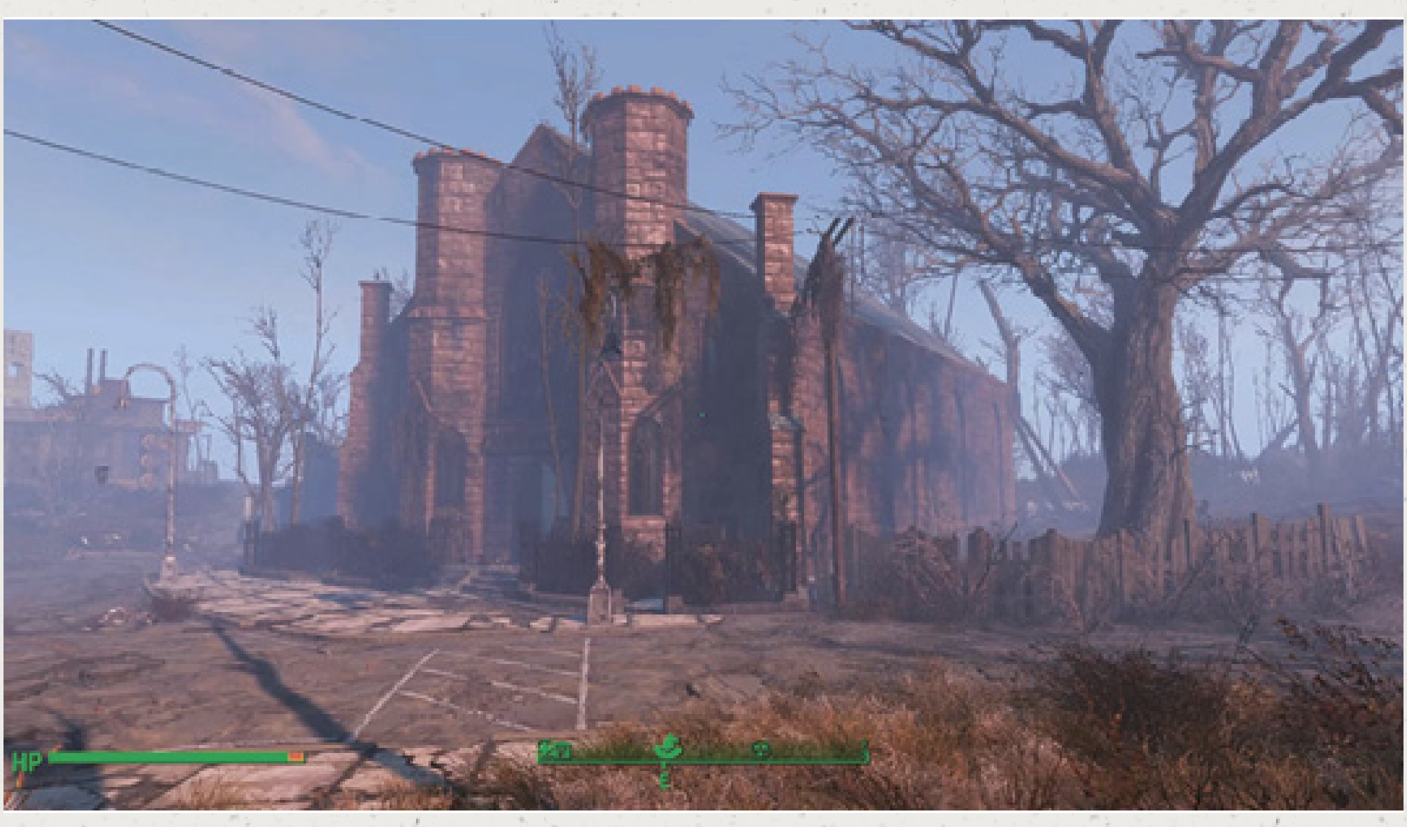
5. Complete delivery of the egg OR

6. Return the egg to its nest

LOCATIONS TO EXPLORE

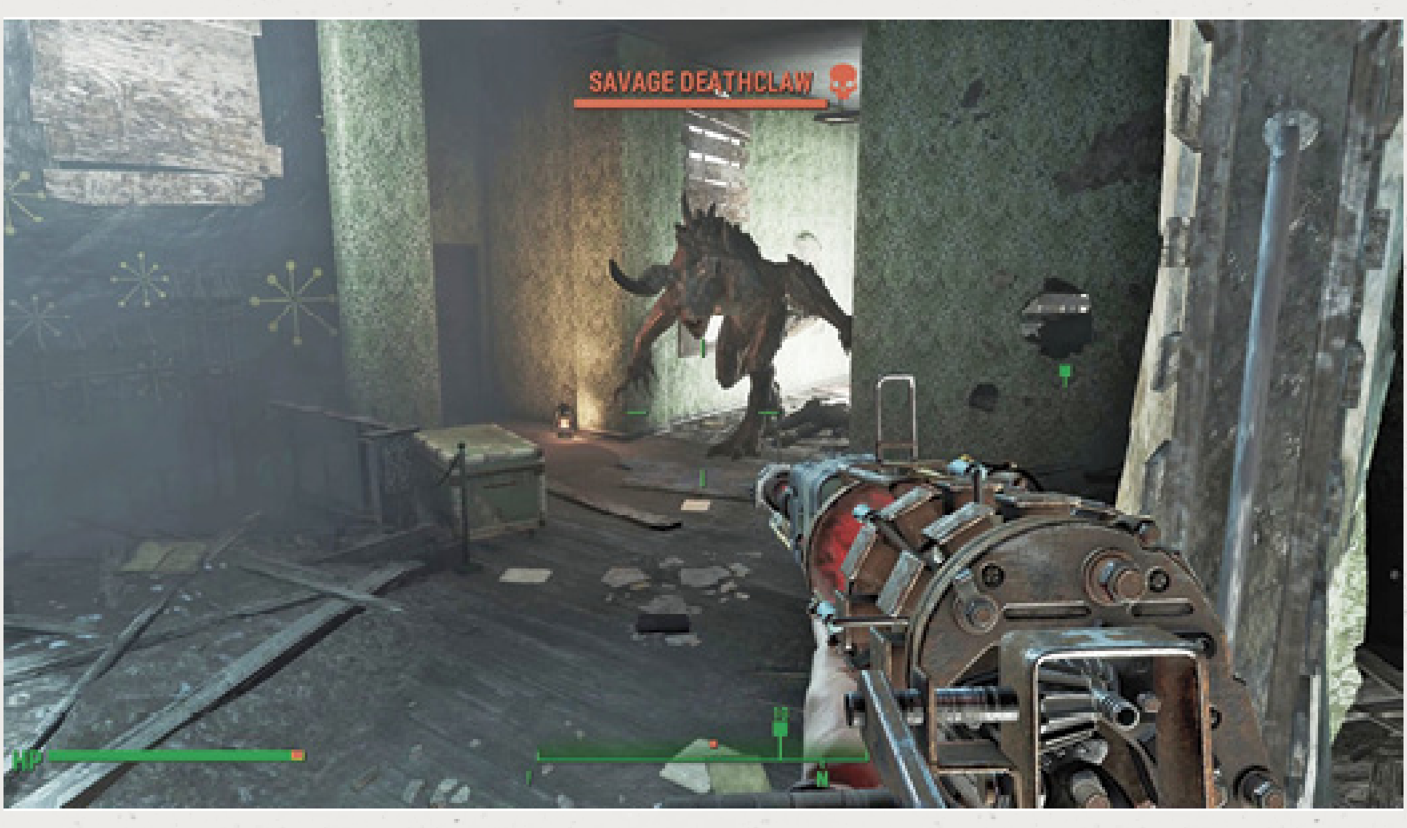
- Museum of Witchcraft
- Diamond City Market
- Colonial Taphouse
- Lynn Woods

HORRORS AT THE WITCHCRAFT MUSEUM



Visit the Witchcraft Museum, which has two firmly sealed front doors. In the side yard, you find a Holotape on a mutilated body.

Private Hart's Holotape



Aha! There is a way inside! Access the side hatch and climb into the Museum of Witchcraft basement. As you proceed, there are some strange and frightening sounds. Keep your composure and follow the debris trail upstairs. Face the horror you heard earlier. Assuming you aren't torn to shreds, locate and gather the Holotape from Sergeant Lee. Listen to it. Pick up the Deathclaw Egg from the same location.

Sergeant Lee's Holotape

Pristine Deathclaw Egg

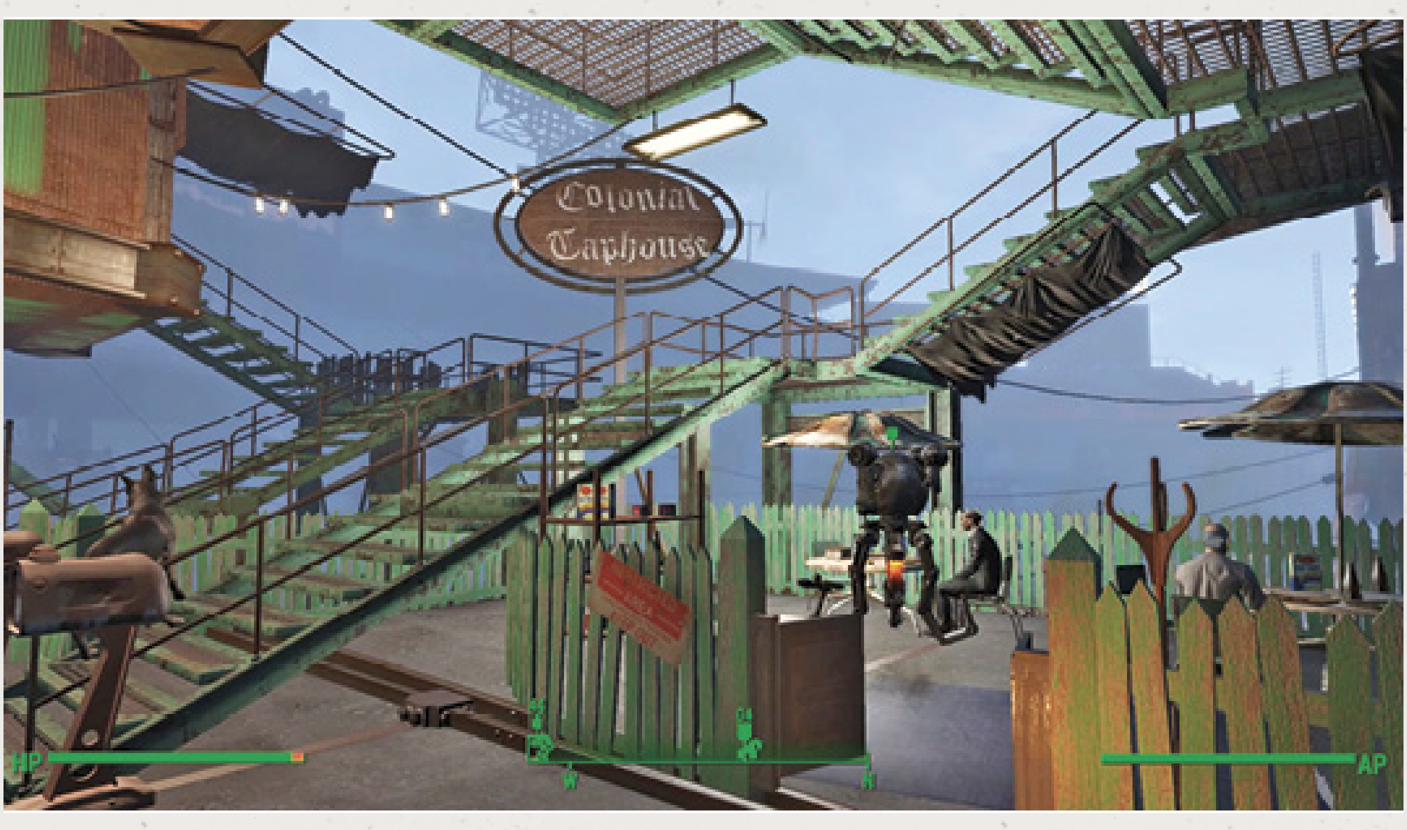
These Gunners were delivering a case of Deathclaw Eggs from their nest in Lynn Woods to Diamond City. You've got a decision to make—complete the delivery (Plan A) or return the egg to its nest (Plan B).

LOOTING THE WITCHCRAFT MUSEUM

Grognak the Barbarian

Those Gunners were voracious comic readers. How else do you explain the copy of Grognak the Barbarian you find here?

Plan A: A Recipe For Success



Head to Diamond City Market, and locate the Colonial Taphouse.

Speak to Wellingham, who looks down his nose at you when he speaks (if he had a nose) and mention the egg.

CHARISMA

(Easy) Ask about his plans for the egg or for money.

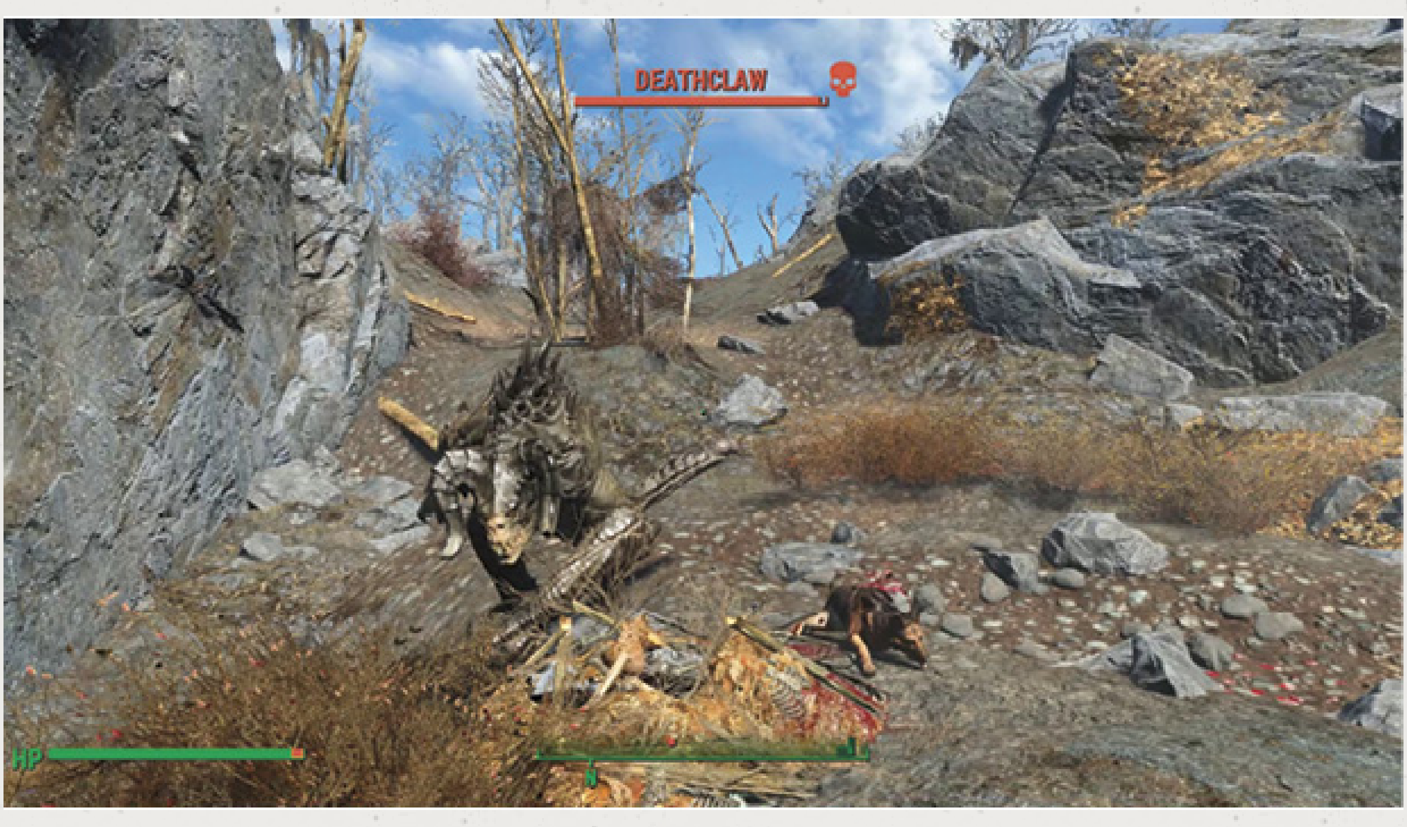
(Medium) Ask for even more money.

You are given some Caps and a special recipe from Wellingham (which you can make yourself). The quest concludes. Why not return here later to see if Wellingham has made this recipe too?

Bottlecaps (200 approx)

Wellingham's Recipe

Plan B: Eggs Placed In A Nest



Head to Lynn Woods in the northern Commonwealth, and locate the nearby Deathclaw Nest. Place the egg there, and be extremely careful of the beasts that hatched it. Pick up the egg again afterward if you decide to complete Plan A. Amazingly, you usually aren't attacked if you return an intact egg. You can only pick up the Deathclaw Gauntlet if you visit this nest before completing the quest.

Deathclaw Gauntlet

LOOTING LYNN WOODS

Wasteland Survival Guide

Your woodland frolics don't end there. Did you explore the strange tower and Raider camp nearby? Some required reading makes the carnage worth the trip!

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Emergent Behavior

1. Find someone to help Curie

2. Bring Curie to Doctor Amari

3. Wait for Doctor Amari

4. Talk to the caretaker

5. Watch the download procedure

6. Talk to Curie

LOCATIONS TO EXPLORE

- Goodneighbor
- Memory Den

VIVRE SANS AIMER N'EST PAS PROPREMENT VIVRE

This quest has the following prerequisites: You must have completed Side Quests: Vault 81 and Hole in the Wall and have Curie as a companion. After spending some time with her as a Companion, and her gaining affinity for you, she tells you she really wants to become human, or as close to it so she can better pursue her studies.

Companion: Curie

HELPFUL HINT FROM VAULT BOY!

Curie is a fine friend to have, despite her quirks and slightly rusty skin tone. Remember if you want a deeper friendship with her, you need to make decisions she sees as positive. The Companions section of this guide has the right choices to make.

Becoming more human might involve an operation involving the transference of memories. Wasn't there a specialist inside the Memory Den in Goodneighbor? Find Doctor Amari by:

- Completing Goodneighbor Freeform Activity: Memory Den.
- Completing Main Quest: Dangerous Minds.

Doctor Amari is willing to help and even has a synth—G5-19—whose body could potentially be donated for this task. Amari requires a day to set everything up. Return to the Memory Den after 24 hours.

C'EST CELA L'AMOUR, TOUT DONNER, TOUT SACRIFIER SANS ESPOIR DE RETOUR

Head down to the Memory Loungers downstairs. You're met by G5-19's caretaker, which is Glory from the Railroad, or another Railroad member if you've completed Railroad Quest: Precipice of War. Answer her how you wish.

CHARISMA

(Medium) You have two optionally and convincing reasons why the operation should occur. Afterward, speak with Curie, who seems to be more human than ever.

Tell the caretaker this helps science.

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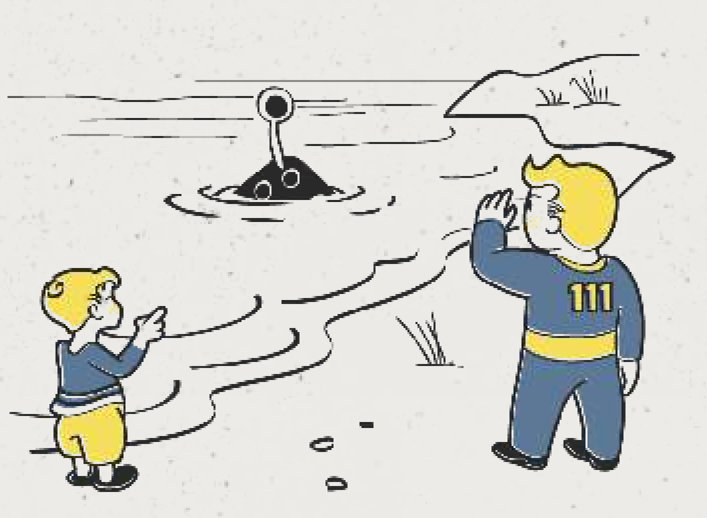
Here There Be Monsters



1. Find the sea monster

2. Investigate the submarine

3. Talk to Captain Zao

4. Get the dampening rods

5. Talk to Captain Zao

6. Get the warhead

7. Talk to Captain Zao

8. Install dampening rods

9. Install warhead

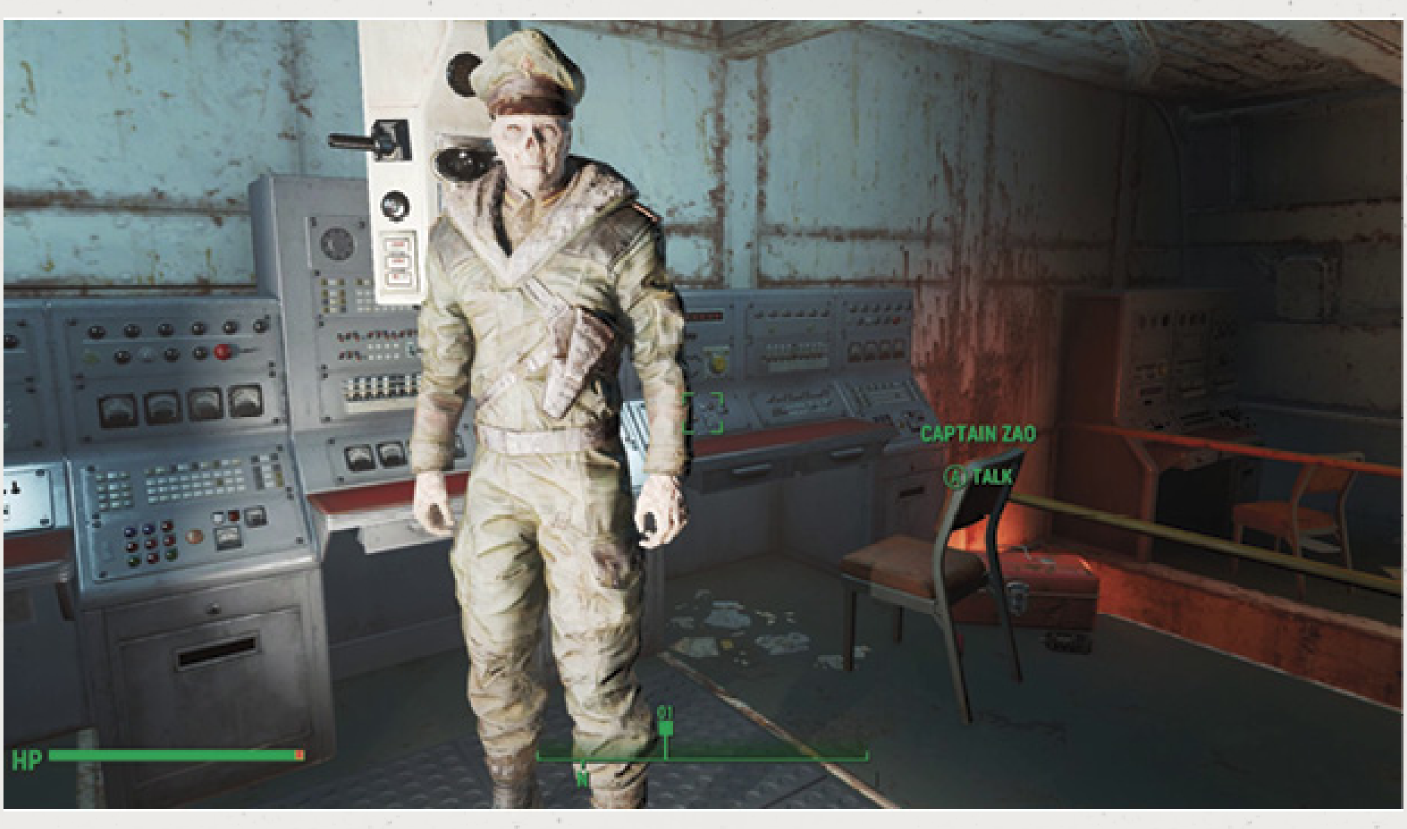
10. Talk to Zao

LOCATIONS TO EXPLORE

- Boston Harbor (Neighborhood)
- Yangtze
- Saugus Ironworks

SWALLOWED BY A METAL MONSTER

Visit the docks between the Harbormaster Hotel and the Shamrock Taphouse down on Boston Harbor. Speak to Donny Kowalski; the tyke claims he saw a sea monster in the bay. Swim out to the trash barge. Swim to the hatch and enter.



Open the bulkhead door. There's a submarine captain who's been here for a very long time; speak and agree to help Captain Zao.

CHARISMA

(Easy) Ask for payment.

You've agreed to get a nuclear dampening coil from the Saugus Ironworks to repair the submarine's reactor. Trek roughly north and prepare yourself for a battering, courtesy of the Forged, a group of toughened Raiders who favor fire-based weapons. Ascend the interior to the blast furnace. Inside is Slag and a young man named Jake Finch.

You're here to activate the dampening rod sleeve and grab a dampening coil. Leave (via the roof if you grab the key from Slag or Jake), and traipse back to the Yangtze.

Dampening Coil

LOOTING SAUGUS IRONWORKS

Bobblehead: Explosives

Shish kebab

Any conversations you have with Slag or Jake aren't related to this quest; it's part of Location Quest: Out of the Fire. But what's of paramount interest is Slag's infamous weapon and the Bobblehead he covets. Why not take both?

YOU'RE NO MATE OF MINE

Access the bulkhead terminal and open the door. Wind your way down into the lower bulkhead, watching for Zao's crew, who have turned more than a little "bitey." Work your way to the ICBM, watching for the first mate nearby. Scavenge the ICBM to obtain the warhead.

Warhead

Move to and activate the reactor core. Install the dampening coil, then the warhead. That seems to have pleased the captain!

Pre-War Money (4)

Homing Beacon

HELPFUL HINT FROM VAULT BOY!

Were you aware that the homing beacon allows you to request that a friendly missile be fired from the submarine to aid you in combat? Use the transponder as you would a grenade. Outdoor targets only, to avoid disappointment.

LOOTING THE YANGTZE

Nuka Cherry

Nuka Cola Quantum

It seems our Chinese chum did more than a little investigating into western culture from his metal coffin; aside from the Fusion Core to find, there's some Commonwealth Cola to take back for Uncle Sam.

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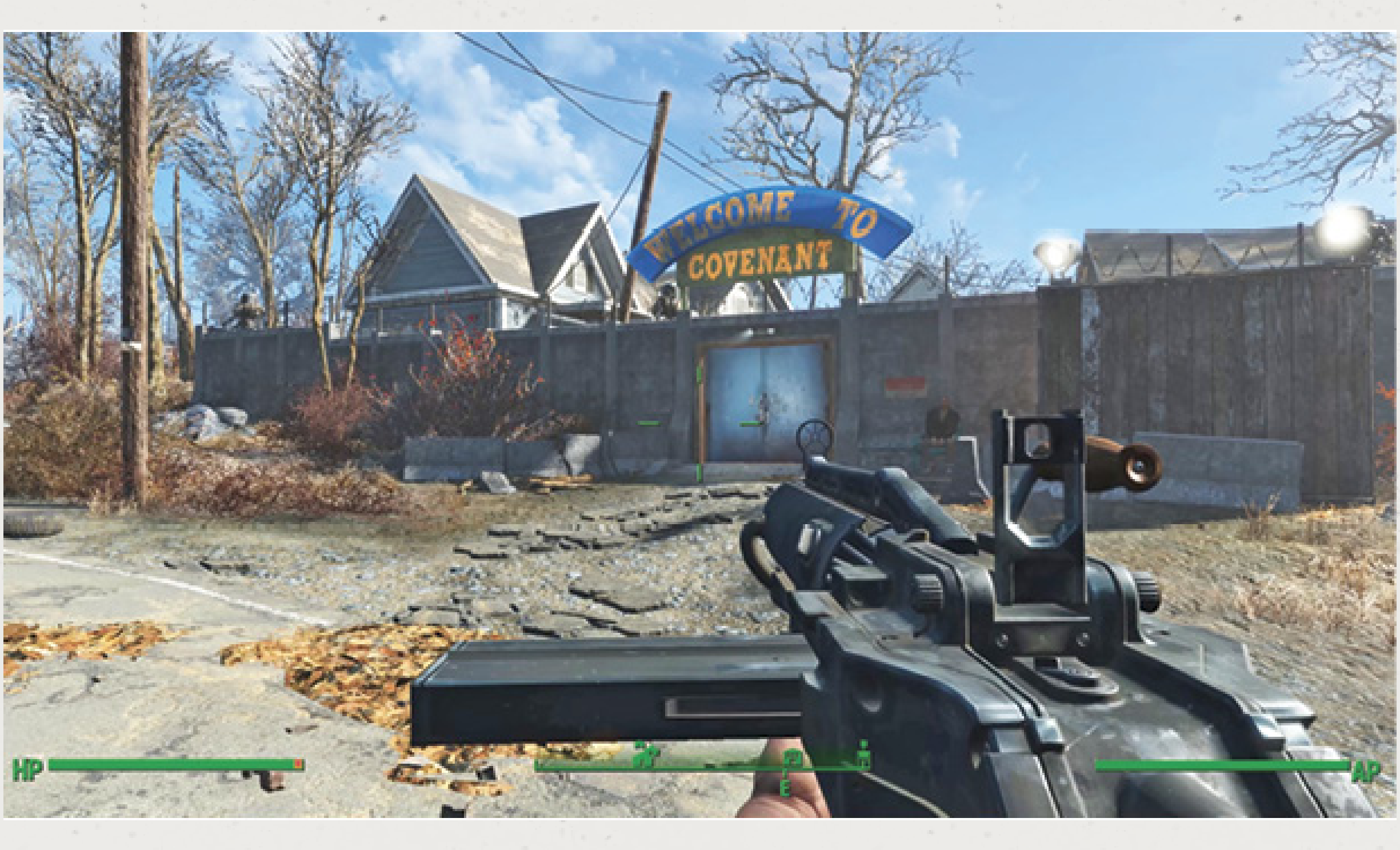
Human Error

1. Search Covenant for clues
2. (Optional) Search destroyed caravan for clues
3. (Optional) Talk with Honest Dan
4. (Optional) Ask Dan about synths
5. Find the location of the secret compound
6. (Optional) Talk with Honest Dan
7. Find the Covenant Compound
8. Search for any caravan survivors
9. Rescue Amelia Stockton
10. (Optional) Wait for Chambers to kill Amelia
11. Talk with Honest Dan
12. Find Old Man Stockton
13. Talk with Dr. Chambers

LOCATIONS TO EXPLORE

- Covenant
- Covenant Compound (Sewer)
- Bunker Hill

WELCOME TO COVENANT. YOU'LL NEVER LEAVE!

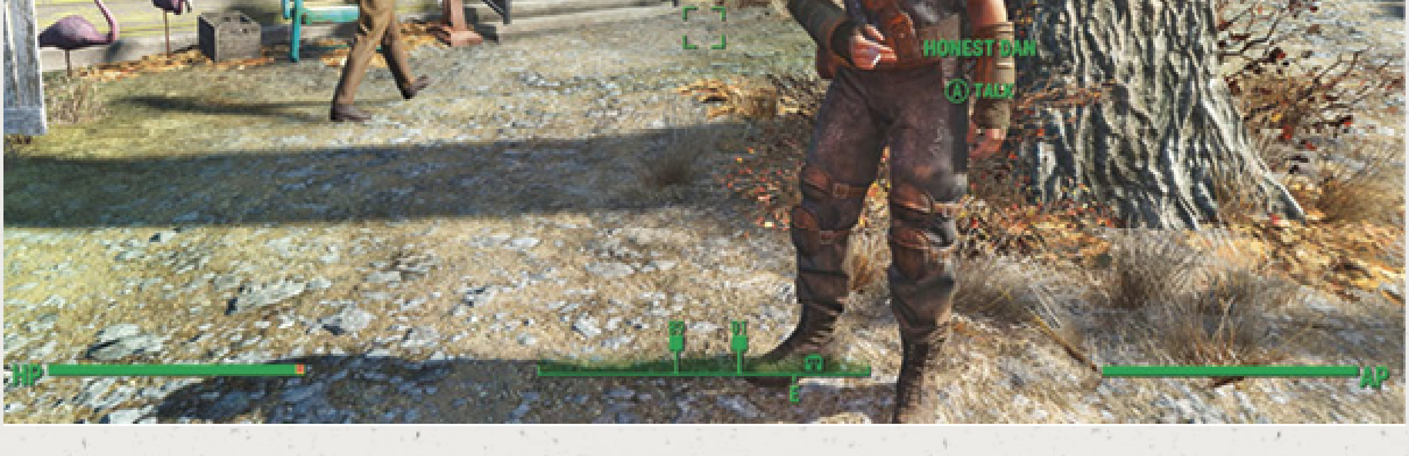


On your travels, you might stumble across the walled community of Covenant in the northern part of the Commonwealth. Speak to the guard outside, a gruff but amenable chap named Swanson, who requests you take a SAFE test before entering. Agree.

CHARISMA

(Medium) Ask about the "SAFE" and "Undesirables" for more pertinent information.

Answer Swanson as you wish while you take the test. You're deemed worthy and may enter.

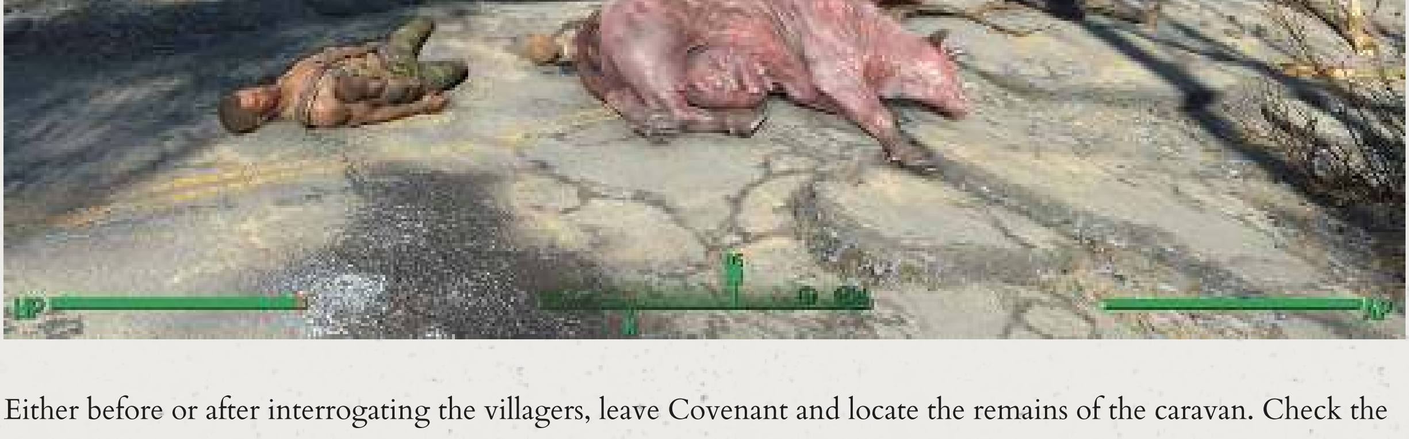


Hey, everything's great in here! The folks are so friendly! Well, except Honest Dan, who's got a face like a slapped arse. He's been hired to find Stockon's missing caravan. That's Old Man Stockton, who's living in Bunker Hill. Want to help with the investigation? Start by chatting to the villagers after speaking with Dan first.

CHARISMA

(Medium) Ask for Bottlecaps up front.

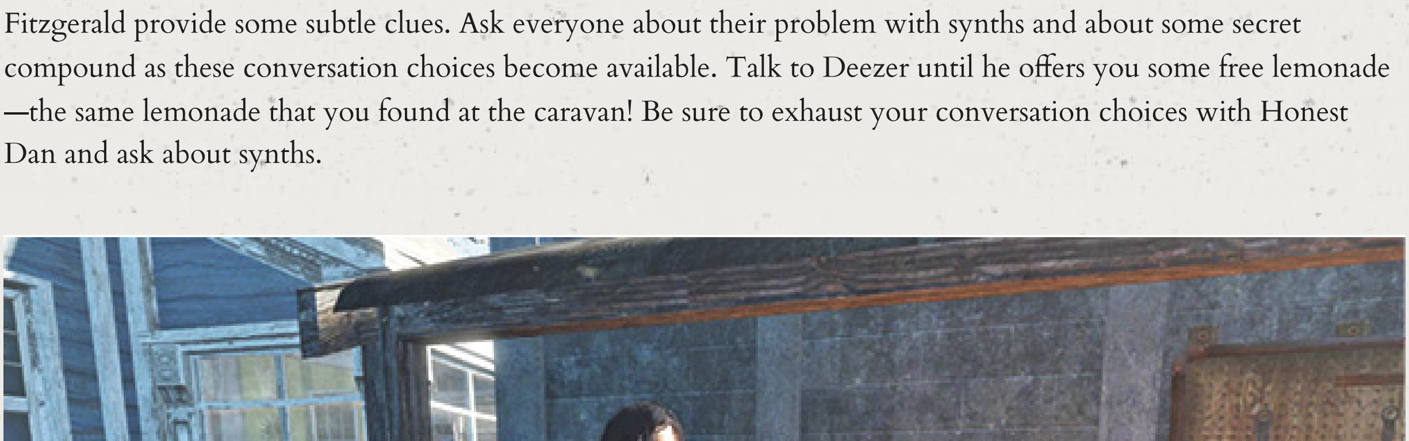
MAKING LEMONS OUT OF LEMONADE



Either before or after interrogating the villagers, leave Covenant and locate the remains of the caravan. Check the cooler for the following:

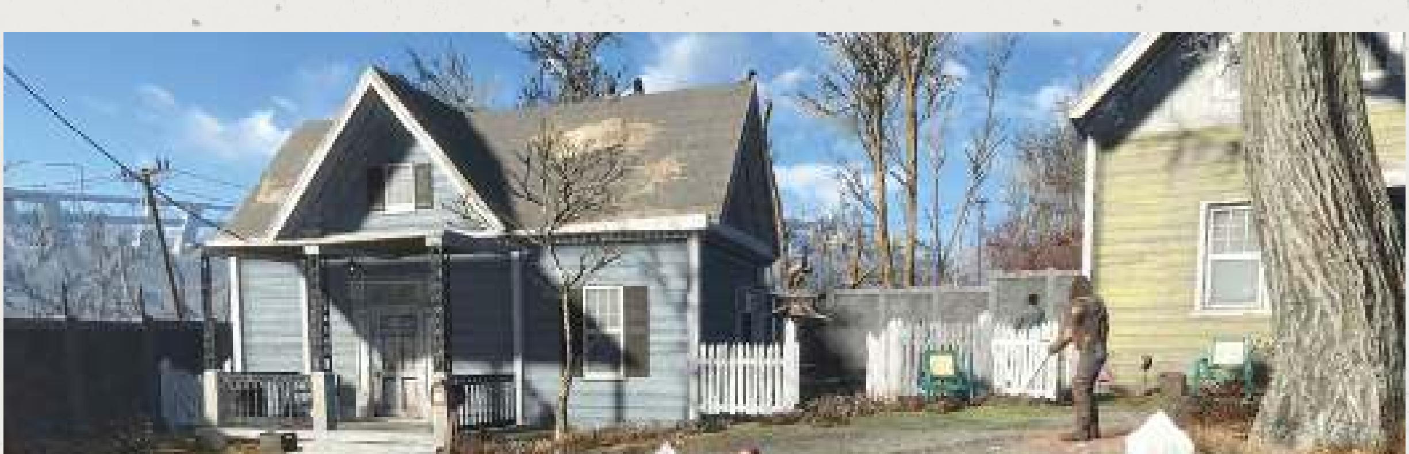
Deezer's Lemonade

Return to Covenant. You can question any and all villagers, in any order you like. Talia McGovern and Penny Fitzgerald provide some subtle clues. Ask everyone about their problem with synths and about some secret compound as these conversation choices become available. Talk to Deezer until he offers you some free lemonade—the same lemonade that you found at the caravan! Be sure to exhaust your conversation choices with Honest Dan and ask about synths.



CHARISMA

(Medium) Persuade or flatter either Talia or Penny to mention some kind of "compound" that the Covenant has nearby.



Back at Covenant, find the locked building. You can:

- (Advanced) Unlock it without being seen.

Or steal the Covenant House Keys from the table near Penny, in Doctor Patricia's office.

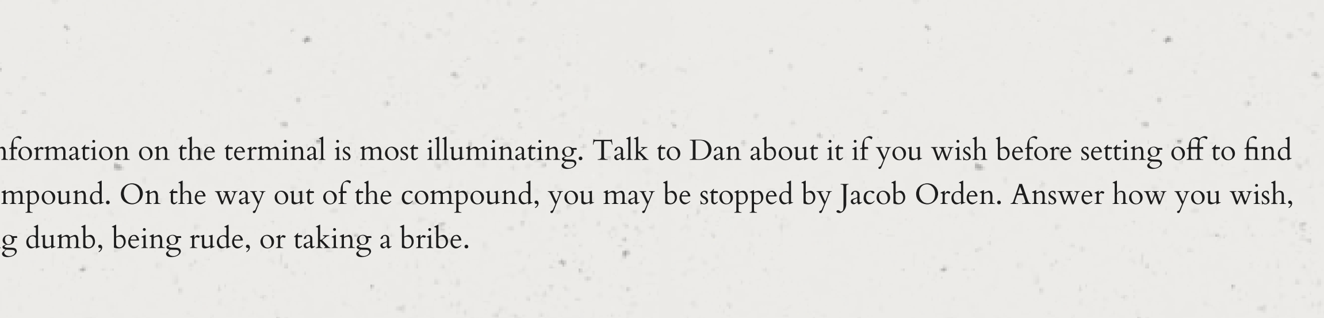
Search this dormitory for another set of keys and the following:

Covenant House Keys

Note: Jacob's Password

Now enter the office building (to the rear, behind the tree) and access the office terminal on the desk. You can:

- (Master) Hack the terminal.
- Or access it using Jacob's password.



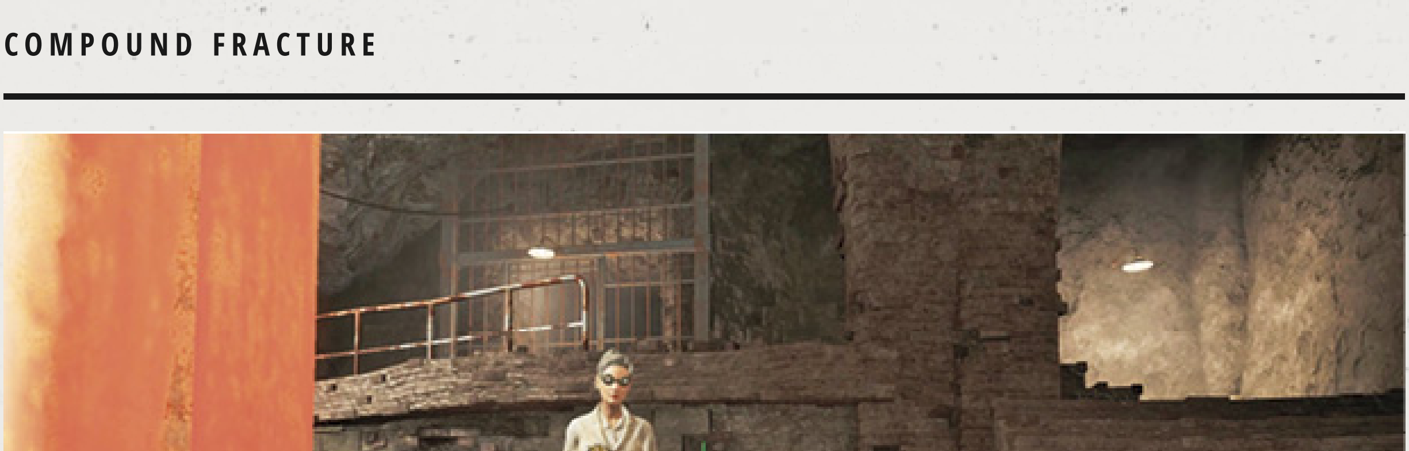
The information on the terminal is most illuminating. Talk to Dan about it if you wish before setting off to find the compound. On the way out of the compound, you may be stopped by Jacob Orden. Answer how you wish, playing dumb, being rude, or taking a bribe.

CHARISMA

(Medium) Or asking to reach a compromise.

Exit the compound, and head west across the lake (or around the shore) to a sewer pipe entrance.

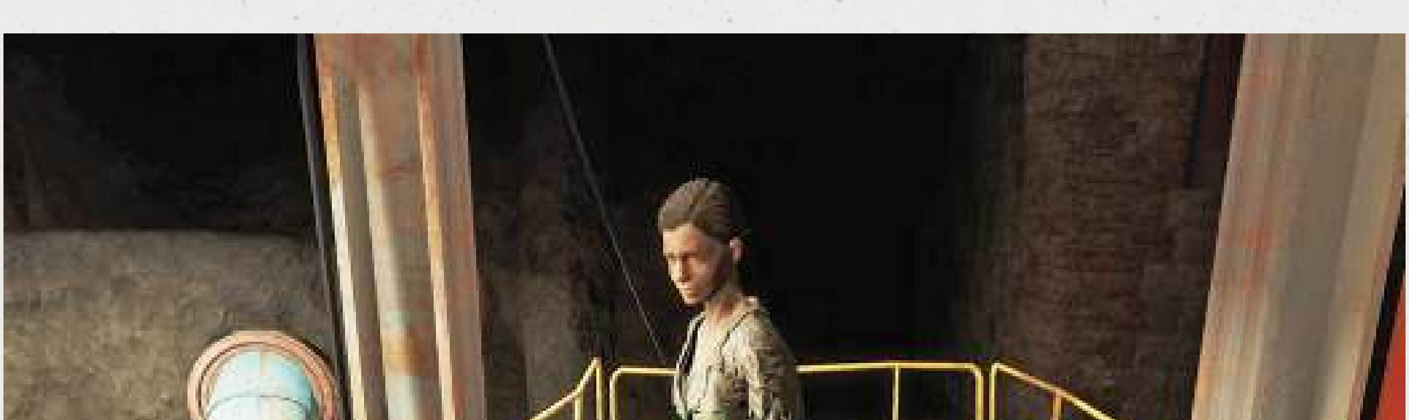
COMPOUND FRACTURE



You may have tried convincing Jacob Orden to give you the Stockton caravan survivors peacefully. Or attempted other means. He may have sent word ahead so you can make your case to them. Meet up with the compound guards, Manny and Blythe. Look for a Compound Key on either of them. Use it to unlock the subsequent door. Explore (with or without Honest Dan) until you reach the laboratory of Dr. Roslyn Chambers.

CHARISMA

(Various) Instead of violence, feel free to ask Manny to escort you to Doctor Chambers. The difficulty of this speech challenge depends on whether you succeeded in asking for a compromise with Jacob Orden, earlier.



Have a frank discussion with the Doctor. You can:

- Reject her offer, optionally kill her, use her terminal to free Amelia from Cell Block 1, and speak to Honest Dan for a reward.

CHARISMA

(Easy, Medium) But ask for a bigger cut of the reward. Or an even bigger cut!

Bottlecaps (300–520)

- Reject her offer, optionally kill her, use her terminal to free Amelia from Cell Block 1, and then travel all the way into Charleston Neighborhood, to Bunker Hill, and find Old Man Stockton for a bigger reward.

Bottlecaps (300)

- Or accept her offer, wait for her to deal with Amelia, then end your working relationship with Honest Dan (if he's with you). Speak to Doctor Chambers for your reward.

Bottlecaps (300)

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Fallout 4 G.O.T.Y.
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Side Quests

Kid in a Fridge

1. Investigate the voice

2. Talk to Billy

3. Take Billy Home

4. Talk to Bullet

5. Sell Billy to Bullet

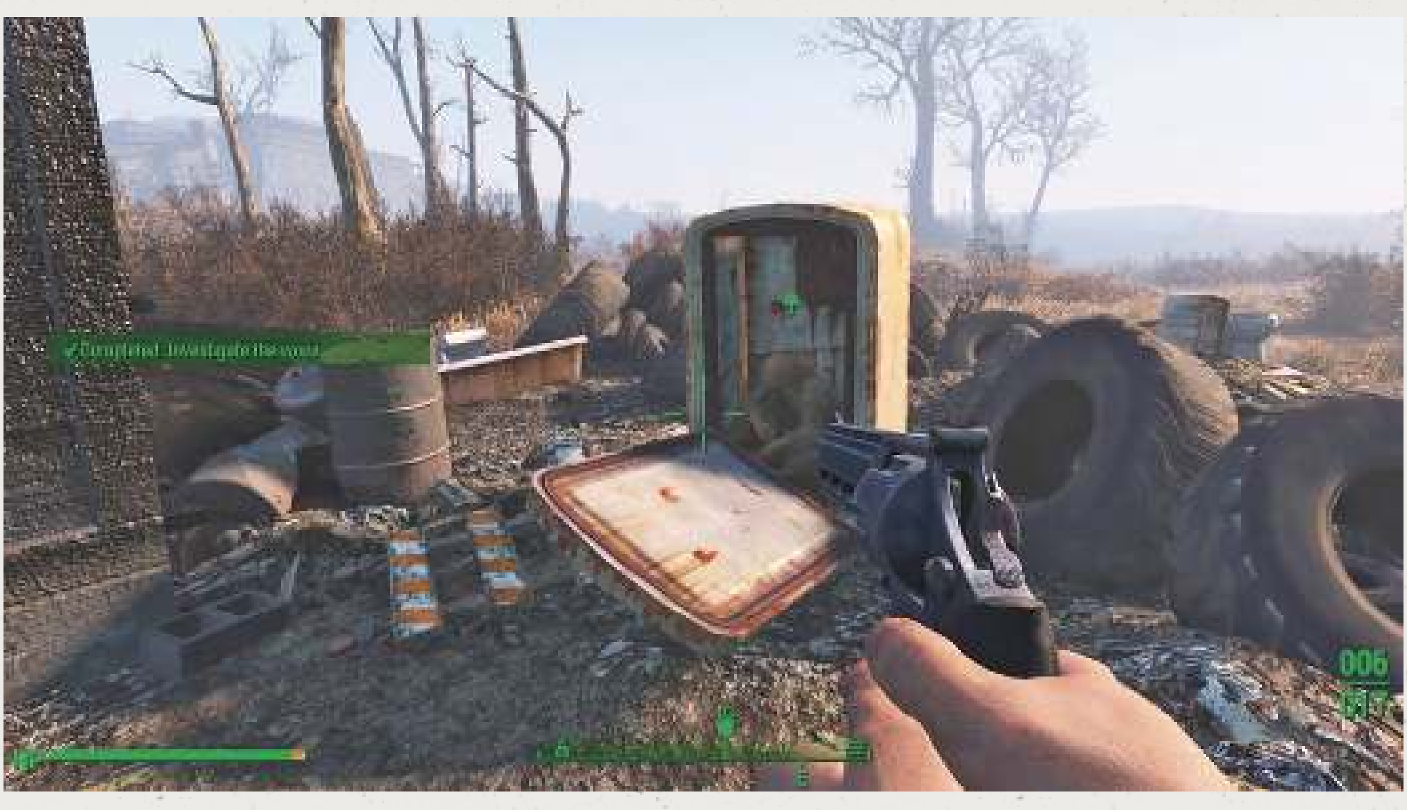
6. OR Take care of Billy

7. Talk to Matt Peabody

LOCATIONS TO EXPLORE

- Jamaica Plain
- University Point
- Quincy Ruins
- The Fridge
- The Peabody Residence

TAKING A BULLET FOR BILLY PEABODY



While exploring west of Jamaica Plain and south of University Point, you hear a voice coming from a rusty fridge among some junk. Speak to it:

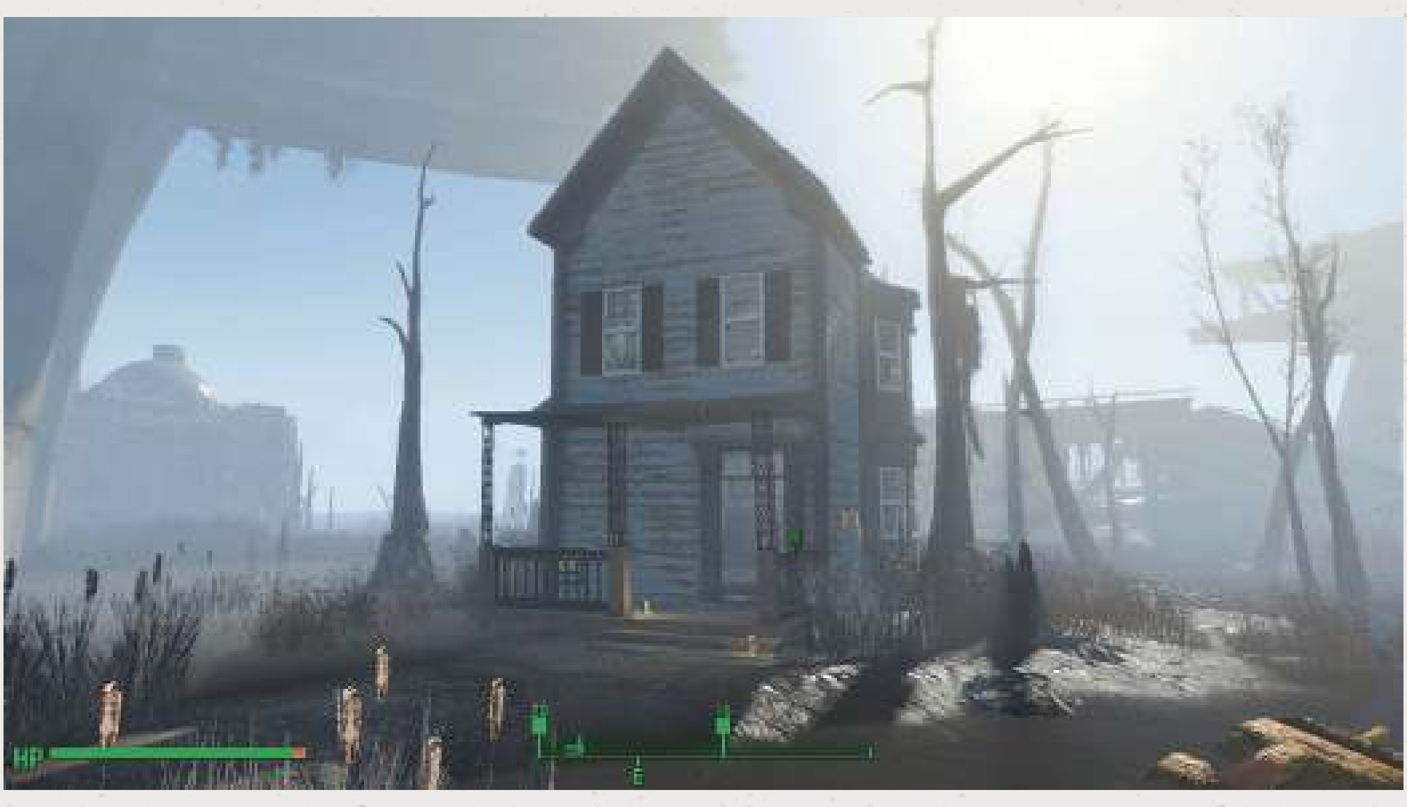
CHARISMA

(Easy) Ask, "Who are you?" if you wish.

Shoot the door off its hinges and free Billy. Speak to Billy the Ghoul child, answering how you wish.

CHARISMA

(Easy) Tell him his parents are dead if you wish. They aren't, though.



Agree to take him home, after clearing the area of Mirelurks. Find the Peabody residence south of Quincy ruins in the marsh.

At this point, you'll be approached by a Gunner named Bullet, who offers to buy Billy.

CHARISMA

(Medium) You can succeed in some speech challenges and up the caps count for handing Billy over to Bullet.

Or you can refuse. Killing Bullet now avoids a thougher confrontation later.

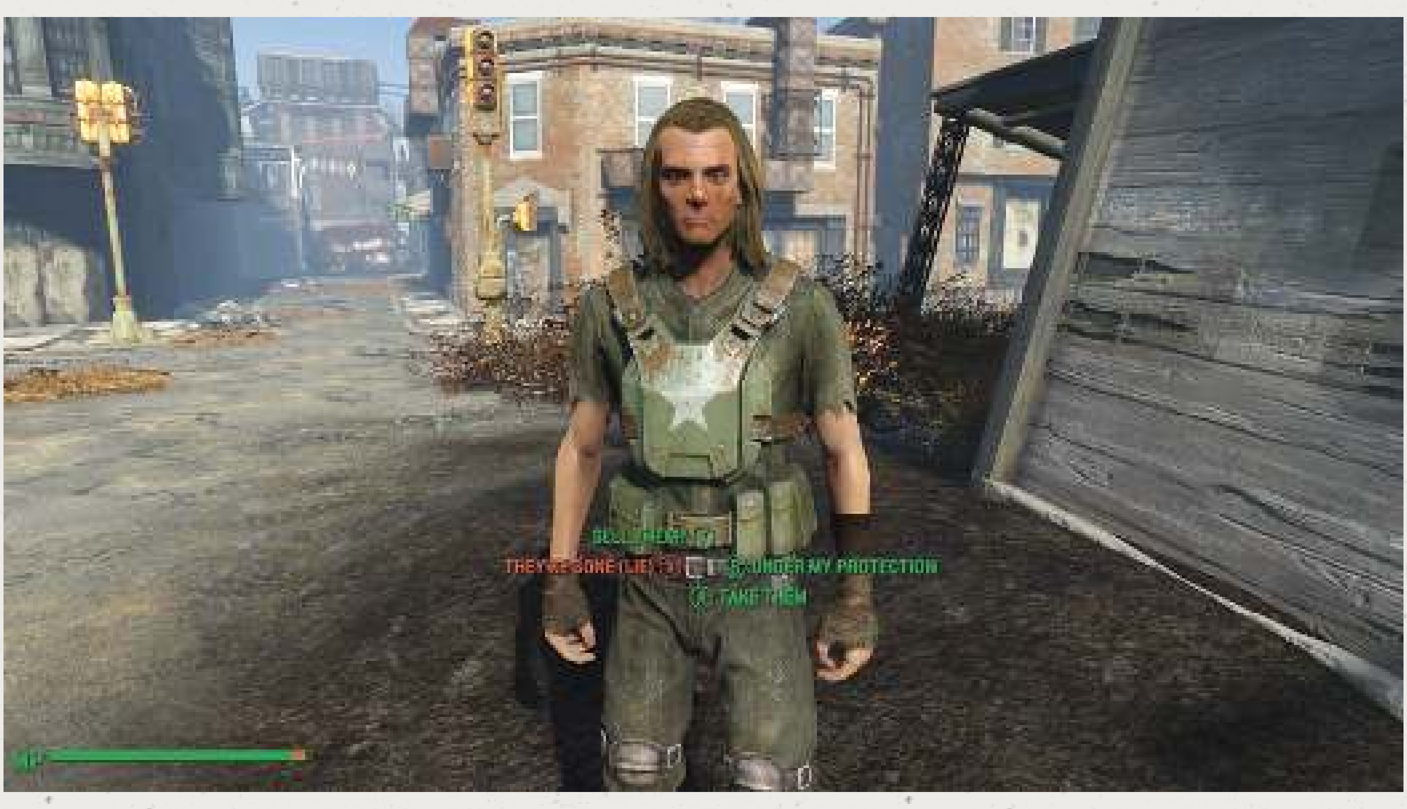
LOOTING QUINCY RUINS

Power Armor (T-60)

Guns and Bullets Magazine

Fat Man and Mini Nuke

The ruins of Quincy Township are brimming with both sought-after items and heavily armed Gunners. There's a sizable contingency throughout the rooftops and atop the ruined freeway. Are the prizes (including a sizable ammo and chem haul) worth the mayhem? You bet they are!



Enter and speak with Carol and Matt Peabody. Investigate the subsequent commotion. Locate Bullet (and his contingent of three Gunners) and speak to him. You can:

CHARISMA

(Hard) Tell him the ghouls are gone.

- Agree to sell them, and leave the family to their fate. Speak to Bullet for a reward.
- Agree to sell them, return, and talk to the Peabody family, then agree to rescue Billy and kill Bullet (plus his Gunners).
- Tell Bullet the Ghouls are under your protection, defeat Gunner and his cohorts, and speak to Matt Peabody for a reward.

Bottlecaps (250)

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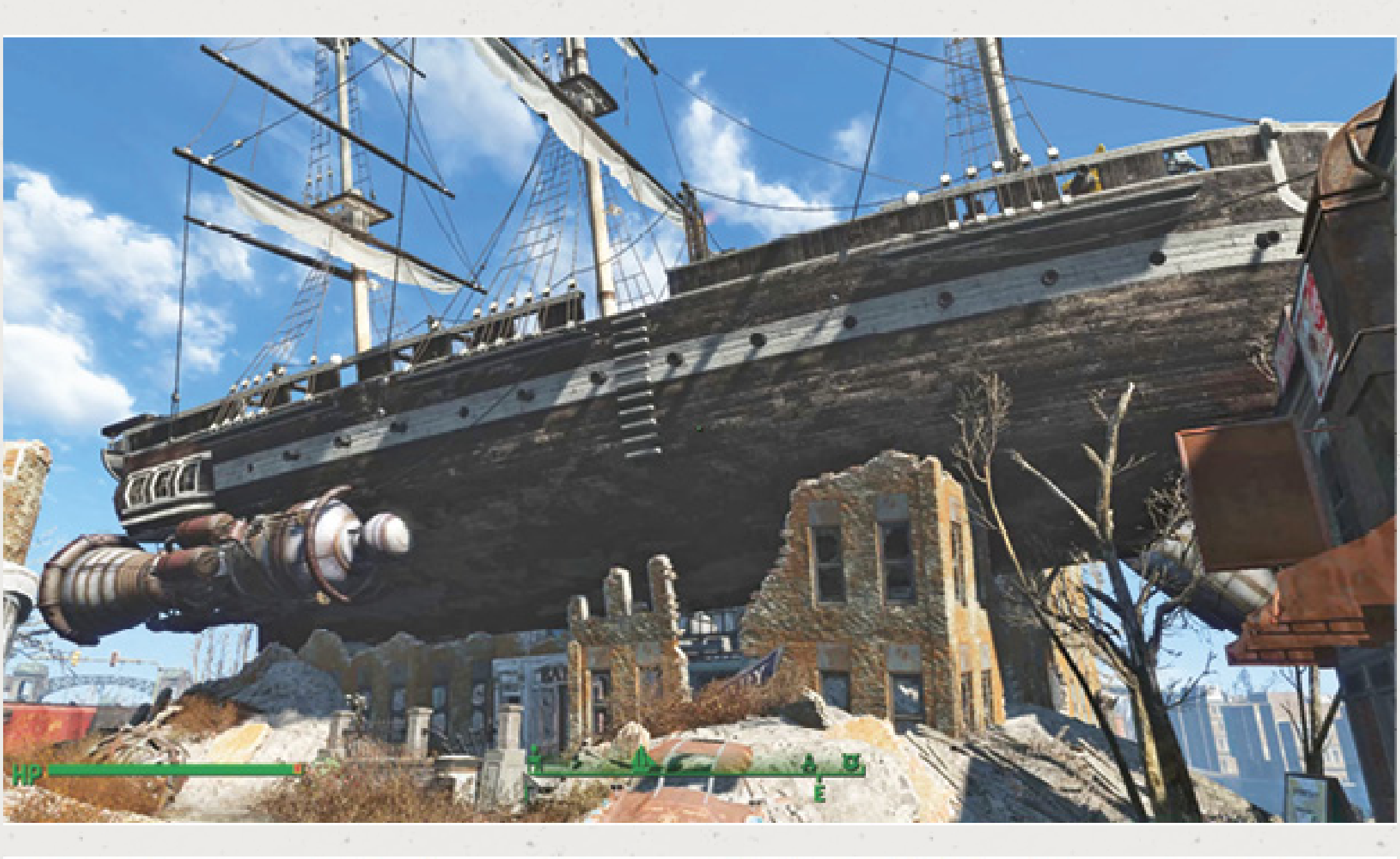
Side Quests

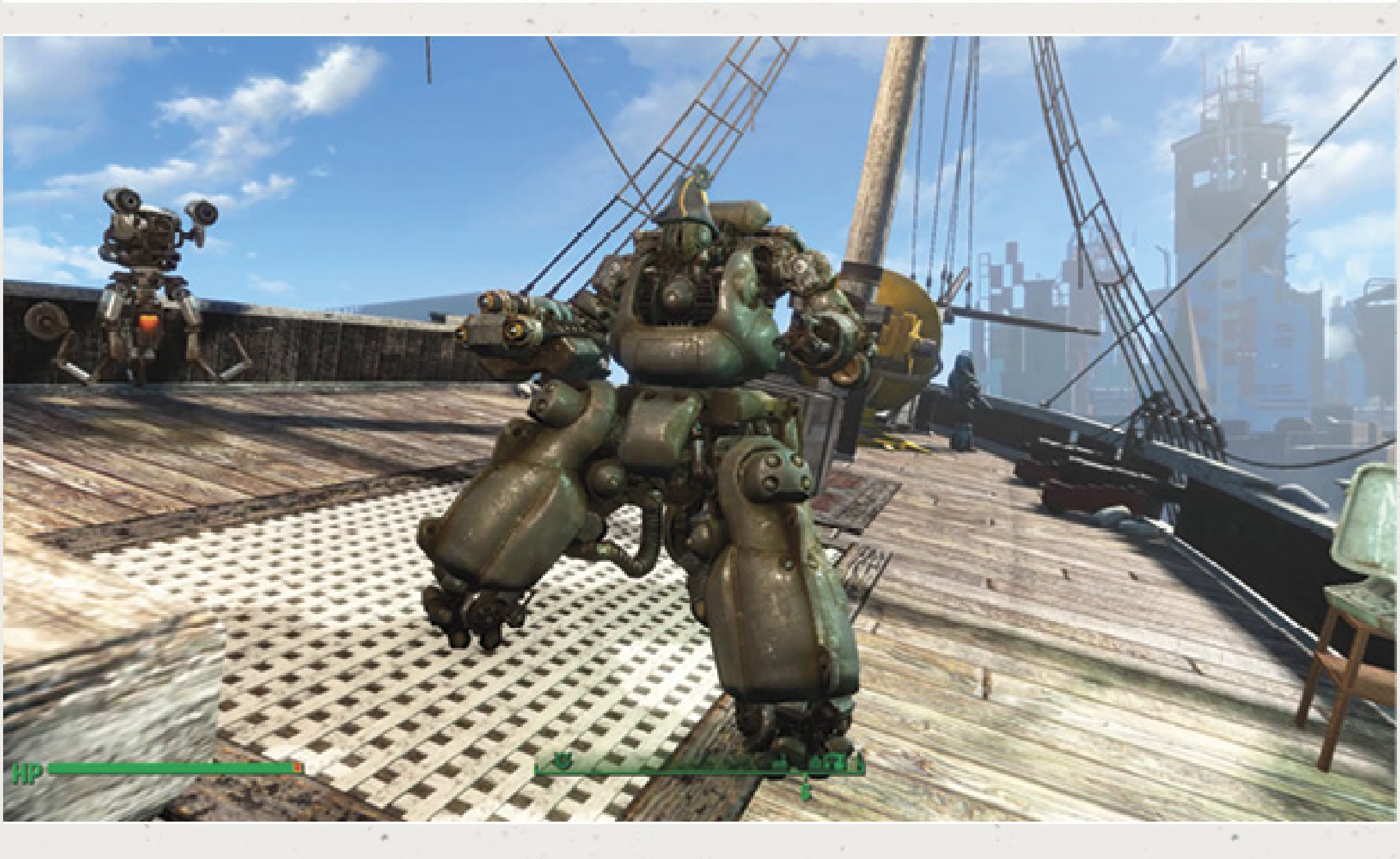
Last Voyage of the USS Constitution

LOCATIONS TO EXPLORE

- Charlestown (Neighborhood)
- USS Constitution
- Bunker Hill
- Poseidon Energy Turbine #18-F 1. Meet the captain2. (Optional) Fire the cannons3. Repulse scavenger attack4. Talk with the Bosun5. (Optional) Grab power cables6. Repair or replace power cables (3)7. Repair or buy a replacement power relay coil8. Talk with the Navigator9. Recover the guidance chip10. Install the power relay coil11. Talk with the Bosun12. Install the guidance chip13. Talk with the Navigator14. Repair or replace Poseidon radar transmitter15. Install the Poseidon radar transmitter16. Talk with the Navigator17. Talk with Ironsides18. Find FLL3 turbopump bearings19A. Install turbopump bearings19B. (Optional) Sabotage turbopump with Mandy19C. Install the sabotaged turbopump20. Return to Ironsides21A. Defend the USS Constitution21B. Return to Ironsides22A. Fire up auxiliary power22B. Talk to Mandy23A. Defeat Ironsides23B. Defeat the scavengers

REQUESTING PERMISSION TO COME ABOARD





While exploring the Charleston Neighborhood, you may be stopped by Lookout, a Mr. Handy robot at the foot of an ancient seafaring vessel called the USS Constitution, now embedded in buildings overlooking Boston Harbor. Locate the hull door in the ruined building the ship is sitting on, and work your way up through the interior to the exterior main deck.

Speak to Ironsides. Agree to help him assist in repairing his vessel.

CHARISMA

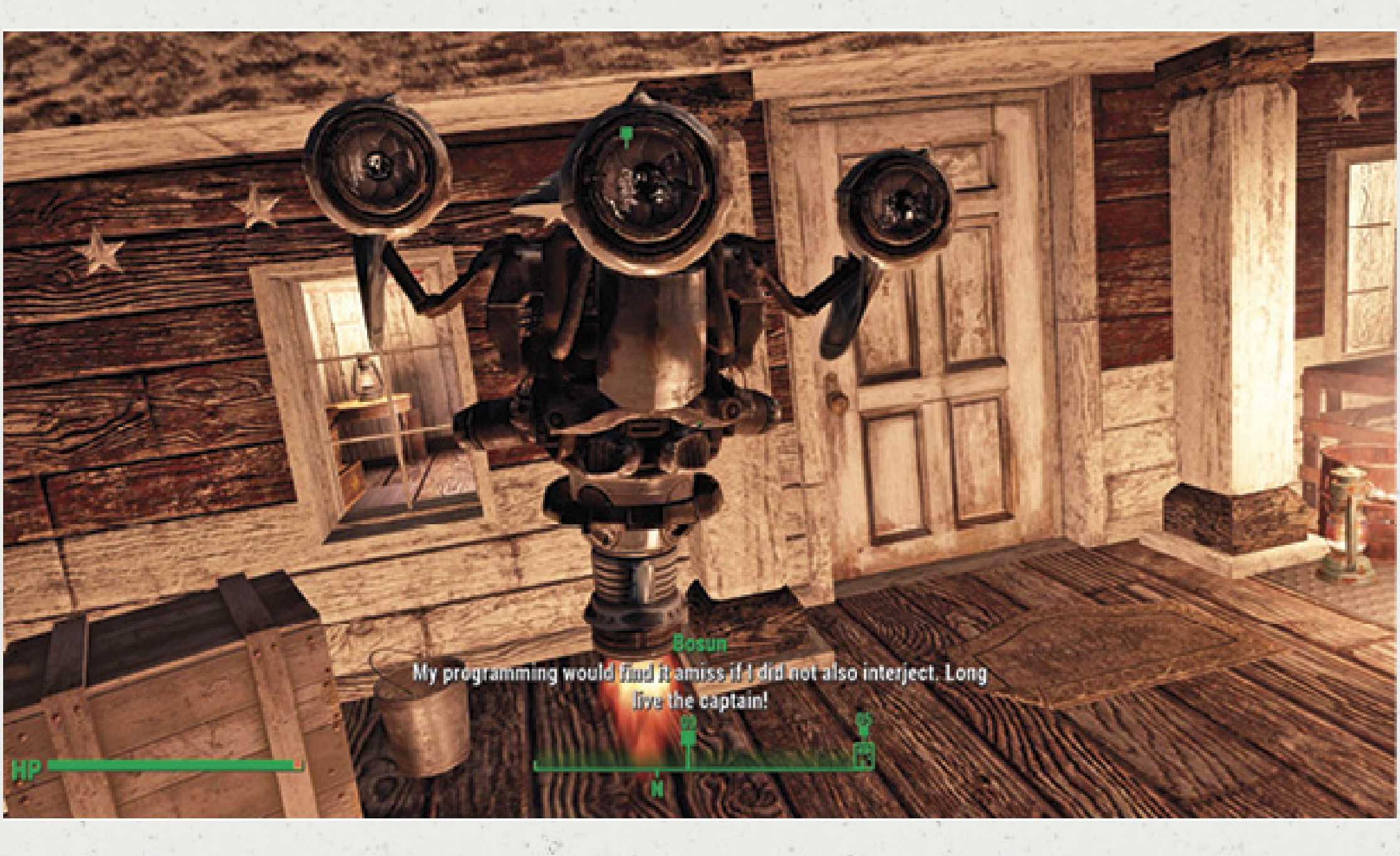
(Easy) Ask for a reward up-front for your troubles.

Scurvy dogs from below! The ship is under attack from Scavengers. You must defend it. You can:

- Prep the streets below with traps before boarding the vessel.
- Fire the cannons by completing the circuit breaker and softening the targets below.
- Attack with ranged or sniper weapons from the deck.
- Use the aft rowboat to quickly descend and ascend, and charge at the foes. Or simply drop down if you have more robust armor on.

After the battle, speak to either the Bosun, the Navigator, or both. The next few objectives can be completed in either order.

CHOSEN BY THE BOSUN



Bosun

My programming would find it amiss if I did not also interject. Long live the captain!

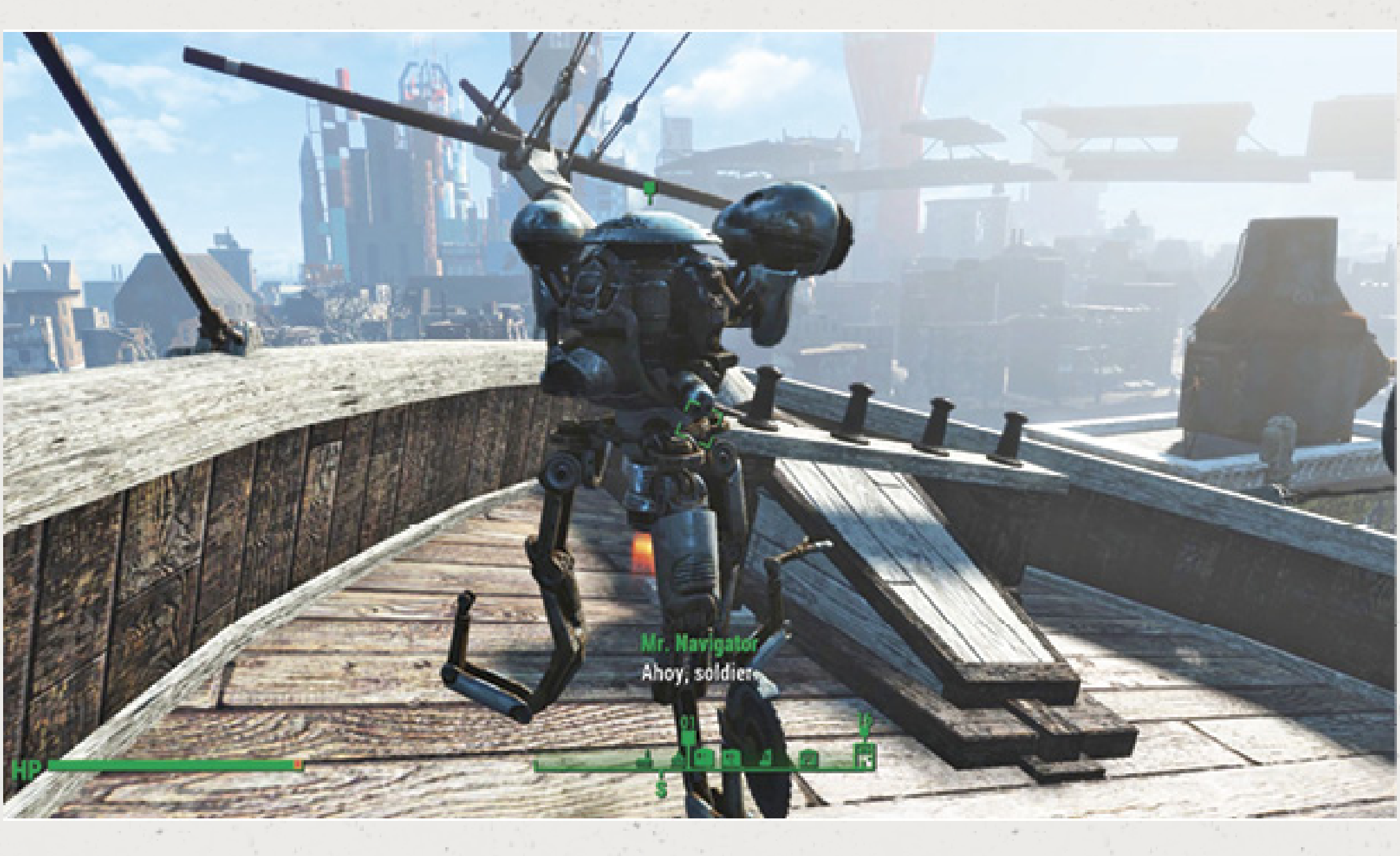
Head below deck and talk to the Bosun. You have three power cable wiring boxes to fix. You can:

- Find a metal box (below deck) with three power cables in it, and use them to repair the cables.

Power Cables

(Jury Rig, Intelligence 3+) Salvage the replacement power cables without needing the power cables from the metal box. Then return to Bosun; he has another job for you (regarding the Power Relay Coil objective).

THE CHIPS ARE DOWN

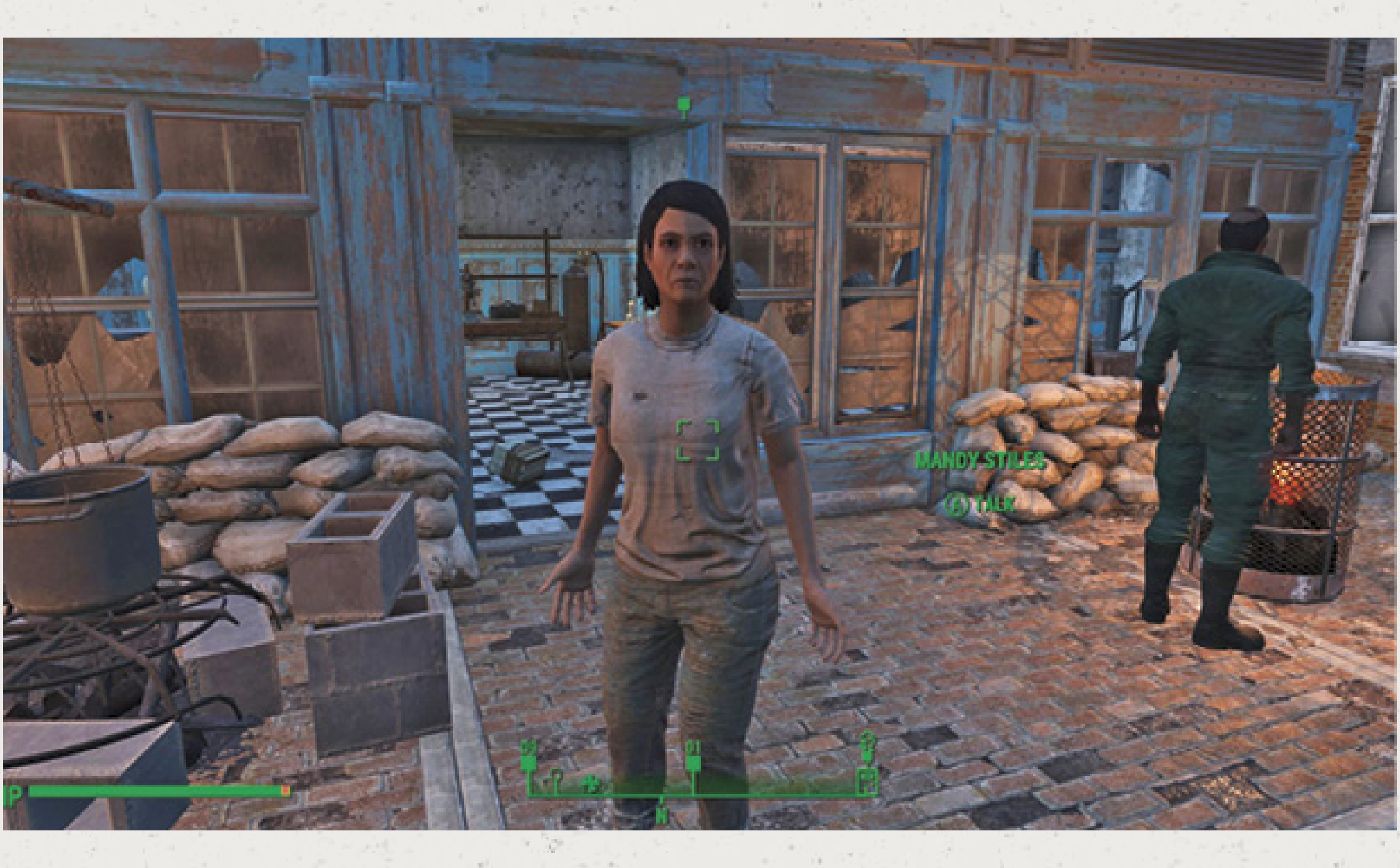


Mr. Navigator

Ahoy, soldier.

Head up on deck and speak to Mr. Navigator. He requires you to obtain a guidance chip from some Scavengers and requests you don't use force. But that's up to you. Now go shopping.

Visit Mandy Stiles and her scavenger sidekick Davies at her store/hideout, close to the ship. Answer her how you wish. You can:



- Agree to work with her to bring down Ironsides and his crew. This is recommended, as you can always change your mind later, and Mandy won't be hostile. Take the guidance chip.
- Agree to work with Ironsides. This is only recommended if you just want to help the ship's crew. Kill everyone and take the guidance chip.
- Ignore her, sneak into the ruined building behind her, and steal the guidance chip from the cabinet. If you're spotted, Mandy and the Scavengers turn hostile.

NX-42 Guidance Chip

While you're on shore leave, you should also visit Bunker Hill and purchase a power relay coil from Deb, if you don't want to repair it on the ship.

Power Relay Coil

Return to the ship and head below deck. Access the power relay. You can:

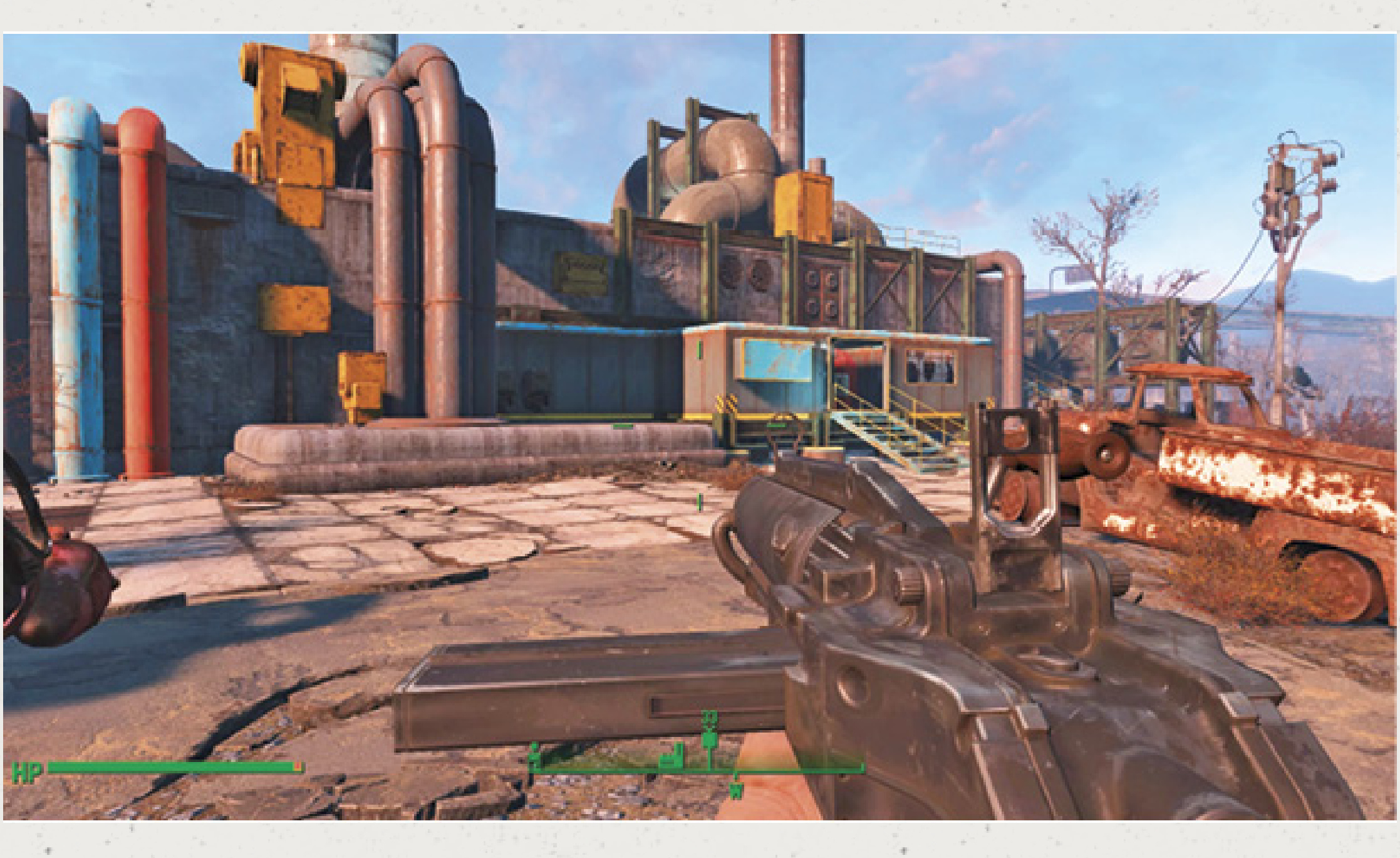
- Install the power relay coil you acquired.
- (Repair, Intelligence 5+) Repair the damaged coil without needing to find a new one.

Then talk with the Bosun and conclude his tasks.

Head to the deck and activate the Core Guidance System. Speak to Mr. Navigator, who rewards you and gives you another job.

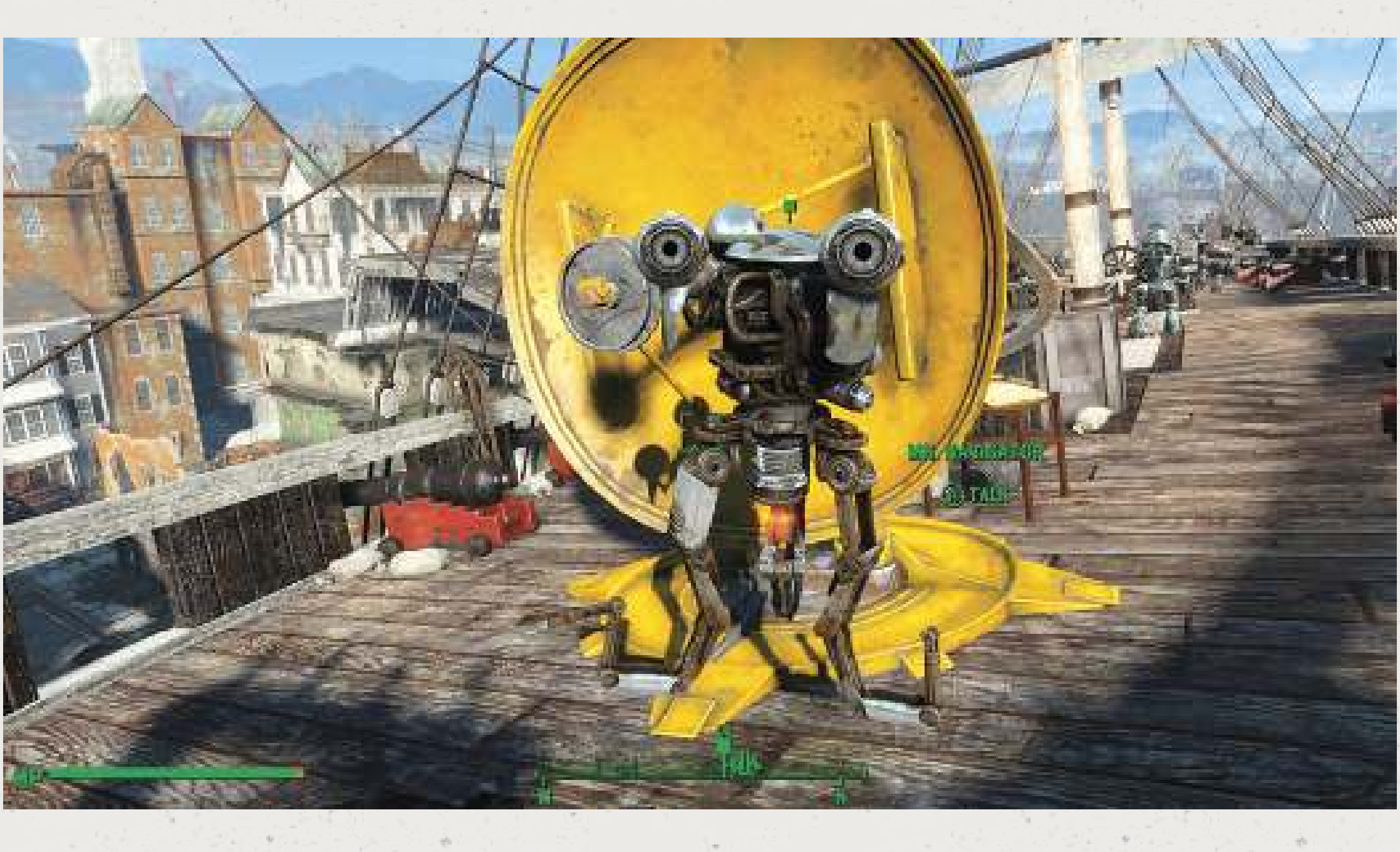
Bottlecaps (250): Installing Guidance Chip

GETTING GUIDANCE



Mr. Navigator requires a radar transmitter. You can repair the one on the ship or find a new one from a random location, such as the Poseidon Energy Turbine #18-F. Locate the steamer trunk at the location and obtain the following:

Poseidon Radar Transmitter



Return to the ship and head on deck to the guidance radar and begin fiddling with it. If you have the best Repair skill, you can fix this. Otherwise, install the new Poseidon Radar Transmitter.

Report in to Mr. Navigator for a reward; then you're directed to talk to the captain.

Bottlecaps (250): Installing Poseidon Radar Transmitter

GETTING YOUR BEARINGS

SYNTH LEADER

Ironsides needs one last component to repair the USS Constitution: turbopump bearings. Find them at a nearby factory. After that, maybe he can tell you what the hell he's up to. He gives you a key to enter his cabin to install the device.

Captain's Quarters Key

LOOTING THE USS CONSTITUTION

U.S. Covert Operational Manual

Now that you can enter the captain's cabin inside the hull, purloin whatever scattered **items** you wish, including some quality covert reading material.

Travel to the indicated (random) location; it is always one with a steamer trunk–sized crate to open. Rummage around inside after abating any immediate threats and grab the following:

FLL3 Turbopump Bearings

OPTIONAL: LOSING YOUR BEARINGS

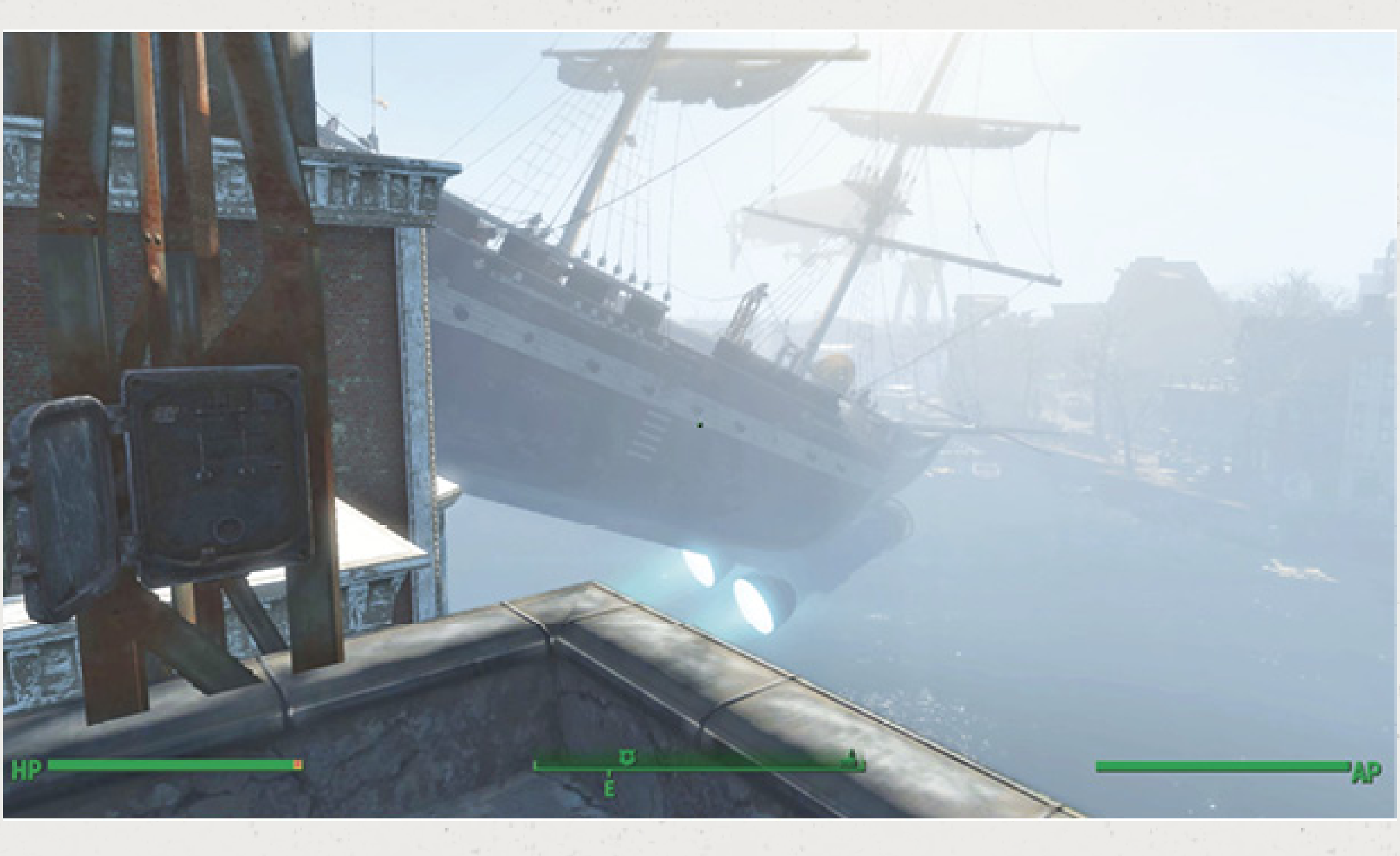
At this point, you have one of two plans to commit to:

- Plan A: Return to the ship and install the turbopump bearings as Ironsides requested. This occurs whether you agreed to side with the Scavengers or not.
- Plan B: Stop off at Mandy's location, sabotage the turbopump first, and then install it. This is only available if you sided with the Scavengers earlier and kept your word to Mandy.

Return to Ironsides and speak to him about his next harebrained scheme. At this point, there are two possible conclusions: Plan A and B. You receive the following reward for installing the Turbopump:

Bottlecaps (500)

PLAN A: SETTING SAIL!



Before the arguably insane Ironsides can start his plan, you have to fend off a last-ditch attack from the Scavengers.

Fend them off, optionally using the cannons, previously laid traps, and more devastating weapons in your arsenal —if Ironsides dies, the quest fails. After the Scavengers are dead,

speak to Ironsides, who grants you the following and has one last request: To fire up the auxiliary power.

Unique Weapon: Broadsider

Bottlecaps (1,500)

Leave the ship and ascend the ruins of the building the Scavengers attacked from, south of the street. Flip the circuit breaker and watch the voyage of the ship. Afterwards, if you've watched where the ship ended up, you can visit the new location and have another chat with Captain Ironsides, and receive a special Charisma-improving Lieutenant's Hat, and the use of the Captain's quarters.

Lieutenant's Hat (and Captain's Quarters)

PLAN B: ENGINE FAIL!

Did you sabotage the USS Constitution's rockets? Now Ironsides needs more power before everything goes to hell. You should check in with Mandy Stiles before setting things in motion, and agree to her request to slay Ironsides.

Ascend the ruins of the building the Scavengers attacked from, south of the street. Flip the circuit breaker and watch the engines explode. Board the ship and defeat Ironsides and any other crew members you wish. Then return to Mandy, who promptly betrays you. Kill her and all other Scavengers, and loot the salvage for yourself, as your disastrous decisions finally catch up with you.

Captain Ironside's Hat

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Side Quests

Long Road Ahead

1. Bring MacCready to the Mass Pike Interchange

2. Kill Winlock

3. Kill Barnes

4. Speak to MacCready

5. Continue traveling with MacCready

6. Bring MacCready to Med-Tek Research

7. Enter Med-Tek Research

8. Locate the executive terminal

9. Override containment lockdown

10. Enter Med-Tek sub-level

11. Retrieve cure for MacCready

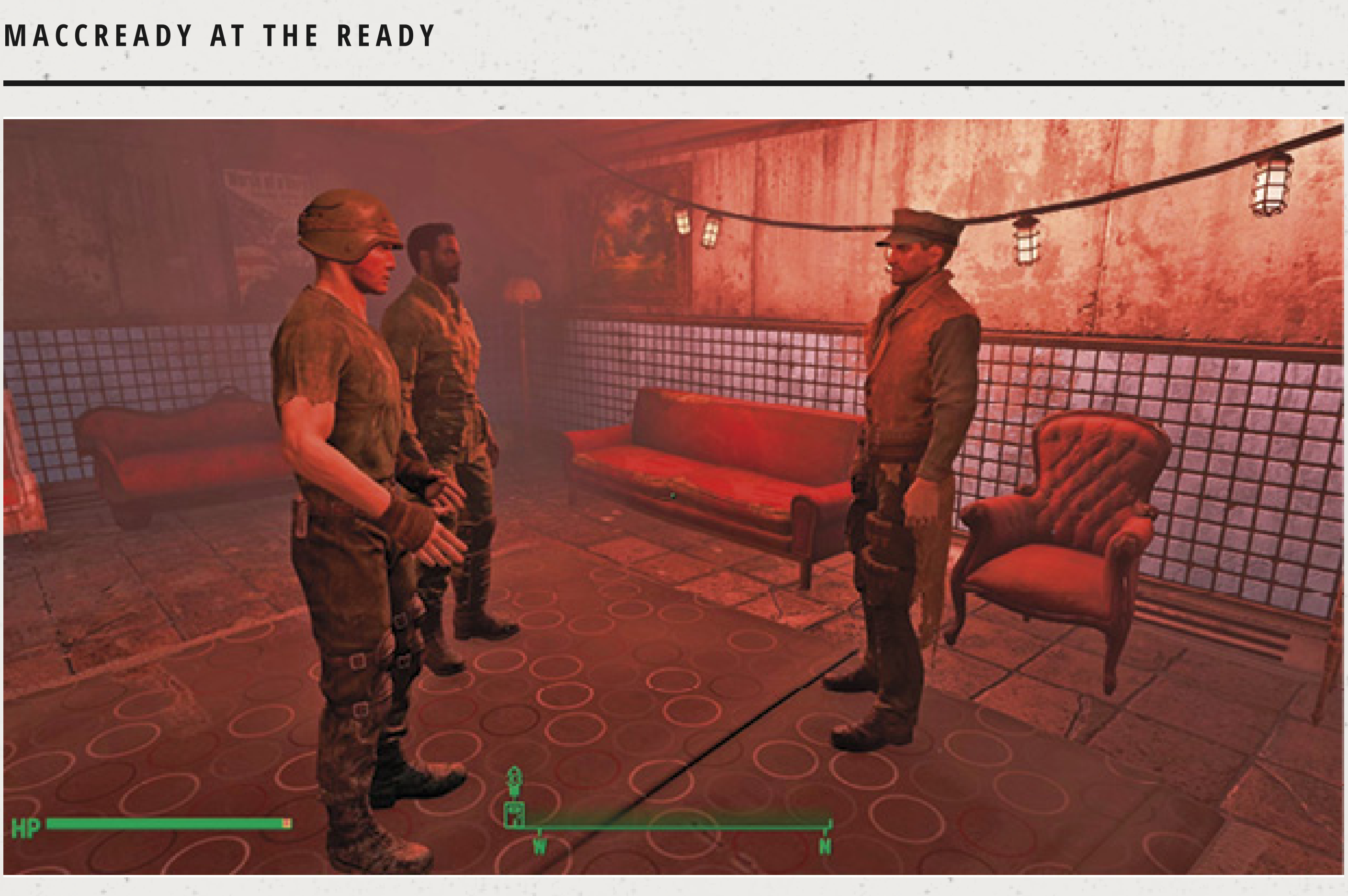
12. Speak to MacCready

13. Bring cure to Daisy in Goodneighbor

LOCATIONS TO EXPLORE

- Financial District (Neighborhood)
- Goodneighbor
- The Third Rail
- Mass Pike Interchange
- Med-Tek Research
- Daisy's Discount

MACCREADY AT THE READY



After visiting Goodneighbor, you hired MacCready despite a verbal altercation with Winlock and Barnes in the VIP room of the Third Rail.

CHARISMA

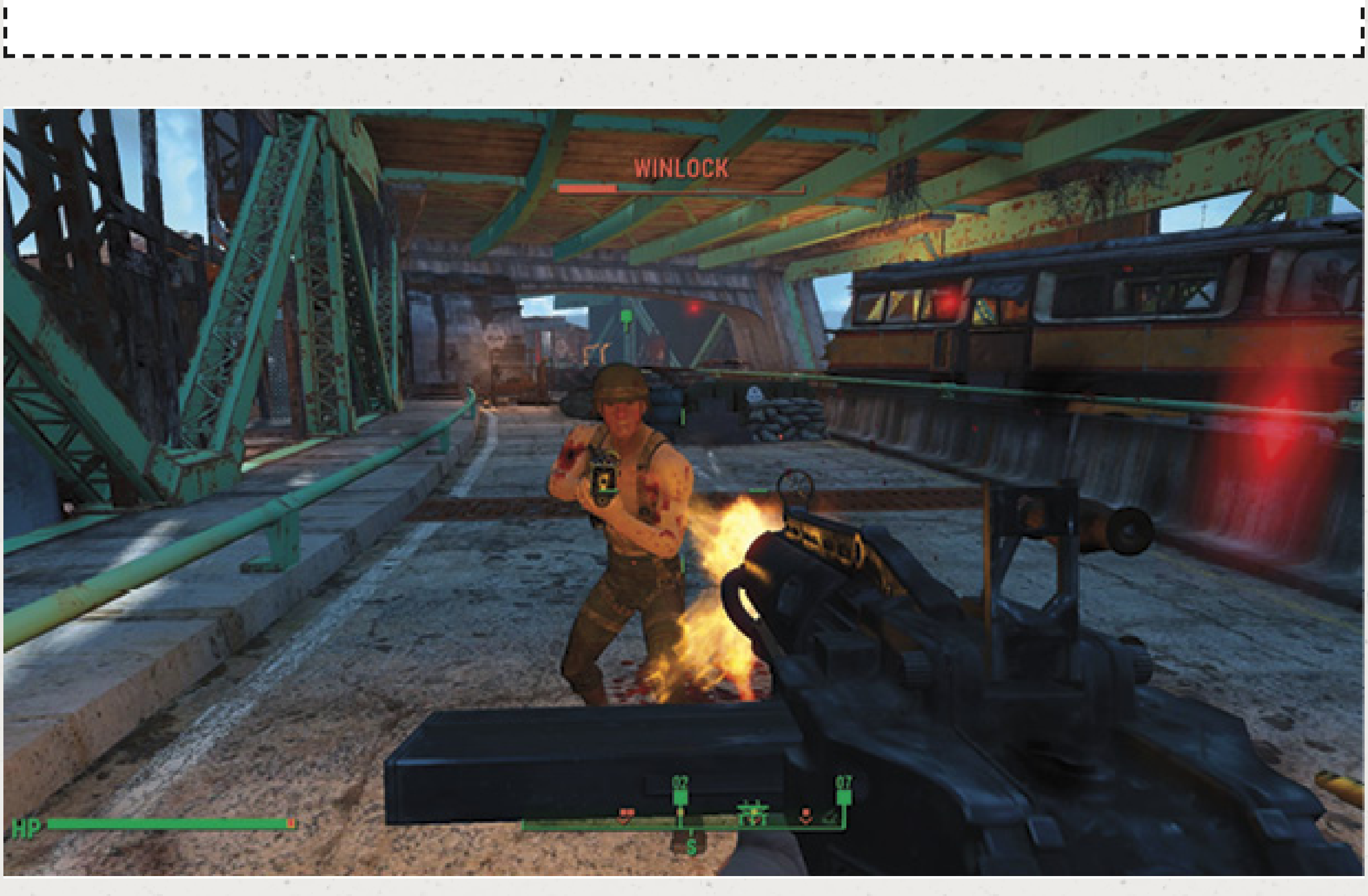
(Easy) When hiring him, knock his price down from 250 to 200 caps.

After some exploration (and numerous talks that you initiate), MacCready asks you to bring him to the Mass Pike Interchange to hunt down and kill the two Gunners that were threatening him in Goodneighbor.

Companion: MacCready

HELPFUL HINT FROM VAULT BOY!

MacCready seems a bit rough around the edges, but he's sure helpful in a fight! He'll need to be with the number of Gunners he has vexed. Remember if you want a deeper friendship with him, you need to make decisions he sees as positive. The Companions section of this guide has advice on this.



MacCready finally feels ready to hunt down the Gunners. Travel to the Mass Pike Interchange (west and slightly north of Greater Boston), and locate the lift slightly north of the world map marker.

Then wade through the Gunners' camp, massacring anyone named Winlock or Barnes and anyone else in your way.

Afterward, you must continue to make decisions that MacCready deems positive. Continue this until he's ready to speak again. He tells you about his son.

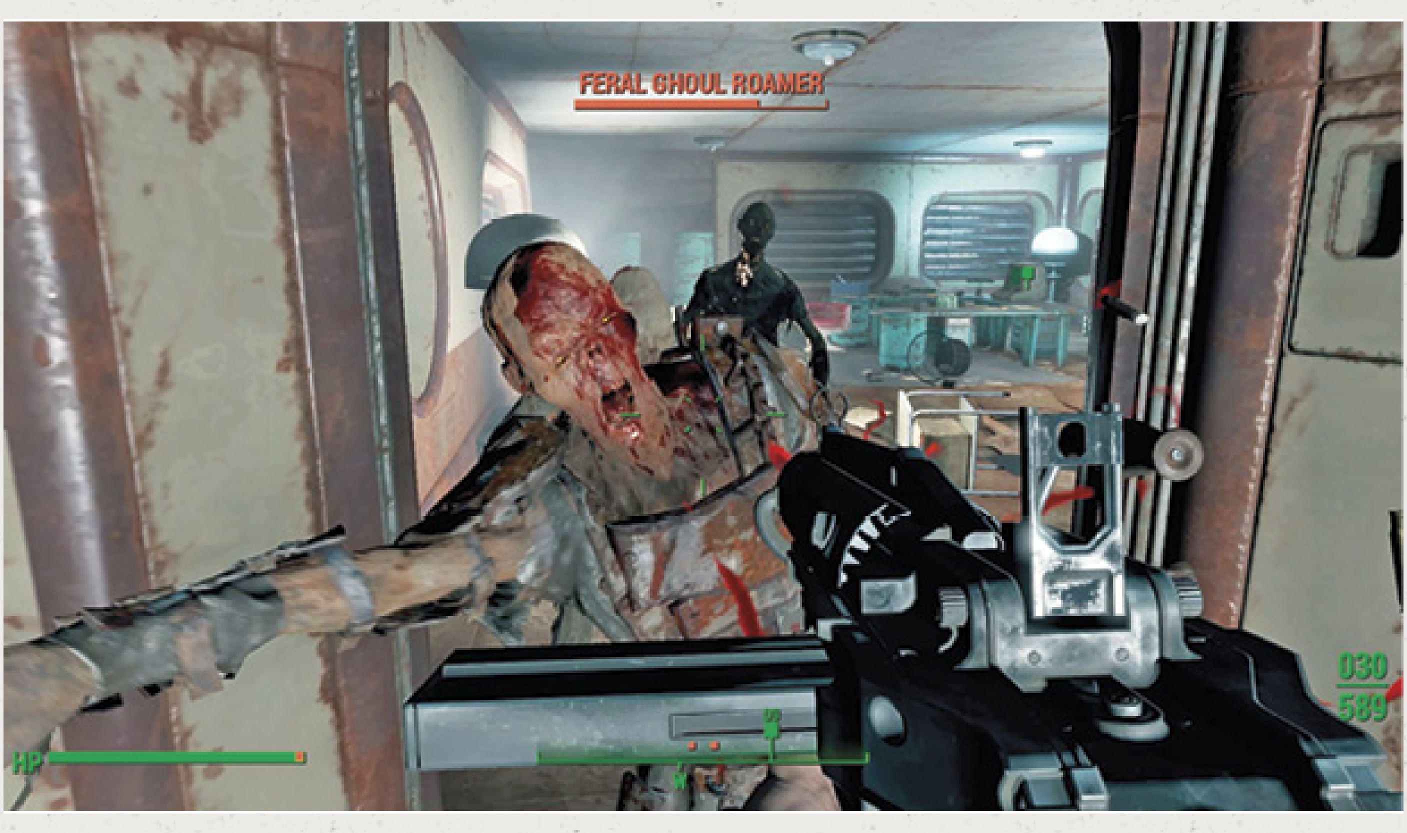
LOOTING MASS PIKE INTERCHANGE

Grognak the Barbarian

Power Armor (Leveled)

While you're up here, quickly scout the Gunners' base, especially as they're tinkering with some **Power Armor** that you can take. Don't forget a Fusion Core and copy of Grognak the Barbarian. To the victor goes the spoils!

PREVENTATIVE MEASURES



MacCready confided in you that his son is extremely ill and needs a cure that can only be found within a place called Med-Tek Research. The place is close to Malden Township, in the northern part of the Commonwealth.

Enter the facility and fill any Feral Ghouls with lead. The structure is in partial ruins and under a containment alert, but accessing the executive terminal on the upper floor and using a scrap of paper that MacCready gives you shuts down the alarm.

Access the airlock terminal and open it, allowing you to reach an elevator down deeper into the facility. There are still gormless feral corpses to destroy. Locate the Med-Tek Lab

Terminal to open the lab doors. Pick up the vial of "Prevent" from the central lab work surface.

Prevent

LOOTING MED-TEK RESEARCH

Massachusetts Surgical Journal

Nuka Cherry

Even though you're here for some antidote, MacCready won't mind if you make a thorough search for a good haul of **ammo**, a thirst-quenching Nuka Cherry, and some fascinating medical reading.

With the antidote for MacCready's son in hand, travel to Goodneighbor and visit Daisy's Discounts, where MacCready hands over the serum to Daisy so she can send it on to his son. Your help does not go unnoticed; now continue to explore with MacCready until you gain enough affinity to obtain his perk. See the Companions section of the STAT Chapter for more information.

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Fallout 4 G.O.T.Y.
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Side Quests

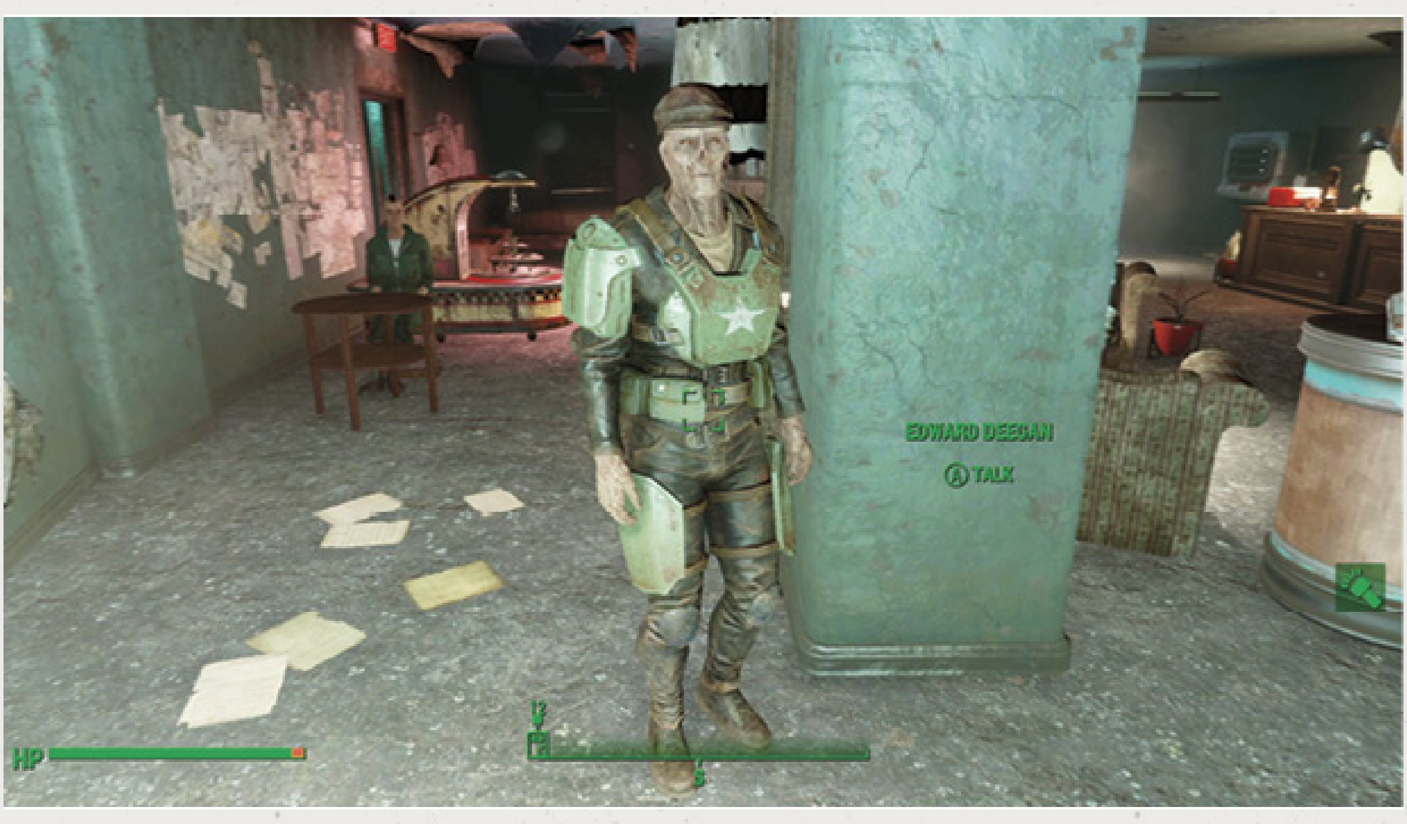
The Secret of Cabot House: Special Delivery

1. Talk to Jack Cabot
2. Talk to Edward
3. Talk to guard captain
4. Recover package
5. Return serum to Cabot House

LOCATIONS TO EXPLORE

- Beacon Hill (Neighborhood)
- Cabot House
- Parsons State Insane Asylum
- Parsons Creamery

SEARCHERS AFTER HORROR HAUNT STRANGE, FAR PLACES



While in Diamond City Market, visit the Dugout Inn and speak to a friendly Ghoul named Edward Deegan. He has some work for you to agree to, as well as the name of the man who's hiring—Jack Cabot.

CHARISMA

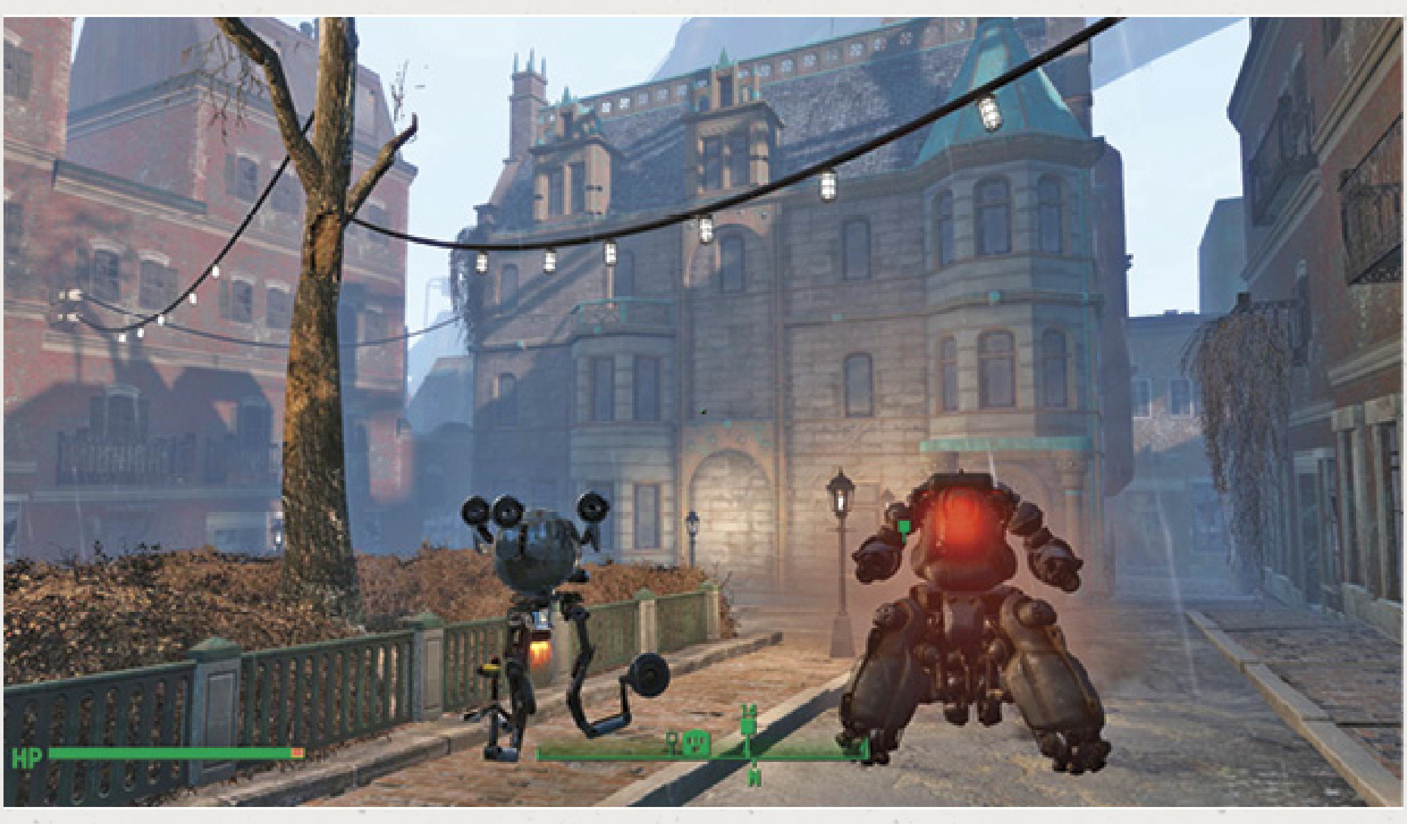
(Medium) Ask about a reward, too. If you wish.

HELPFUL HINT FROM VAULT BOY!

That Edward Deegan gets around town. He's been spotted in Colonial Taphouse, Dugout Inn (Diamond City Market), the Third Rail (Goodneighbor), and the market in Bunker Hill. But he doesn't appear until:

- You reach level 10, and

- You attack the guards after visiting Parsons State Insane Asylum.

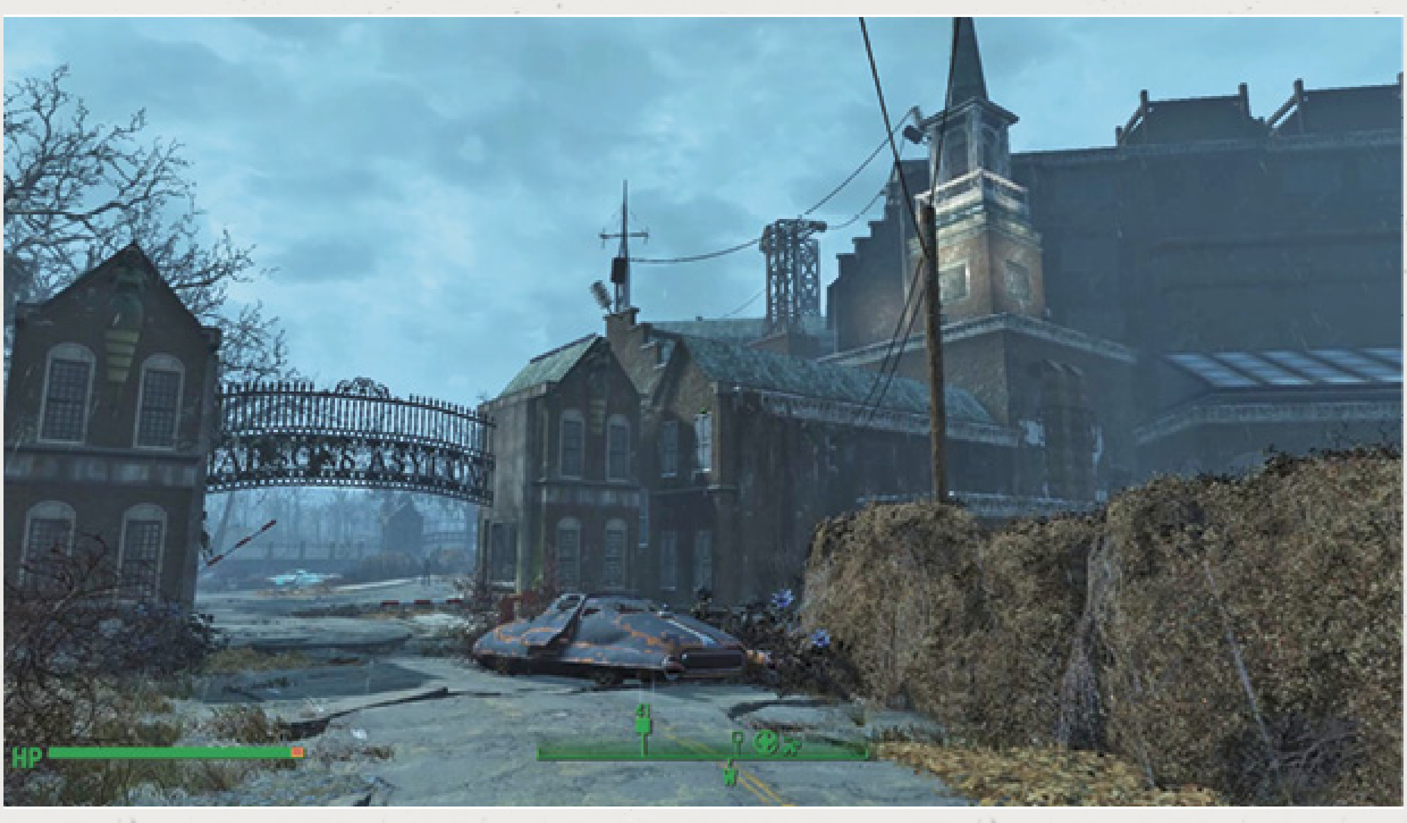


Mosey on over to the Beacon Hill Neighborhood in northeast Boston and locate the impressively intact Cabot House.

Activate the intercom. Mention Jack Cabot by name and you're let in and introductions are made. Feel free to ask any questions before agreeing to your first mission. You receive a key allowing free passage to and from this residence.

Cabot House Key

You're supposed to recover a missing "package." Edward suggested that the guard captain at Parsons State Insane Asylum may know where to start looking for it. Travel roughly north into the Commonwealth, to the ominous-looking structure.



Meet Maria the guard captain at the main entrance door. Mention Edward sent you and you're given the location of some Raiders at the adjacent creamery. Head there and remove the Raider marked on your Pip-Boy. They are carrying an item most interesting:

Mysterious Serum

Return to Cabot House and chat to Edward. You can:

CHARISMA

(Easy) Tell him the serum is all gone or you didn't find any.

- Or hand the serum over.

You receive a reward and a bonus if you hand over the serum.

Bottlecaps (100)

Bottlecaps (Bonus) (50)

STEALING FROM CABOT HOUSE

Massachusetts Surgical Journal

Your new benefactor won't mind you snooping around the place, will he? Only if you're caught stealing or reading the revelations found on an upstairs terminal. Did you find the Mini Nuke and journal yet?

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1. Talk to Edward

2. Find Emogene Cabot

3. (Optional) Ask around the Third Rail about Emogene

4. Return to Cabot House

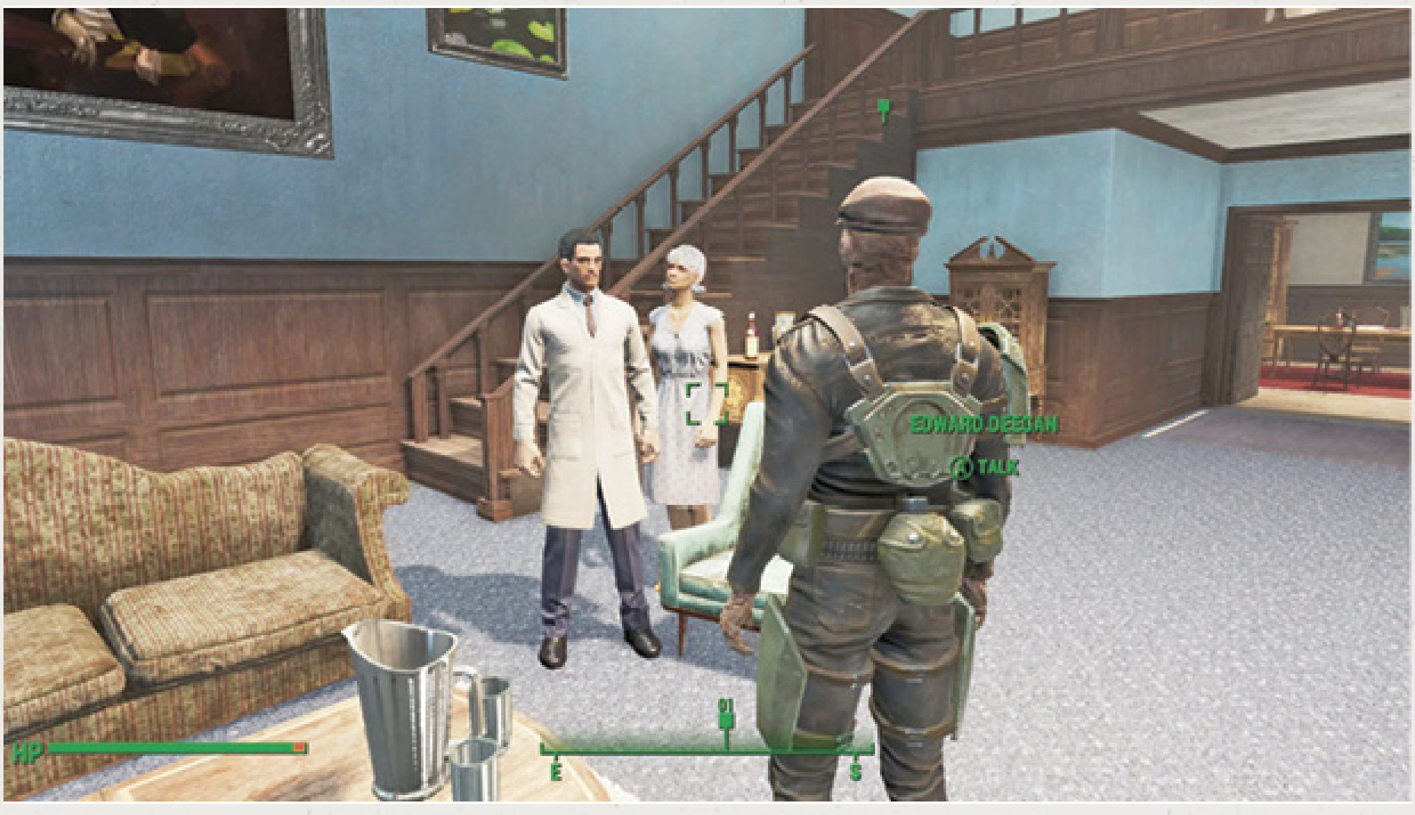
5. Talk to Jack

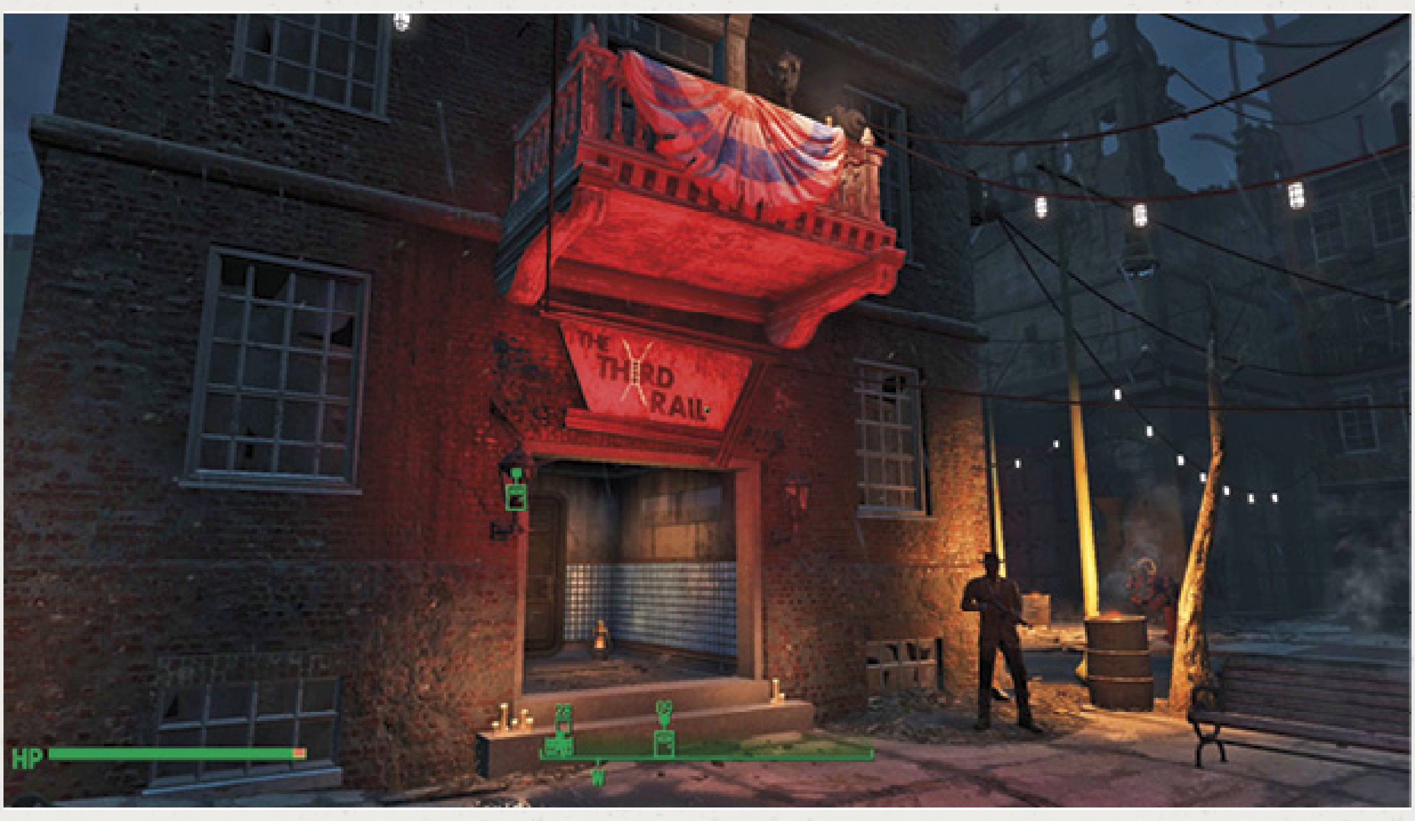
LOCATIONS TO EXPLORE

- Financial District (Neighborhood)
- Goodneighbor: The Third Rail
- Esplanade (Neighborhood)
- Charles View Amphitheater

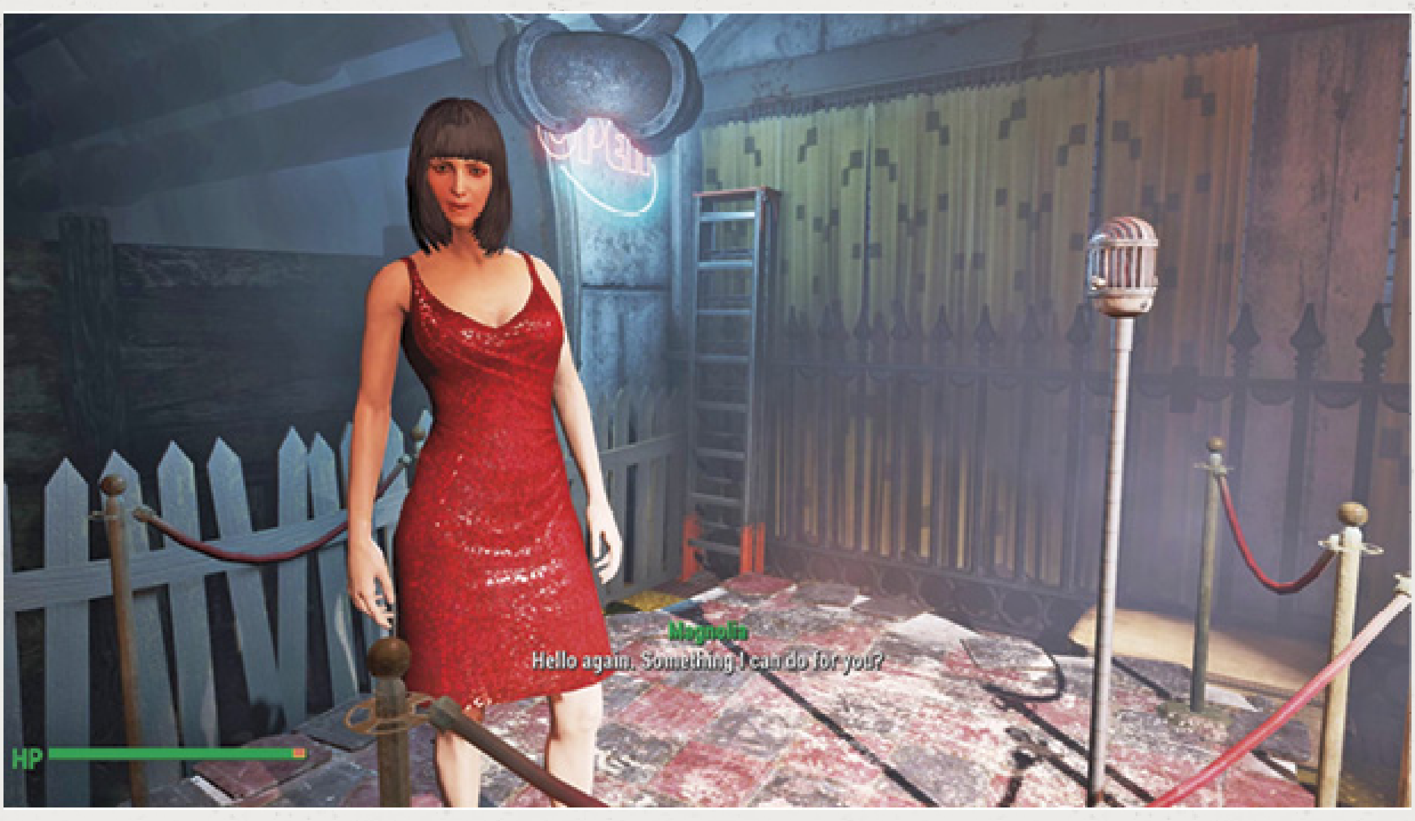
PRELUDE: A VAIN PRESENCE ON THE TERRAQUEOUS GLOBE

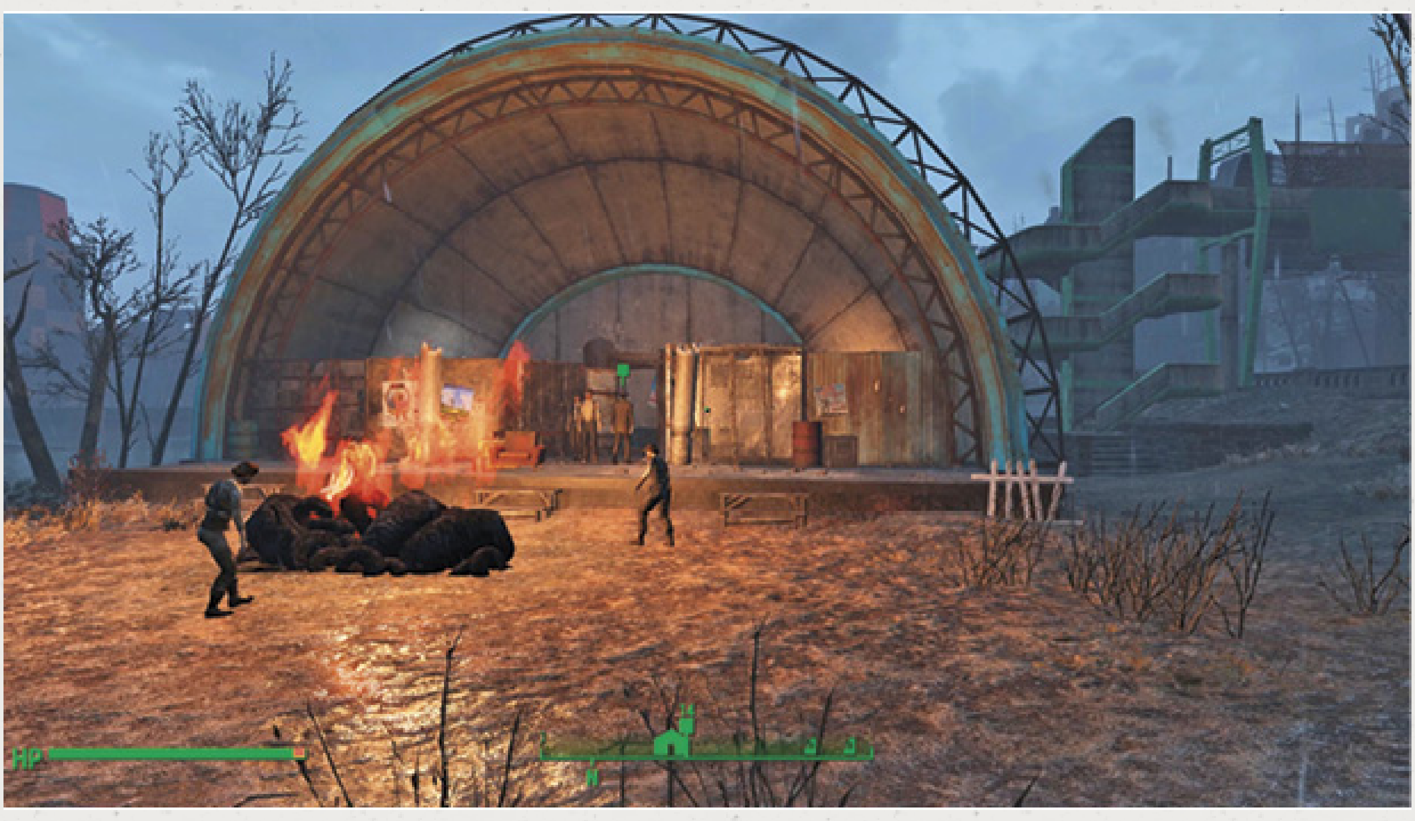
Back at the Cabot House, Jack's aged mother Wilhelmina makes an appearance, worried about her daughter, Emogene. Edward reckons she liked to hang out at the Third Rail in Goodneighbor.





Head inside the Third Rail. Speak to Whitechapel Charlie at the bar, asking about Emogene. He directs you to Magnolia. Ask her, and she brings in her friend Ham to confirm Emogene's whereabouts; she's taken up with a cult leader named Brother Thomas.


Magnolia
Hello again. Something I can do for you?



The cult operates out of the Charles View Amphitheater. Visit this place and speak with Brother Thomas.

He evades all of your questions. You can:

- Join the Pillars (his cult), shedding all of your clothing and equipment and giving it to him. Perhaps not the most tactically savvy of plans.
- (Advanced) Refuse to join his cult. Then sneak into his office and open the locked door.
- Refuse to join his cult. Then sneak behind and pickpocket the Amphitheater Key; unlock the door in the side office.
- Or gun down Brother Thomas and his cultists. Search his corpse for an Amphitheater Key. Use it on the door in his side office.

The Secret of Cabot House

1. Meet Jack outside Parsons State Insane Asylum

2. Help Jack reach his office

3. Help Jack reach the basement

4. Stop the Raiders from freeing Lorenzo Cabot

5. Kill or free Lorenzo Cabot

6A. Talk to Jack Cabot

6B. Miscellaneous: Talk to Jack Cabot about the artifact

7A. Talk to Lorenzo Cabot

7B. Return to Cabot House

8A. Kill the Cabots

8B. Kill Lorenzo Cabot

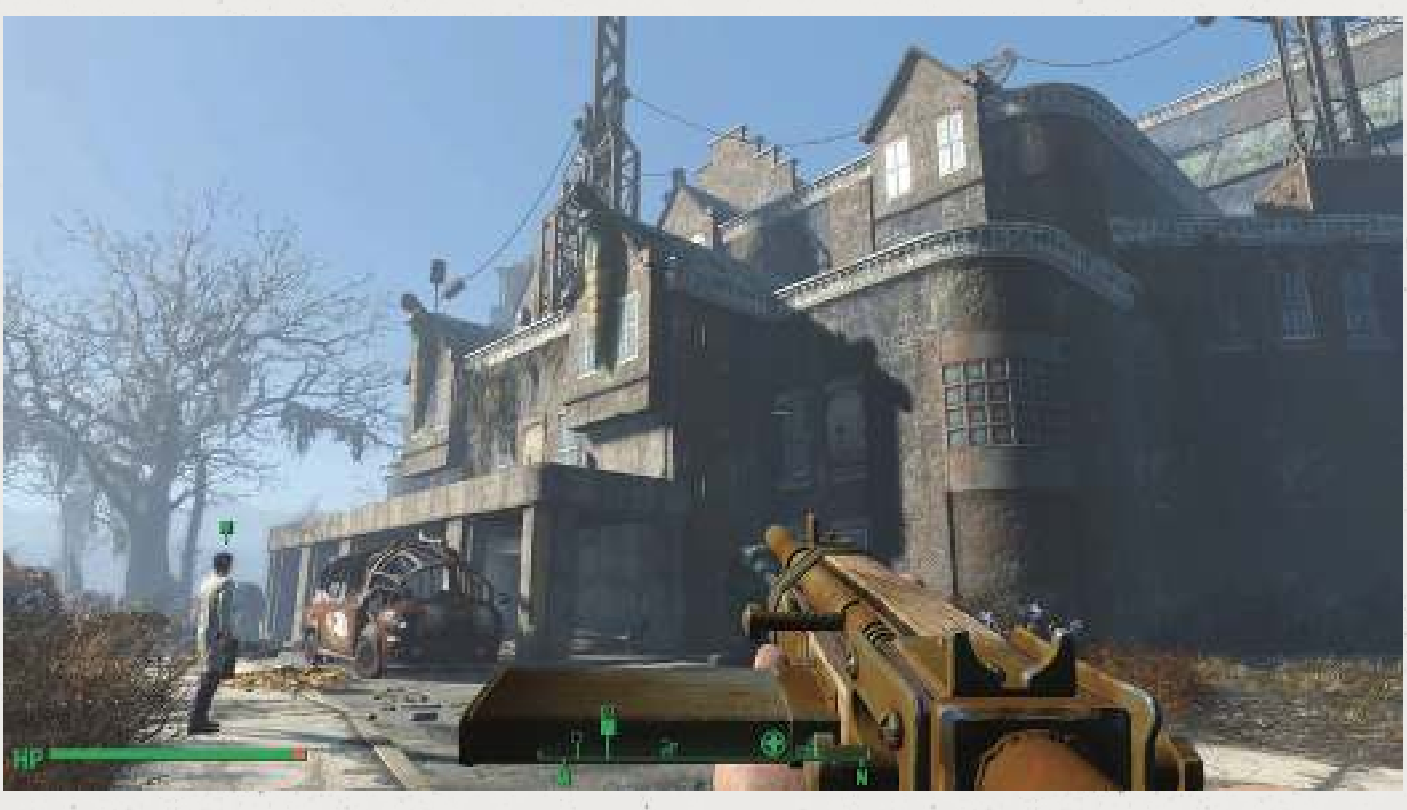
9A. Talk to Jack Cabot

9B. Talk to Lorenzo Cabot

LOCATIONS TO EXPLORE

- Parsons State Insane Asylum

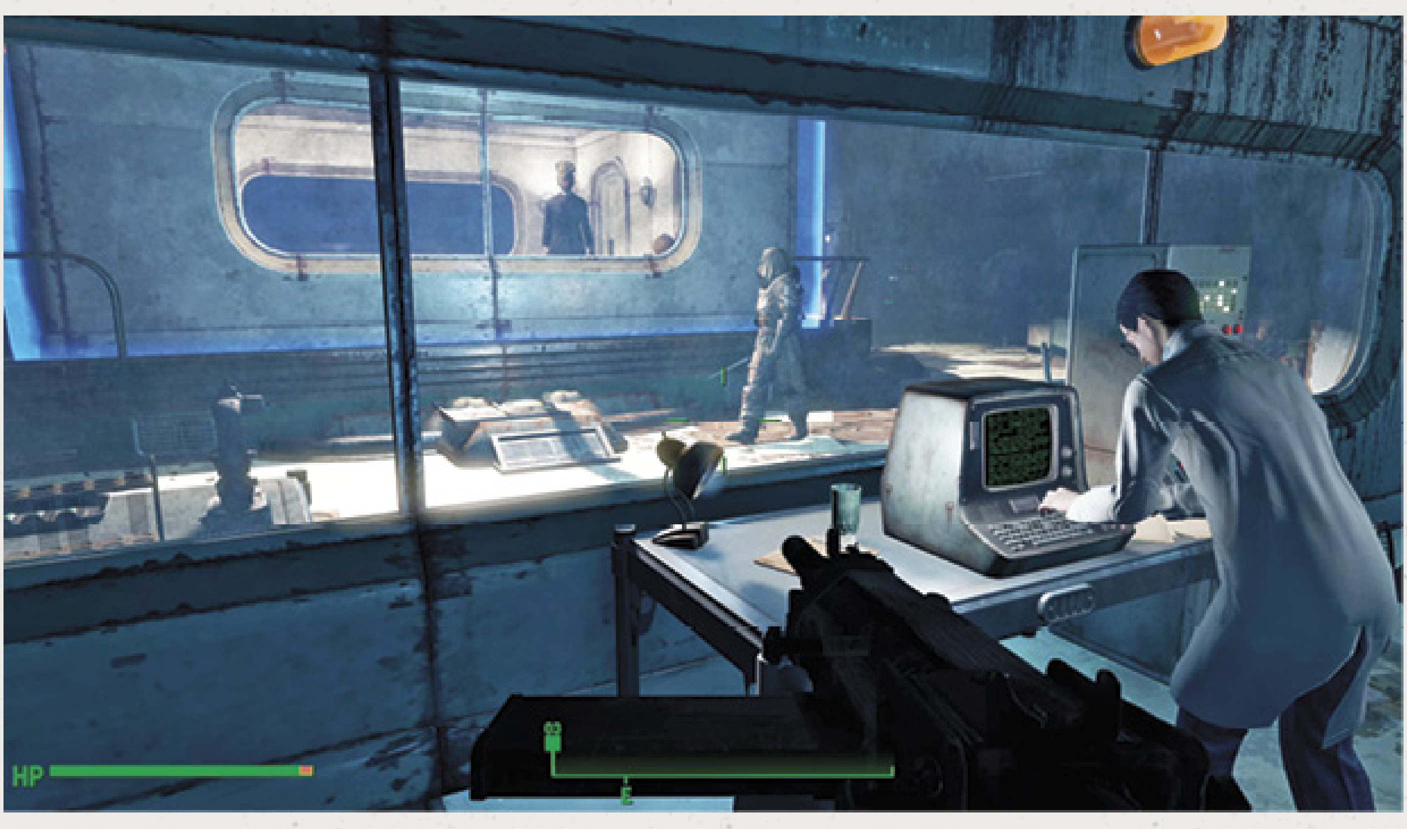
PAST, PRESENT, FUTURE—ALL ARE ONE



There's been some kind of attack on Jack's facility at the Parsons State Insane Asylum. You and Jack need to deal with it. After meeting him outside the main entrance, you realize Raiders have overrun the facility. Battle through the administration rooms, following Jack and removing Raider threats. After a loop upstairs and down, unchain the door and enter Jack's office.

Edward has shut down the elevator to the lower levels, but the Raiders have still managed to infiltrate the basement. Jack certainly isn't happy about that. Push out into the courtyard, up the scaffolding, and into the main asylum.

The place is in shambles. Locate the section of fallen floor and descend. Work your way to a hole behind the wallpaper wall in the southeast corner, and rampage through the cell block. Drop down the hole in the cell to a sublevel that leads to an elevator to the basement.



Follow Jack into a strange laboratory and listen to his instructions. There's a Cabot named Lorenzo here, and Raiders are trying to free him. Apparently, that's not a great idea. Enter the series of doors Jack opens, and cut down the Raiders, including a tough old boot named Lefty. Access the four Abremalin Generators on each of the walls, and set two of them to manual override. Lorenzo's voice seems more forceful and persuasive now: He's hoping you'll free him. What a conundrum!

LOOTING FROM PARSONS STATE INSANE ASYLUM

Massachusetts Surgical Journal

Bobblehead: Charisma

While you're giving the walls of the asylum a new coat of paint called "Raider brains," slow your slaughter for a moment to pick up a fabulous, limited-edition Vault-Tec Bobblehead from Jack's office. There's a skill magazine to grab too, inside Lorenzo's quarters.

PLAN A: PUTTING LORENZO TO BED

Lorenzo isn't to be trusted, so flip the remaining Abremalin Generators to manual override, and then speak with Jack. He's very pleased you saw sense, thanks you with a Caps reward, and tells you to head back to Cabot House in a week; he might have something else for you. One week later, visit Jack, and he hands you a contraption called Lorenzo's Artifact Gun. This weapon is only awarded if you've been consistently polite to Jack throughout this quest.

Bottlecaps (approx. 200)

Unique Weapon: Lorenzo's Artifact Gun

PLAN B: WAKING LORENZO UP

That Lorenzo character sure is charismatic, isn't he? Why not release him from his quarters? Opening the door doesn't win you any favors from Jack Cabot. Lorenzo doesn't need any help escaping and lets you know he's off to Beacon Hill for a spot of house cleaning. You can:

- Let the Cabot family know they have a guest coming and help them with their predicament. After the dust has settled, Jack says he has something for you, but you'll have to come back for it in a week. Return then, and he hands you his "gamma gun."

Unique Weapon: Lorenzo's Artifact Gun

- Or you can enter Cabot House with Lorenzo and help him with his house cleaning. Afterward, he's thankful for your help and grants you a vial of the serum made from his blood.

Mysterious Serum

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Fallout 4 G.O.T.Y.
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Side Quests

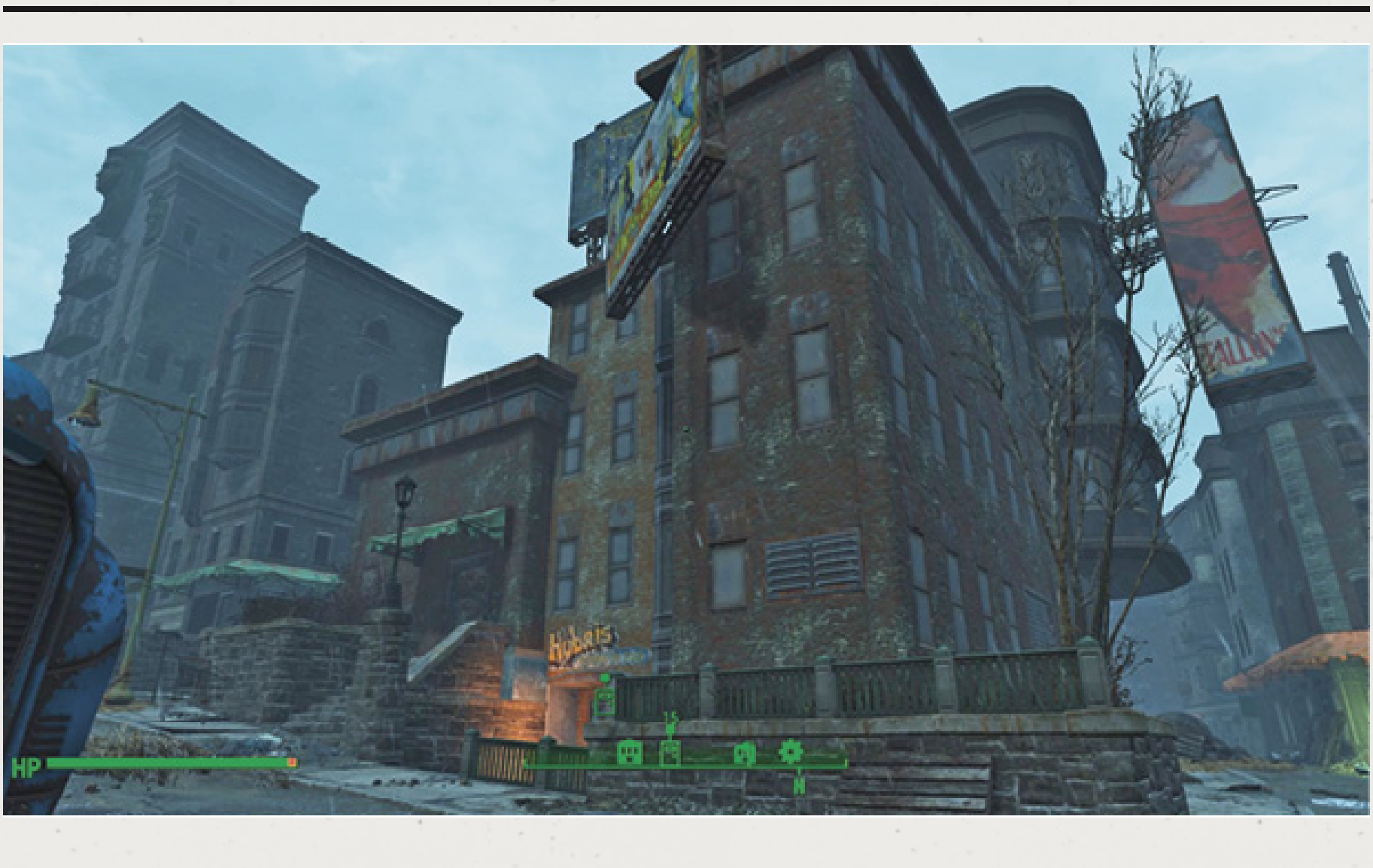
The Silver Shroud

1. Talk with Kent Connolly
2. Get the Silver Shroud costume
3. Give Kent the Silver Shroud costume
4. Talk with Kent
5. Listen to Silver Shroud station in Goodneighbor
6. Kill Wayne Delancy
7. Put calling card on Wayne's body
8. Deal with AJ
9. Put calling card on AJ's body
10. Talk with Whitechapel Charlie
11. Kill Kendra
12. Put calling card on Kendra's body
13. Listen to Silver Shroud station in Goodneighbor
14. (Optional) Assassinate Shelly Tiller
15. (Optional) Collect assassination payment
16. Meet with Hancock as the Shroud
17. Kill Smiling Kate
18. Kill Northy
19. Search body for clues
20. Find Kent
21. Listen to Silver Shroud station
22. Kill Shinjin
23. (Optional) Save Kent Connolly
24. Talk with Kent
25. Meet with Hancock as the Shroud

LOCATIONS TO EXPLORE

- Financial District (Neighborhood)
- Goodneighbor
- Memory Den
- Back Bay (Neighborhood)
- Hubris Comics
- Third Rail
- Water Street Apartments
- National Guard Training Facility
- Milton General Hospital

KENT CONNOLLY: SILVER SHROUD SUPERFAN

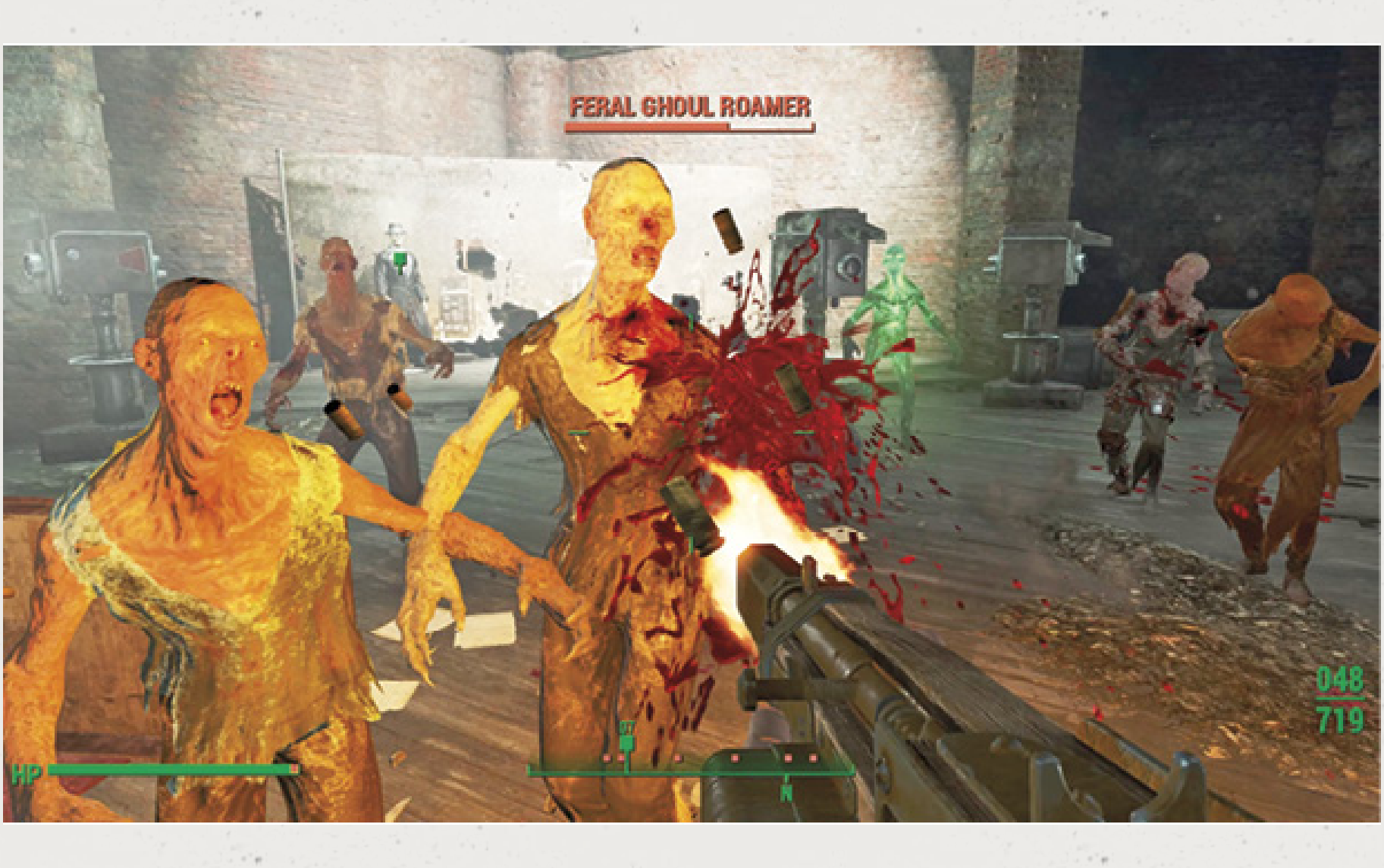


There's all sorts of folks to meet in Goodneighbor. Over in the Memory Den, for example, is a friendly Ghoul called Kent Connolly. Obsessed isn't a strong enough word to describe how he feels about the Hubris Comics superhero, the Silver Shroud. In fact, he wants to play caped crusader, though he's missing the actual costume. The one in Hubris Comics that you're going to get for him.

CHARISMA

(Easy) Ask for payment.

Head on over to Hubris Comics (to the west, close to Boston Common), and work your way up the interior of the building. The place is overrun with ferals and features some open-air flooring to fall through if you aren't careful. Climb to the top-floor recording studio. Dash and grab the costume. Flee via the roof ladder or descend back down.



Silver Shroud Costume

Silver Shroud Hat

LOOTING HUBRIS COMICS

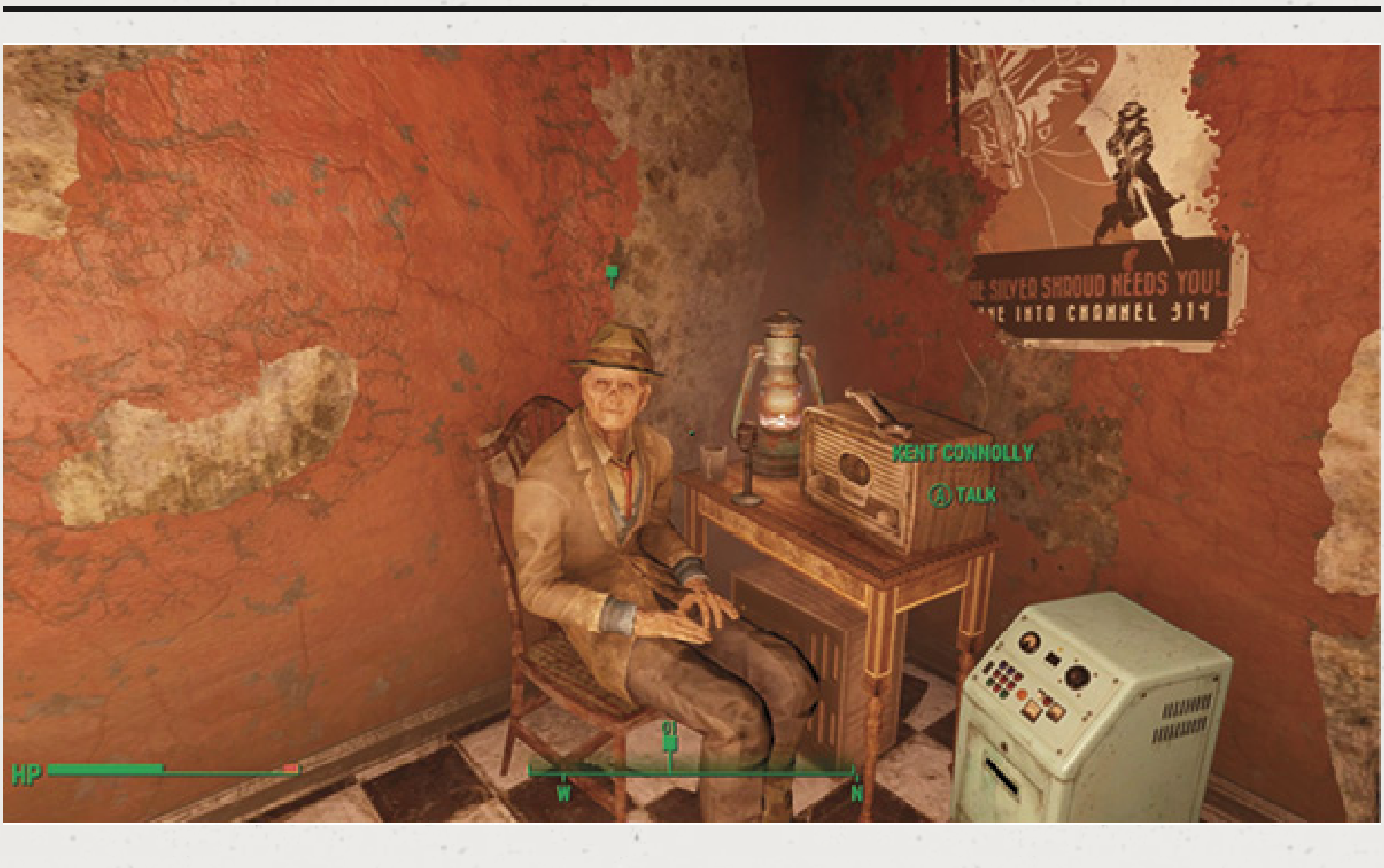
Astoundingly Awesome Tales

Unstoppables

Grognak's Axe

You'd expect some graphic novels at a comic store, and you're not disappointed; there are two (and a load more burned beyond recognition). Wait, isn't that a replica Grognak's Axe in the display cabinet? No way! Hold on, is that a Grognak Costume near the roof ladder? Awesome! And a signed Silver Shroud Photo too? What a haul!

THE SILVER SHROUD RISES AGAIN!



Return to Kent and you're given a reward. He's so excited about the costume, he has a slight change of plan: Kent's going to use his radio station like a police scanner. You're supposed to wear the costume, patrol Goodneighbor's streets, tune in, and fight crime. What could go wrong?

CHARISMA

(Medium) Request more caps for this ignominy.

Bottlecaps (125)

Submachine Gun and Ammo

Silver Shroud Calling Cards

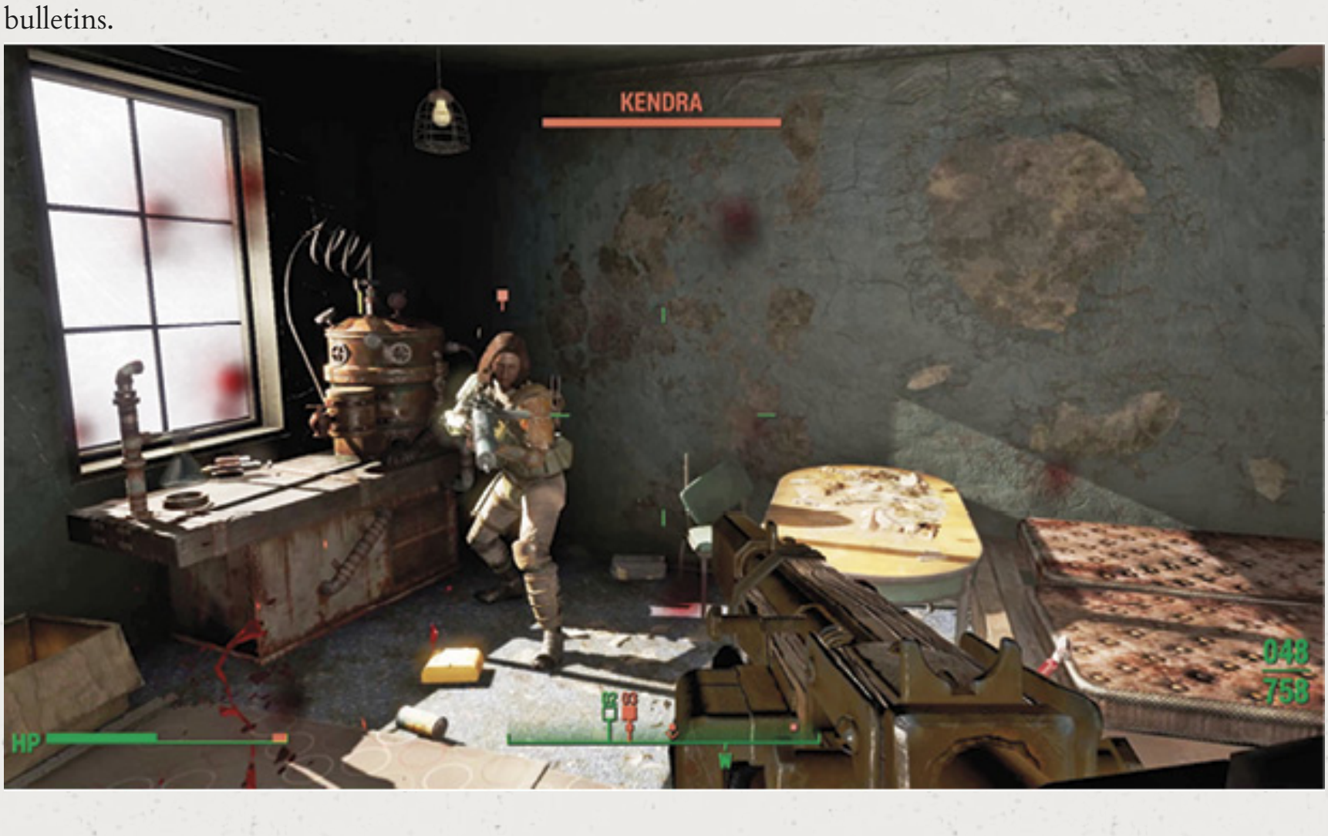
The costume is optional, but tuning your Pip-Boy to Radio > Silver Shroud Radio is mandatory. Listen for Kent informing you of a problem citizen who needs a comeuppance:

- There's Wayne Delancy, a lowlife who murdered a mother and her kid. Kent wants you to deal out some Silver Shroud justice, then leave a calling card on his corpse. Wayne is in the alley behind Hotel Rexford. Oblige Kent, then listen for further radio bulletins.
- There's AJ, a chem dealer who has been peddling his garbage to kids. So Kent wants the Silver Shroud to strike again. And leave another calling card. Find him in an alleyway in front of Bobbi's house, between the two warehouses. You can:
- Ignore him and skip these two objectives.

CHARISMA

(Easy, Medium) Bribe AJ for caps. Then more caps. Slay him afterward if you wish.

- Slay him and his bodyguards. Leave a calling card on his body. Continue to listen for further radio bulletins.



So it sounds like you're targeting another psychopath—an assassin named Kendra. Whitechapel Charlie at the Third Rail (in Goodneighbor) can help you track her down. Costume optional. Chinwag with Whitechapel Charlie about your quarry:

CHARISMA

(Easy) Ask specifically about Kendra.

- Or Bribe Charlie for information (60 caps).
- Or speak as the Shroud.

Whitechapel Charlie backs up Kent's tale about Kendra. She's at Water Street Apartments, close by in the ruins of the city. Enter Water Street Apartments. Remain on the lower levels, offing any Raiders. Pin Kendra in her room and drop her. Oh, what's this? A contract on her corpse?

Contract: Shelly Tiller

(OPTIONAL) THE SILVER SHROUD GOES ROGUE: KILLER OF SHELLY TILLER

SHELLY TILLER
TALK

Though Kent won't be happy, you can optionally track Kendra's last target to the National Guard Training Facility. Beware of Feral Ghouls. Enter the recruitment office. Find Shelly and kill her. Then claim the bounty yourself. A tool case is located just west of the entrance to Goodneighbor and northeast of the Old Granary Burying Ground. Open it and claim the reward:

Bottlecaps (500)

LOOTING THE NATIONAL GUARD TRAINING YARD

Power Armor (leveled)

Three suits of Power Armor and two Fusion Cores top the list of items you should grab before you leave. Of course, there's an automated Sentry Bot standing between you and a complete ransacking, so plan your hunt accordingly, and don't forget to check the cluster of cargo containers to the northwest.

THE SILVER SHROUD: KILL ME, KATE

Kendra and her goons have been dispatched. It's back to Goodneighbor and Kent's radio station to learn what's next. Back in Goodneighbor, meet up with Mayor Hancock. Feel free to dress and act as the Silver Shroud when speaking with him. Agree to help rid the area of more scum.

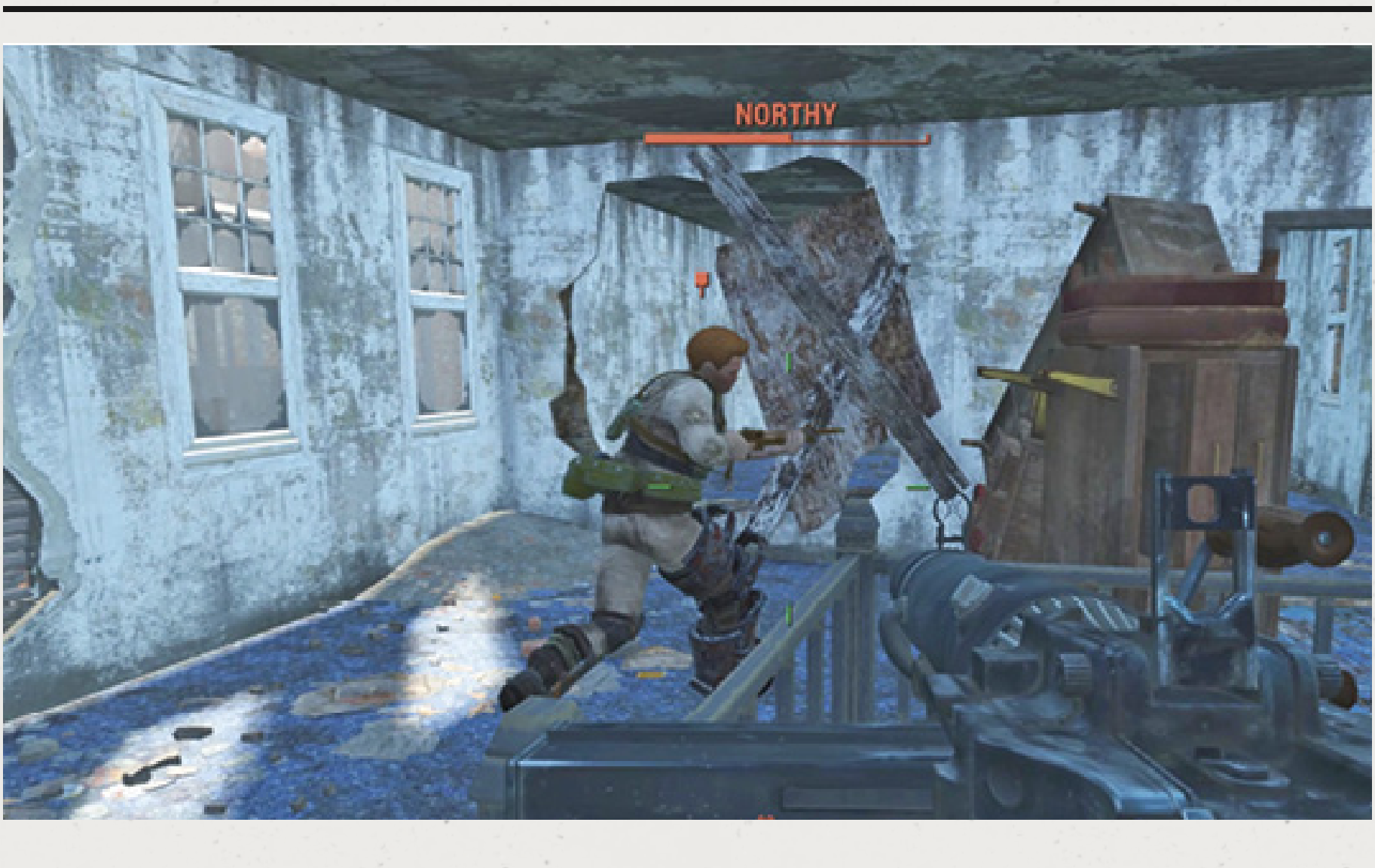
CHARISMA

(Medium) Ask for caps. Shooting scum is expensive.

Your next target is radioed in: Though Smiling Kate can't lose her grin, she can certainly be taken down a peg or two. Head north into Charleston Neighborhood, close to Bunker Hill. Beware of Sinjin's Gang (Raiders). Defeat all foes.

SMILING KATE

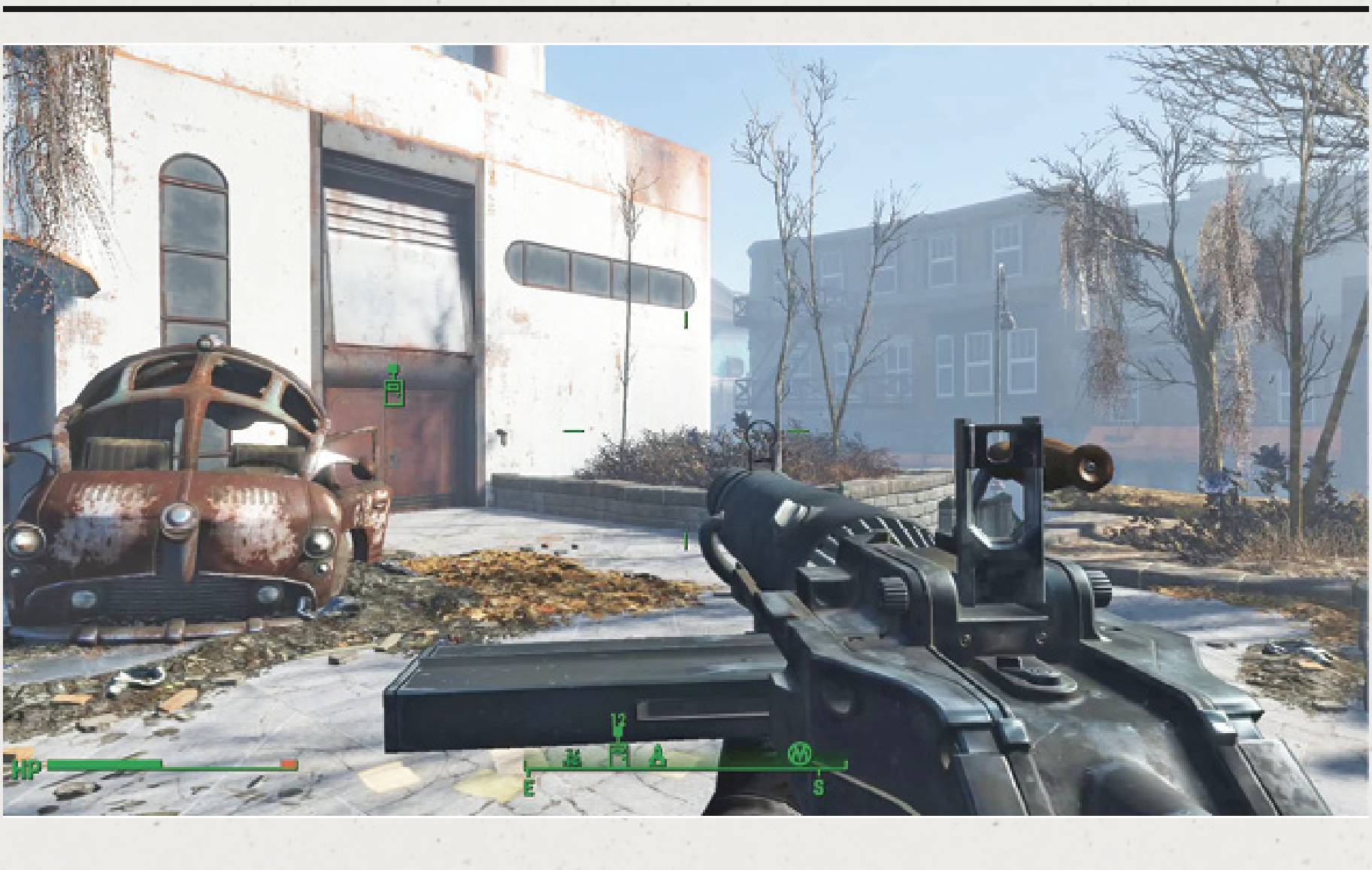
THE SILVER SHROUD: NORTHY'S NOT WORTHY



Find Northy just south of Wattz Consumer Electronics in the Cambridge Neighborhood. Beware of his bodyguards (Raiders). Chase after Northy and slay him. Check his corpse and read the note you find.

Note: Find the Silver Shroud

THE SILVER SHROUD: SINJIN'S LAST STAND



The local crime boss whose underlings you've been offing—Sinjin—is heading to Goodneighbor to pay a "special" visit to Kent. Alas, you're too late! Use the radio to find out where Kent's been taken: Milton General Hospital, south of the city. Bring your best combat gear and prepare for a protracted battle with Raiders. Work your way through the floors and elevators to a final elevator down.

HELPFUL HINT FROM VAULT BOY!

That Milton General Hospital sure is a maze! Thank goodness Vault-Tec has supplied the most recent floor plans for you to look over. No time for maps? Then make sure you're looking for holes in floors and ceilings and an elevator to call.

LOOTING MILTON GENERAL HOSPITAL

Nuka Cherry

If you're hankering for some fizzy beverages, you've come to the right ruined hospital. As well as the usual random **ammo**, health, and **chems**, there's a couple of Quantums and three Nuka Cherries to slowly dissolve your teeth with.

Use V.A.T.S. and high-damage weaponry to remove Sinjin and the Raider named Avery to avoid a more depressing end to Kent's story. When you've mown down anyone not excited to see you, end this caper.

CHARISMA

(Hard) Or, you can end this with a tricky speech challenge to save Kent, which is actually much safer. "Kill me first" save's Kent's life. "Scare Sinjin's Men causes his men to flee, leading to some amusing hostage negotiations, though Kent doesn't usually survive.

If Kent is still alive, he offers to upgrade your armor at Levels 25, 35, and 45. Now conclude the quest by speaking to Hancock in Goodneighbor; he hands over a reward too—an impressive haul of caps.

Kent Connolly: Armor Upgrades

Bottlecaps (750)

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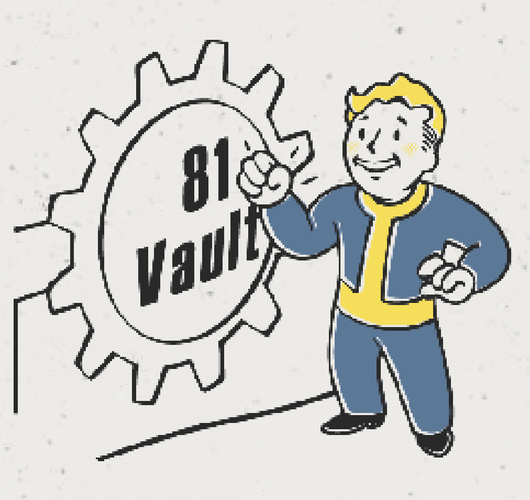
Side Quests

Vault 81 and Hole in the Wall

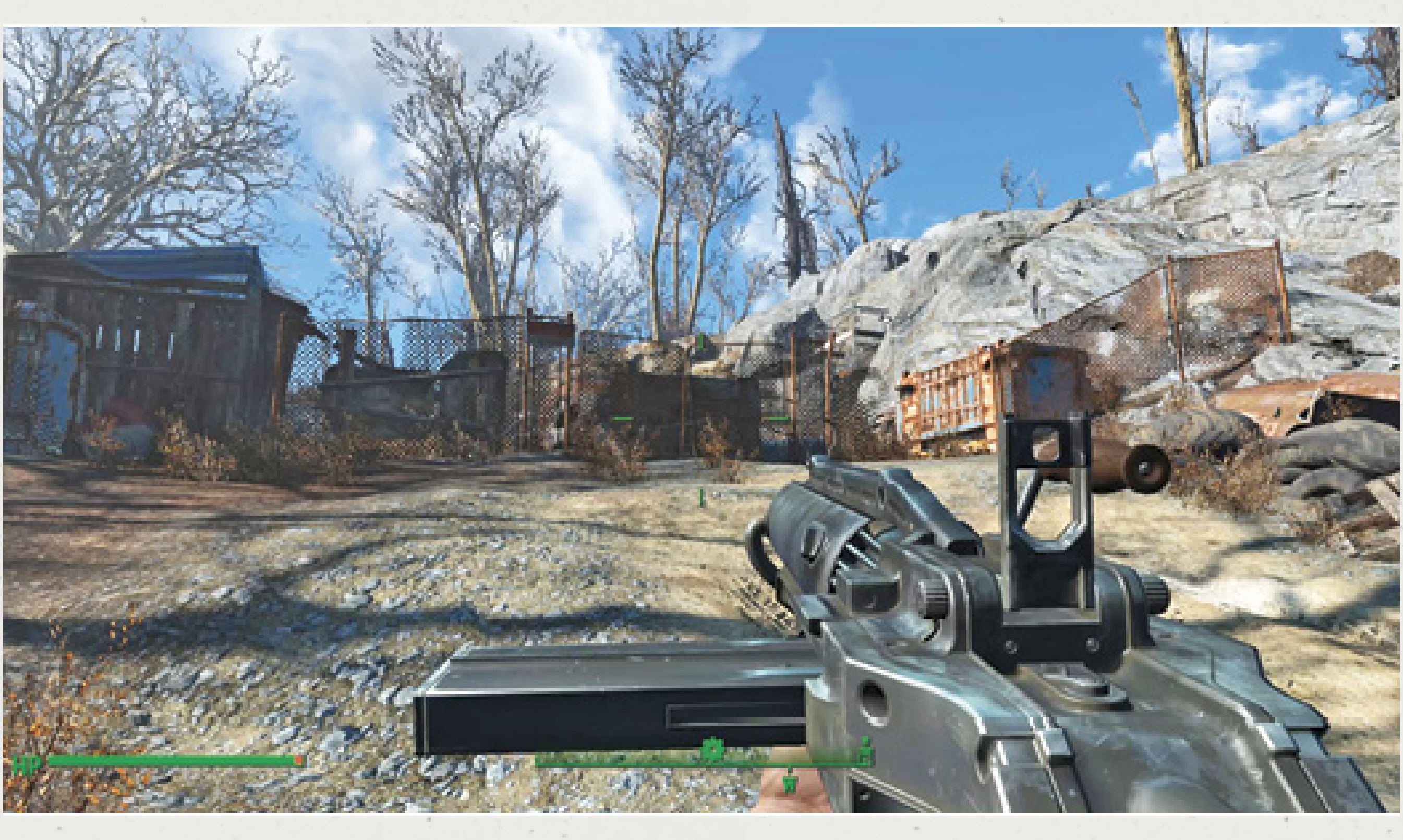


1. Talk to Overseer McNamara
2. Deliver Fusion Cores to Overseer McNamara
3. **Miscellaneous**: Follow Austin
4. **Miscellaneous**: Talk to Dr. Forsythe
5. **Miscellaneous**: Sit to donate blood

LOCATIONS TO EXPLORE

- Vault 81

PART 1: VAULT 81



While traveling in the western Commonwealth, locate the Caravan Stop and entrance to Vault 81 and enter. Try to activate the vault door controls, and you're stopped by Officer Edwards and Overseer McNamara. You can:

CHARISMA

(Hard) Ask them to help a Vault Dweller. They let you in.

Give them three Fusion Cores in return for letting you in.

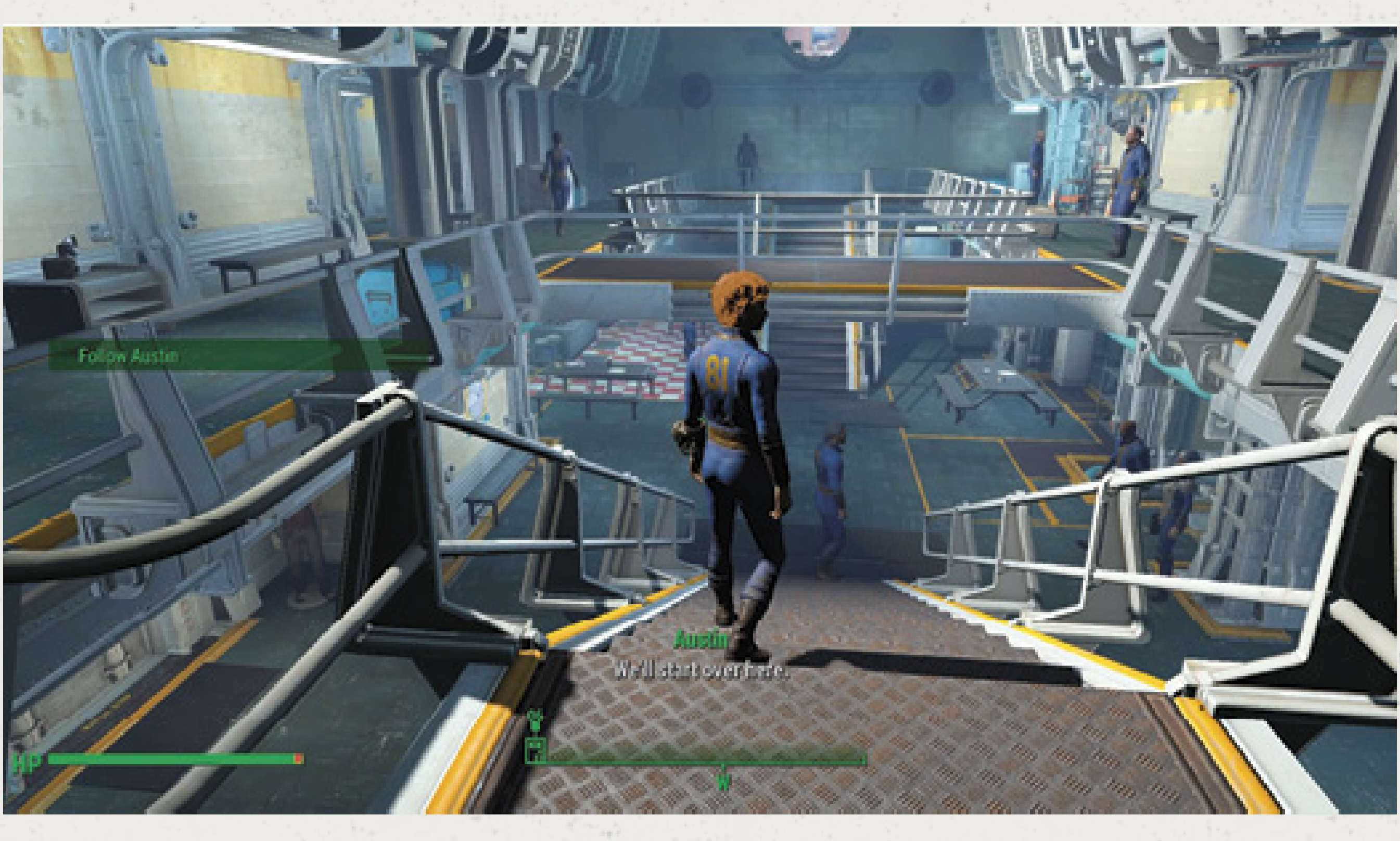
HELPFUL HINT FROM VAULT BOY!

Three Fusion Cores provide an awful lot of juice for your **Power Armor**! Remember you can find traders with Fusion Cores, or consult the location guide to flag pertinent areas where these **items** can be scavenged.

You're welcomed into Vault 81, which impressively seems to still be fully functioning. Speak to the Overseer, receiving payment for your Fusion Cores. You are now free to move about the vault, and Side Quest: Vault 81 concludes.

Bottlecaps (100)

MISCELLANEOUS: THE FRIENDLY FOLKS OF VAULT 81



Say hello to Miranda, Neil, and Officer Edwards if you wish. Access the elevator to the atrium. At this point you are accosted by Austin, a child who offers to show you around the vault (Vault 81 Freeform Quest: Vault 81 Tour). You can:

- Accept or refuse.

CHARISMA

(Easy) Accept without paying him.

Complete this objective by following him to the end of his tour. If you break off the tour, the objective fails. During or after the tour, you can optionally meet the following Vault Dwellers (Location Quests):

- Calvin the maintenance man. He needs tools you scavenge and will pay you for any you bring back.
- Alexis and Holt Combes who run the Depot. She is a trader.
- Horatio: You can change your appearance at his barber's shop.
- Maria, who runs the cafeteria. She is a trader.
- Katy, the teacher in the classroom. Complete **Miscellaneous** Quest: Short Stories for a copy of Grognak the Barbarian.
- Dr. Penske runs the hydroponics lab. She asks you to taste a Mutfruit for her. Answer how you wish. She needs fertilizer you scavenge and will pay you for any you bring back.
- Bobby and Tina DeLuca are in the reactor area. Bobby will buy **chems** off you. Tina wants Bobby off the Jet and Buffout.

LOOTING VAULT 81

Taboo Tattoos Magazine

Grognak the Barbarian

Though it's unwise to steal anything that isn't bolted down, as this doesn't ingratiate you with the inhabitants, there are a couple of **items** you should think about grabbing right now, including Taboo Tattoos over at Horatio's. A simple short story for the classroom of kids nets you a comic, too.

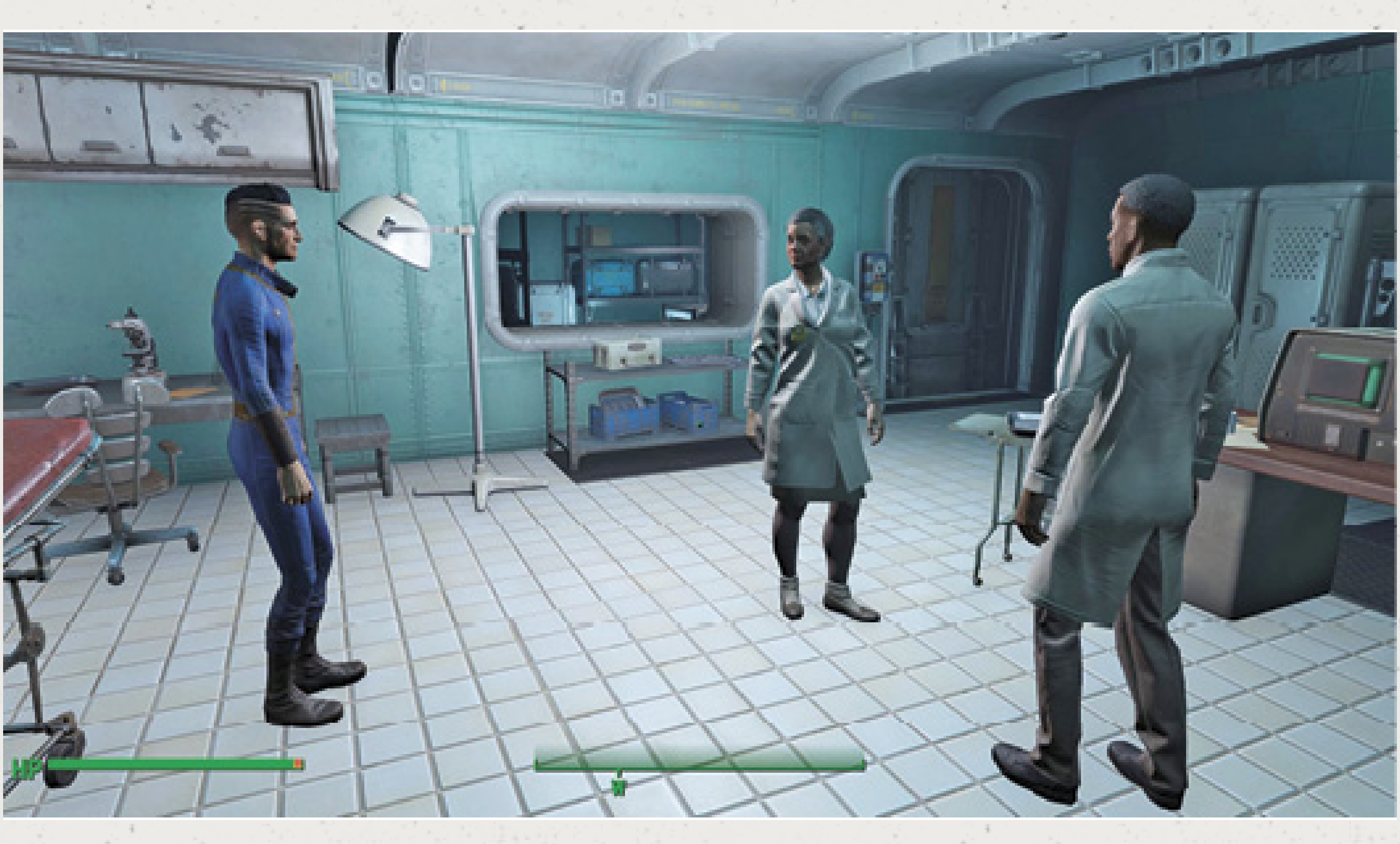
As you explore Vault 81, the dwellers start to request you go see Dr. Forsythe in the clinic. Ready for a syringe without a load of **chems**? Then agree to give blood.

CHARISMA

(Easy) For some caps.

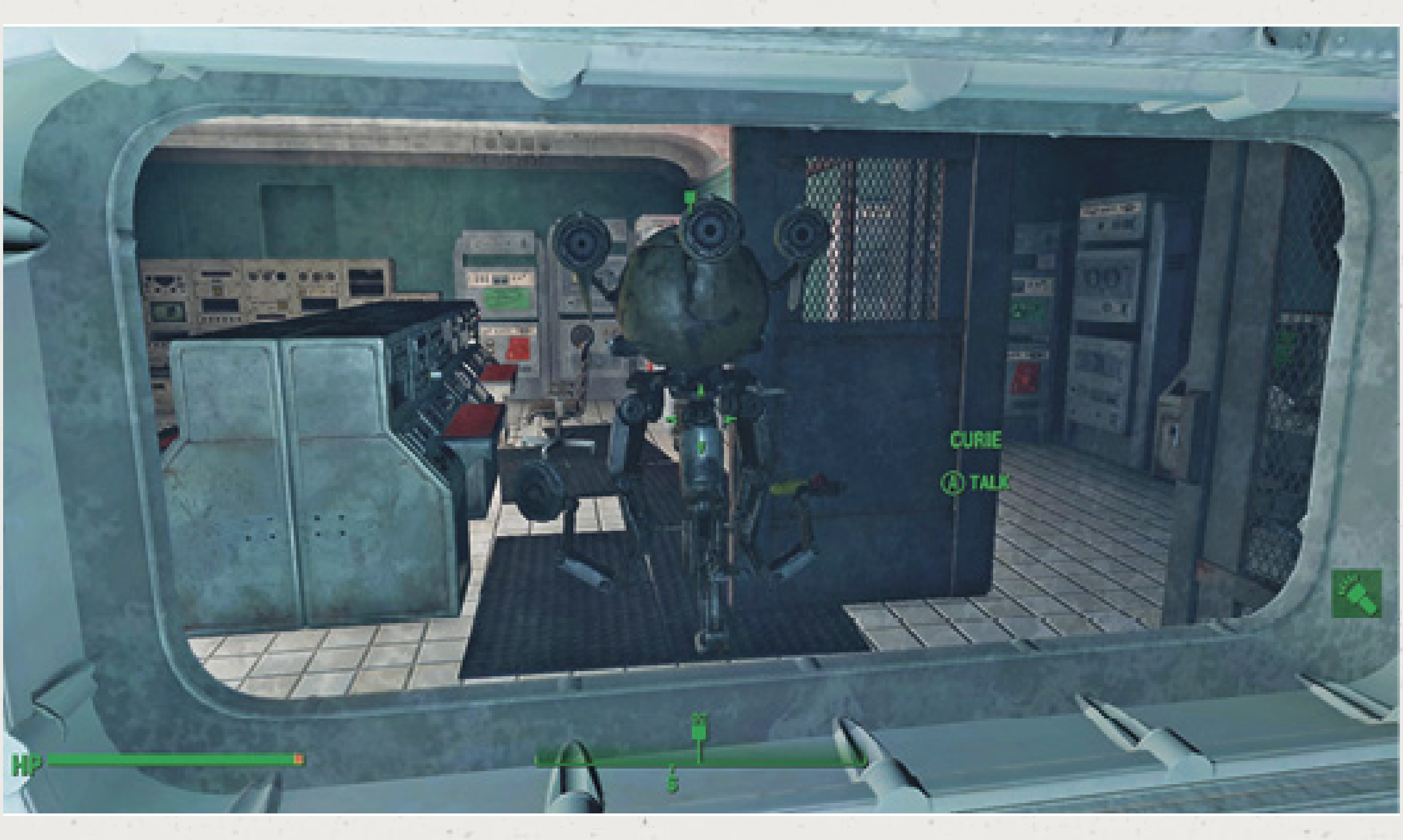
You can also eavesdrop on the Vault Dwellers, listening to conversations through one-way windows, and learning about the original purpose of the Vault.

HOLE IN THE WALL



Leave Vault 81, explore for for a little while, beyond the rock walls of the entrance, then return to Vault 81. The situation seems a little more frantic; dwellers are talking about Austin's condition. Visit the clinic to witness a discussion between Forsythe, Penske, and Bobby about a newly discovered secret part of the vault.

Agree to help. Follow Bobby DeLuca until he opens a secret wall to a hidden part of Vault 81. Put on your best Molerat exterminating gear and enter Secret Vault 81. Though there are machine-gun turrets and a Protectron to worry about, your main threats are some specially bred Vault 81 Lab Molerats.



Head steadily through the secret vault until you find the Vault 81 Secure Access Terminal. You can:

- (Expert) Hack this to unlock the door.
- Locate a Holotape from the lab chamber on this level, and use that to access the terminal and unlock the door.

Once inside the inner laboratory area, you're greeted by the one remaining scientist in this part of the vault. After you abate all Molerat threats, Curie unlocks the door. When you explain what you're here for, she gives it to you.

Vault 81 Cure

LOOTING SECRET VAULT 81

Bobblehead: Medicine

While you may be attracted to Curie's quarters by her accent alone, there's another reason to befriend this scientist; she's keeping a limited-edition Vault-Tec warm for you!

Ride up the elevator with Curie, returning to Dr. Forsythe. You can:

- Keep the cure.
- Or conclude this quest and hand over the cure. Austin is healed, a grateful Dr. Forsythe rewards you with a unique weapon, and Overseer McNamara gives you a room in Vault 81.

Unique Weapon: Syringer Rifle

Your own personal Vault quarters

Companion: Curie

HELPFUL HINT FROM VAULT BOY!

If you contracted the Molerat disease during the quest, relinquishing the cure means you'll suffer a permanent -10 to your Health. However, if you manage to retrieve the cure without sustaining a single Molerat bite, you can heal Austin without suffering a penalty.

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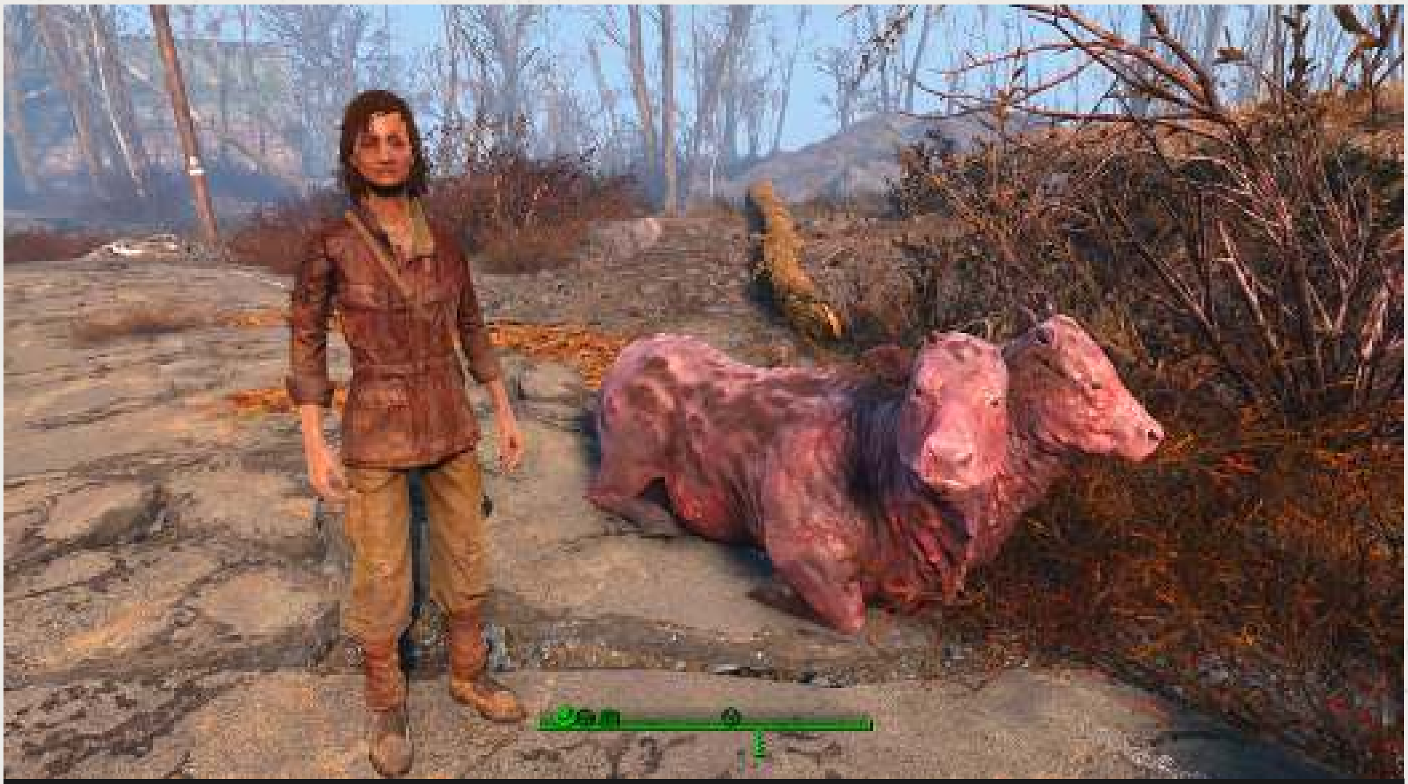
Random Encounters

The Commonwealth: Not as Desolate as First Postulated



A chance encounter in the Commonwealth. One of many.

Vault-Tec simulations have gathered a vast number of probable encounters based on your location, quest choices, and even companion choices. These can occur almost anywhere, and are always at random. The image to the left is one example; a Brahmin trader you may meet on your travels. You may wish to check off an encounter once it occurs. The following types of encounters can occur:

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Static Encounters

These usually occur in a specific area, which could be anywhere in the Commonwealth.

STATIC ENCOUNTERS

ENCOUNTER	NOTES
ENCOUNTER	**NOTES**
Deceased Fellow	You chance upon a dead guy. Check his pockets for a note mentioning treasure in a [random] location.
Raiders versus Farmers	A farmer runs to ask for help as you witness a fracas.
Wounded Dog	Why not patch this dog up and name her? Later on, she might appear to help you.
Mole Rat Ambush	Whack those pesky mutations when they pop out of their holes.
Dead Meat	A dead Brahmin, Yao Guai, or other carcass you can loot.
Wild Pack of Dogs	During an exploration, you chance upon a resting pack of dogs.
Gene the Reluctant Dog Vendor	If you own a settlement with a workshop, you may chance upon this trader. Use your Charisma and he'll sell you a dog.
Super Mutants and Prisoner	A victorious raiding party of **greenskins** returns with a victim. Free the victim if you wish.
Deathclaws Duel	Two of these powerful beasts are battling.
Vicious Dogs and Farmer	Three vicious dogs are attacking a farmer ill-equipped to defend himself.
Traveling Vault Merchant	You meet a guard and merchant on their way to a vault. Speak, and the vault's location is revealed.
Raiders and the Pink Paste	A dead Raider or two have some strange paste on them. Apparently this came from Suffolk County Charter School. Why not visit there?
You've Got Crabs	Mirelurks occasionally scuttle around and ambush you. Time to crack a few shells.
The Postman	Despicable foes have slain this postman, who has letters you can read. Some reveal locations to explore.
Stingwing versus Radscorpion	Two examples of mutated wildlife aren't getting along.
Pickman's Prey	A pile of dead Raiders, evocatively staged, each marked with a strange calling card, and the location of Pickman Gallery.
Vertibird versus Raiders	If the Prydwen has arrived, and the Brotherhood of Steel are active, expect death to Raiders from above before the craft heads back to Boston Airport.
Vertibird Patrol Drop	If the Prydwen has arrived, and the Brotherhood of Steel are active, expect two Brotherhood of Steel soldiers, or a soldier and scribe, to be dropped off.
Super Mutant Raiding Party	Up to four **greenskins** are returning to a Super Mutant stronghold. Check the leader's corpse for a note. After you kill them, of course.
Roving Eyebot	A still-functioning Eyebot plays a verbal advertisement for job openings as the Cambridge Polymer Labs. Why not head there?
Unfriendly Deathclaws	Occasionally you stumble into the frighteningly sharp fangs and claws of a roaming Deathclaw.
The Return of Manta Man!	An amateurish superhero is seen fighting Mole Rats, or a variety of **enemies**. Usually badly. He's no Silver Shroud, though he only appears after you finish Side Quest: **The Silver Shroud**.
Jack Is Back	If you sided with Jack Cabot during Side Quest: **The Secret of Cabot House**, you'll find him with Edward Deegan and can sell him **items** he requires.
Lorenzo Is Undying	If you sided with Lorenzo Cabot during Side Quest: **The Secret of Cabot House**, you'll find him investigating dead Ghouls. How pleasant.
Vault 81 Dead Dweller	One example of how living underground extends your life is when you encounter a dead vault dweller with a note for Vault 81 and a mention of Doctor Penske.
Mutant Hound versus Yao Guai	Two brawling and sinewy animal mutations take a distinct dislike for one another.
Bloated Animal Corpse	A dead Radstag Doe, Yao Guai, or Brahmin is feeding a few Bloatflies, Bloodbugs, or Radroaches. Yuck.
Super Mutant versus Stingwings	Can a greenskin and his hound survive a nasty sting or two? You're about to find out.
Feral Ghoul Ambush	A dead farmer and Brahmin are decoys for a Feral Ghoul, who lies in wait to pounce on anyone investigating.
Resting Radstags	Two Radstags are snoozing in a wilderness location. Unless you arrive and make noise.
Eyebot Advertisement	An Eyebot still outputs prewar advertising.
Two Faces. One Synth	You stumble into two men with the same face. Each claims the other is a synth. Who do you believe?

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Random Encounters

Fluid Encounters

The entities you may encounter are moving, and the location cannot be pinpointed. Expect a higher chance of these occurring if you stay on roads.

FLUID ENCOUNTERS

ENCOUNTER	NOTES
ENCOUNTER	**NOTES**
Smiling Larry	Have you bought anything from this trader? His two guards look tough. But if you've built a Level 3 **Weapons** Store at one of your settlements, you can offer to have him come live at any of your workshop locations.
Mister Gutsy	A Mister Gutsy is on patrol, looking for Chinese infiltrators. Have you seen any?
Workshop **Armor** Vendor	Are your **workshops** impressive enough? If they aren't, hire this chap. If they are, just barter with him. But if you've built a Level 3 **Armor** Store at one of your settlements, you can offer to have him come live at any of your workshop locations.
Brotherhood of Steel versus Raiders	If the Prydwen has arrived, these two **factions** encounter each other. Diplomatic relations are strained to nonexistent.
Brotherhood of Steel versus Deathclaw	If the Prydwen has arrived, three Brotherhood of Steel scouts find themselves facing an apex predator.
The Gossiping Trader	Chance upon a trader who has some pertinent rumors regarding the some **primary locations** across the Commonwealth.
Super Mutants versus Raiders	These two **factions** are constantly battling for territory. Usually, though, the territory is a stronghold and not out in the open.
Deathclaw Hunting	My, that's a big-clawed, scaly beast you've inadvertently stumbled into.
The Brahmin Vendor	Do you need a Brahmin for your workshop settlement? Then you're in luck.
The Brahmin Farmer	A livestock farmer is making his way in the world.
Ness Encounter	You encounter a woman named Ness. For more information, consult Primary Location: Skylanes Flight 1981.
Radstag Herd	Up to four of these majestic, mutated beasts can be witnessed.
"Preston Garvey"	If you finished Minutemen Quest: **When Freedom Calls**, some chancer appears asking for a donation to the Minutemen. Pay up, refuse, or confront him.
Feral Ghoul Pack	You see a pack of frothing ferals. You'd better get back because it'll be dark soon, and they mostly come at night. Mostly.
Sated Radscorpion	A mutated wildlife encounter with these vicious stingers.
Dogs versus Mole Rats	A pack of dogs chasing a Mole Rat.
Revenge of the Forged	Complete Location Quest: Out of the Fire and you may be attacked by the Forged.
Bobbi's Recruiter	You're stopped and asked to help out in Goodneighbor; there's a Ghoul named Bobbi who needs your help starting Side Quest: **The Big Dig**.
One Man and His Robot	Once Side Quest: **The Big Dig** is over, you may meet Mel again.
Swanson's Revenge	Did you complete Side Quest: **Human Error**? Then you may have angered Swanson, who turns up all hot **under the collar**.
Vault 81 Prisoner	A group of Raiders are holding a vault dweller hostage. Can you help, and find out the vault's location in the process?
Darla Goes Home	If you finished Main Quest: **Unlikely Valentine** and Darla isn't dead, you may see her heading home.
Heading to Trinity Tower	Super Mutants are taking a prisoner to their highest stronghold. Side Quest: **Curtain Call** now begins.
The Exile	If Brotherhood of Steel Quest: **Duty or Dishonor** is complete, you may see Clarke fleeing from a group of Feral Ghouls. They aren't so friendly now, are they?
Gruel's Recipes	Did you kill a strange Raider with a chef's hat on? Then check his corpse for some rare ingredients and recipes.
Escaped Synth	If the Institute is still active and Railroad Quest: **Boston After Dark** hasn't been completed, you spot a synth in Institute janitorial attire who requests the location of Bunker Hill. Provide this information if you've discovered this location, or ask for Caps.
Radstags versus Dogs	An interesting conundrum: Which animal will be victorious?
Super Mutants versus Mister Gutsy	Can the **greenskins** overpower the pride of RobCo Industries?
Kat and Gus	A child merchant named Kat and her impressively dangerous protector Sentry Bot Gus are wandering the landscape. Time to trade?
Predator's Lunch	Did you see that Yao Guai or Deathclaw chasing down that dog? Glad it wasn't you!
Radscorpion's Lunch	A Radscorpion deems a Raider to be the tastiest morsel around.
Stash, Lexa, and Simon	Did you meet the merchant Stash and her bodyguards? You might want to talk to Stash about Simon's chem addiction. A previous encounter with these folks must have been completed without you attacking or stealing.
Simon's Side	Simon gave in to his addiction; later you find he's sided with some Raiders.
Paranoid Scavengers	A group of Scavengers aren't that welcoming, though the note on the leader's corpse reveals a rethink in tactics. Too late now, though.
Wattz Electronics Protectron Barker	Have you heard about the bargains at Wattz Electronics? You will if you meet this Protectron.
Gunner Patrol	Two gunners and an Assaultron (or two Gunners and a leader clad in **Power Armor**) are patrolling the Commonwealth.
Brotherhood of Steel Patrol	If the Prydwen has arrived and the Brotherhood of Steel are active, you may encounter two soldiers and a scribe on patrol. If attacked, they call for backup. A Vertibird arrives and drops off two soldiers in **Power Armor**. Gulp!

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General Encounters

You can find these encounters almost anywhere in the Commonwealth.

GENERAL ENCOUNTERS

ENCOUNTER	NOTES
ENCOUNTER	**NOTES**
The Locked Fridge	Someone is trying to open a locked fridge. Will they be successful?
The Hatch	A scavenger blows open the **doors** of a bomb shelter. Deal with him, then head inside and see what you find.
Feral Ghoul Ambush	A rusting car is as good a place as any for ferals to test their ambushing skills out on you.
Glowing Anomaly	A type of "glowing" creature is found near some radioactive barrels.
Thirsty Guy	A parched chap hopes you have water. Offer some if you're a kindhearted sort.
Poisoned Gal	An irradiated dame hopes you have some RadAway. Offer some if you're a kindhearted type.
Vertibird Pick-up	If this faction is active and the Prydwen has arrived, you watch a Brotherhood of Steel patrol get airlifted at the end of their patrol. A battle with Gunners may be occurring. Sometimes the Vertibird subsequently crashes.
The Minefield	A cluster of mines strewn about. Instead of crippling a leg, why not gather them up?
Atomcats Scavenger	A greaser from the Atomcats Garage is scavenging for parts and invites you to this location if you haven't been already.
Tire Fire	Someone's set some tires alight. That noxious cloud is only slightly more unpleasant than the regular air you're breathing. Get too close and fire burns.
Safe Landing	Did you find a locked safe lying in a small crater? Then unlock it!
Radioactive Barrels	A group of leaky barrels add to the already-insurmountable radiation leakage in the Commonwealth.
Giddyup Buttercup	A popular toy is found, along with a note from Arlen Glass, who left The Slog after **Miscellaneous**: Arlen Glass quest was completed.
Radio and Refuse Pile	Along with a toolbox and safe, a **radio** is broadcasting from a pile of trash.
Vault-Tec Van	If anyone knows the whereabouts of Larry, last seen heading to a Commonwealth Vault, please inform the Documentation Department. He has a note regarding the Vault on his person.
Scavenger Guard	Sometimes, **items** needed to complete Main Quest: **The Molecular Level** are guarded by a stationary Scavenger.
Deathclaw Mother	One of these giant predators is guarding a cluster of (delicious) eggs.
Brahmin Corpse and Mines	A few **items** are hidden close to a Brahmin corpse, with mines to dissuade the curious.
Gunners and Tank	Some Gunners are removing scrap from a tank. They aren't happy to see you.
Commonwealth Funeral	A group of settlers are burying a friend.
Mac's Bar	Mac is setting up a bar. Is this a strange place for a bar? You decide.

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Campsite Encounters

Expect these encounters at any campfires you might stumble upon. One example would be just east of Concord, in the small parking lot.

CAMPSITE ENCOUNTERS

ENCOUNTER	NOTES
ENCOUNTER	**NOTES**
Deserted Campsite	A small camp with a few beds and containers to loot. There's a chance the Raiders who made this camp may return. Only occurs at night (20:00 to 06:00)
Dead Scavengers	A pair of Scavengers have succumbed to Bloodbug prodding. Loot the camp if you're able to finish off the insects. Only occurs at night (20:00 to 06:00).
Merchant of Dreth	An arms dealer named Dreth and her two guards occupy this camp. Buy any armaments you wish from her.
The Walking Wounded	A wandering doctor has finished treating a patient.
Time to Party	A bartender and friends ask you to join their camp party. Only occurs at night (20:00 to 06:00).
Chems Vendor	Need a little pick-me-up? A chem vendor can be found with just the wares you need.
Dirty Laundry	A Raider is boiling some attire to clean them. He's rather ill-prepared for **combat**. Only occurs at night (20:00 to 06:00).
Drug Overdose	Too many **chems** have killed these Scavengers. Now their corpses feed the Radroaches. Only occurs at night (20:00 to 06:00).
Daddy and Daughter	A father and daughter share a campsite.
That's Not a Sandwich	Two (vaguely idiotic) settlers argue over some **food**.
Synth Attack Aftermath	A camp of Scavengers is looking distinctly worse for wear after a recent synth massacre.
Synth Ambush I	Have you chanced upon an empty camp with a container? It may be a trap! This occurs once Main Quest: **Hunter/Hunted** is complete and the Institute are still active.
Synth Ambush II	Three settlers are in camp. Moments later, synths teleport in and a massacre begins. This occurs once Main Quest: **Hunter/Hunted** is complete and the Institute are still active.
Super Mutant Camp	A group of **greenskins** is camping out. Only occurs at night (20:00 to 06:00).
Mirelurk Bake	A group of Raiders is eating some delicious Mirelurk bake. Why not help yourself?
Exiled Scientists	Scientists Lawrence Higgs and Max Loken may be spotted at a campfire if you exiled them during Institute Quest: **A House Divided**. Only occurs at night (20:00 to 06:00).
Skinny Malone, All Alone	Did you keep this guy alive during Main Quest: **Unlikely Valentine**? Then you might see him at a campsite. Only occurs at night (20:00 to 06:00).
Sick Scavenger. Mystery Meat	An ill Scavenger mentions some bad meat he consumed. He took it from Longneck Lukowski's Cannery. Why not see what's going on there?
Rylee the Trader	Once you visit Longneck Lukowski's Cannery and meet Rylee, you can barter with her again at a camp. Only occurs at night (20:00 to 06:00).
Deserted Feral Camp	This camp looks devoid of human contact. This is technically correct, as you're subsequently ambushed by ferals.
Occupied Feral Camp	Two dead Scavengers and four feasting ferals. You probably know what happened here.
Vicious Dog Camp	A dead Raider and masterless dog are encountered. Down, boy.
Deserted Camp with Mines	Watch your step and disarm the mines scattered around this camp, or face a crippling injury.
Yao Guai Camp	A ferocious clawing beast has wandered into a Scavenger camp. The scavengers came off second best.
Raider Camp and Dogs	Vicious dogs are gnawing at a couple of camping Raiders.
Stash and Lexa's Camp	You witness the final encounter with these two traders if you encountered them previously.
Runaway Synth Camp	A group of settlers has discovered one of their own isn't as "fleshy" as they once thought. Quest: The Nuclear Option must not be completed.

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Animosity Encounters

These encounters occur anywhere and typically involve two factions or enemy types that have particularly strained or nonexistent diplomatic relations with one another.

ANIMOSITY ENCOUNTERS

ENCOUNTER	NOTES
ENCOUNTER	**NOTES**
Super Mutants versus Ghouls	Sit back and watch infected bony fingernails scrape against overly large green hides.
Super Mutants versus Scavengers	A one-sided battle, with Super Mutants already victorious and moving back to a nearby stronghold.
Raiders versus Scavengers	Come for the fighting. Stay for the loot one of the Scavengers had collected.
Dogs versus Farmers	Only the dogs are hostile.
Scavengers versus Robots	Both groups are hostile if you barge in uninvited.
Minutemen versus [Other Faction]	Once you ally with the Minutemen, you may encounter a group of them defending a settlement from Brotherhood of Steel soldiers, Institute synths (who may use relaying to ambush), or one or more Institute Coursers. Help out your chosen faction. You must have been kicked out of the faction that is attacking.
Brotherhood of Steel versus [Other Faction]	Once you ally with the Brotherhood of Steel, you may encounter a group of them defending a settlement from Minutemen, Institute synths (who may use relaying to ambush), or one or more Institute Coursers. Help out your chosen faction. You must have been kicked out of the Institute if they are attacking.
Minutemen versus [enemy]	Once you ally with the Minutemen, expect to see them defending random locations in the Commonwealth. These small outposts may be attacked by Raiders or Gunners; lend them a hand if you can.
Brotherhood of Steel versus [Enemy]	Once you ally with the Brotherhood of Steel, expect to see them at a random location, attacked by Feral Ghouls or Super Mutants.
Institute Relay Ambush	If you've been kicked out of the Institute and the faction is still active, you may be attacked by teleporting synths as you near a location.
Vicious Dogs versus Bloodbugs	A human corpse serves as a rag doll being torn between dogs and bugs, both parties wishing to devour it.
Feral Ghouls versus Raiders	A group of wandering corpses do battle against the idiotic wastrels of the Commonwealth.
Active Sniper	Some lunatic with a sniper rifle enjoys shooting up the location you're entering.
Ricky Dalton and the Raiders	Once Railroad Quest: **Tradecraft** is complete, you may see him fighting off Raiders.
Gunners versus Children of the Atom	Feel free to watch both these enemy **factions** make (lightly irradiated) mincemeat of each other.
Gunners versus Behemoth or Mirelurk Queen	A trio of Gunners are making impressive inroads against one of the Commonwealth's true giants.

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Treasure Hunt Encounters

These follow a similar pattern; you encounter a dead person with a note on their corpse. If you read the note, you're pointed in the direction of a (random) location, and a map marker appears to reveal where a steamer trunk is located.

TREASURE HUNT ENCOUNTERS

ENCOUNTER	NOTES
ENCOUNTER	**REWARD**
A Dead Raider's Note	Caps
A Dead junkie's Note	**Chems**
A Dead Gunner's Note	Gun and impressive mod
Three Dead Scavengers	Scrap and **junk**.
A Dead farmer's Note	A synth with an impressively modded gun, scrap, and **junk** in a trunk.
Hadrian's Note	This starts **Miscellaneous** Quest: Treasure of Jamaica Plain.

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Chokepoint Encounters

Expect the following to occur in areas where you have limited maneuverability, such as a bridge crossing.

CHOKEPOINT ENCOUNTERS

ENCOUNTER	NOTES
ENCOUNTER	NOTES
None Shall Pass!	Three Raiders (or Gunners) are manning a choke point, demanding Caps for you to pass. Use your speech to reduce the amount (Easy to Hard); this can allow free passage if you're a good fast-talker. You're attacked if you leave without paying or if you attack them. If you have a Luck of 8 or more and fewer Caps than the Raiders demand, choose the "fake it" option and the Raiders take whatever Caps you have.
Mister Gutsy's Curfew	This robot demands you return to your home. A speech challenge allows you to convince the robot you're on military business, and you're let through. Attempt to pass and you're attacked. If you have a Luck of 7 or more, select the same questions for the robot multiple times until it explodes.
Raiders Accosting Farmers	Three Raiders are trying to extract a toll from some farmers. Help the farmers out if you wish.
Synth Relay Choke Point	If you've been kicked out of the Institute and the faction is still active, you may be attacked by teleporting synths (and sometimes a Courser) as you near a choke point.
Minutemen Defenses	A small group of Minutemen are defending a choke point, once you ally with this faction.
Brotherhood of Steel Defenses	A small contingent of Brotherhood soldiers is defending a choke point once the Prydwen arrives. How they react to you depends on how your alliance is going.
Synth Defenses	A small contingent of synths is defending a choke point once Institute Quest: **Airship Down** is complete. How they react to you depends on how your alliance is going.
Nervous Farmers	A group of farmers asks you to holster any weapon you're carrying. Comply and you can pass. If not, expect hostility.
Super Mutant Blockage	A couple of lumbering green mutants are preventing your progress.
Stash, Lexa, and Simon	A merchant and two bodyguards are found here, and bartering can occur.
Choke Point Mines	Disarm a set of mines at this location, or face a crippling injury.
Unconstitutional	If you completed Side Quest: Last Voyage of the U.S.S. Constitution, some disgruntled Scavengers are furious that you jumped their claim on the ship.
Bullet's Ambush	If you finished Side Quest: **Kid in a Fridge** and Bullet is still alive, he may jump you with a couple of cohorts.

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Random Encounters

Companion Encounters

Do you have a particular companion by your side? Then expect the following to occur during your time with them.

COMPANION ENCOUNTERS

COMPANION	ENCOUNTER	NOTES
Strong	Hunting for Strong	You encounter Super Mutants who are looking for Strong once you complete Side Quest: **Curtain Call**.
MacCready	Gunners' Revenge	A few Gunners are looking for revenge once you slay the Gunner leaders during Side Quest: **Long Road Ahead**.
Nick Valentine	Profuse Thanks	After you're ambushed by Raiders, one realizes who Nick is and the situation turns remarkably less violent. Accept a small collection of **items** afterward.
Piper	One Tough Critic	You're stopped by a group of rough-looking types who are here on behalf of someone Piper wrote an unpleasant article about. They attack, thus proving Piper's journalistic integrity.
Preston Garvey	Preston's Friend	If Preston is your current companion, and you own four settlements, you may encounter an old friend of Preston's fighting some Raiders. If the chap survives, they reminisce.
Cait	Drug Runner Revenge	Apparently Cait owes some Raiders Caps for the Jet she bought. They are here to collect. Show them the error of this plan.
Hancock	Bar Room Buddy	Visit a bar at a settlement, and there's a chance Hancock recognizes an old friend. They converse.

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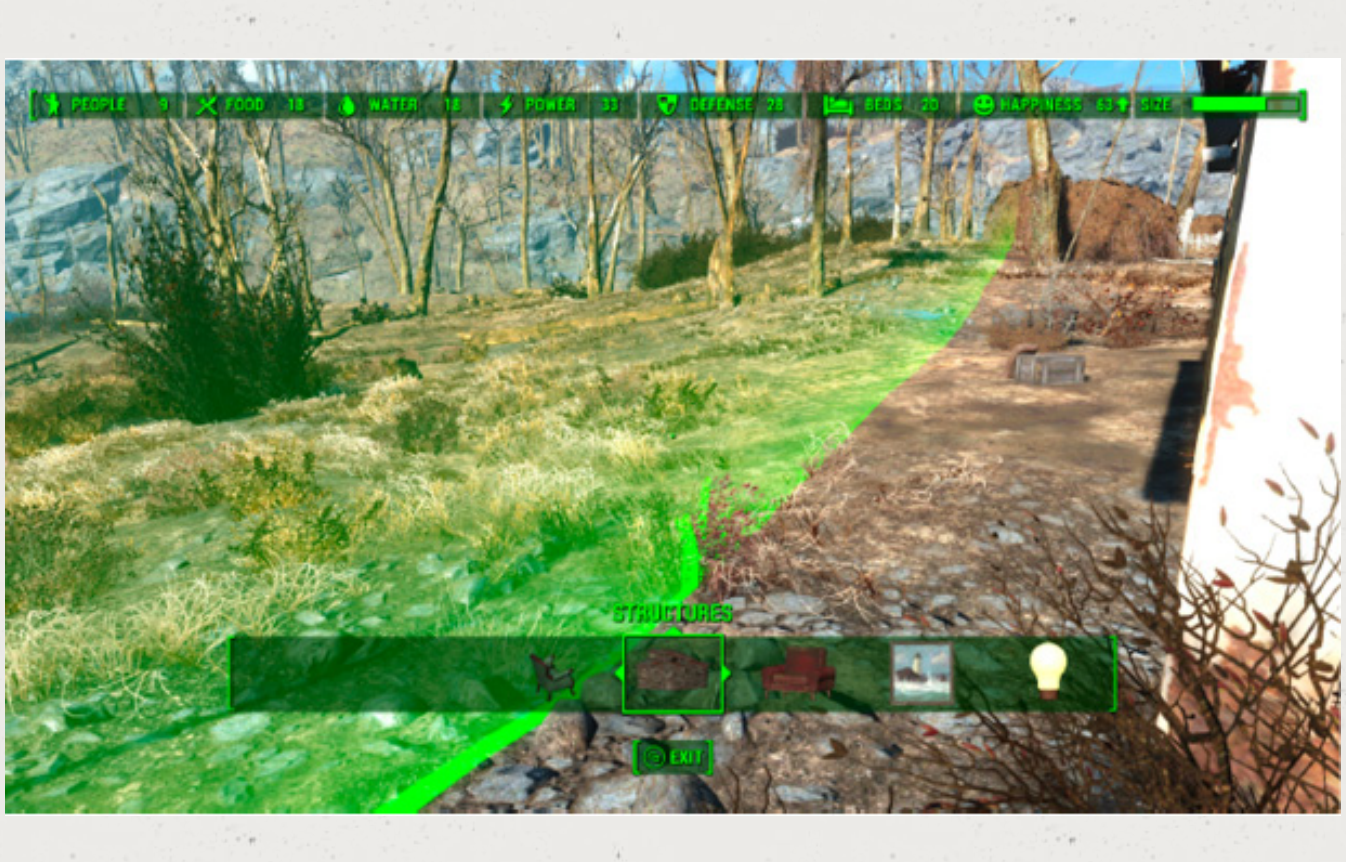
Workshops

Workshop Settlements

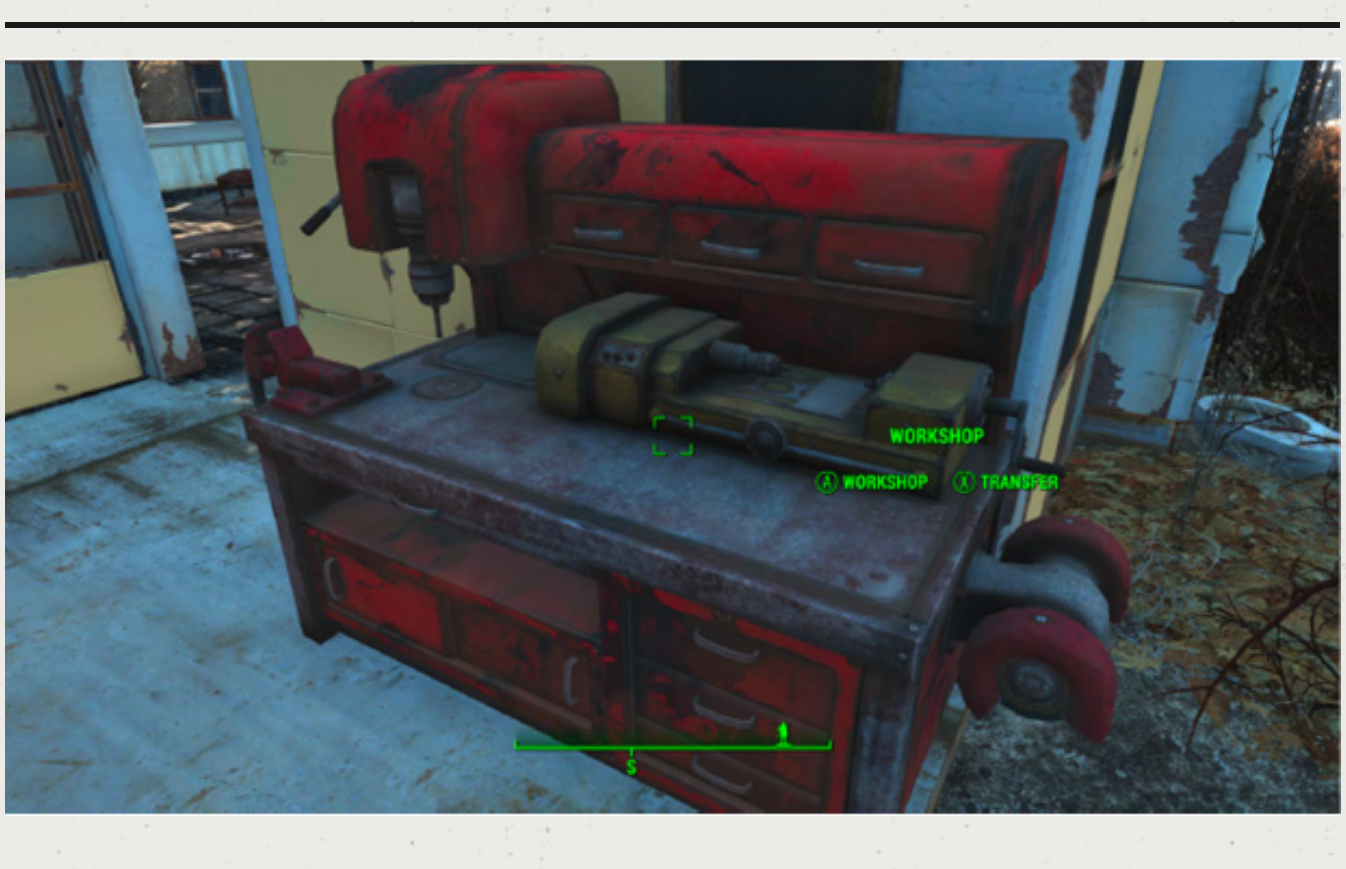
Workshops are powerful construction tools that allow you to build, scrap, and rearrange items within a specified area. Whether you create an idyllic utopia or a fortified stronghold, it all starts with a workshop.

Once you control a workshop, you control the settlement that holds it. Build farming communities to feed settlers and produce cooking ingredients. Build industrial complexes packed with salvage stations. Build stores to turn a humble settlement into productive and profitable center of commerce. Or, if you prefer, don't build anything. The choice is yours.

Open the Workshop menu to reveal a settlement's buildable area. This border represents the workshop's maximum reach. You can build and move items anywhere within this area. Each settlement also has a size limit, meaning that it can only accommodate so much construction.



UNLOCKING WORKSHOPS



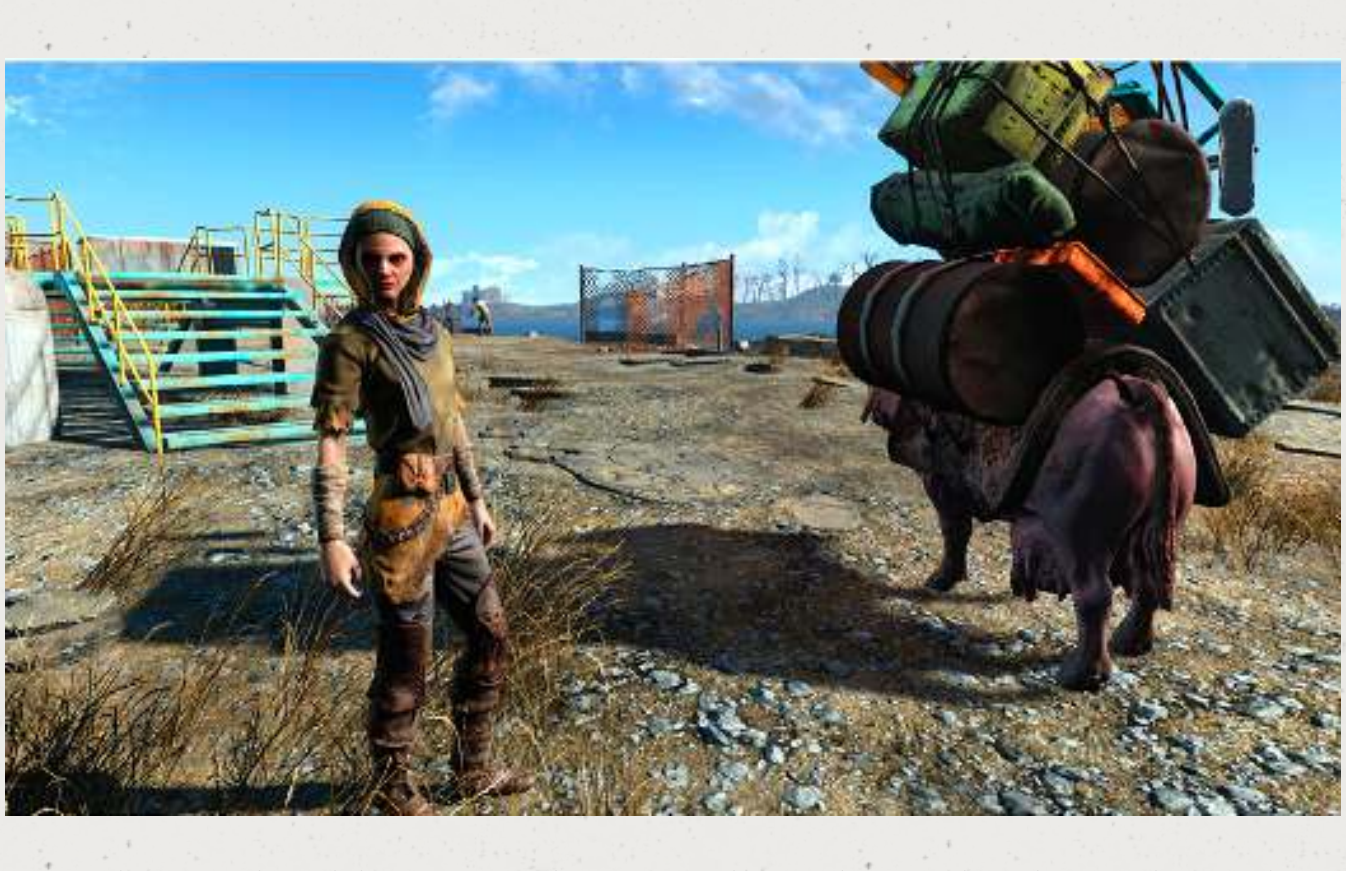
If a settlement is occupied by an enemy gang or dangerous creatures, you generally have to eliminate all threats before you can access a workshop. When a workshop is located in an established settlement, you usually have two options: earn the right to use the workshop, or eliminate the current population and claim the workshop as your own. There are, of course, exceptions. Some workshops can only be used once you've completed certain quests. In rare cases, unlocking a workshop is as simple as walking up and activating it.

> **HELPFUL HINT FROM VAULT BOY!**
>
> **Actions Have Consequences**
>
> Allied settlements (those that start with an existing population) will revoke your workshop privileges if they feel it's necessary to do so.

Most workshops share a standard set of features and options, but some offer limited functionality. In all cases, you can use a workshop to build new items or store unneeded gear. Junk items stored in a workshop are automatically applied to any crafting and construction projects within the settlement.

AVAILABLE WORKSHOPS

LOCATION	PREREQUISITE	NOTES
Abernathy Farm	Complete the quest "Returning the Favor."	Offers a large buildable area and plenty of dirt.
Boston Airport	Complete the quest "**Shadow of Steel**."	An unestablished settlement that can't support crops or artillery.
Bunker Hill	Complete the quest "**The Battle of Bunker Hill**."	Features several established **structures** and a variety of vendors.
Castle, the	Clear the area of hostiles.	Features a large structure, a **radio** transmitter, and a variety of useful **items** Plays a key role in several quests.
Coastal Cottage	Clear the area of hostiles.	An unestablished settlement.
County Crossing	Complete the offered radiant quest.	A simple settlement.
Covenant	Complete the quest "**Human Error**" or defeat the current residents.	A small but well-established settlement. The existing population includes some vendors.
Croup Manor	Clear the area of hostiles.	An unestablished settlement featuring a large three-story structure.
Egret Tours Marina	Placate or defeat Phyllis Daily.	Features multiple buildings, a large body of water, and numerous booby traps.
Finch Farm	Complete the quest "Out of the Fire."	A simple settlement.
Graygarden	Complete the quest "Troubled Waters."	Features an established robot population, high **food** production, and a vendor.
Greentop Nursery	Complete the offered radiant quest.	Features two large buildings and well-established crops.
Hangman's Alley	Clear the area of hostiles.	An enclosed settlement featuring several simple **structures** to modify or scrap.
Home Plate (Diamond City House)	Purchase a housing permit from Geneva in the Mayor's office (2000 Caps).	A personal space that offers limited workshop functionality.
Jamaica Plain	Clear the area of hostiles.	Features a two-story building and a sizable parking lot.
Kingsport Lighthouse	Clear the area of hostiles.	Features multiple large **structures**, open water, and uneven terrain.
Murkwater Construction Site	Clear the area of hostiles.	An unestablished settlement with a large body of water.
Nordhagen Beach	Complete the offered radiant quest.	A simple settlement with plenty of dirt and access to open water.
Oberland Station	Complete the offered radiant quest.	A simple settlement featuring a small two-story structure and established crops.
Outpost Zimonja	Clear the area of hostiles.	A small settlement with some basic **structures** and an established **power** grid.
Red Rocket Truck Stop	—	Features a well-equipped service station.
Sanctuary Hills	—	Offers several established **structures**, a variety of workstations, access to open water, and a very large buildable area.
Slog, the	Complete the offered radiant quest.	Contains a sizable Ghoul population and a variety of established crops.
Somerville Place	Complete the offered radiant quest.	A simple settlement featuring established crops and a large buildable area.
Spectacle Island	Clear the area of hostiles.	Features multiple **structures** and an established **power** grid within a massive buildable area. Activate the circuit breakers to reveal hidden **enemies**.
Starlight Drive-in	Clear the area of hostiles.	Features multiple **structures** within a very large buildable area.
Sunshine Tidings Co-op	Clear the area of hostiles.	Offers several **structures**, a large buildable area, and a unique robot resident.
Taffington Boathouse	Clear the area of hostiles.	Features two established **structures** and access to open water.
Tenpines Bluff	Complete the offered radiant quest.	A simple settlement.
Warwick Homestead	Complete the offered radiant quest.	Offers multiple **structures** and a variety of crops within a large buildable area.



Some settlements are located along caravan trade routes. You don't need to control a settlement to barter with a visiting trader, but it does allow you to create some safe, convenient stops along their designated routes.

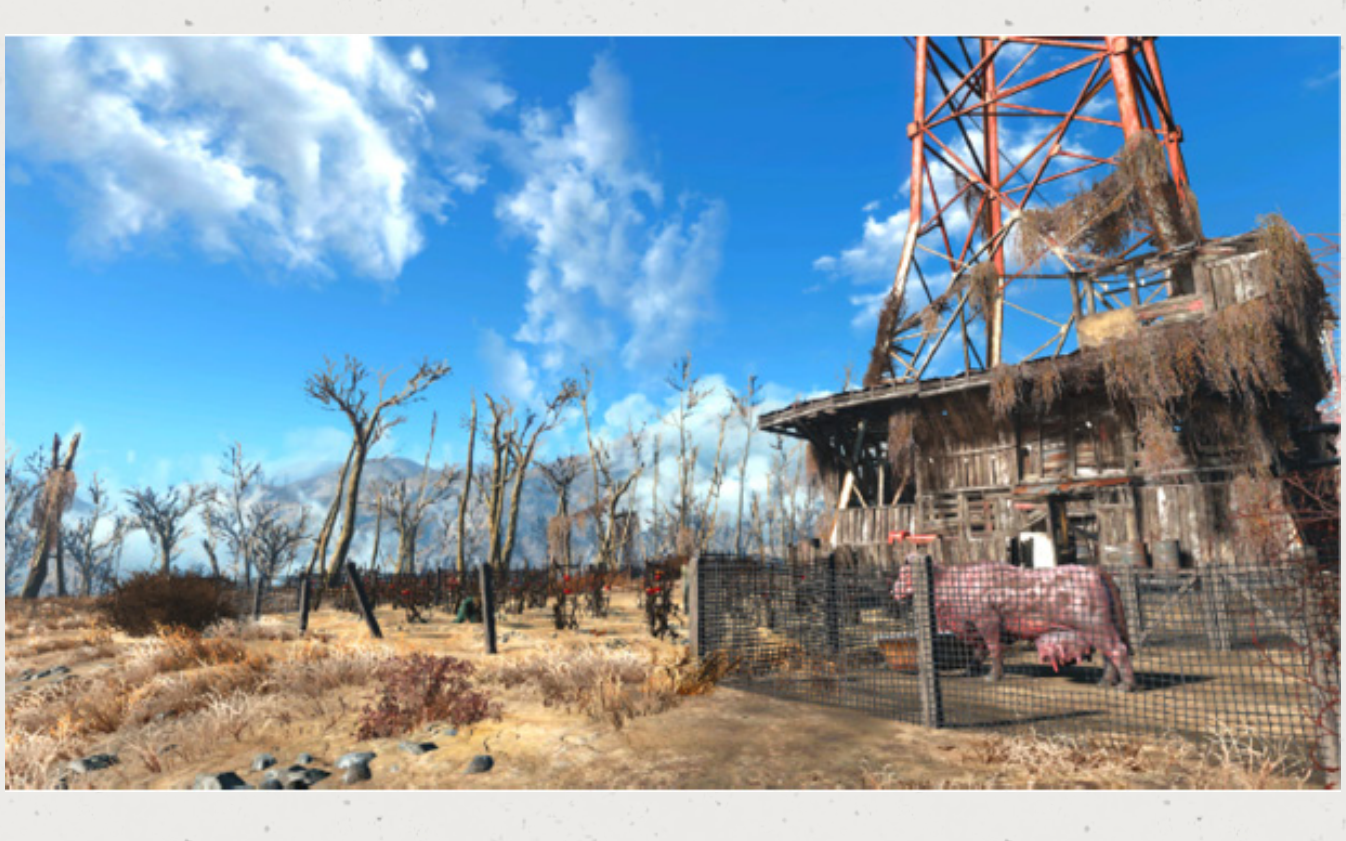
VISITED SETTLEMENTS

SETTLEMENT	VISITED BY
SETTLEMENT	TRADER
County Crossing	Doc Weathers
Covenant	Lucas Miller
Finch Farm	Doc Weathers
Greentop Nursery	Lucas Miller
Oberland Station	Trashcan Carla
Sanctuary Hills	Trashcan Carla
Slog, the	Doc Weathers
Somerville Place	Trashcan Carla
Tenpines Bluff	Lucas Miller
Warwick Homestead	Cricket

NOTEWORTHY SETTLEMENTS

Every settlement offers something of value, but there are some particularly interesting locations. As you expand your influence in the Commonwealth, consider the benefits and challenges offered by these noteworthy settlements.

Abernathy Farm

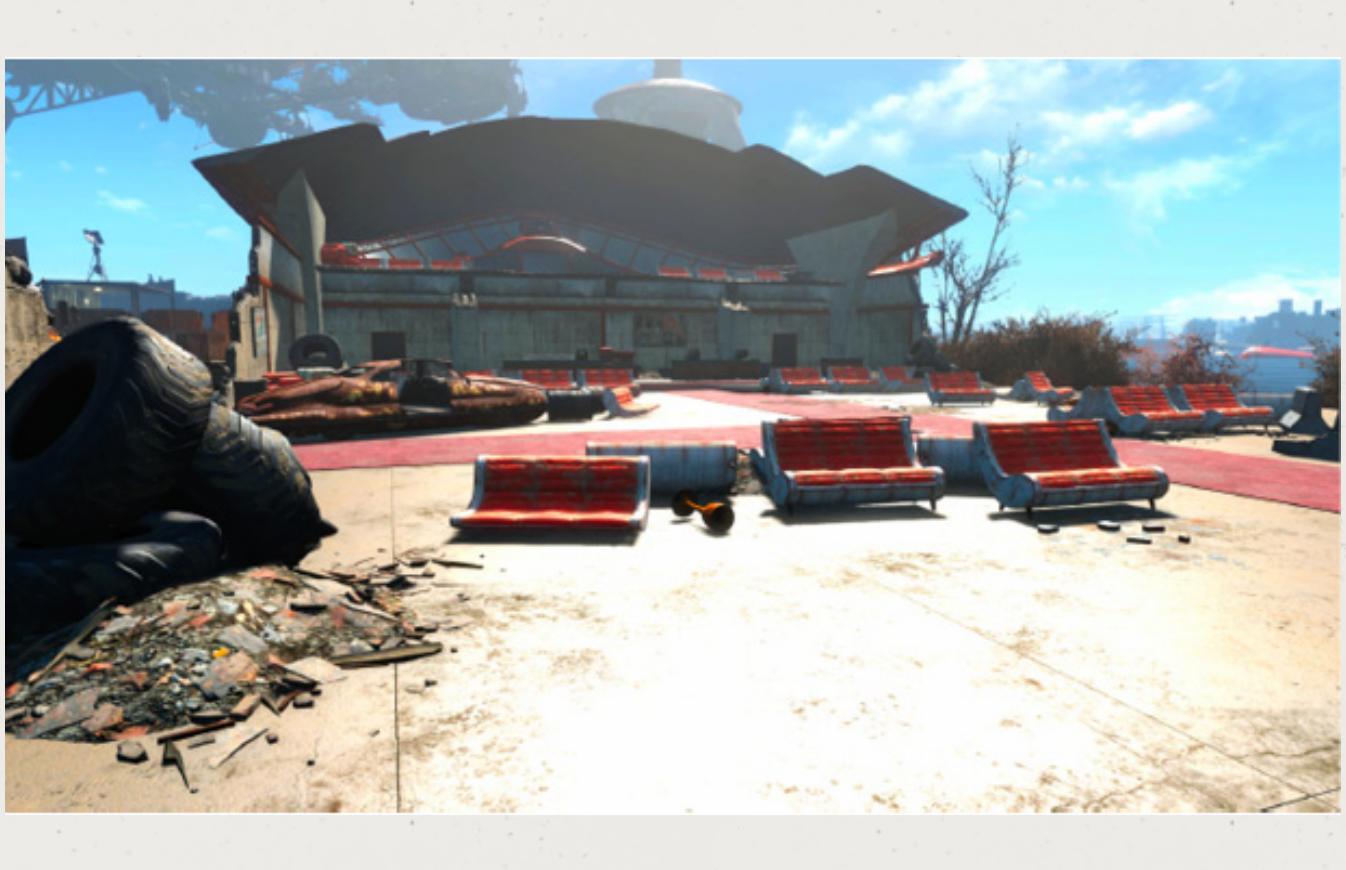


Abernathy Farm is one of your better options for large-scale food production. This family-run settlement features an impressive collection of tato plants, a small patch of melons, and plenty of room to expand. Most importantly, it's located in the comparatively safe area surrounding Sanctuary Hills. It gets its share of unwanted visitors, of course, but Abernathy Farm is far away from the more powerful enemies you'll encounter on the other side of the Commonwealth.

Some fresh crops and a few new settlers can dramatically increase food production, and the buildable area has more than enough room to accommodate additional shelters, water pumps, and whatever amenities you deem appropriate—just remember to upgrade the settlement's defenses as food production increases. Flourishing farms are among the most popular targets of roving gangs.

Boston Airport

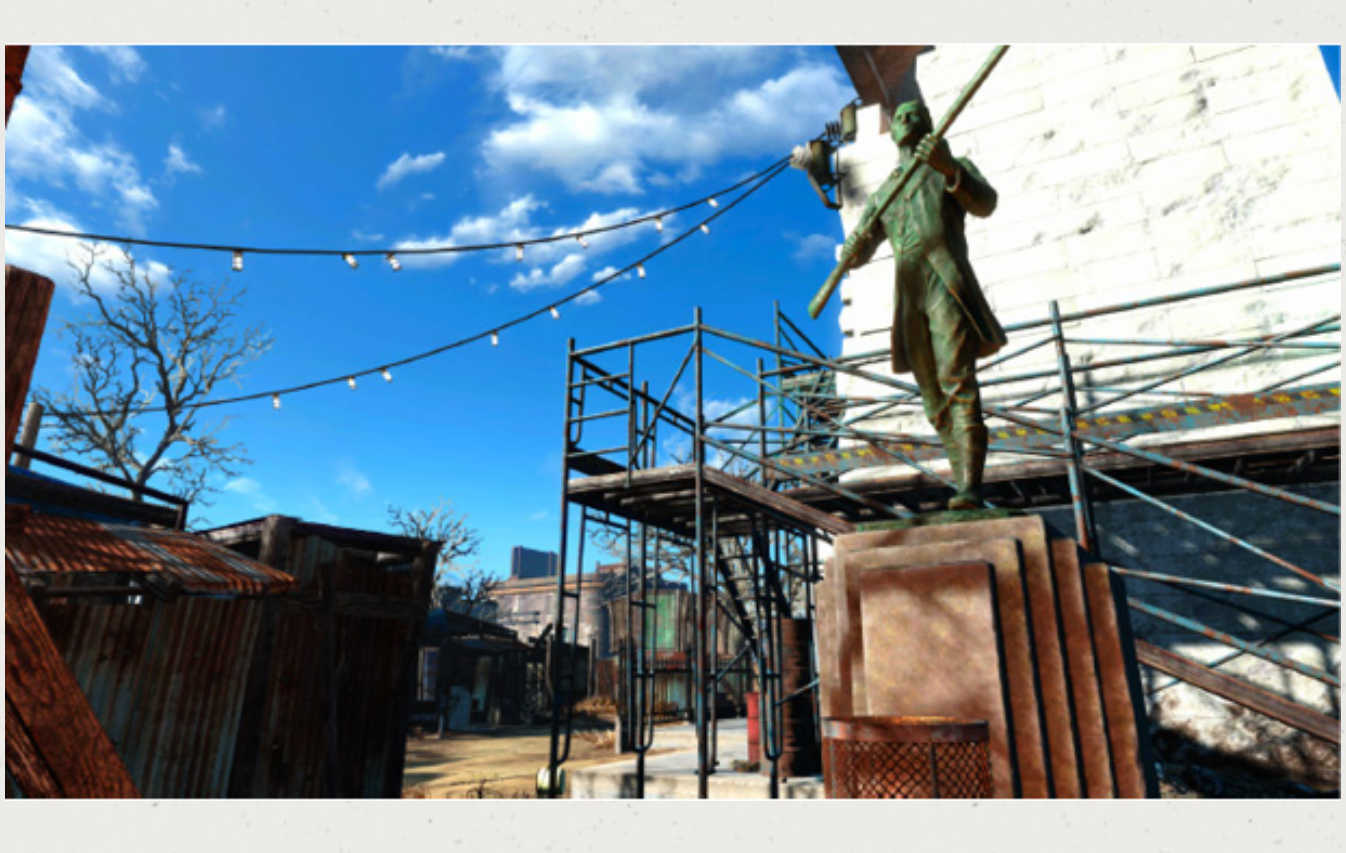
The Boston Airport workshop isn't a true settlement. It can't accommodate crops, salvage stations, stores, artillery pieces, or recruitment beacons. However, it does contain a fair amount of scrap.



Water pumps can be placed in various piles of gravel, but the lack of food means that you'll need to establish supply lines if you hope to keep the population happy.

The Boston Airport workshop becomes available during the "Shadow of Steel" quest.

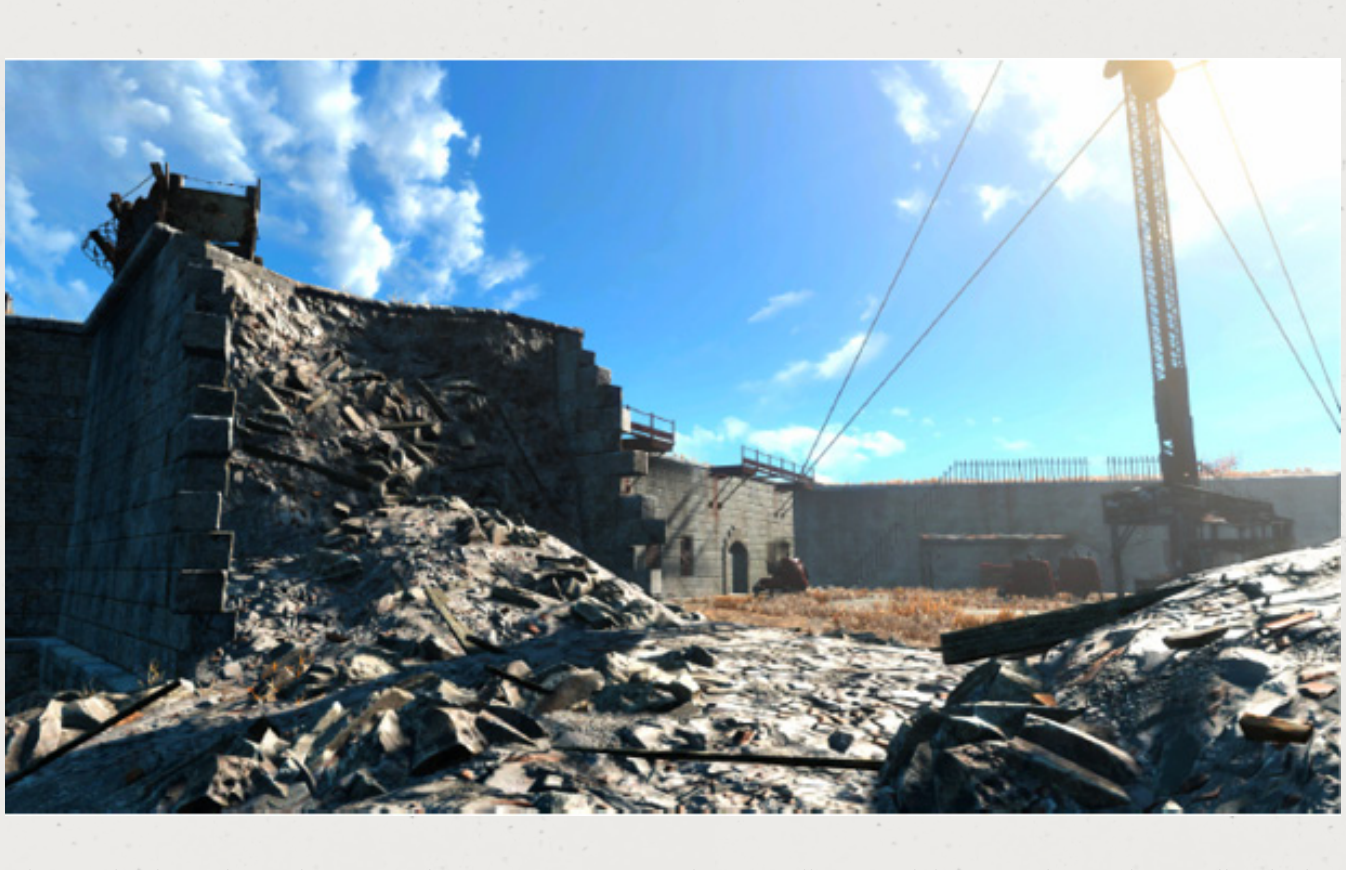
Bunker Hill



Bunker Hill serves as a base of operations for various caravan traders, and its many vendors offer a variety of goods. It's a small but well-established settlement with enough beds, food, and water to meet the needs of its current residents. The residents will do business with any peaceful visitors, but they'll only grant you access to their workshop after you complete the "The Battle of Bunker Hill" quest.

The Castle

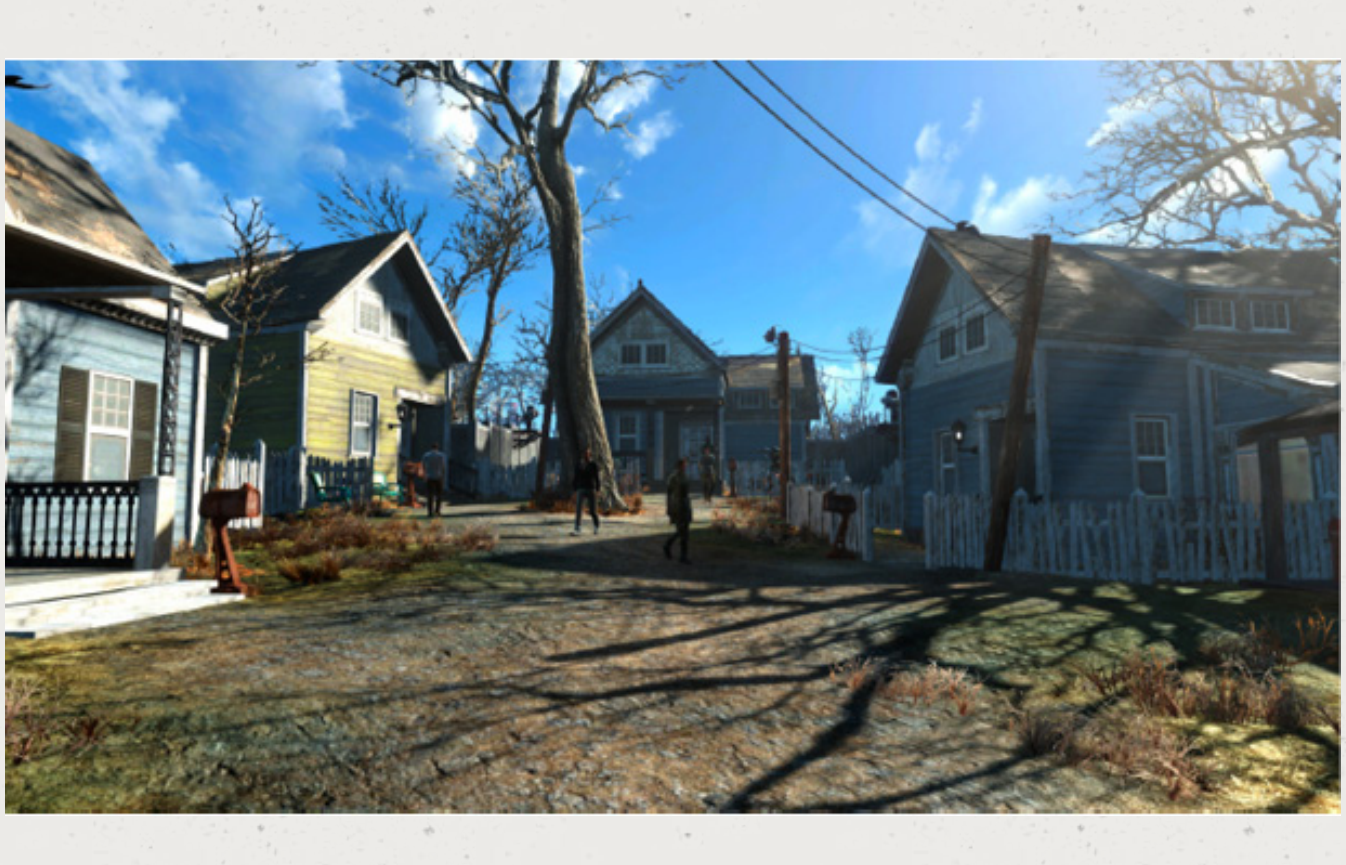
The Castle once served as a stronghold for the Commonwealth Minutemen, and many of the items from that era are still intact. The settlement features a first-aid station and a couple of guard posts. Interior lights and an industrial water purifier are already tied to pylons in the courtyard—simply attach a suitable generator to complete the power grid. The existing structures can accommodate plenty of beds, and the courtyard has more than enough space for crops.



The Castle plays a key role in several Minutemen quests. These are all optional, but completing them will unlock many of this location's best features. The "Taking Independence" quest provides allies in the battle to reclaim the Castle—completing this quest activates Radio Freedom, which then broadcasts news and alerts about allied settlements. Complete "Old Guns" to unlock the armory and gain access to workstations, weapons, and powerful artillery pieces. This hidden structure even contains laser turrets and Tesla arcs that you can use to bolster the settlement's defenses.

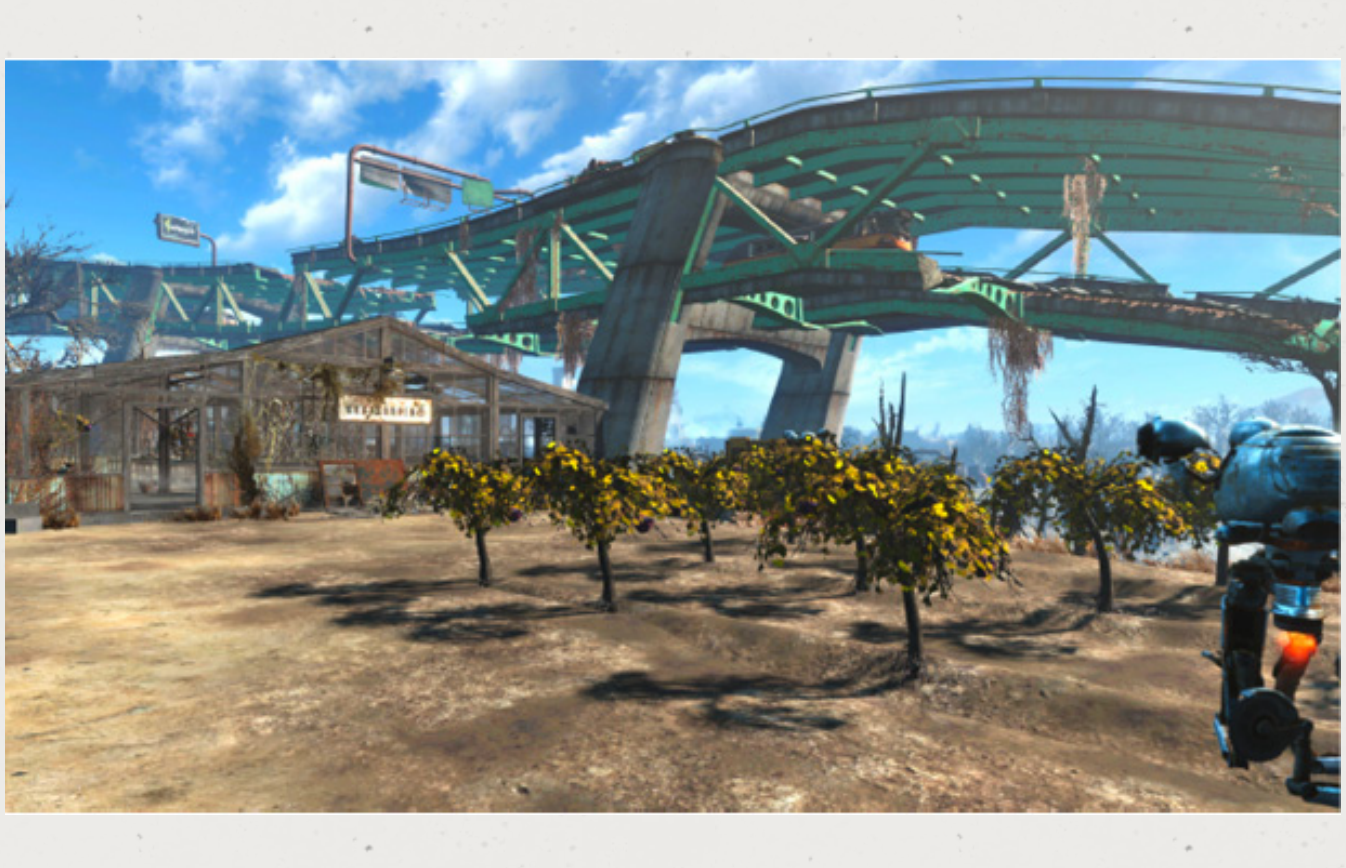
Covenant

Covenant is another small but well-established settlement—whether it stays that way is largely up to you. The "Human Error" quest begins and ends at this location, and how (or if) you choose to resolve that quest will determine if the current residents are willing to ally with you. Gaining their trust results in a relatively self-sufficient settlement with a few vendors. Otherwise, you're free to clear out the current residents, take control of the workshop, and draw new settlers into the area.



Graygarden

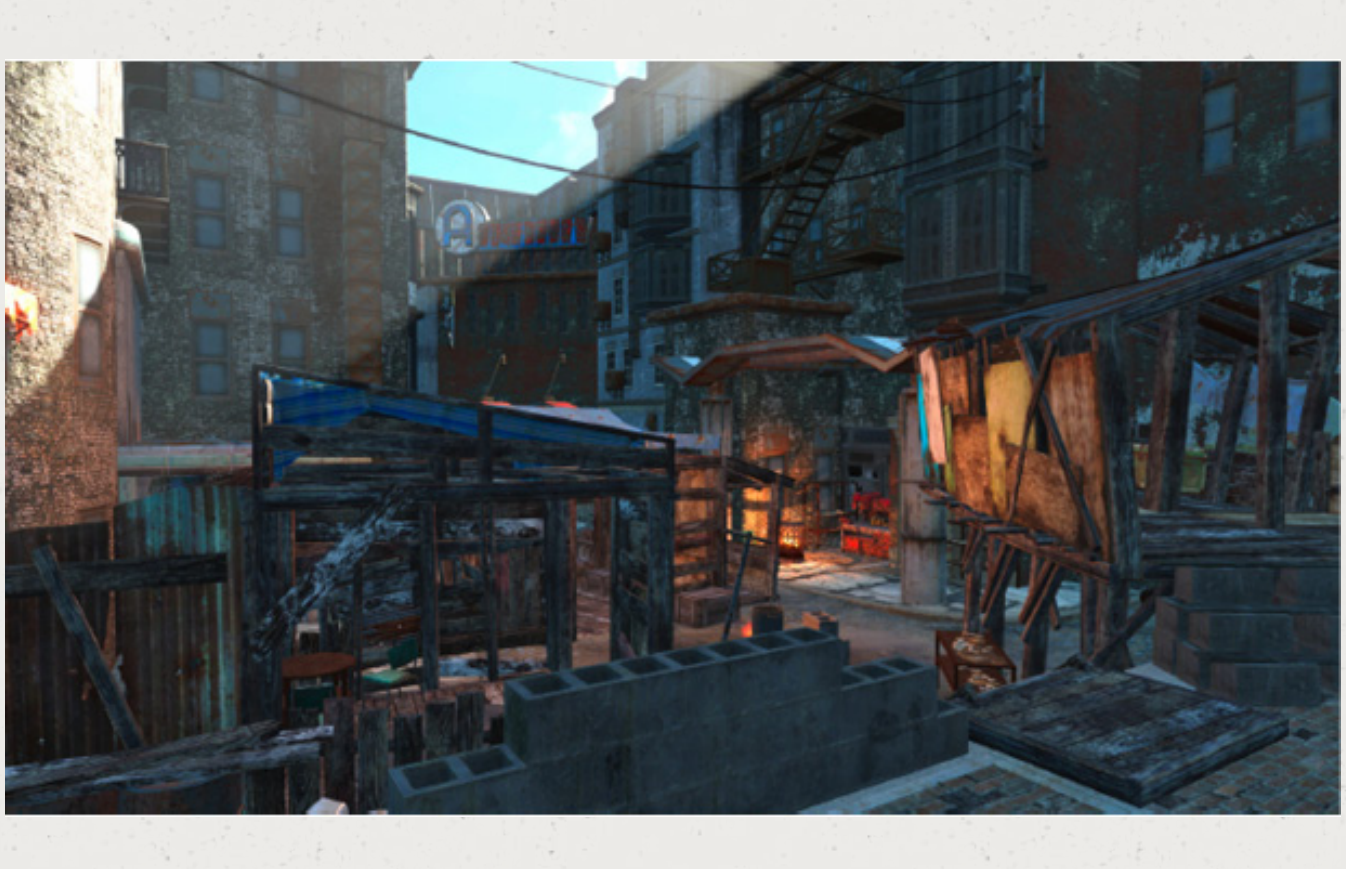
Graygarden is another excellent farming settlement, but what sets it apart is that its starting population is made up entirely of robots. Once you earn their trust, you'll have a small group of workers that don't need sleep, food, or water.



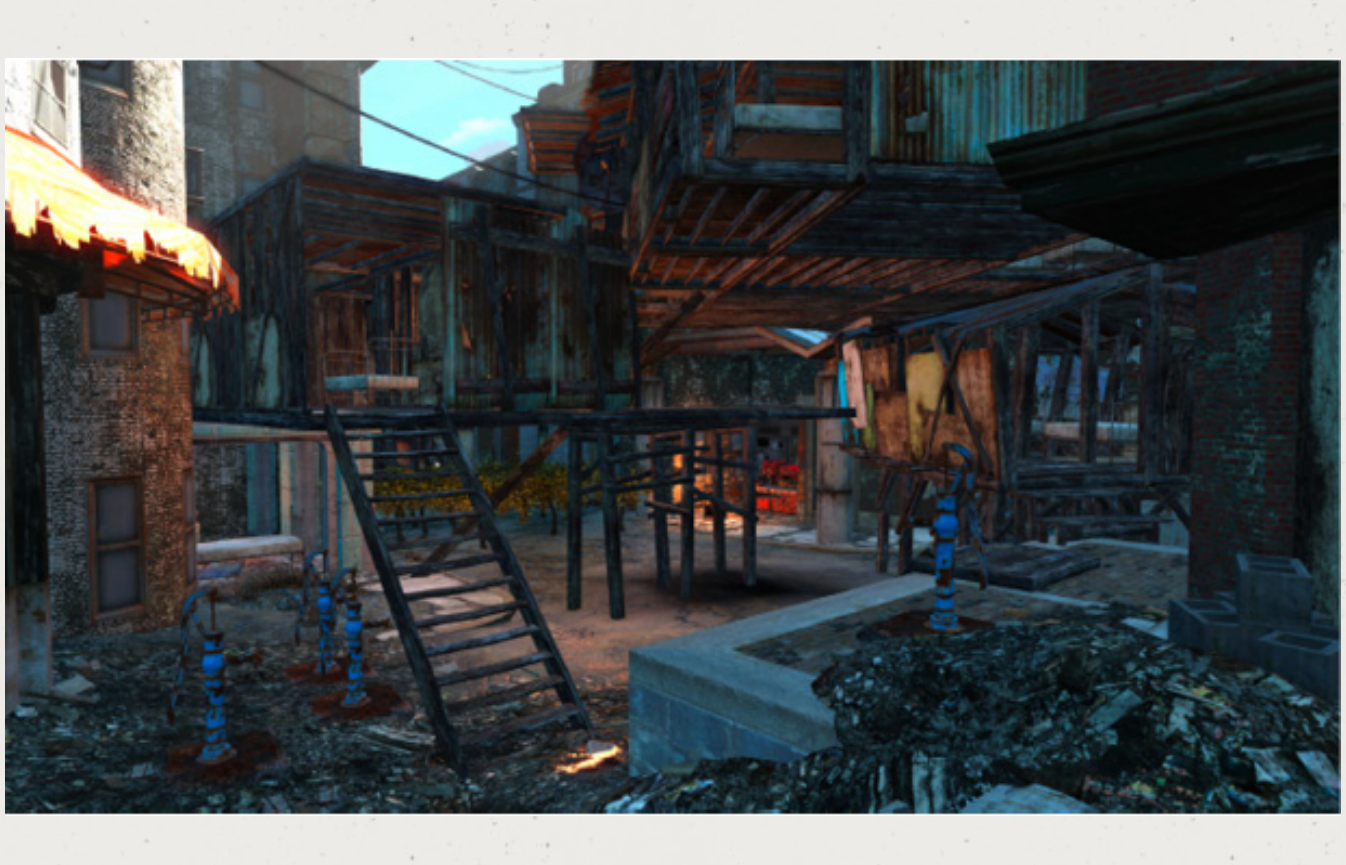
By default, Graygarden produces enough food to support several smaller settlements. If you place a few powerful turrets in the area, this high-tech farm can easily serve as one of your most self-sufficient settlements. New settlers will allow you to increase production, but this supplemental workforce will expect amenities the robots can do without.

Hangman's Alley

Hangman's Alley has the distinction of being the only big-city workshop settlement in the Commonwealth. This Raider-controlled camp may not have the pleasant views offered by other locations, but the urban setting does have its advantages. Due to the surrounding buildings, attackers can only approach from two directions. Once you've dealt with the original occupants, Hangman's Alley is sure to rank among the most easily defended areas you control.

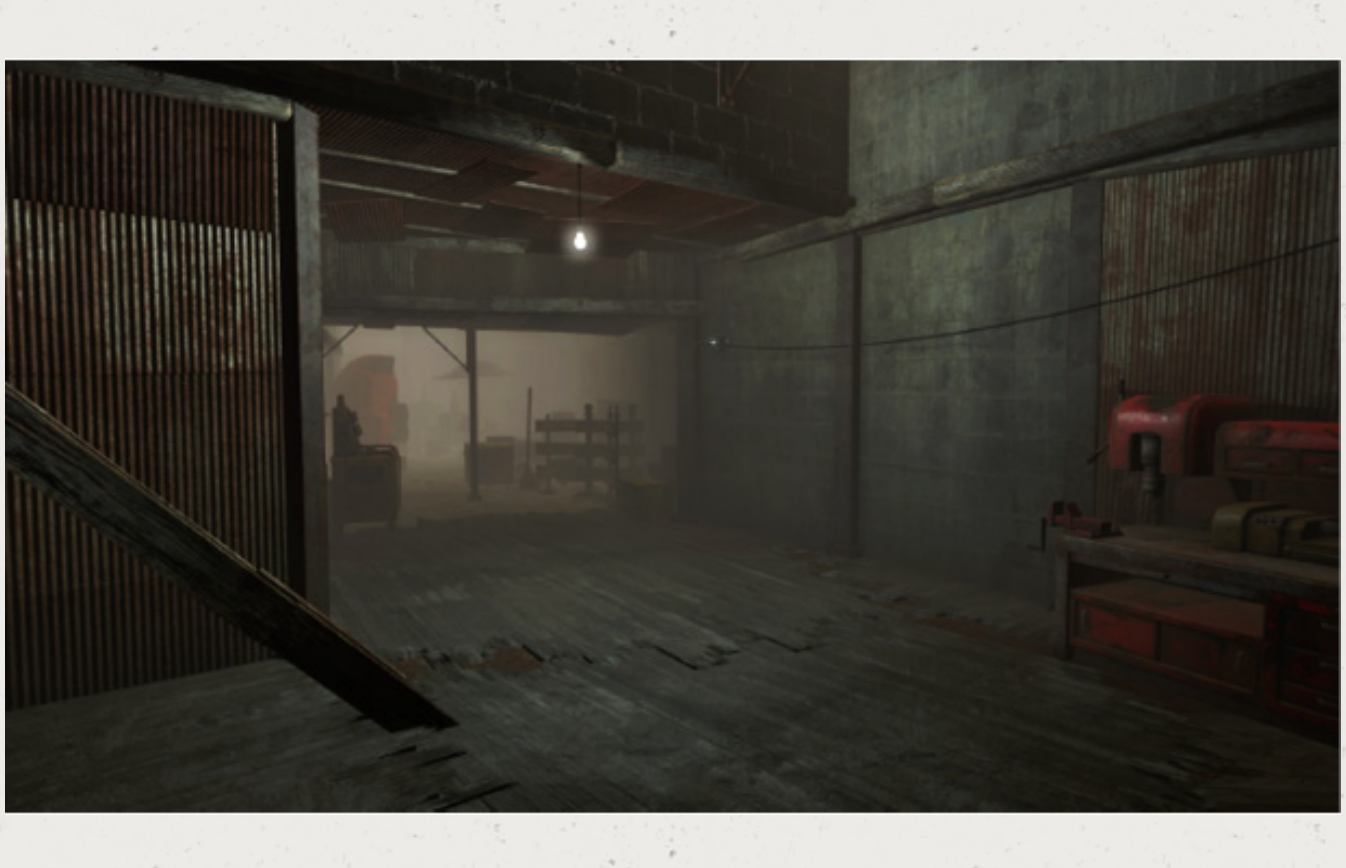


Hangman's Alley doesn't start with any water or food, but it does offer several ramshackle structures, most of which include pieces that can be moved, stored, or scrapped. The terrain isn't ideal for farming, but patches of cracked asphalt can support crops or water pumps. The buildable area extends far beyond the fence on the enclosure's eastern edge, so Hangman's Alley has a fair amount of room to expand.



Home Plate

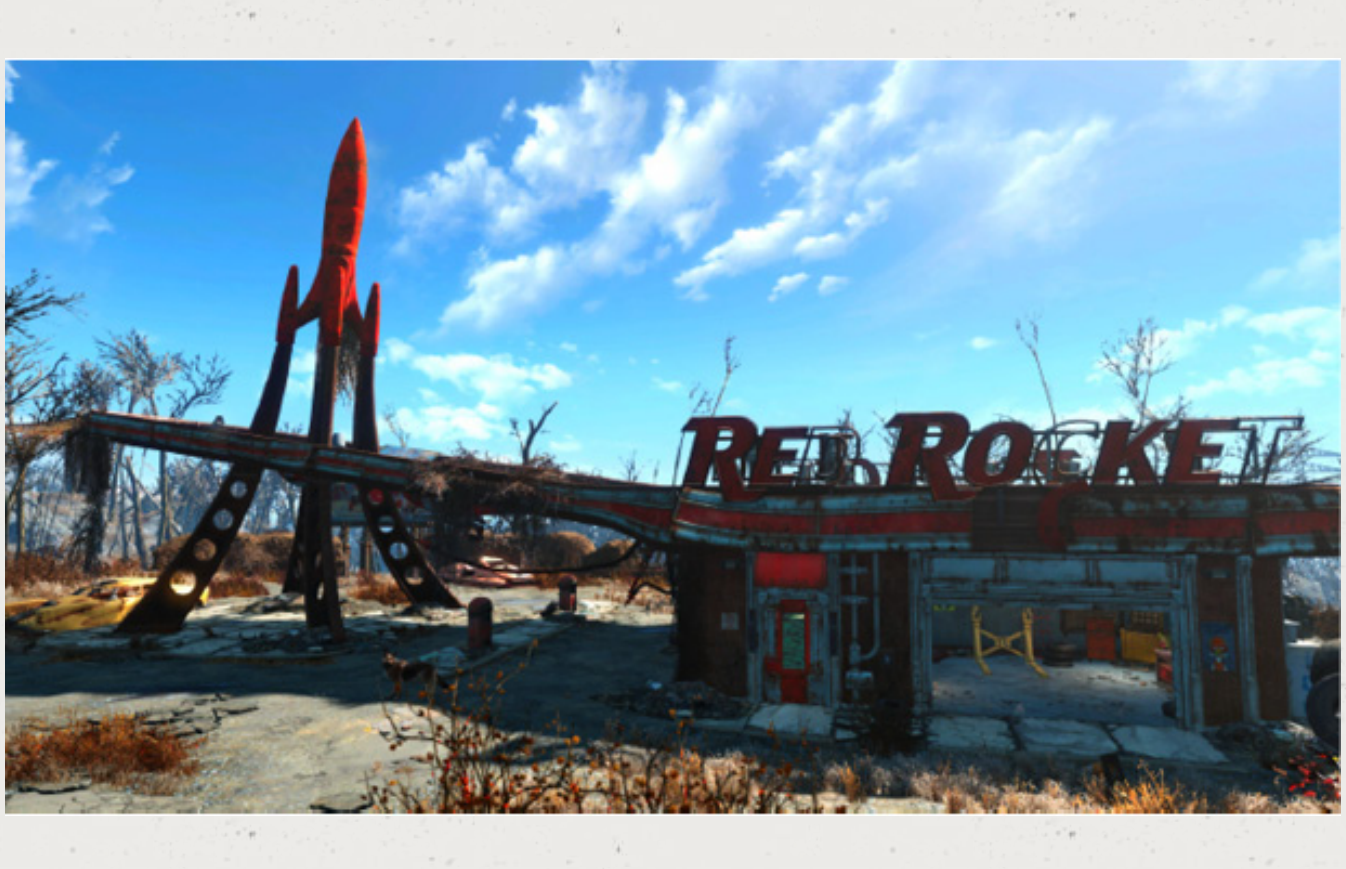
This Diamond City house isn't actually a settlement, and it won't appear in your Pip-Boy's list of workshops. It does, however, contain some handy items, an established power grid, and a workshop with limited functionality. The rights to Home Plate can be purchased once you've gained entry to Diamond City. Simply visit Geneva in the mayor's office to discuss the transaction.



Home Plate can't accommodate structures or resource-production, but its workshop can be used to build a selection of furniture, decorations, and power-related items. Home Plate offers ample space, and it includes a fuse box wired directly into the Diamond City power grid. With the right materials, you can turn this simple space into your dream home.

Red Rocket Truck Stop

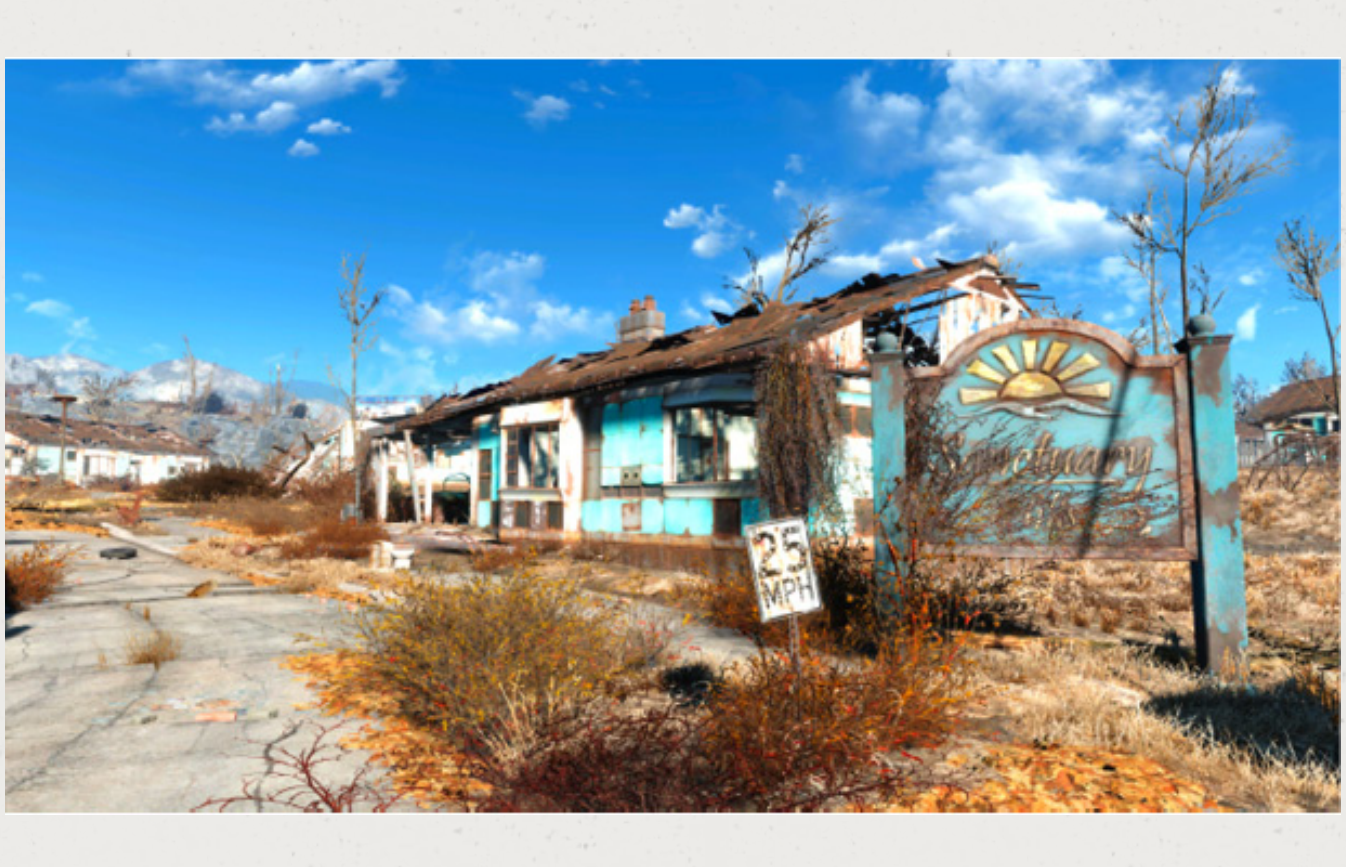
Located just outside Sanctuary Hills, the Red Rocket Truck Stop is an unestablished but very well-equipped settlement. It features numerous workstations, a good amount of scrap, and one of the Commonwealth's few friendly canines.



In its initial state, the Red Rocket Truck Stop serves as a great place to store surplus Power Armor. With a bit of time and effort, you can transform this abandoned service station into a thriving settlement.

Sanctuary Hills

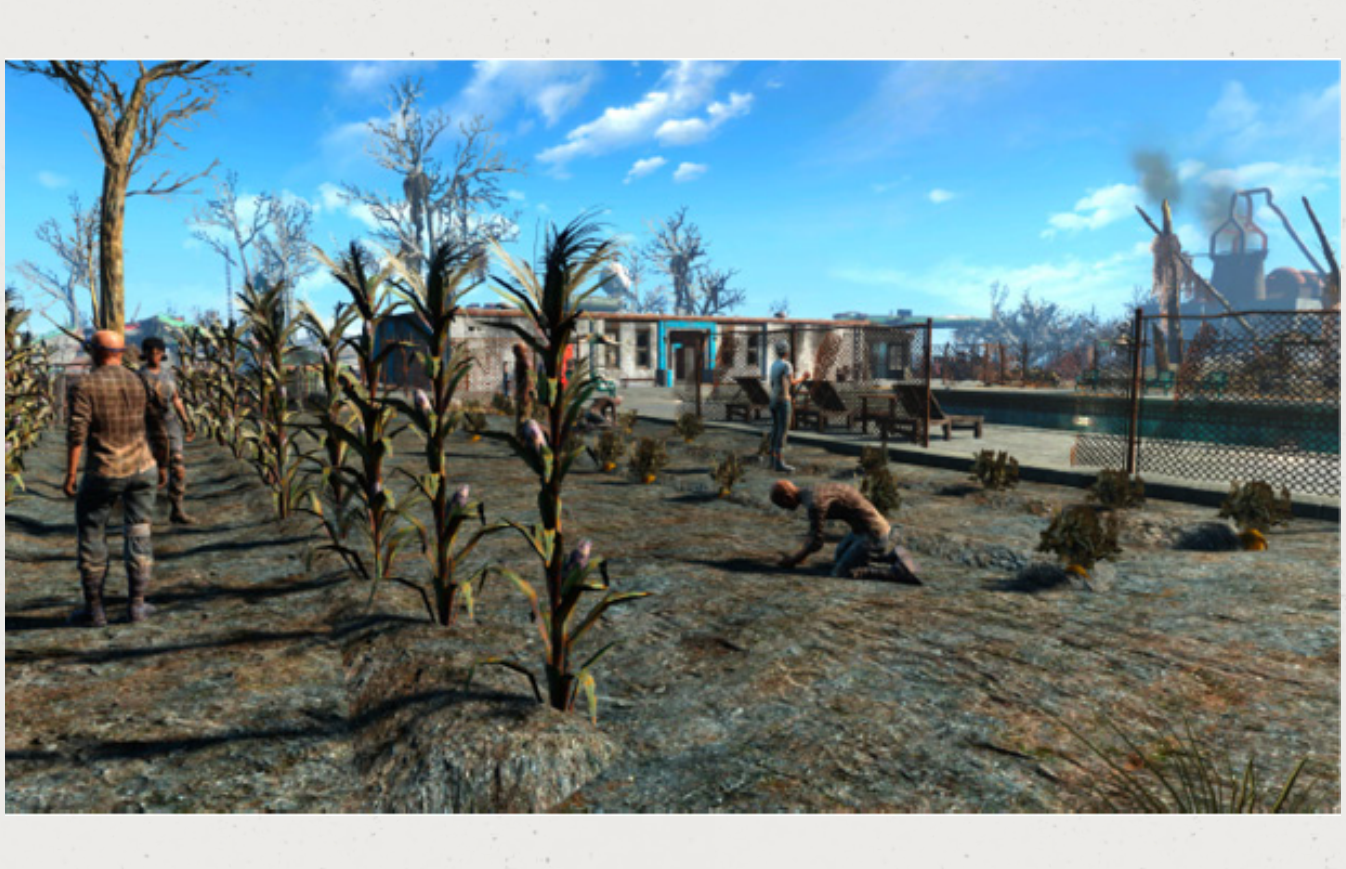
Located just outside of Vault 111, Sanctuary Hills is likely to be the first workshop settlement you discover. This sprawling suburban neighborhood offers multiple structures, a variety of workstations, access to open water, and a considerable amount of scrap. It also plays an important role in several quests. All of these factors combine to make Sanctuary Hills an excellent choice as a base of operations. At the very least, it's a great place to learn the basics of settlement management.



You can take control of Sanctuary Hills at any time after you leave Vault 111, and some of the early Minutemen quests will task you with improving Sanctuary Hills to accommodate new residents. Even if you opt to ignore Preston Garvey and the people he's protecting, Sanctuary Hills can easily serve as a productive and easily defended settlement.

The Slog

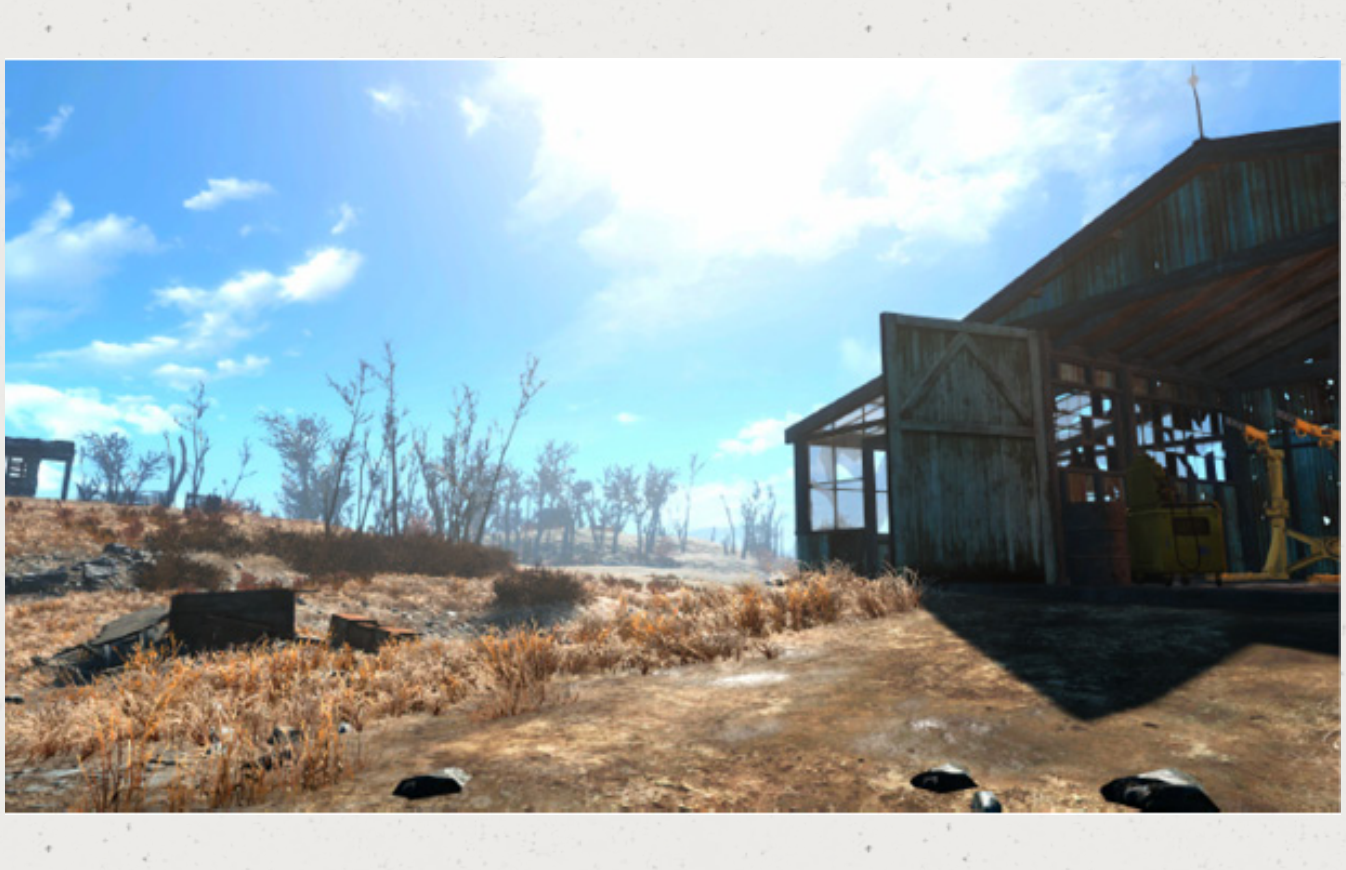
The Slog is a humble but productive farming settlement populated entirely by Ghouls. This isn't a matter of policy, however. Once you gain access to its workshop, the Slog welcomes any and all new settlers you draw to the area.



The Slog features one large structure and a considerable number of crops. The settlement can accommodate several upgrades, but items like turrets and junk fences can quickly push the buildable area to capacity. Scrapping the existing workstations can free up a bit of space, but careful planning is the best way to ensure that your settlers' needs can always be met.

Spectacle Island

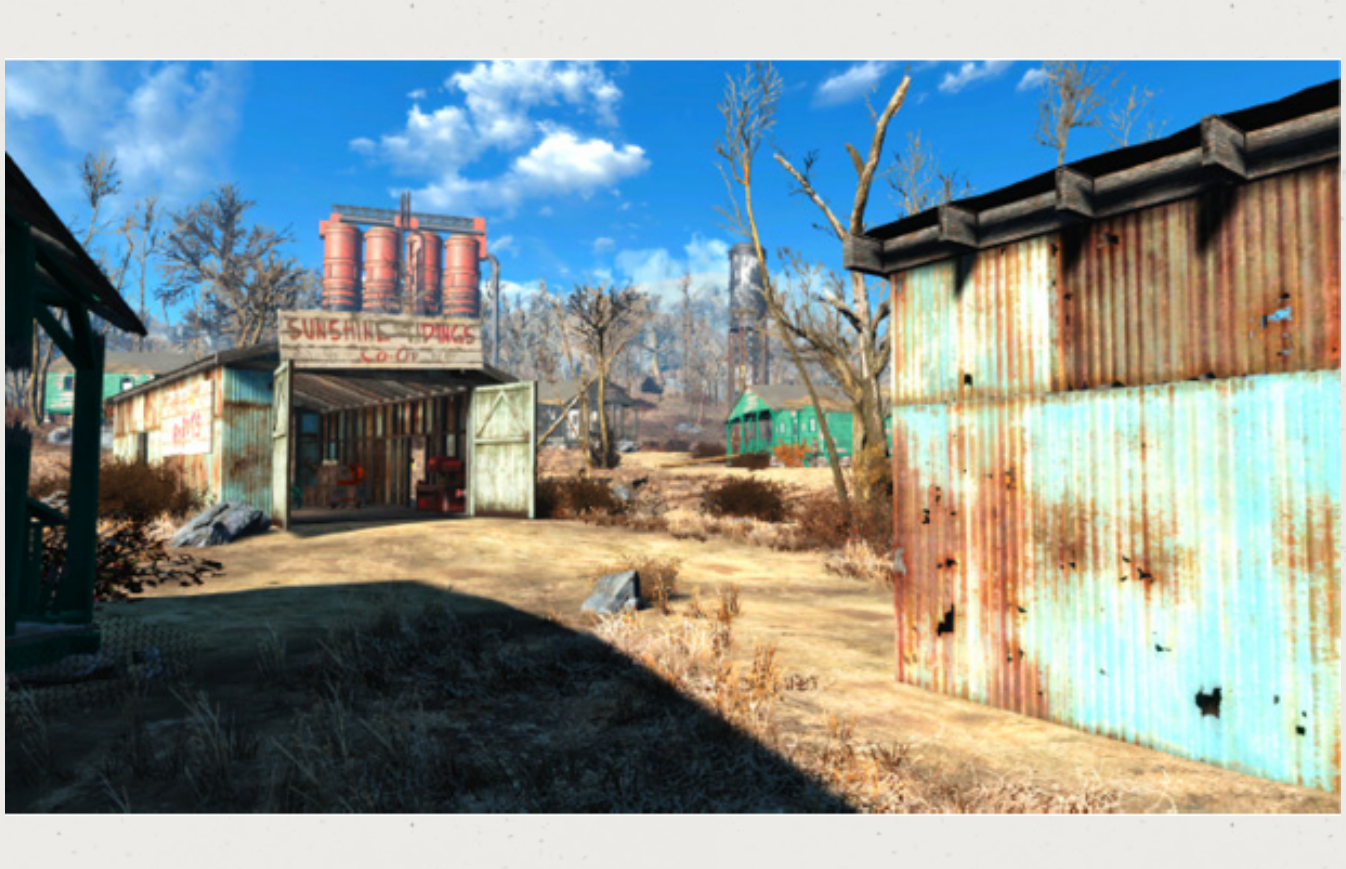
Spectacle Island features a massive buildable area with plenty of open water. It also contains some formidable enemies, so it's likely to be one of the last settlements to fall under your control.



Spectacle Island contains several structures and a variety of useful objects. The ship near the island's southern edge holds an onboard generator that produces a small amount of power, and there are a few workstations scattered around the area. Even with all of these elements in place, Spectacle Island is largely undeveloped. If you're looking for a chance to flex your creative muscle, you'd be hard-pressed to find a better option.

Sunshine Tidings Co-Op

The Sunshine Tidings Co-op features a large buildable area with several structures—many of which already contain beds. With ample shelter and plenty of scrap items, Sunshine Tidings Co-op makes it fairly easy to properly support new settlers.



Convenience aside, this settlement's most interesting feature is Professor Goodfeels—a malfunctioning Mr. Handy unit linked to the Sunshine Tidings terminal. Unlock the terminal to learn more about Professor Goodfeels or alter its protocols. If you haven't yet discovered Hesters Consumer Robotics, you can even use Professor Goodfeels's maintenance protocols to mark the location on your Pip-Boy's map.

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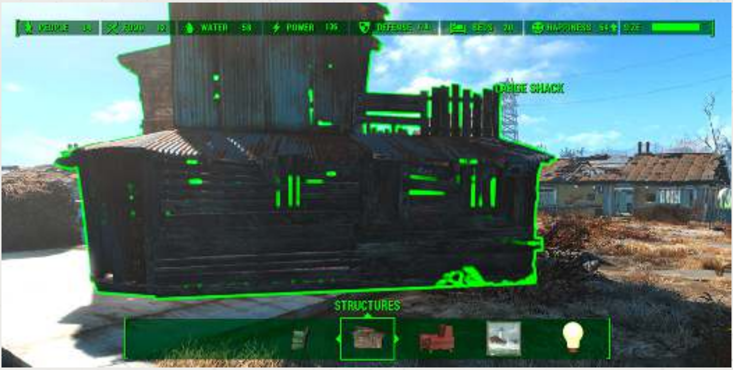
Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Workshops

The Workshop Items



A well-stocked workshop makes even the most ambitious construction project a simple affair. Just select an item from the Workshop menu, choose a location, and construction is done in an instant. Many workshop items snap together for perfect placement, but all items can be moved and rotated to meet your exacting standards. All workshop items require construction materials, and many items can only be built after you've completed certain quests or invested in specific perks. Plan ahead to ensure that your settlement lives up to your expectations.

SPECIAL ITEMS

This category contains buildable quest-related items. Many of these special items can only be built at certain times or in certain locations, and the category only appears in the workshop menu when you can build at least one of these items at the settlement in question.

NAME	BUILD WITH	PREREQUISITES	NOTES
Mama Murphy's Chair	Wood (4), Cloth (3), Steel (1)	Mama Murphy requests a chair.	Build this chair for Mama Murphy.
Artillery Piece	Oil (4), Screw (4), Gear (6), Spring (5), Steel (16), Concrete (4), Wood (4)	Artillery Schematic (collected in the Castle armory during the "**Old Guns**" quest)	Use Artillery Smoke Grenades to call in artillery strikes on your **enemies**. Produces 6 **Defense**. Requires an assigned worker.
Control Console	Rubber (2), Copper (3), Steel (5), Biometric Scanner (1)	Progress through the "**The Molecular Level**" quest.	Wire this into the same **power** grid as the Beam Emitter. Requires 2 **Power**.
Molecular Beam Emitter	Rubber (2), Steel (10), Copper (5), Military-Grade Circuit Board (1), Circuitry (3)	Progress through the "**The Molecular Level**" quest.	Snap this in place over the Reflector Platform. Requires 20 **Power**.
Relay Dish	Copper (3), Steel (3), Cloth (6), Gold (3)	Progress through the "**The Molecular Level**" quest.	Wire this into the same **power** grid as the Beam Emitter. Requires 5 **Power**.
Stabilized Reflector Platform	Aluminum (10), Circuitry (3), Steel (5)	Progress through the "**The Molecular Level**" quest.	The first piece of a very large machine.
Electromagnetic Actuator	Circuitry (5), Screw (1), Steel (10), Fiber Optics (3), Rubber (5), High Powered Magnet (1)	Progress through the "**Liberty Reprimed**" quest.	A special request from the Brotherhood of Steel.

STRUCTURES

This category contains items geared toward basic construction. Here, you'll find basic items like floors, walls, and roofs, but this category also contains doors, fences, completed structures, and more. Whether you're looking to build a simple shelter or a stately manor, this is likely to be your first stop in the workshop menu.

SUBCATEGORIES

- Structures > Wood
- Structures > Metal
- Structures > Doors

- Structures > Fences
- Structures > Miscellaneous

Structures > Wood

The Workshop menu contains a wide variety of woods structures. In addition to the basic floors, walls, and roofs, this subcategory contains items like stairs, bridges, and railings. On the whole, wood structures are efficient, versatile, and made from relatively common materials.

SUBCATEGORIES

- Structures > Wood > Prefabs
- Structures > Wood > Floors
- Structures > Wood > Walls
- Structures > Wood > Roofs
- Structures > Wood > Stairs
- Structures > Wood > Miscellaneous

Structures > Wood > Prefabs

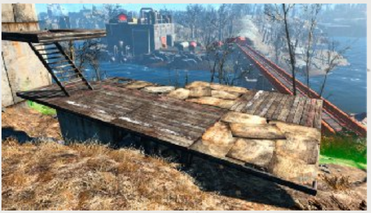
This subcategory features convenient, readymade structures. These items vary in size, shape, and complexity. Some prefabs are easily combined to build larger structures, while others are a bit more difficult to modify. Every prefab features some sort of roof, however, so they can serve as a basic shelter without any additional construction.

Wood Prefabs

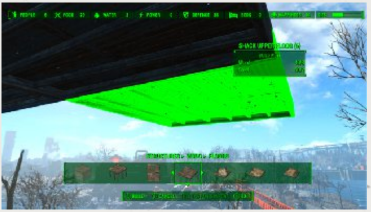
NAME	BUILD WITH	PREREQUISITES	NOTES
Floor and Roof	Wood (10), Steel (10)	—	A simple structure.
Wall and Roof	Wood (12), Steel (10)	—	A simple structure.
Hallway	Wood (12), Steel (10)	—	A simple structure.
Hallway End	Wood (14), Steel (10)	—	A simple structure.
Corner	Wood (15), Steel (12)	—	A simple structure.
Wall and Roof	Wood (16), Steel (10)	—	A simple structure.
Corner	Wood (20), Steel (15)	—	A simple structure.
Small Shack	Wood (30), Steel (20)	—	A completed shack.
Large Shack	Wood (40), Steel (20)	—	A completed shack.

Structures > Wood > Floors

When you're building a structure from scratch, it's usually best to start with the floor. In addition to simple floor tiles, this category contains some particularly handy items. The foundation pieces can sink into the ground, serving as a level base for structures on uneven terrain. The stairwell features a one-story flight of stairs anchored between two floor tiles. Once a stairwell is in place, constructing a second story is as simple as snapping a few floor tiles to the top of the steps.



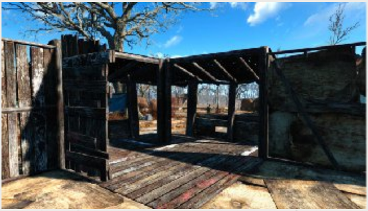
Another noteworthy item is the "Shack Upper Floor" piece. This floor tile is thick enough to meet any walls placed on the level beneath it. You're free to use thinner tiles on upper floors, but doing so will leave gaps along the exterior of multistory structures.



Wood Floors

NAME	BUILD WITH	PREREQUISITES	NOTES
Shack Floor	Wood (7), Steel (2)	—	A standard floor.
Shack Foundation	Wood (12), Concrete (3)	—	Used to level uneven ground.
Shack Foundation	Wood (12), Steel (3)	—	Used to level uneven ground.
Shack Stairwell	Wood (12), Steel (3)	—	Two floors connected by stairs.
Shack Upper Floor	Wood (8), Steel (2)	—	A double-thick floor.
Floor—Small	Wood (3), Steel (1)	—	A small floor tile.
Floor—Small	Wood (3), Steel (1)	—	A small floor tile.
Floor—Small	Wood (3), Steel (1)	—	A small floor tile.
Floor—Small	Wood (3), Steel (1)	—	A small floor tile.
Floor—Small	Wood (3), Steel (1)	—	A small floor tile.

Structures > Wood > Walls

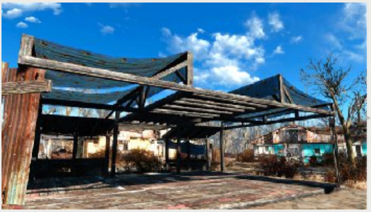


Wood walls come in a wide variety of shapes and sizes. Here you'll find everything from simple panels to elaborate wall/roof combinations. Most walls can snap neatly to floors and other wall panels, but there are a few exceptions. End pieces don't snap to any items, and they're a bit taller than standard walls. Covered corner pieces only snap to covered wall panels. Every wood wall has its uses, however, making this a very important section of the Workshop menu.

Wood Walls

NAME	BUILD WITH	PREREQUISITES	NOTES
Shack Wall—Doorway	Wood (5), Steel (3)	—	Includes a slight overhang.
Shack Wall—Outer Cap	Wood (4), Steel (9)	—	Includes a slight overhang.
Shack Wall—Corner	Wood (12), Steel (8)	—	A large, open corner piece.
Shack Wall—Corner	Wood (5), Steel (8)	—	A small, covered corner piece.
Shack Wall—Corner	Wood (6), Steel (3)	—	A small, covered corner piece.
Shack Wall and Roof	Wood (5), Steel (4)	—	A narrow, covered structure.
Shack Wall and Roof	Wood (4), Steel (4), Cloth (2)	—	A narrow, covered structure.
Wall	Wood (8), Steel (5)	—	A narrow, covered structure.
Wall	Wood (8) Steel (5)	—	A narrow, covered structure.
Wall	Wood (5), Steel (9)	—	A narrow, covered structure.
Wall	Wood (5), Steel (9)	—	A narrow, covered structure.
Wall	Wood (8), Steel (5)	—	A narrow, covered structure.
Wall	Wood (8), Steel (5)	—	A narrow, covered structure.
Wall	Wood (8), Steel (5)	—	A narrow, covered structure.
Wall	Wood (5), Steel (9)	—	A narrow, covered structure.
Wall—Corner	Wood (7), Steel (3)	—	A small, covered corner piece.
Wall—Corner	Wood (10), Steel (4)	—	A small, covered corner piece.
Wall—Corner	Wood (10), Steel (4)	—	A small, covered corner piece.
Wall—Corner	Wood (10), Steel (4)	—	A small, covered corner piece.
Wall—Corner	Wood (7), Steel (3)	—	A small, covered corner piece.
Wall—Corner	Wood (7), Steel (3)	—	A small, covered corner piece.
Wall—End	Wood (4), Steel (1)	—	A narrow, uneven wall.
Wall—End	Wood (4), Steel (1)	—	A narrow, uneven wall.
Wall—Small	Wood (8), Steel (2)	—	A basic wall.
Wall—Small	Wood (8), Steel (2)	—	A basic wall.
Wall—Small	Wood (8), Steel (2)	—	A basic wall.
Wall—Small	Wood (4), Steel (9)	—	Includes a slight overhang.
Wall—Small	Wood (4), Steel (9)	—	Includes a slight overhang.

Structures > Wood > Roofs

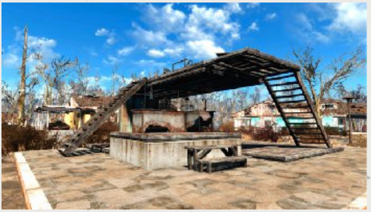


Every settler expects a roof over his or her head, and this area of the Workshop menu has plenty of options. Roofs snap to each other and to the tops of most wall panels. Wood roofs come in a variety of shapes, but they all serve the same purpose in shelter construction.

Wood Roofs

NAME	BUILD WITH	PREREQUISITES	NOTES
Shack Roof	Wood (3), Steel (6)	—	A flat roof.
Shack Roof	Wood (5), Cloth (5), Steel (2)	—	A sloped roof.
Shack Roof	Wood (4), Steel (6)	—	A sloped roof.
Shack Roof	Wood (3), Steel (6)	—	A flat roof.
Shack Roof	Wood (5), Steel (6)	—	A sloped roof.
Shack Roof	Wood (4), Cloth (6), Steel (2)	—	A sloped roof.
Shack Roof	Wood (4), Steel (6)	—	A sloped roof.
Shack Roof	Wood (5), Steel (6)	—	A sloped roof.
Shack Roof	Wood (5), Steel (6)	—	A sloped roof.

Structures > Wood > Stairs

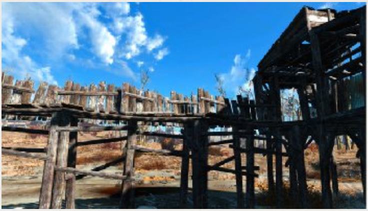


Stairs are obviously an important part of any multistory building, but they also make it much easier to move in and out of structures built on raised foundations. Stairs can be placed anywhere, but they snap to floors and sometimes to each other. Most stairs can also sink into the ground.

Wood Stairs

NAME	BUILD WITH	PREREQUISITES	NOTES
Shack Stairs	Wood (9), Steel (2)	—	A long set of stairs between two anchor points.
Stairs	Wood (7), Steel (2)	—	A small set of stairs.
Stairs	Wood (7), Steel (2)	—	A medium set of stairs.
Stairs	Wood (7), Steel (2)	—	A long set of stairs.

Structures > Wood > Miscellaneous



This subcategory includes a bridge and an assortment of railing pieces. Bridges snap to each other, but they can also sink into the ground. They make excellent walkways, of course, but they're also handy when you want to build a few turret platforms or place some support beams under an existing structure. Railings are also quite versatile, but they're an excellent way to mark hazardous areas and prevent accidental falls.

Miscellaneous Wood Structures

NAME	BUILD WITH	PREREQUISITES	NOTES
Bridge	Wood (6), Steel (2)	—	A narrow bridge.
Railing	Railing (2), Steel (1)	—	A short railing.
Railing	Wood (2), Steel (1)	—	A long railing.
Railing	Wood (2), Steel (1)	—	A short railing.
Railing	Wood (2), Steel (1)	—	A short railing.
Railing	Wood (2), Steel (1)	—	A short railing.

Structures > Metal

The Workshop menu contains far fewer options for metal structures than you'll find for wood structures—there are no metal-based floors, stairs, or miscellaneous items, and there are only two options for roofs. Of course, your stock of materials will likely determine which structures are the best fit for a settlement, but metal boasts an industrial aesthetic that wood simply can't match.

SUBCATEGORIES

- Structures > Metal > Prefabs
- Structures > Metal > Walls
- Structures > Metal > Roofs

Structures > Metal > Prefabs

Like wood prefabs, metal prefabs are ready-made structures. Many of these items are easily incorporated into larger structures, but some metal prefabs feature rounded shapes that prohibit some walls and roofs from snapping into place.

Metal Prefabs

NAME	BUILD WITH	PREREQUISITES	NOTES
Corner	Steel (10), Wood (4)	—	A simple structure.
Doorway	Steel (10), Wood (4)	—	Features an interior doorway.
Floor and Roof	Steel (10), Wood (4)	—	A simple structure.
Floor and Roof	Steel (10), Wood (4)	—	A simple structure.
Floor and Roof	Steel (10), Wood (4)	—	A simple structure.
Hallway	Steel (10), Wood (4)	—	A simple structure.
Hallway End	Steel (10), Wood (4)	—	A simple structure.
Wall and Roof	Steel (12), Wood (8)	—	A simple structure.
Wall and Roof	Steel (10), Wood (4)	—	A simple structure.
Small Metal Shack	Wood (20), Steel (30)	—	A completed shack.
Small Metal Shack	Wood (20), Steel (30)	—	A completed shack.
Large Metal Shack	Wood (20), Steel (40)	—	A completed shack.

Structures > Metal > Walls

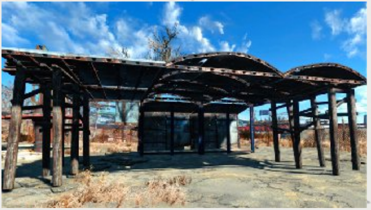
For the most part, a metal wall can be used anywhere a similarly shaped wood wall can be placed. The rounded walls found in this area of the Workshop menu don’t have a wooden counterpart. Rather than snapping to floors, round metal walls snap to the framework found in most prefabs and wall/roof combos.

Metal Walls

NAME	BUILD WITH	PREREQUISITES	NOTES

Shack Wall	Wood (3), Steel (4)	—	A basic wall.
Shack Wall—Doorway	Wood (5), Steel (3)	—	Includes a slight overhang.
Shack Wall—Outer Cap	Wood (4), Steel (9)	—	Includes a slight overhang.
Shack Wall—Corner	Wood (12), Steel (8)	—	A large, open corner piece.
Shack Wall—Corner	Wood (5), Steel (8)	—	A small, covered corner piece.
Shack Wall—Corner	Wood (6), Steel (3)	—	A small, covered corner piece.
Shack Wall and Roof	Wood (5), Steel (4)	—	A narrow, covered structure.
Shack Wall and Roof	Wood (4), Steel (4), Cloth (2)	—	A narrow, covered structure.
Wall	Wood (8), Steel (5)	—	A narrow, covered structure.
Wall	Wood (8), Steel (5)	—	A narrow, covered structure.
Wall	Wood (5), Steel (9)	—	A narrow, covered structure.
Wall	Wood (5), Steel (9)	—	A narrow, covered structure.
Wall	Wood (8), Steel (5)	—	A narrow, covered structure.
Wall	Wood (8), Steel (5)	—	A narrow, covered structure.
Wall	Wood (8), Steel (5)	—	A narrow, covered structure.
Wall	Wood (5), Steel (9)	—	A narrow, covered structure.
Wall—Corner	Wood (7), Steel (3)	—	A small, covered corner piece.
Wall—Corner	Wood (10), Steel (4)	—	A small, covered corner piece.
Wall—Corner	Wood (10), Steel (4)	—	A small, covered corner piece.
Wall—Corner	Wood (10), Steel (4)	—	A small, covered corner piece.
Wall—Corner	Wood (7), Steel (3)	—	A small, covered corner piece.
Wall—Corner	Wood (7), Steel (3)	—	A small, covered corner piece.
Wall—End	Wood (4), Steel (1)	—	A narrow, uneven wall.
Wall—End	Wood (4), Steel (1)	—	A narrow, uneven wall.
Wall—Small	Wood (8), Steel (2)	—	A basic wall.
Wall—Small	Wood (8), Steel (2)	—	A basic wall.
Wall—Small	Wood (8), Steel (2)	—	A basic wall.
Wall—Small	Wood (4), Steel (9)	—	Includes a slight overhang.
Wall—Small	Wood (4), Steel (9)	—	Includes a slight overhang.

Structures > Metal > Roofs

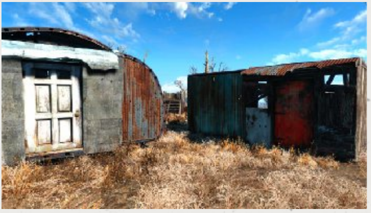


All roofs snap to walls and to each other, so a metal roof can be used anywhere a wood roof would fit.

Metal Roofs

NAME	BUILD WITH	PREREQUISITES	NOTES
Shack Roof	Wood (3), Steel (10)	—	A rounded roof.
Shack Roof	Wood (3), Steel (10)	—	A flat roof.

Structures > Doors



Doors snap to any wall or prefab that features a doorway. There are several doors to choose from, but the differences are purely cosmetic.

Doors

NAME	BUILD WITH	PREREQUISITES	NOTES

Door	Wood (3), Steel (3)	—	A basic door.
Door	Wood (3), Steel (3)	—	A basic door.
Door	Wood (3), Steel (3)	—	A basic door.
Door	Wood (3), Steel (3)	—	A basic door.
Door	Wood (3), Steel (3)	—	A basic door.
Door	Wood (3), Steel (3)	—	A basic door.
Door	Wood (3), Steel (3)	—	A basic door.
Door	Wood (3), Steel (3)	—	A basic door.
Door	Wood (3), Steel (3)	—	A basic door.

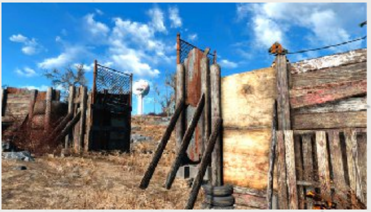
Structures > Fences

Fences are largely cosmetic, but they do have some practical uses. Well-placed fences can keep residents where you want them and limit enemy access to a settlement.

SUBCATEGORIES

- Structures > Fences > Junk Fence
- Structures > Fences > Picket Fence
- Structures > Fences > Wire Fence

Structures > Fences > Junk Fence

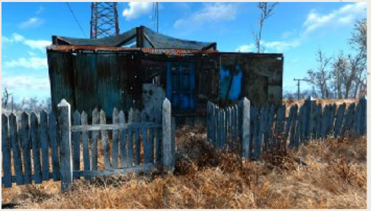


Junk fences are large and relatively costly, but they're great for fortifying vulnerable settlements. Fences don't contribute to a settlement's Defense rating, but well-positioned junk fences can funnel invaders into heavily defended areas. Forcing attackers toward a settlement's turrets and guard posts is one of the best ways to guarantee a raid ends quickly.

Junk Fences

NAME	BUILD WITH	PREREQUISITES	NOTES
Gate	Wood (10), Steel (15)	—	A large gate.
Junk Fence	Wood (15), Steel (4)	—	A large, corner piece.
Junk Fence	Wood (6), Steel (9), Rubber (4)	—	A makeshift fence.
Junk Fence	Wood (10), Steel (4)	—	A makeshift fence.
Junk Fence	Wood (10), Steel (4), Rubber (2)	—	A makeshift fence.
Junk Fence	Wood (10), Steel (4), Rubber (2)	—	A makeshift fence.
Junk Fence	Wood (10), Steel (4)	—	A makeshift fence.
Junk Fence	Wood (6), Steel (9), Rubber (4)	—	A makeshift fence.
Junk Fence	Wood (15), Steel (4)	—	A large corner piece.
Junk Fence	Wood (2), Steel (6)	—	Features a doorway.
Junk Fence	Wood (2), Steel (6)	—	Features a doorway.

Structures > Fences > Picket Fence

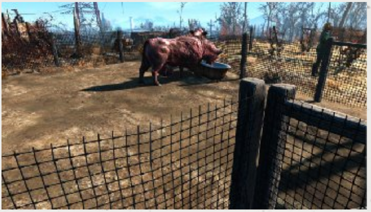


Picket fences not only offer a classic aesthetic, but they also snap together for easy installation. Just place a post between each fence panel to maintain a perfect line. Picket fences must be unlocked before they can be built. This subcategory only appears in the Workshop menu after you've collected the Picket Fences magazine located in the Beantown Brewery.

Picket Fences

NAME	BUILD WITH	PREREQUISITES	NOTES
Gate	Wood (3)	Picket Fences (Issue #1, located in Beantown Brewery)	A small gate.
Picket Fence Post	Wood (2)	Picket Fences (Issue #1, located in Beantown Brewery)	A single fence post.
Picket Fence	Wood (3)	Picket Fences (Issue #1, located in Beantown Brewery)	A short fence.
Picket Fence	Wood (3)	Picket Fences (Issue #1, located in Beantown Brewery)	A short fence.
Picket Fence	Wood (3)	Picket Fences (Issue #1, located in Beantown Brewery)	A short fence.
Picket Fence	Wood (3)	Picket Fences (Issue #1, located in Beantown Brewery)	A short fence.
Picket Fence—Long	Wood (6)	Picket Fences (Issue #1, located in Beantown Brewery)	A long fence.
Picket Fence—Long	Wood (6)	Picket Fences (Issue #1, located in Beantown Brewery)	A long fence.
Picket Fence	Wood (3)	Picket Fences (Issue #1, located in Beantown Brewery)	A long fence.
Picket Fence	Wood (3)	Picket Fences (Issue #1, located in Beantown Brewery)	A short fence.
Picket Fence	Wood (3)	Picket Fences (Issue #1, located in Beantown Brewery)	A short fence.
Picket Fence	Wood (3)	Picket Fences (Issue #1, located in Beantown Brewery)	A short fence.

Structures > Fences > Wire Fence



These rustic fences are often found in farming settlements. Wire fence pieces snap together whenever the edge of a mesh panel is moved toward a post.

Wire Fences

NAME	BUILD WITH	PREREQUISITES	NOTES

Wire Fence	Wood (2)	—	A single fence post.
Wire Fence	Wood (2), Steel (2)	—	A basic fence.
Wire Fence	Wood (2), Steel (4)	—	A long fence.
Wire Fence	Wood (4), Steel (4)	—	A corner piece.
Wire Fence	Wood (4), Steel (2)	—	A wide gate.
Wire Fence	Wood (2), Steel (4)	—	A long fence.
Wire Fence	Wood (2), Steel (2)	—	A basic fence.
Wire Fence	Wood (2)	—	A single fence post.
Wire Fence	Steel (2)	—	A wire mesh panel.

Structures > Miscellaneous

This subcategory only contains two items, both of which are tall poles wrapped in razor wire. These items are purely cosmetic, but they certainly make a statement.

Miscellaneous Structures

NAME	BUILD WITH	PREREQUISITES	NOTES
Spiked Pole	Steel (6), Skull (3)	—	A pole covered in razor wire and skulls.
Spiked Pole	Steel (6)	—	A pole covered in razor wire.

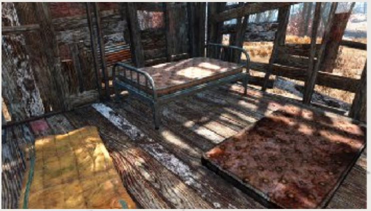
FURNITURE

This category contains a variety of beds, chairs, shelves, and more. Although furniture plays an important role in a settlement's overall aesthetic, each type of furniture offers at least one useful feature.

SUBCATEGORIES

- Furniture > Beds
- Furniture > Chairs
- Furniture > Containers
- Furniture > Shelves
- Furniture > Tables
- Furniture > Miscellaneous

Furniture > Beds



If you hope to keep the residents of your settlement happy and productive, you must provide one bed for each one. If you wish, you can even assign a settler to a specific bed. You're also free to use any bed you build—remember that each time you sleep, you receive the Well Rested perk. This temporary perk grants a 10 percent bonus to earned XP for a limited time, so it pays to take regular naps.

Beds

NAME	BUILD WITH	PREREQUISITES	NOTES
Bed	Steel (4), Cloth (5)	—	Accommodates one person.
Bed	Steel (4), Cloth (5)	—	Accommodates one person.
Bed	Steel (4), Cloth (5)	—	Accommodates one person.
Bed	Steel (4), Cloth (5)	—	Accommodates one person.
Mattress	Cloth (6)	—	Accommodates one person.
Sleeping Bag	Cloth (3)	—	Accommodates one person.

Furniture > Chairs

This subcategory contains a wide variety of benches, chairs, couches, and stools. These items are largely decorative, but idle settlers often seek out places to sit. You can also use these items to wait for hours at a time. Chairs don't offer the Well Rested perk granted by beds, but after you sit down, you're free to relax as time flies by.

Chairs

NAME	BUILD WITH	PREREQUISITES	NOTES
Airplane Seat	Cloth (6), Aluminum (4)	—	A row of two airplane seats.
Airplane Seat	Cloth (8), Aluminum (5)	—	A row of three airplane seats.
Airplane Seat	Cloth (4), Aluminum (3)	—	A single airplane seat.
Bench	Steel (3), Wood (4)	—	A simple bench.
Bench	Wood (5), Steel (1)	—	A simple bench.
Chair	Leather (4), Steel (4)	—	A simple chair.
Chair	Cloth (4), Steel (4)	—	A small seat.
Chair	Cloth (4), Steel (4)	—	A basic chair.
Chair	Cloth (4), Steel (4)	—	A basic chair.
Chair	Cloth (4), Steel (4)	—	A small seat.

Chair	Cloth (4), Steel (4)	—	Three connected seats.
Chair	Cloth (3), Wood (5)	—	A basic chair.
Chair	Wood (4), Cloth (4)	—	A basic chair.
Chair	Wood (4), Cloth (2)	—	A basic chair.
Chair	Wood (4), Plastic (1)	—	A basic chair.
Chair	Steel (3), Cloth (1), Plastic (1)	—	A basic chair.
Chair	Steel (3), Cloth (2), Plastic (2)	—	A basic chair.
Chair	Wood (3), Cloth (5), Steel (1)	—	A basic chair.
Chair	Wood (4), Steel (1)	—	A basic chair.
Chair	Steel (3), Cloth (2), Plastic (2)	—	A basic chair.
Chair	Wood (4), Cloth (4)	—	A basic chair.
Chair	Cloth (4), Steel (4)	—	A basic chair.
Chair	Cloth (4), Steel (4)	—	Three connected seats.
Chair	Steel (4)	—	A basic chair.
Couch	Wood (5), Cloth (9)	—	A basic couch.
Couch	Wood (5), Cloth (10)	—	A basic couch.
Couch	Wood (4), Cloth (7), Steel (2)	—	A basic couch.
Couch	Wood (6), Cloth (10), Steel (2)	—	A basic couch.
Couch	Wood (6), Cloth (9)	—	A basic couch.
Patio Chair	Steel (4), Plastic (2)	Picket Fences (Issue #5, located in Weston Water Treatment Plant)	A basic chair.
Stool	Steel (3)	—	A simple stool.
Stool	Steel (3)	—	A simple stool.
Stool	Steel (2), Wood (1)	—	A simple stool.
Stool	Wood (3), Steel (1)	—	A simple stool.
Stool	Steel (4)	—	A simple stool.
Stool	Steel (3)	—	A simple stool.
Stool	Steel (5)	—	A stool with an attached back.
Stool	Steel (3), Plastic (1)	—	A simple stool.

Furniture > Containers

Containers come in all shapes and sizes, but from the massive bureau to the compact toolbox, all containers can store as many items as you choose. Simply approach a container and begin transferring items to or from your inventory.

Containers

NAME	BUILD WITH	PREREQUISITES	NOTES
Bureau	Wood (4)	—	A tall bureau.
Cabinet	Steel (8)	—	A narrow cabinet.
Cabinet	Steel (8)	—	A wide cabinet.
Cabinet	Steel (8)	—	A tall cabinet.
Cabinet	Steel (8)	—	A wall-mounted cabinet.
Cabinet	Steel (8)	—	A long cabinet.
Cooler	Steel (2), Fiberglass (1)	—	A small cooler.
Desk	Steel (6)	—	A simple desk.
Desk	Steel (2), Wood (4)	—	A simple desk.
Dresser	Wood (4), Steel (2)	—	A narrow dresser.
Dresser	Wood (4), Steel (2)	—	A wide dresser.
File Cabinet	Steel (4)	—	A short file cabinet.
File Cabinet	Steel (4)	—	A tall file cabinet.
File Cabinet	Steel (4)	—	A tall file cabinet.
Filing Cabinet	Steel (2), Wood (6)	—	A large filing cabinet.
Footlocker	Steel (2), Wood (4)	—	A small box.
Metal Box	Steel (4)	—	A large box.
Safe	Spring (5), Steel (10), Gear (3)	—	A simple floor safe.
Steamer Trunk	Steel (4)	—	A large trunk.
Suitcase	Steel (1), Cloth (2)	—	A simple suitcase.
Tool Chest	Steel (4)	—	A large tool chest.

Toolbox	Steel (2)	—	A small toolbox.
Wooden Crate	Wood (3)	—	A large box.

Furniture > Shelves

Use shelves to hold and display **items** from your inventory. Just drop an item on the ground, activate the Workshop menu, then grab the item and place it wherever you like.

Awesome
Awesome
Awesome
Picket Fences
Picket Fences
Picket Fences
Picket Fences
Picket Fences
Grognak
Grognak

This subcategory also contains two magazine racks. Use these special shelves to store and display any magazines you collect as you explore the Commonwealth.

Shelves

NAME	BUILD WITH	PREREQUISITES	NOTES
Bookcase	Wood (7), Steel (1)	—	A tall bookcase.
Bookcase	Wood (3), Steel (1)	—	A short bookcase.
Magazine Rack	Screw (1), Steel (4)	—	A small rack that only holds magazines.
Magazine Rack	Screw (1), Steel (4)	—	A large rack that only holds magazines.
Shelf	Steel (4)	—	A simple shelf unit.
Shelf	Wood (10), Steel (3)	—	A large shelf unit.
Shelf	Wood (13), Steel (4)	—	A large, double-sided shelf unit.
Wall Shelf	Steel (2)	—	A wall-mounted shelf.
Wall Shelf	Steel (2)	—	A wall-mounted shelf.
Wall Shelf	Wood (2)	—	A wall-mounted shelf.
Wall Shelf	Wood (2)	—	A wall-mounted shelf.

Furniture > Tables

Like shelves, tables can hold and display items from your inventory. This subcategory contains everything from coffee tables to pool tables, so you're sure to find something to match any décor.

Tables

NAME	BUILD WITH	PREREQUISITES	NOTES
Coffee Table	Wood (3), Steel (1)	—	A low coffee table.
Coffee Table	Wood (4)	—	A high coffee table.
End Table	Wood (3), Steel (1)	—	A small end table.
End Table	Wood (4), Steel (1)	—	A large end table.
Kitchen Table	Wood (4), Steel (3)	—	A short table.
Kitchen Table	Wood (4), Steel (2)	—	A medium table.
Kitchen Table	Wood (4), Steel (3)	—	A long table.
Patio Table	Steel (10)	Picket Fences (Issue #5, located in Weston Water Treatment Plant)	A round table with an attached umbrella.
Picnic Table	Wood (8), Steel (2)	Picket Fences (Issue #5, located in Weston Water Treatment Plant)	A large picnic table.
Pool Table	Cloth (3), Wood (8), Plastic (2), Rubber (1), Steel (2)	—	A large pool table.
Table	Wood (4), Steel (1)	—	A small table.
Table	Wood (4)	—	A small table.
Table	Wood (4), Steel (1)	—	A short table.
Table	Wood (7), Steel (1)	—	A large table.
Table	Steel (5)	—	A small table.
Table	Wood (7), Steel (1)	—	A large table.
Table	Wood (4), Steel (1)	—	A small table.
Table	Wood (3), Steel (1)	—	A small table.
Table	Wood (7), Steel (1)	—	A large table.
Table	Wood (4), Steel (1)	—	A small table.
Table	Wood (3), Steel (1)	—	A small table.
Table	Wood (6), Steel (1)	—	A large table.
Table	Wood (2), Steel (2)	—	A small table.
Table	Wood (3), Steel (2)	—	A large table.
Table	Wood (2), Steel (2)	—	A medium table.
Table	Steel (5)	—	A small table.
Table	Steel (2)	—	A small table.
Table	Wood (4)	—	A high table.
Wet Bar	Wood (4), Steel (1)	—	An open wet bar.

Wet Bar	Wood (4), Steel (1)	—	A closed wet bar.

Furniture > Miscellaneous

This area of the Workshop menu contains miscellaneous furniture items like televisions, bathroom fixtures, and more. Dedicated explorers would do well to build the Bobblehead stand—this stylish piece of furniture is a great way to proudly display your Bobblehead collection.

Miscellaneous Furniture

NAME	BUILD WITH	PREREQUISITES	NOTES
Bathtub	Ceramic (8), Steel (2)	—	A damaged bathtub.
Bobblehead Stand	Screw (3), Steel (4), Fiberglass (3)	—	A unit to hold and display collected Bobbleheads.
Counter	Wood (6), Steel (2)	—	A large counter.
Ottoman	Wood (2), Cloth (3), Steel (1)	—	A small ottoman.
Television	Steel (2), Circuitry (3), Wood (2), Glass (2), Aluminum (2)	—	Requires **power**.
Television	Steel (2), Circuitry (3), Wood (3), Glass (2), Aluminum (2)	—	Requires **power**.
Television	Steel (2), Circuitry (3), Wood (2), Glass (2), Aluminum (2)	—	Requires **power**.
Toilet	Ceramic (5), Plastic (1)	—	A damaged toilet.

DECORATIONS

This category features an impressive assortment of decorative items. When you just want to add a bit of flair to a settlement, make sure you visit this section of the Workshop menu.

SUBCATEGORIES

- Decorations > Floor Coverings
- Decorations > Wall Decorations
- Decorations > Statues
- Decorations > Miscellaneous

Decorations > Floor Coverings

This section of the Workshop menu contains a variety of rugs and floor mats.

Floor Coverings

NAME	BUILD WITH	PREREQUISITES	NOTES

Floor Mats	Cloth (2), Rubber (1)	—	A small mat.
Floor Mats	Cloth (2), Rubber (1)	—	A small mat.
Floor Mats	Cloth (2), Rubber (1)	—	A small mat.
Floor Mats	Cloth (2), Rubber (1)	—	A small mat.
Floor Mats	Cloth (2), Rubber (1)	—	A small mat.
Floor Mats	Cloth (2), Rubber (1)	—	A small mat.
Rug	Cloth (6)	—	A large rug.
Rug	Cloth (3)	—	A small rug.
Rug	Cloth (4)	—	A small rug.
Rug	Cloth (6)	—	A large rug.
Rug	Cloth (6)	—	A large rug.

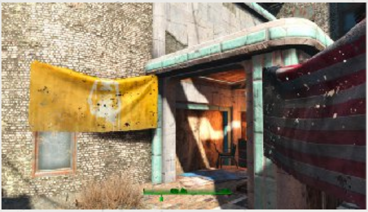
Decorations > Wall Decorations

This section of the Workshop menu contains wall-mounted items like flags, trophies, and paintings.

SUBCATEGORIES

- Decorations > Wall Decorations > Flags
- Decorations > Wall Decorations > Mounted Creatures
- Decorations > Wall Decorations > Paintings
- Decorations > Wall Decorations > Signs
- Decorations > Wall Decorations > Miscellaneous

Decorations > Wall Decorations > Flags

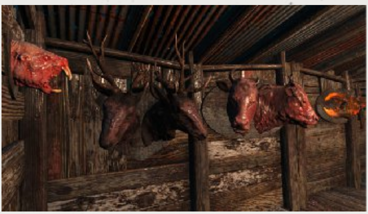


Initially, the Workshop menu only offers the U.S. flag, but more flags become available as you gain new allies. You're only able to build a faction's flag while you're a recognized member—if you're kicked out of a faction, the related flag is removed from the Workshop menu.

Flags

NAME	BUILD WITH	PREREQUISITES	NOTES
Brotherhood of Steel Flag	Cloth (5)	Complete the "**Fire Support**" quest and be part of the Brotherhood of Steel faction.	A wall-mounted flag.
Institute Flag	Cloth (5)	Complete the "**Institutionalized**" quest and be part of the Institute faction.	A wall-mounted flag.
Railroad Flag	Cloth (5)	Complete the "**Tradecraft**" quest and be part of the Railroad faction.	A wall-mounted flag.
Minutemen Flag	Cloth (5)	Become the leader of the Minutemen.	A wall-mounted flag.
U.S. Flag	Cloth (5)	—	A wall-mounted flag.

Decorations > Wall Decorations > Mounted Creatures

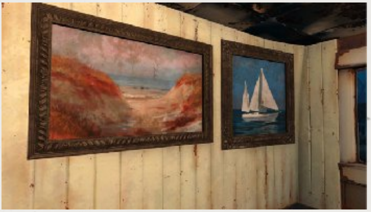


This subcategory offers a small collection of wall-mounted hunting trophies.

Mounted Creatures

NAME	BUILD WITH	PREREQUISITES	NOTES
Mounted Brahmin Heads	Wood (1), Cloth (2), Brahmin Skull (2)	—	A wall-mounted trophy.
Mounted Mirelurk Claw	Wood (1), Cloth (1), Mirelurk Meat (1)	—	A wall-mounted trophy.
Mounted Mole Rat Head	Wood (1), Cloth (1), Mole Rat Meat (1), Mole Rat Teeth (1)	—	A wall-mounted trophy.
Mounted Radstag Heads	Wood (1), Cloth (2), Radstag Meat (1)	—	A wall-mounted trophy.

Decorations > Wall Decorations > Paintings



This section of the Workshop menu offers paintings of various styles and sizes.

Paintings

NAME	BUILD WITH	PREREQUISITES	NOTES
Painting	Wood (5)	—	A wall-mounted painting.
Painting	Wood (5)	—	A wall-mounted painting.
Painting	Wood (5)	—	A wall-mounted painting.
Painting	Wood (5)	—	A wall-mounted painting.
Painting	Wood (5)	—	A wall-mounted painting.
Painting	Wood (5)	—	A wall-mounted painting.
Painting	Wood (5)	—	A wall-mounted painting.
Painting	Wood (5)	—	A wall-mounted painting.
Painting	Wood (5)	—	A wall-mounted painting.
Painting	Wood (5)	—	A wall-mounted painting.
Painting	Wood (5)	—	A wall-mounted painting.
Painting	Wood (5)	—	A wall-mounted painting.
Painting	Wood (5)	—	A wall-mounted painting.

Painting	Wood (5)	—	A wall-mounted painting.
Painting	Wood (5)	—	A wall-mounted painting.
Painting	Wood (5)	—	A wall-mounted painting.
Painting	Wood (5)	—	A wall-mounted painting.
Painting	Wood (5)	—	A wall-mounted painting.
Painting	Wood (5)	—	A wall-mounted painting.
Painting	Wood (5)	—	A wall-mounted painting.

Decorations > Wall Decorations > Signs

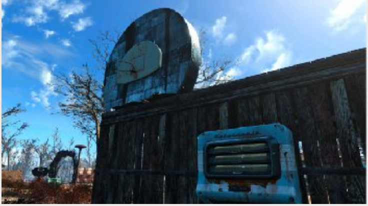
ELECTRICAL

In this section of the Workshop menu, you'll find signs in a variety of shapes, styles, and sizes.

Signs

NAME	BUILD WITH	PREREQUISITES	NOTES
Signs	Steel (4)	—	A wall-mounted sign.
Signs	Steel (4)	—	A wall-mounted sign.
Signs	Steel (4)	—	A wall-mounted sign.
Signs	Steel (4)	—	A wall-mounted sign.
Signs	Steel (4)	—	A wall-mounted sign.
Signs	Steel (4)	—	A wall-mounted sign.
Signs	Steel (4)	—	A wall-mounted sign.
Signs	Steel (4)	—	A wall-mounted sign.
Signs	Steel (4)	—	A wall-mounted sign.
Signs	Steel (4)	—	A wall-mounted sign.
Signs	Steel (4)	—	A wall-mounted sign.

Decorations > Wall Decorations > Miscellaneous

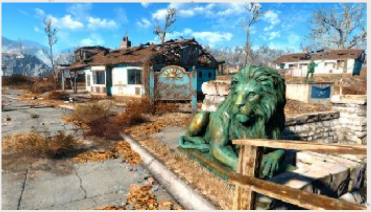


This section of the Workshop menu features two miscellaneous wall decorations: a mountable basketball hoop and a stylish Eat-O-Tronic unit.

Miscellaneous Wall Decorations

NAME	BUILD WITH	PREREQUISITES	NOTES
Basketball Hoop	Steel (4)	—	A wall-mounted basketball hoop.
Eat-O-Tronic	Steel (4), Glass (2)	—	A wall-mounted vending machine.

Decorations > Statues

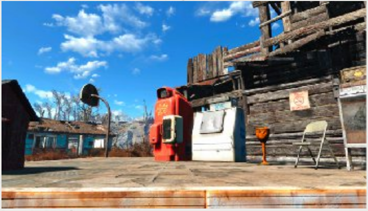


This subcategory only appears in the Workshop menu after you collect the Picket Fences magazine located in the Saugus Ironworks. Once you unlock these items, you can use workshops to build some rather impressive statues.

Statues

NAME	BUILD WITH	PREREQUISITES	NOTES
Statue	Copper (10)	Picket Fences (Issue #3, located in Saugus Ironworks)	A small statue.
Statue	Copper (10)	Picket Fences (Issue #3, located in Saugus Ironworks)	A large statue.
Statue	Copper (20)	Picket Fences (Issue #3, located in Saugus Ironworks)	A very large statue.
Statue	Copper (20)	Picket Fences (Issue #3, located in Saugus Ironworks)	A very large statue.
Fountain	Copper (20)	Picket Fences (Issue #3, located in Saugus Ironworks)	A very large fountain.

Decorations > Miscellaneous



This section of the Workshop menu contains some particularly interesting decorations, many of which offer additional functionality. Some vending machines and trash receptacles can be used as containers. The doghouse gives your canine companion a place to relax between outings. Radios and jukeboxes add a bit of life to any settlement. Initially, the workshop offers a good selection of miscellaneous decorations, but many more can be unlocked as you explore the Commonwealth.

Miscellaneous Decorations

NAME	BUILD WITH	PREREQUISITES	NOTES
Ashtray	Steel (4)	—	A standing ashtray.
Basketball Hoop	Steel (6)	—	A standing basketball hoop.
Cigarette Machine	Steel (4), Rubber (1)	—	A small vending machine.
Crib	Steel (1), Wood (5), Cloth (2)	—	A baby's crib.
Doghouse	Wood (3), Steel (1)	—	A simple doghouse.
Grill	Steel (4), Rubber (1)	Picket Fences (Issue #5, located in Weston Water Treatment Plant)	A small grill.
Ice Cooler	Steel (4), Rubber (1)	—	A large ice machine.
Lawn Flamingos	Steel (1), Plastic (4)	Wasteland Survival Guide (Issue #5, located in Lynn Woods)	A lawn Flamingo.
Lawn Flamingos	Steel (1), Plastic (4)	Wasteland Survival Guide (Issue #5, located in Lynn Woods)	A lawn Flamingo.

Milk Vending Machine	Steel (4), Rubber (1)	—	A large vending machine.
Nuka-Cola Machine	Steel (2), Rubber (1), Plastic (2)	—	A large vending machine.
Potted Plant	Steel (2), Wood (2)	Picket Fences (Issue #4, located in **Combat** Zone)	A small potted plant.
Potted Plant	Steel (2), Wood (2)	Picket Fences (Issue #4, located in **Combat** Zone)	A small potted plant.
Potted Plant	Steel (2), Wood (2)	Picket Fences (Issue #4, located in **Combat** Zone)	A large potted plant.
Potted Plant	Steel (2), Wood (2)	Picket Fences (Issue #4, located in **Combat** Zone)	A small potted plant.
Potted Plant	Steel (2), Wood (2)	Picket Fences (Issue #4, located in **Combat** Zone)	A large potted plant.
Potted Plant	Steel (2), Wood (2)	Picket Fences (Issue #4, located in **Combat** Zone)	A small potted plant.
Potted Plant	Steel (2), Wood (2)	Picket Fences (Issue #4, located in **Combat** Zone)	A large potted plant.
Potted Plant	Steel (2), Wood (2)	Picket Fences (Issue #4, located in **Combat** Zone)	A large potted plant.
Radio	Circuitry (1), Plastic (2), Copper (1), Rubber (2)	—	Tuned to Diamond City **Radio**.
Radio	Circuitry (1), Plastic (2), Copper (1), Rubber (2)	—	Tuned To Classical **Radio**.
Radio	Circuitry (1), Plastic (2), Copper (1), Rubber (2)	Complete The Minutemen Quest: **Taking Independence**.	Tuned to **Radio** Freedom.
Sign	Steel (4), Rubber (1)	—	A large, freestanding sign.
Trash Bin	Steel (4), Rubber (1)	—	A large trash receptacle.
Trash Can	Steel (4)	—	A small trash receptacle.
Jukebox	Circuitry (2), Plastic (2), Copper (2), Glass (2), Steel (2)	—	Requires 2 **Power**.
Shaun’s Crib	Cloth (2), Steel (1), Wood (5)	Scrap Shaun’s crib.	Unique item. Can only be built in **Sanctuary** Hills.

POWER

This category contains all of the items you’ll need to generate and deliver power, but it also offers some very useful high-tech devices. With this selection of generators, switches, lights, and special electronics, you can build a power grid that rivals anything found in the Commonwealth.

SUBCATEGORIES

- Power > Generators
- Power > Connectors and Switches
- Power > Lights
- Power > Miscellaneous

Power > Generators

Generators produce the power needed to run lights, turrets, and all of a settlement's electronic devices. Each generator features its own size, output, and building materials, and the most powerful generator requires an investment in the Science! perk.

Generators

NAME	BUILD WITH	PREREQUISITES	NOTES
Generator—Small	Gear (2), Steel (4), Rubber (2), Copper (2), Ceramic (1)	—	Produces 3 **Power**
Generator—Medium	Screw (3), Gear (3), Steel (7), Rubber (3), Copper (3), Ceramic (1)	—	Produces 5 **Power**
Generator—Large	Gear (6), Screw (5), Rubber (4), Copper (10), Aluminum (12), Nuclear Material (3)	Rank 1: Science!	Produces 10 **Power**
Generator—Windmill	Steel (15), Copper (4), Aluminum (10), Gear (2)	—	Produces 3 **Power**

Power > Connectors And Switches

This section of the Workshop menu offers an assortment of pylons, conduits, and switches. By connecting these devices to a power source, you can expand and control the flow of electricity within a settlement. Pylons and conduits serve as anchor points for wires, and you can link them to deliver power to buildings and devices located anywhere within a settlement. As long as they're attached to a suitable power source, these connectors also radiate energy needed to power televisions, jukeboxes, and most lights.

Use switches to determine when and if power is transmitted to specific areas or devices. You'll find everything from basic on/off switches to programmable power counters. Connect switches to terminals to access additional options; combine switches to create new effects. Like basic connectors, switches radiate the energy needed to power simple devices. Of course, this energy field is only active while a switch is turned on.

Connectors And Switches

NAME	BUILD WITH	PREREQUISITES	NOTES
Power Pylon	Copper (2), Wood (2), Ceramic (1), Steel (1)	—	A short pylon
Power Pylon —Large	Copper (4), Ceramic (3), Steel (8), Rubber (1)	—	A tall pylon. Requires **power**.
Power Conduit	Copper (2), Ceramic (2), Steel (2)	—	Mounts to floors
Power Conduit	Copper (2), Ceramic (2), Steel (2)	—	Mounts to walls
Power Conduit	Copper (2), Ceramic (2), Steel (2)	—	Mounts to ceilings
Switched **Power** Pylon	Copper (3), Wood (2), Steel (2), Ceramic (1), Rubber (1)	—	Features an on/off switch. Requires **power**.
Switched **Power** Pylon —Large	Copper (5), Steel (9), Ceramic (3), Rubber (1)	—	Features an on/off switch. Requires **power**.
Switch	Steel (2), Copper (1), Rubber (1)	—	A wall-mounted on/off switch. Requires **power**.
Pressure Plate	Copper (3), Steel (3), Spring (2)	—	Transmits **power** when activated. Requires **power**.
Laser Tripwire	Fiber Optics (2), Steel (4), Crystal (1), Fusion Cell (6)	Rank 1: Science!	Transmits **power** when disarmed. Use a connected terminal to access additional functionality. Requires **power**.
Laser Tripwire	Fiber Optics (2), Steel (4), Crystal (1), Fusion Cell (6)	Rank 1: Science!	Transmits **power** when disarmed. Use a connected terminal to access additional functionality. Requires **power**.
Delayed Off Switch	Copper (2), Wood (2), Ceramic (1)	—	Stops transmitting **power** after a short delay. Use a connected terminal to change the delay. Requires **power**.
Delayed On Switch	Copper (2), Wood (2), Ceramic (1)	—	Transmits **power** after a short delay. Use a connected terminal to change the delay. Requires **power**.
Interval Switch	Copper (2), Wood (2), Ceramic (1)	—	Switches on and off repeatedly. Use a connected terminal to change the on/off intervals. Requires **power**.
Power Counter	Copper (1), Wood (1), Ceramic (1), Steel (2)	—	Transmits **power** briefly after cycling **power** 10 times. Use a connected terminal to change the max count. Requires **power**.

Power > Lights

Initially, the Workshop menu contains a good variety of lighting options, but you can unlock many more by collecting the Picket Fences magazine located in Hardware Town. Nearly all lights are powered by radiant energy—the one exception is the construction light. This freestanding light must be wired directly to a power grid in order to function.

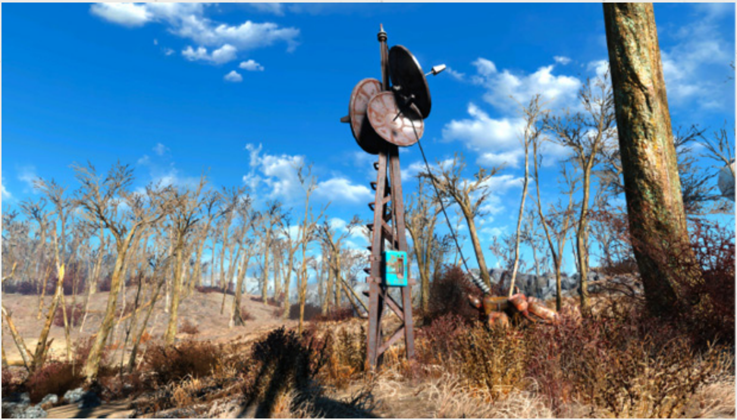
Lights

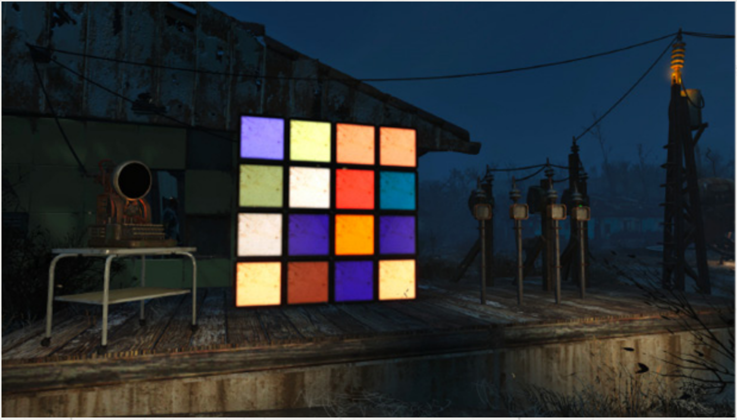
NAME	BUILD WITH	PREREQUISITES	NOTES
Lightbulb	Glass (1), Copper (1), Steel (2)	—	A hanging light. Requires **power**.
Industrial Wall Light	Glass (1), Copper (1), Steel (2)	—	A wall-mounted light. Requires **power**.
Construction Light	Glass (2), Copper (1), Steel (4)	—	A freestanding light. Requires 1 **Power**.
Ceiling Fan	Glass (1), Copper (1), Gear (1), Wood (1), Steel (2)	—	A hanging fan. Requires **power**.
Lamp	Glass (1), Copper (1), Steel (2)	—	A freestanding light. Requires **power**.
High Tech Lights	Glass (1), Copper (1), Steel (2)	Picket Fences (Issue #2, located in Hardware Town)	A freestanding light. Requires **power**.
High Tech Lights	Glass (1), Copper (1), Steel (2)	Picket Fences (Issue #2, located in Hardware Town)	A freestanding light. Requires **power**.
High Tech Lights	Glass (1), Copper (1), Steel (2)	Picket Fences (Issue #2, located in Hardware Town)	A freestanding light. Requires **power**.
High Tech Lights	Glass (1), Copper (1), Steel (2)	Picket Fences (Issue #2, located in Hardware Town)	A hanging light. Requires **power**.
High Tech Lights	Glass (1), Copper (1), Steel (2)	Picket Fences (Issue #2, located in Hardware Town)	A hanging light. Requires **power**.
High Tech Lights	Glass (1), Copper (1), Steel (2)	Picket Fences (Issue #2, located in Hardware Town)	A hanging light. Requires **power**.
High Tech Lights	Glass (1), Copper (1), Steel (2)	Picket Fences (Issue #2, located in Hardware Town)	A hanging light. Requires **power**.
High Tech Lights	Glass (1), Copper (1), Steel (2)	Picket Fences (Issue #2, located in Hardware Town)	A freestanding light. Requires **power**.
High Tech Lights	Glass (1), Copper (1), Steel (2)	Picket Fences (Issue #2, located in Hardware Town)	A freestanding light. Requires **power**.
High Tech Lights	Glass (1), Copper (1), Steel (2)	Picket Fences (Issue #2, located in Hardware Town)	A freestanding light. Requires **power**.
High Tech Lights	Glass (1), Copper (1), Steel (2)	Picket Fences (Issue #2, located in Hardware Town)	A freestanding light. Requires **power**.
Mirror Ball	Glass (6), Copper (1), Steel (2)	—	A hanging light. Requires **power**.
Strobe Light	Glass (1), Copper (1), Steel (2), Circuitry (1)	Rank 1: Science!	A hanging light. Requires **power**.

Power > Miscellaneous

This section of the Workshop menu contains a small selection of interesting items. The recruitment radio beacon is particularly useful—this powered transmitter draws new residents to a specific settlement, allowing your population to grow fairly quickly.

Use terminals to access additional functionality on attached devices. Not every powered device offers extra features, but all terminals can be used with switches, lightboxes, powered speakers, and powered turrets.





Miscellaneous Power Items

NAME	BUILD WITH	PREREQUISITES	NOTES
Recruitment **Radio** Beacon	Circuitry (2), Crystal (2), Copper (6), Steel (10), Ceramic (3), Rubber (1)	—	Attracts new settlers to your settlement when turned on. Requires 1 **Power**.
Terminal	Rubber (2), Copper (2), Circuitry (2), Aluminum (4)	Rank 1: Hacker	Access additional functionality on connected objects. Requires 1 **Power**.
Lightbox	Glass (1), Copper (1), Steel (2)	—	Use a connected terminal to access additional functionality. Requires 1 **Power**.
Powered Speaker	Copper (1), Wood (1), Steel (2), Circuitry (1)	—	Plays a musical tone when powered. Use a connected terminal to change the pitch. Requires 1 **Power**.

DEFENSE

Use the items in this category to boost your settlement's Defense rating. A high Defense rating makes your settlement a much less appealing target for would-be attackers. This, in turn, results in a more self-sufficient settlement with a happier, more productive population.

SUBCATEGORIES

- Defense > Guard Posts
- Defense > Turrets
- Defense > Traps

Defense > Guard Posts

Guard posts are made from common materials—in most cases, a newly acquired settlement contains more than enough scrap to build at least a few of these defensive items. You must assign a worker to a guard post before it contributes to a settlement's Defense rating, but because each guard can generate a maximum of 6 Defense, a single guard can man up to three posts.

Guard Posts

NAME	BUILD WITH	PREREQUISITES	NOTES
Guard Post	Wood (10), Steel (4)	—	Provides 2 **Defense**. Requires an assigned worker.
Guard Tower	Wood (12), Steel (6)	—	Provides 2 **Defense**. Requires an assigned worker.

Defense > Turrets

The Workshop menu offers a variety of turrets. These automated weapons boost a settlement's Defense rating without compromising its workforce. It does, however, take a fair amount of uncommon and rare materials to build them, and most turrets require power to function. Still, if you have the required resources and skills, building a collection of powerful turrets will go a long way toward keeping your settlements safe.

Turrets

NAME	BUILD WITH	PREREQUISITES	NOTES
Machine-Gun Turret	Steel (8), Circuitry (1), Gear (2), Oil (2)	—	Provides 5 **Defense**.
Heavy Machine-Gun Turret	Steel (10), Circuitry (2), Gear (2), Oil (4)	Rank 1: Gun Nut	Provides 8 **Defense**.
Laser Turret	Aluminum (5), Circuitry (3), Screw (3), Fiber Optics (4), Gear (2), Nuclear Material (2), Steel (5), Glass (3)	Rank 1: Science!	Requires 2 **Power**. Produces 8 **Defense**.
Shotgun Turret	Aluminum (4), Circuitry (5), Screw (4), Gear (4), Oil (5), Steel (6)	Rank 2: Gun Nut	Requires 2 **Power**. Produces 8 **Defense**.
Spotlight	Circuitry (1), Screw (1), Gear (2), Steel (6), Oil (1), Glass (2)	—	Requires 2 **Power**. Produces 2 **Defense**.
Heavy Laser Turret	Crystal (4), Aluminum (7), Circuitry (4), Screw (4), Fiber Optics (4), Gear (3), Nuclear Material (4), Steel (3)	Rank 3: Science!	Requires 2 **Power**. Produces 12 **Defense**.
Missile Turret	Aluminum (6), Circuitry (6), Screw (5), Gear (5), Oil (6), Steel (6)	Rank 3: Gun Nut	Requires 2 **Power**. Produces 15 **Defense**.

Defense > Traps

Like turrets, traps function without the help of assigned workers. Unlike turrets, traps must be repaired after each use. A trap triggers the moment it receives power, and it will continue to attack until it breaks. Use switches like pressure plates and laser tripwires to better control when and how trap can be activated. To count toward a settlement's Defense rating, a trap must be undamaged and wired to a power grid.

Traps

NAME	BUILD WITH	PREREQUISITES	NOTES
Tesla Arc	Steel (2), Copper (3), Circuitry (1)	—	Requires **power**. Produces 2 **Defense**.
Radiation Emitter	Screw (2), Nuclear Material (3), Lead (2), Steel (2)	—	Requires **power**. Produces 2 **Defense**.
Flamethrower Trap	Screw (2), Rubber (4), Aluminum (4), Oil (6)	—	Requires **power**. Produces 3 **Defense**.

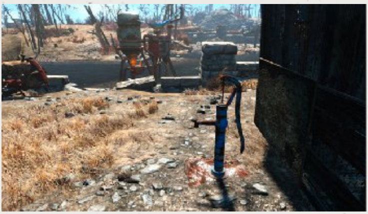
RESOURCES

Most of the items in this category are geared toward water collection and food production, but you'll also find an assortment of items that can make a settlement more productive and easier to manage.

SUBCATEGORIES

- Resources > Water
- Resources > Food
- Resources > Miscellaneous

Resources > Water



To keep your settlements happy, it's important to provide enough water for the current population. Water pumps are simple devices that generate a small amount of water. They can only be placed in dirt, but virtually every settlement has terrain that can accommodate at least a few water pumps. Water purifiers, on the other hand, can only be placed in water. These machines are more difficult to build, and they require power, but they're able to generate an impressive amount of drinkable water.

Water Items

NAME	BUILD WITH	PREREQUISITES	NOTES
Water Pump	Concrete (1), Steel (4), Gear (1)	—	Can only be placed in dirt. Produces 3 Water.
Water Purifier	Oil (2), Ceramic (2), Rubber (5), Copper (2), Steel (10), Cloth (2)	—	Must be placed in the water. Requires 2 **Power**. Produces 10 Water.
Water Purifier—Industrial	Oil (4), Ceramic (2), Rubber (10), Copper (4), Steel (20), Cloth (4), Screw (6)	Rank 1: Science!	Must be placed in the water. Requires 5 **Power**. Produces 40 Water.

Resources > Food

Like water, food is an important factor in a settlement's overall happiness. The crops found in the Workshop menu can only be placed in dirt, and they only count toward your settlement's Food rating if workers are assigned to care for them. A single worker can generate up to 6 Food, and he or she can tend any combination of crops that doesn't exceed this limit.

Assigned crops also produce food that you can harvest yourself. You can consume this food, sell it, or use it to plant new crops and create items at workstations. Harvesting food has no effect on your settlement's Food rating.

Food Items

NAME	BUILD WITH	PREREQUISITES	NOTES
Carrot	Carrot (1)	—	Can only be placed in dirt. Produces 0.5 **Food**. Requires an assigned worker.
Corn	Corn (1)	—	Can only be placed in dirt. Produces 0.5 **Food**. Requires an assigned worker.
Corn	Corn (1)	—	Can only be placed in dirt. Produces 0.5 **Food**. Requires an assigned worker.
Gourd	Gourd (1)	—	Can only be placed in dirt. Produces 0.5 **Food**. Requires an assigned worker.
Melon	Melon (1)	—	Can only be placed in dirt. Produces 0.5 **Food**. Requires an assigned worker.
Mutfruit Plant	Mutfruit (1)	—	Can only be placed in dirt. Produces 1 **Food**. Requires an assigned worker.
Razorgrain	Razorgrain (1)	—	Can only be placed in dirt. Produces 0.5 **Food**. Requires an assigned worker.
Razorgrain	Razorgrain (1)	—	Can only be placed in dirt. Produces 0.5 **Food**. Requires an assigned worker.
Tato Plant	Tato (1)	—	Can only be placed in dirt. Produces 0.5 **Food**. Requires an assigned worker.
Tato Plant	Tato (1)	—	Can only be placed in dirt. Produces 0.5 **Food**. Requires an assigned worker.

Resources > Miscellaneous

This section of the Workshop menu contains some very useful items. Scavenging stations increase the amount of scrap salvaged by the workers assigned to them. Feed troughs keep Brahmin from wandering around your settlements. Bells and sirens make it easier to manage your settlers, and the Fast-Travel target adjusts your arrival point at a given settlement.

Miscellaneous Resource Items

NAME	BUILD WITH	PREREQUISITES	NOTES
Scavenging Station	Wood (5), Steel (3)	—	Extra scavenging production. Requires an assigned worker.
Brahmin Feed Trough	Steel (2), Ceramic (8)	—	Brahmin will tend to stay near their feed trough.
Bell	Wood (4), Steel (4)	—	Ring to gather nearby settlers.
Siren	Copper (5), Steel (9), Ceramic (3), Rubber (1)	—	Alerts nearby settlers to danger when triggered. Requires 1 **Power**.
Fast-Travel Target	Cloth (2), Rubber (1)	—	Only 1 per location. Moves the Fast-Travel arrival point.

STORES

BAR
WEAPONS
ARMOR

In addition to buying and selling goods, stores you build within a settlement generate income based on the current population. Many stores even increase a settlement's total Happiness rating. You must assign a worker to a store before it can be used—once you do, a worker stays at his or her store during its hours of operation. You must have both ranks of the Local Leader perk before you can build a store, and many stores have additional perk requirements.

SUBCATEGORIES

- Stores > Trader
- Stores > Armor
- Stores > Weapons
- Stores > Food and Drink
- Stores > Clinic
- Stores > Clothing

Stores > Trader

Trading stores specialize in junk items. Larger stores offer a better selection of rarer goods and keep more money on hand. These stores also increase a settlement's Happiness rating.

Trading Stores

NAME	BUILD WITH	PREREQUISITES	NOTES
Trading Stand	Wood (5), Bottlecap (300), Steel (3)	Rank 2: Local Leader	Produces income based on the total population. Makes settlements happier. Requires an assigned worker.
Trading Shop	Wood (5), Bottlecap (600), Steel (3)	Rank 2: Local Leader	Produces income based on the total population. Makes settlements happier. Requires an assigned worker.
Trading Emporium	Wood (5), Bottlecap (1500), Steel (3)	Rank 2: Cap Collector, Rank 2: Local Leader	Produces income based on the total population. Makes settlements happier. Requires an assigned worker.

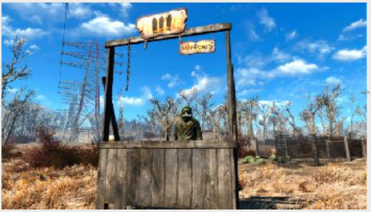
Stores > Armor

Armor stores specialize in protective apparel. Larger stores offer a better selection of rarer goods and keep more money on hand.

Armor Stores

NAME	BUILD WITH	PREREQUISITES	NOTES
Armor Stand	Wood (5), Bottlecap (500), Steel (3)	Rank 2: Local Leader	Produces income based on the total population. Requires an assigned worker.
Armor Shop	Wood (5), Bottlecap (1000), Steel (3)	Rank 2: Local Leader	Produces income based on the total population. Requires an assigned worker.
Armor Emporium	Wood (5), Bottlecap (3000), Steel (3)	Rank 2: Cap Collector, Rank 2: Local Leader	Produces income based on the total population. Requires an assigned worker.

Stores > Weapons

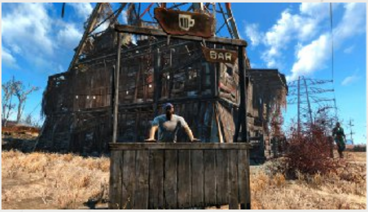


Weapon stores specialize in weapons and ammunition. Larger stores offer a better selection of rarer goods and keep more money on hand.

Weapon Stores

NAME	BUILD WITH	PREREQUISITES	NOTES
Weapons Stand	Wood (5), Bottlecap (500), Steel (3)	Rank 2: Local Leader	Produces income based on the total population. Requires an assigned worker.
Weapons Shop	Wood (5), Bottlecap (1000), Steel (3)	Rank 2: Local Leader	Produces income based on the total population. Requires an assigned worker.
Weapons Emporium	Wood (5), Bottlecap (3000), Steel (3)	Rank 2: Cap Collector, Rank 2: Local Leader	Produces income based on the total population. Requires an assigned worker.

Stores > Food And Drink



Food and drink stores specialize in comestible aid items. Larger stores offer a better selection of rarer goods and keep more money on hand. These stores also increase a settlement's Happiness rating.

Food And Drink Stores

NAME	BUILD WITH	PREREQUISITES	NOTES
Drink Stand	Wood (5), Bottlecap (250), Steel (3)	Rank 2: Local Leader	Produces income based on the total population. Makes settlements happier. Requires an assigned worker.
Bar	Wood (5), Bottlecap (500), Steel (3)	Rank 2: Local Leader	Produces income based on the total population. Makes settlements happier. Requires an assigned worker.
Restaurant	Wood (5), Bottlecap (1500), Steel (3)	Rank 2: Cap Collector, Rank 2: Local Leader	Produces income based on the total population. Makes settlements happier. Requires an assigned worker.

Stores > Clinic

Clinics restore health and offer cures for chem addiction and radiation sickness. They also sell medicinal aid items. Larger stores offer a better selection of rarer goods and keep more money on hand. Clinics also increase a settlement's Happiness rating.

Clinics

NAME	BUILD WITH	PREREQUISITES	NOTES
First **Aid** Station	Wood (5), Bottlecap (600), Steel (3)	Rank 2: Local Leader, Rank 1: Medic	Produces income based on the total population. Makes settlements happier. Requires an assigned worker.
Clinic	Wood (5), Bottlecap (1200), Steel (3)	Rank 2: Local Leader, Rank 1: Medic	Produces income based on the total population. Makes settlements happier. Requires an assigned worker.
Surgery Center	Wood (5), Bottlecap (1800), Steel (3)	Rank 2: Local Leader, Rank 1: Medic	Produces income based on the total population. Makes settlements happier. Requires an assigned worker.

Stores > Clothing

TA
CLOTHING

Clothing stores specialize in cosmetic apparel. Larger stores offer a better selection of rarer goods and keep more money on hand. These stores also increase a settlement's Happiness rating.

Clothing Stores

NAME	BUILD WITH	PREREQUISITES	NOTES
Clothing Stand	Wood (5), Bottlecap (200), Steel (3)	Rank 2: Local Leader	Produces income based on the total population. Makes settlements happier. Requires an assigned worker.
Clothing Shop	Wood (5), Bottlecap (400), Steel (3)	Rank 2: Local Leader	Produces income based on the total population. Makes settlements happier. Requires an assigned worker.
Clothing Emporium	Wood (5), Bottlecap (1000), Steel (3)	Rank 2: Cap Collector, Rank 2: Local Leader	Produces income based on the total population. Makes settlements happier. Requires an assigned worker.

LEVEL 4 WORKSHOP MERCHANTS

Even the best stores can benefit from expert traders. Recruit these special merchants to join a settlement, assign them to the appropriate stores, and you'll have access to some rare and unique **items**. Some of these individuals are harder to convince than others, and some demand a minimum population before they'll offer their services. Luckily, any settlements connected (by supply lines) to the target location count toward minimum population requirements.

CATEGORY	REQUIRED STORE	MERCHANT	MIN. POPULATION	NOTES
Armor	**Armor** Emporium	The Scribe	10	Met during Random Encounter: Workshop **Armor** Vendor.
Clinic	Surgery Center	Doc Anderson	20	Met during Random Encounter: The Walking Wounded.
Clothing	**Clothing** Emporium	Ann Hargraves	—	Found in WRVR Broadcast Station.
Food & Drink	Restaurant	Ron Staples	20	Met during Random Encounter: Time to Party.
General	Trading Emporium	Vault-Tec Rep	—	Found in Goodneighbor.

General	Trading Emporium	Rylee	—	Met during Random Encounter: Rylee the Trader
General	Trading Emporium	Tina De Luca	—	Found in Vault 81.
Weapons	**Weapons** Emporium	Smiling Larry	30	Met during Random Encounter: Smiling Larry.

CRAFTING

If you invest in both ranks of the Local Leader perk, you can build workstations in any of your settlements.

Workstations

NAME	BUILD WITH	PREREQUISITES	NOTES
Armor Workbench	Wood (3), Gear (5), Spring (4), Screw (4), Aluminum (8)	Rank 2: Local Leader	Used to modify or scrap **armor**.
Chemistry Station	Wood (8), Steel (6), Glass (6), Rubber (3), Screw (4)	Rank 2: Local Leader	Used to craft **chems** and **explosives**.
Chemistry Station	Wood (3), Steel (6), Copper (4), Rubber (3), Screw (3), Glass (4)	Rank 2: Local Leader	Used to craft **chems** and **explosives**.
Cooking Station	Steel (5), Concrete (3), Wood (3), Screw (3)	Rank 2: Local Leader	Used to cook consumables.
Cooking Station	Steel (4), Gear (3), Wood (2), Screw (2)	Rank 2: Local Leader	Used to cook consumables.
Cooking Stove	Steel (4), Gear (3), Wood (2), Screw (2)	Rank 2: Local Leader	Used to cook consumables.

Power Armor Station	Gear (6), Oil (4), Screw (4), Plastic (4), Aluminum (12), Fiberglass (6), Circuitry (3)	Rank 2: Local Leader	Used to modify or repair **Power Armor**.
Weapons Workbench	Wood (4), Gear (4), Screw (3), Aluminum (7), Rubber (4)	Rank 2: Local Leader	Used to modify or scrap **weapons**.
Weapons Workbench	Wood (3), Gear (3), Screw (4), Aluminum (6), Rubber (6)	Rank 2: Local Leader	Used to modify or scrap **weapons**.

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Workshops

Managing Settlements

You're free to run a settlement in whatever manner you see fit. You can address problems as they arise or ignore them completely—your settlers will survive with or without your help. For a settlement to thrive, however, you'll need to play a more active role. Developing a settlement takes effort; juggling the needs of multiple settlements takes careful planning and a watchful eye.

RECOMMENDED PERKS

Effective management takes time, effort, and ample resources, but rebuilding the Commonwealth also takes considerable know-how. If you're looking to make the most of your settlements, you'd do well to invest in these perks:

- Local Leader: At Rank 1, this Charisma-based perk grants the ability to establish supply lines between your settlements. Rank 2 is required to build the stores and workstations found in the workshop menu. If you're serious about settlements, make this perk a priority.
- Hacker: Rank 1 of this Intelligence-based perk is required to build terminals. Terminals can interact with a variety of devices, but they're most useful when combined with switches. Whether you're looking to streamline your automated defenses or design custom audio/visual elements, you'll need at least one terminal to access all of the available options.
- Science!: Rank 1 of this Intelligence-based perk is required to build large generators, industrial water purifiers, laser tripwires, and many other particularly handy items. Rank 3 is required to build heavy laser turrets.
- Gun Nut: Rank 3 of this Intelligence-based perk is required to build missile turrets. These powerful weapon systems generate more Defense than any of the other items contained in the Workshop menu.

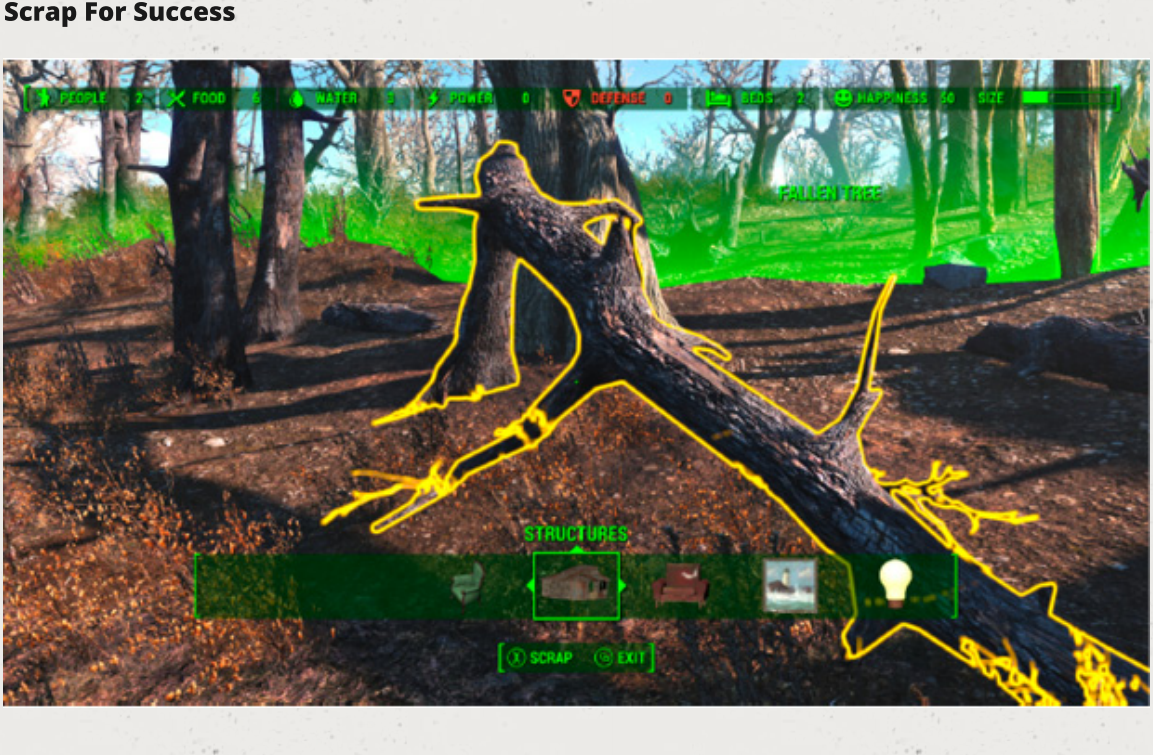
Of course, these perks are just the beginning. Medic is needed to build any clinic, and most of the largest stores require Rank 2 of the Cap Collector perk. Perks like Scrapper, Fortune Finder, and Strong Back make it easier to maintain a supply of building materials. Balance your needs against those of the settlers to determine which perks are right for you.

BASIC CONSTRUCTION

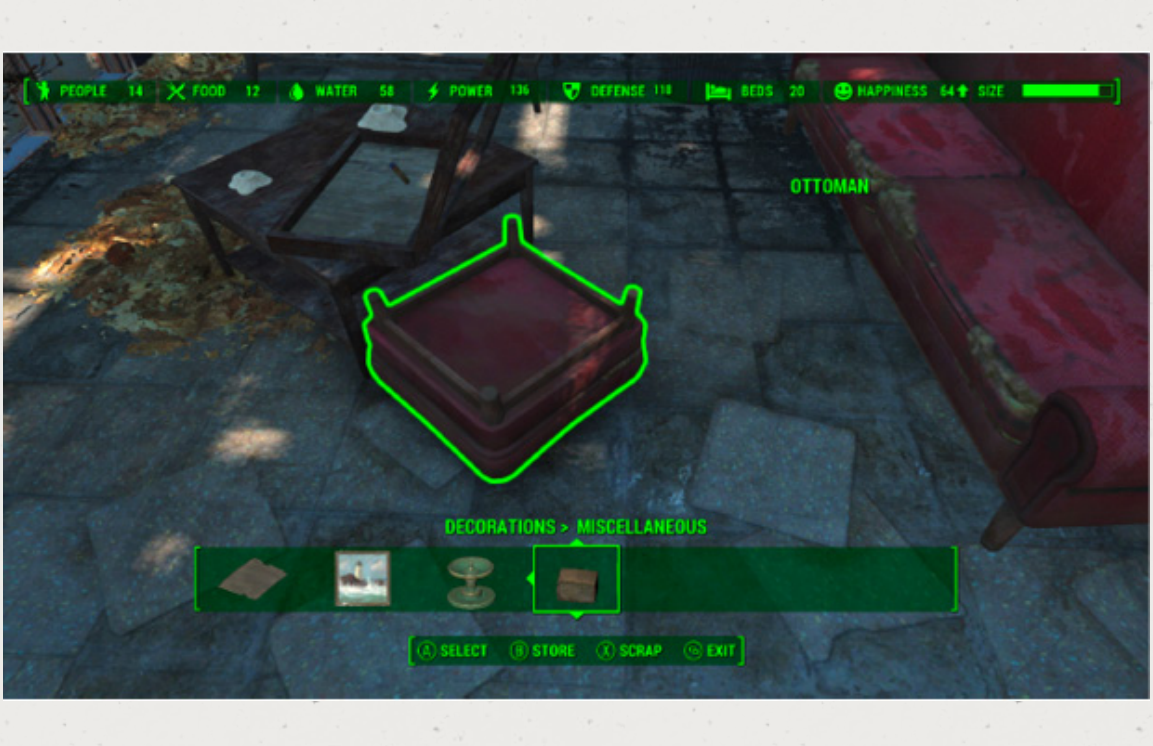
Workshops make building fun and easy—just open the Workshop menu and select the desired item. As long as you have the required materials, construction is done in a flash. But where should you build an item? When should you build it? Is it the best use of your materials? How will it affect your settlers?

Of course, the answers to these questions are determined by your specific goals. Whether you favor form or function, there are a few steps you can take to minimize wasted time, effort, and resources.

Scrap For Success



Once you take control of a settlement, open the Workshop menu and search the area for items to scrap. Most settlements contain several items that serve no practical purpose. Scrap trees and crates for wood. Scrap cars and mailboxes for steel. Scrap cinder blocks for concrete and tires for rubber. If you feel an item adds to a settlement's aesthetic, by all means, keep it. Otherwise, scrap it for materials. Old appliances, broken furniture, damaged fences—scrap anything and everything that you don't need.



After you finish with scrap items, decide what to do with a settlement's usable items. Again, if you feel an item has some decorative value, leave it where it lies. Otherwise, scrap, sell, store, or rearrange usable items until you're satisfied.

Plan For The Future

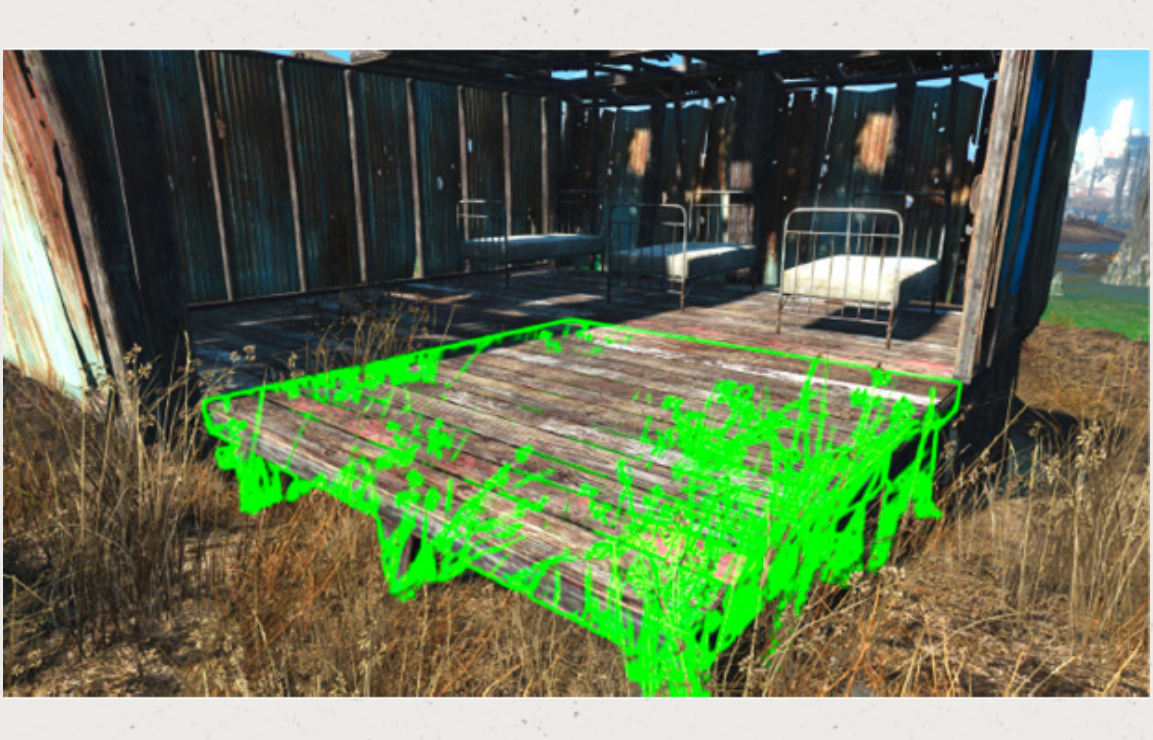
Before you start building, consider your goals for a specific settlement. If you aim to develop a self-sufficient settlement, set aside areas for farming and water collection. If you plan on establishing a supply line, decide which resources a settlement will contribute or require. Look for ways to exploit the terrain or utilize existing structures. Imagine the completed settlement before you place so much as a floor panel.

Start Small

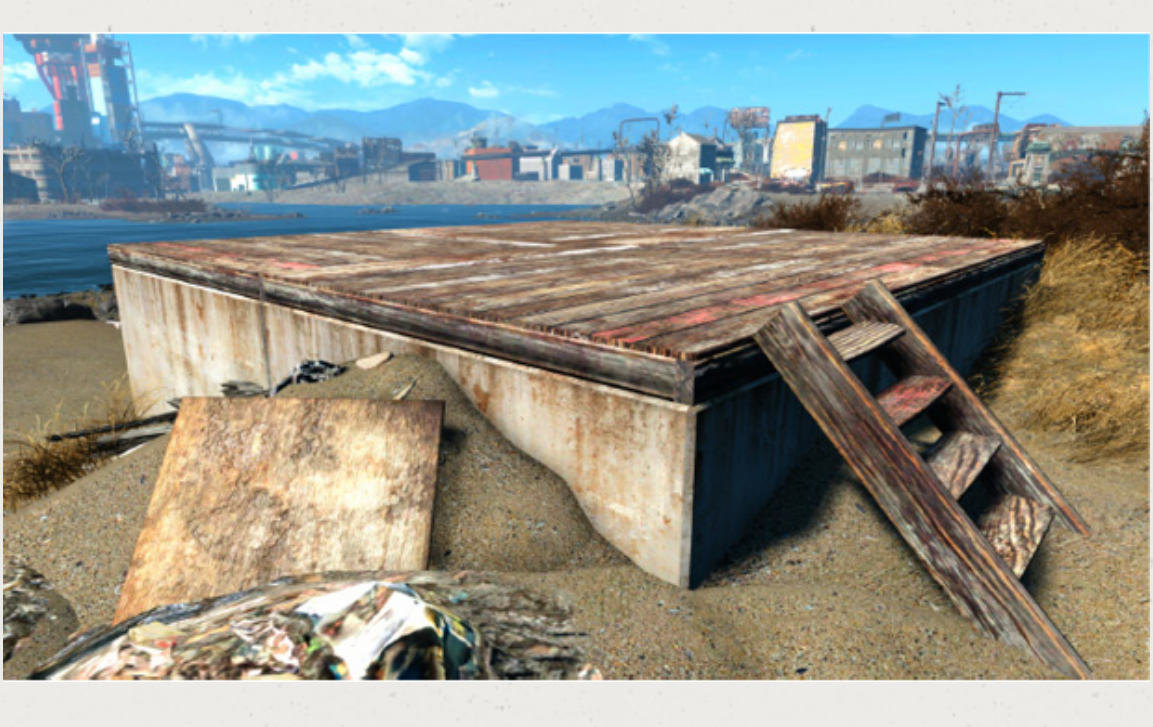
Efficiency is important when you're juggling multiple settlements—building a massive bunkhouse for a few settlers probably isn't the best use of materials. But even if you can spare the materials for massive projects, it's usually best to improve a settlement a bit at a time. Each settlement can only accommodate so many items. Reaching a settlement's size limit halfway through construction can turn your glorious vision into a costly miscalculation.

When In Doubt, Start From Scratch

When it comes to convenience, it's hard to beat a prefabricated structure. If you have the space and materials to construct a ready-to-use shack, you can have a settlement up and running in no time. It is, however, much easier to modify a structure built from scratch. Rearrange walls, floors, and roofs to change a building's layout, or build new pieces to turn a humble shack into an ornate tower.

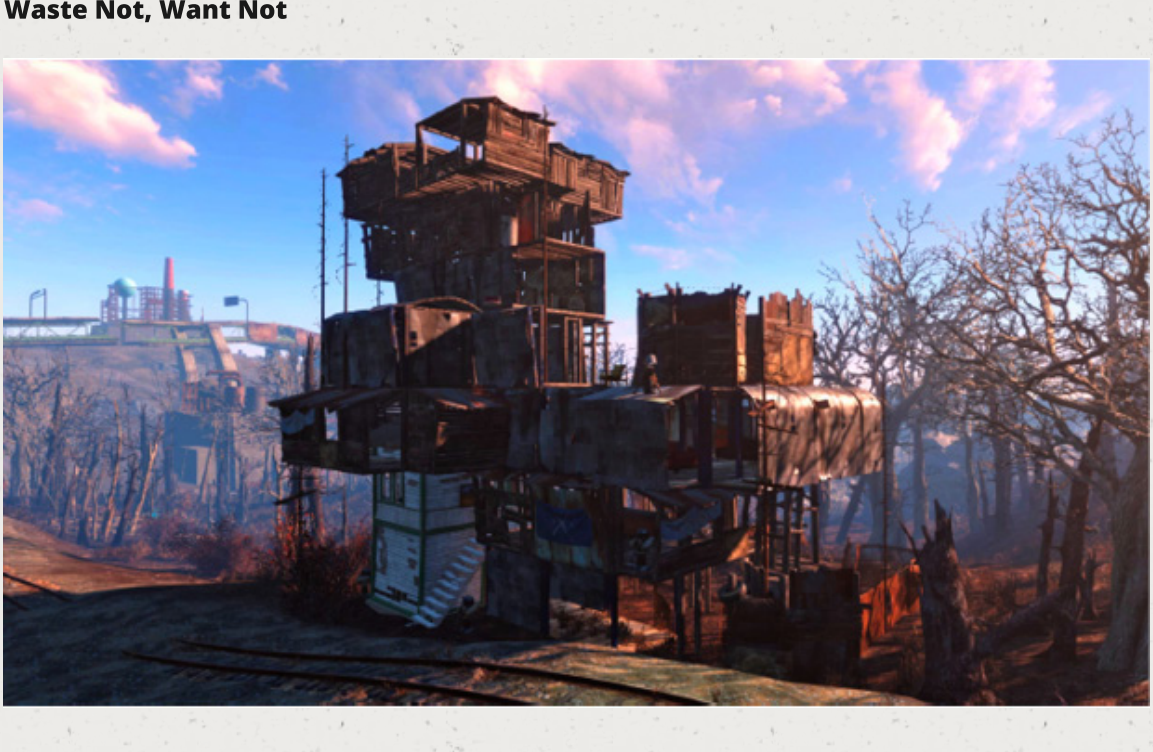


Build From The Ground Up



Use shack foundations to level rocky terrain. If you want a structure with a clean, sleek look, you'll want to start your project with these versatile floor pieces.

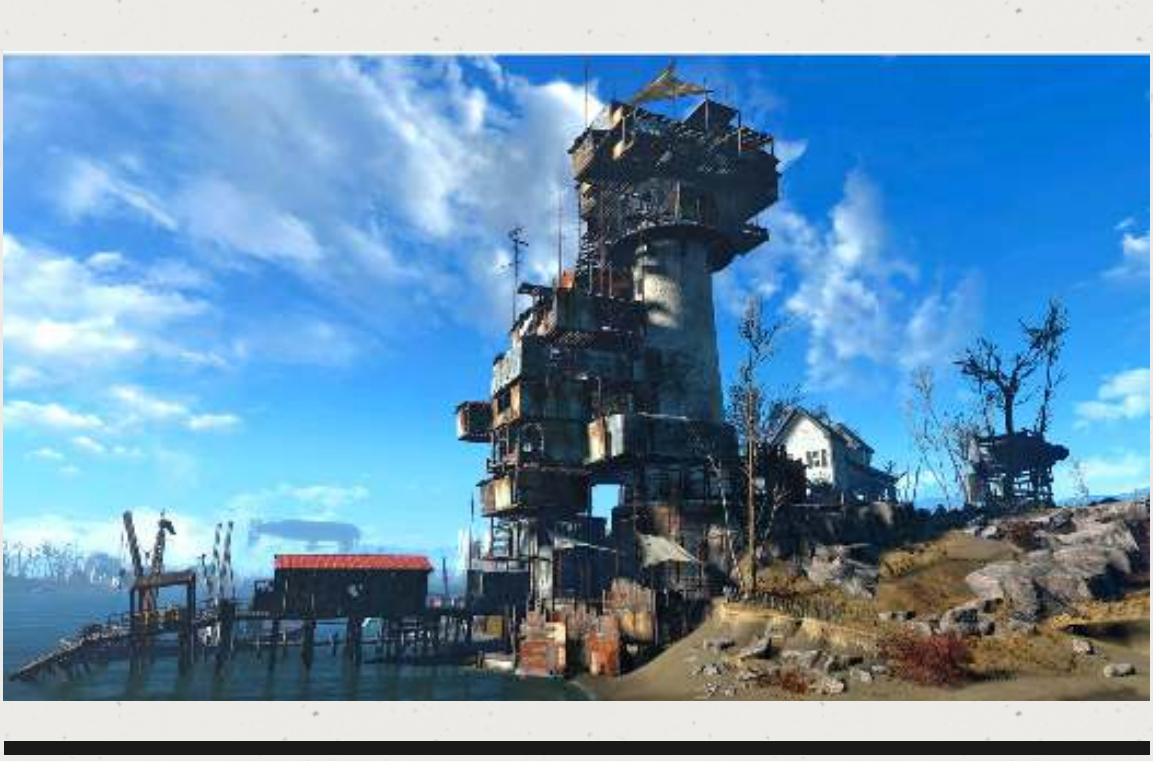
Waste Not, Want Not



Most settlements contain established structures that can't be moved or altered. They can, however, be incorporated into larger structures. Try building on or around existing structures when you need to save space or reduce construction costs.

Think Vertically

In some smaller settlements, farmable dirt is hard to come by. When space is at a premium, consider building raised platforms or narrow, multistory structures to leave enough room for crops and water pumps.



RATINGS AND RESOURCES

How you run a settlement is entirely up to you, but your residents do expect a certain level of comfort and security. Happy settlers are productive settlers, and over time, effective management can yield significant rewards.

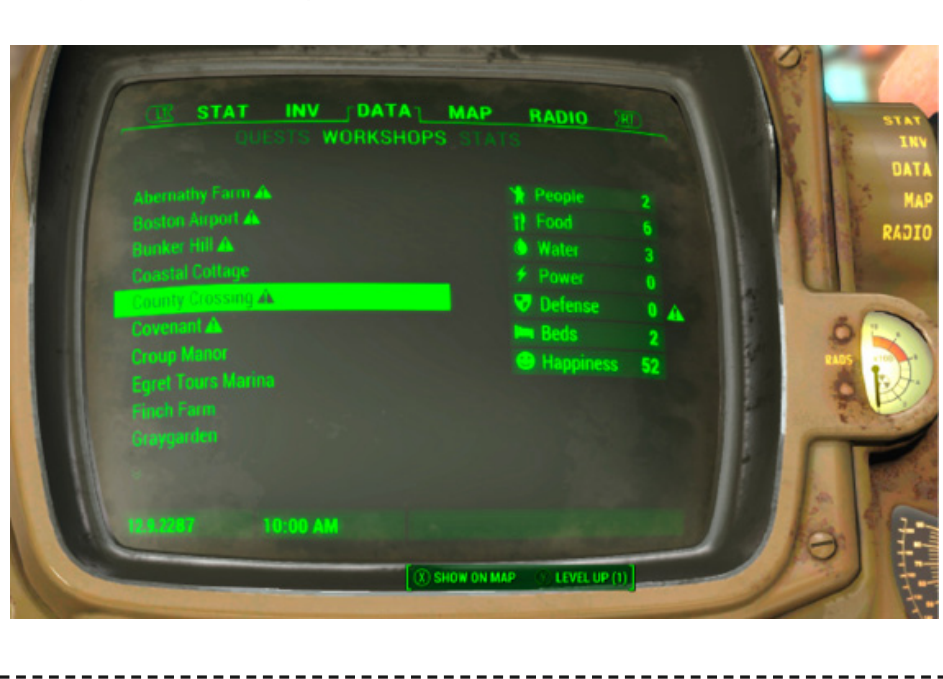
The state of a settlement is determined by a combination of factors:

- People: The number of people living within the settlement.
- Food: The amount of food produced by a settlement.
- Water: The amount of water produced by a settlement.
- Power: The amount of power produced by a settlement.
- Defense: The defensive strength of a settlement.
- Beds: The number of beds in a settlement.
- Happiness: The overall happiness of a settlement's residents.

HELPFUL HINT FROM VAULT BOY!

Management Made Easy

A settlement's ratings are provided whenever the Workshop menu is active. Any rating that falls below your settlers' expectations is displayed in red. Your Pip-Boy's Workshop tab lists all of the settlements you control. Alerts appear near any settlement with at least one substandard rating. Select that settlement from the list to see which ratings could stand to be improved.



People

A settlement's population determines the amount of food and water needed, as well as how many beds you're expected to provide. Meeting their needs can take time, effort, and a considerable amount of building materials, but your people also serve as a valuable resource. Many workshop items only function when a worker is assigned. People without assigned tasks automatically generate salvage, so a large, happy population can provide a steady stream of building materials.

Settlers are naturally drawn to well-established settlements, but populations tend to grow very slowly. Build recruitment radio beacons at key locations to accelerate population growth. Some of the people you encounter during your travels can also be convinced to join one of your settlements.

HELPFUL HINT FROM VAULT BOY!

Charisma Counts

Your Charisma rank determines a settlement's maximum population. A single workshop can accommodate 10 residents, plus one additional resident for each rank of your Charisma. New settlers stop arriving once your population reaches this number.

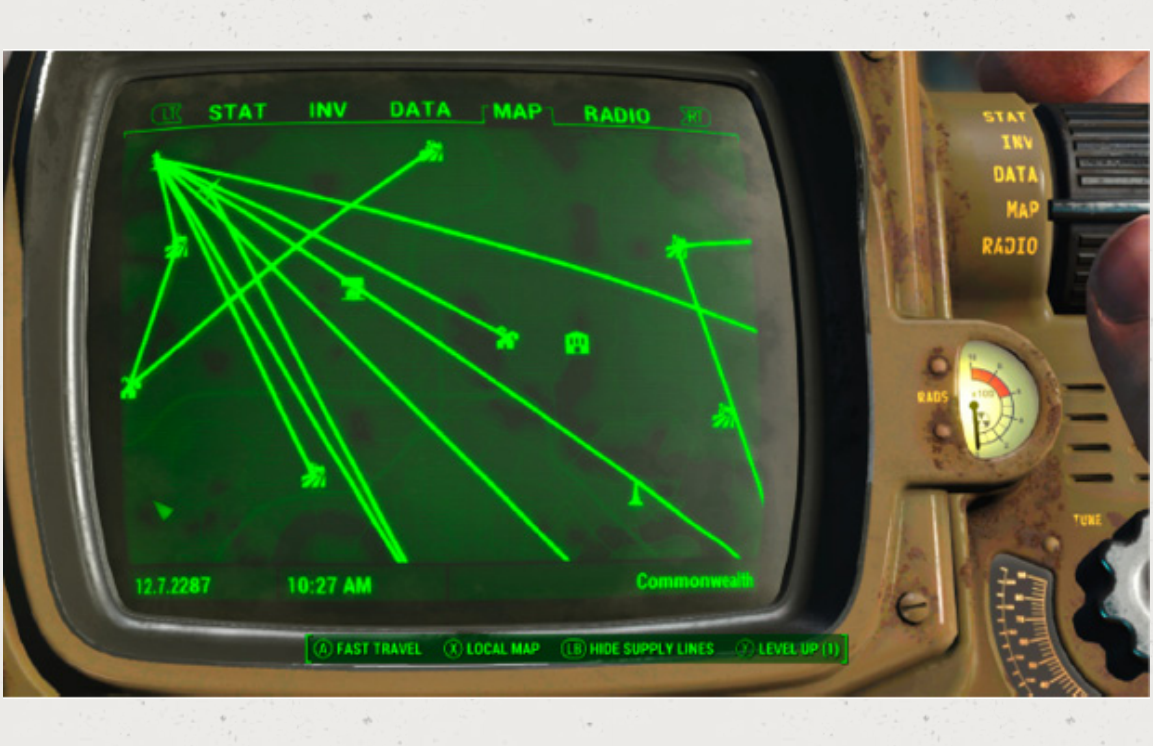
Speak to settlers to receive available quests, hear about their concerns, or initiate trades. During a trade, you can have a settler equip any clothes, armor, or weapons you're willing to provide. Weapons and armor don't affect a settlement's Defense rating, but well-equipped settlers are much more effective in combat.

HELPFUL HINT FROM VAULT BOY!

Unauthorized Acquisitions

Settlers sometimes collect **weapons** that are left out in the open. In some cases, a settler will even commandeer an unused suit of **Power Armor**. It's easy enough to reclaim these **items** once you identify the culprit, but you can also take measures to keep your prized possessions safe—simply store valuable **weapons** in containers and remove Fusion Cores from idle **Power Armor**.

Use the Workshop menu to issue commands to a specific settler. You can assign settlers to items like beds, guard posts, artillery pieces, salvage stations, and stores. You can also command a settler to walk to a specific spot or relocate to a different workshop settlement.



If you've invested in the Local Leader perk, you can also assign a settler to a supply line. Two settlements connected by a supply line can share food, water, and any of the building materials stored in their respective workshops. Settlers you assign to supply lines become provisioners, moving back and forth along their assigned routes. To cancel a supply line, simply assign its provisioner to a different task.

Not all of the people in your settlements can be relocated or assigned to specific tasks. The available commands depend on the individual in question, but key figures like settlement leaders and idle traveling companions tend to be less flexible than common settlers. It's important to note, however, that these people still count toward a settlement's total population.

Food

A settlement's Food rating reflects how much food a settlement produces. In most cases, it's best to maintain a Food rating that's at least as high as a settlement's current population. Establishing supply lines splits the burden between multiple settlements. Settlers will be satisfied with a very low Food rating as long as the connected settlements produce enough food to make up the difference. In either case, food shortages lower a settlement's overall happiness and productivity.

To raise a settlement's Food rating, simply plant and assign crops. A single worker can generate up to 6 Food, and he or she can tend any combination of crops that doesn't exceed this limit. Assigned crops also produce food that you can harvest yourself. These aid items can be eaten, sold, stored, replanted, or used to craft new items at workstations.

HELPFUL HINT FROM VAULT BOY!

Food for Thought

Adhesive can be hard to come by, so why not craft your own? Use your crops to provide corn, mutfruit, and tatos. Along with a bit of purified water, you can use these ingredients to craft vegetable starch at cooking stations.

Brahmin often appear in settlements with high Food ratings. These bovine beasts are docile enough, but they can get in the way from time to time. Build feed troughs to prevent Brahmin from aimlessly wandering around your settlements.

Crops are vulnerable to attack, and they're often damaged during enemy raids. Use the Workshop menu to repair damaged crops to resume food production.

Water

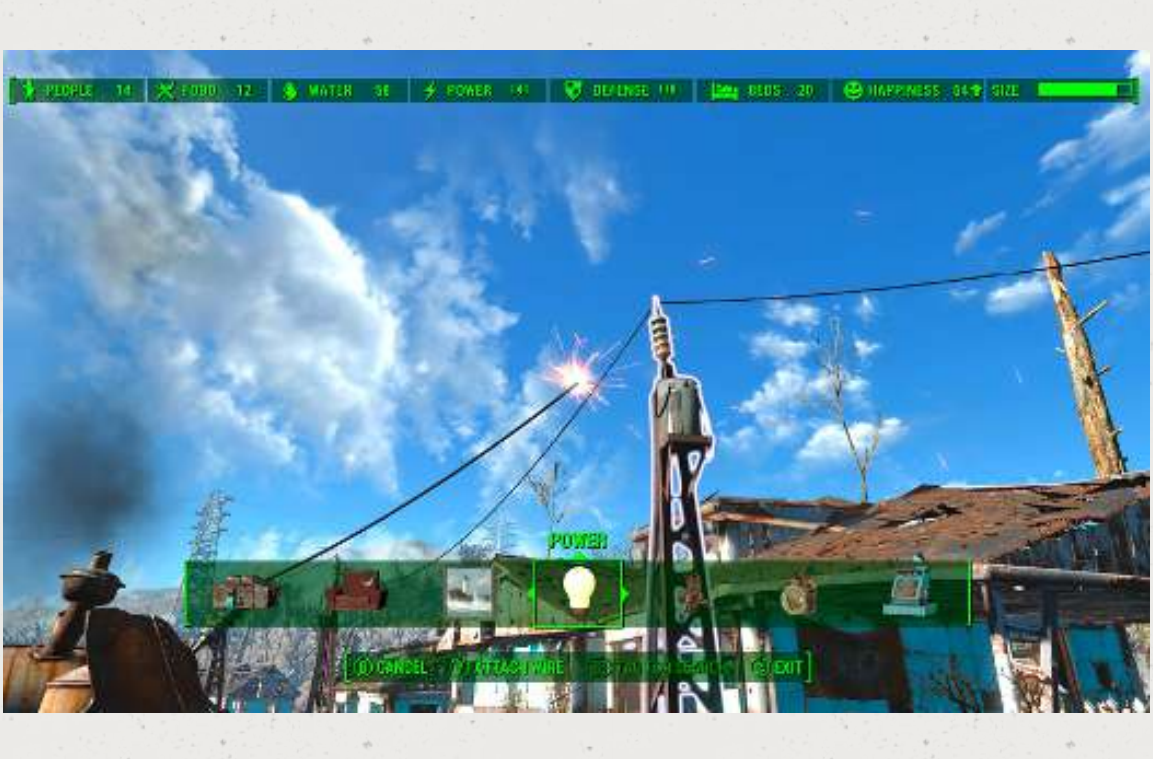
A settlement's Water rating reflects how much water a settlement produces. Your settlers expect a Water rating that's at least as high as the current population. Again, establishing supply lines splits the burden between connected settlements, but any water shortages will make affected settlers less productive.

Water-producing items don't require assigned workers. The moment you build a water pump, it raises a settlement's Water rating. Water purifiers only function when they're connected to an adequate power supply. Still, with the right materials and appropriate terrain, it's fairly easy to meet a settlement's water needs.

Like crops, water pumps and water purifiers are susceptible to damage. Use the Workshop menu to make repairs as needed.

Power

A settlement's Power rating indicates how much power a settlement produces. You obviously need to provide enough power for connected devices to function, but your settlers will be satisfied with any Power rating.



Use the Workshop menu to attach wires to generators, connectors, switches, or powered devices. It takes 1 Copper to create a wire. The Workshop menu can also be used to remove and store unwanted wires. Any device that can accommodate a wire can transmit power. This means that you can link powered devices to each other—as long as enough power is available, all of the devices in the chain will function.

Generators are susceptible to attacks, and they're often targeted during raids. This can be a serious issue for settlements that rely on traps and powered turrets to keep hostiles at bay. Place key generators safely out of sight and use the Workshop menu to make repairs as needed.

Defense

A settlement's Defense rating represents the combined strength of its defensive items. A settlement's Defense rating should be at least as high as its current population. Anything less not only makes settlers less productive, but it also increases the odds of a settlement being attacked.

Requiring only wood and steel, guard posts are relatively easy to build. They're easily incorporated into fences and structures, and they provide decent cover from enemy fire. A single guard assigned to three posts produces 6 Defense. Even when you have the materials for more powerful defensive items, it's usually worth building a few guard posts.

With an assigned worker, an artillery piece generates 6 Defense. Of course, its real value is in the utility it provides while you're out in the field. If you can spare the space and materials, build an artillery piece to boost a settlement's Defense and improve the coverage of your artillery support.

Unlike guard posts and artillery pieces, turrets are fully automated. If you can spare the materials, building a turret is the simplest way to boost a settlement's Defense rating. Special perks and rare materials are required to build most turrets, but these powerful weapons are well worth the cost.

Traps break each time they're triggered, and they'll damage any friendly units within range. However, a trap only needs to be undamaged and wired to a power grid to count toward a settlement's Defense rating. Install a switch between a trap and its power source to control exactly when it's triggered.

HELPFUL HINT FROM VAULT BOY!

Traps, Triggers, and You

You can manually control a trap with a simple on/off switch. An attached pressure switch turns a trap into an automated **defense** system that's just as likely to be triggered by settlers as it is by **enemies**. If you want to make the most of a trap, use a laser tripwire as the trigger. Connect a terminal to access the tripwire's options. Then simply set it to ignore friendly targets.

Guard posts and artillery pieces don't take damage, but turrets are vulnerable to attack and traps break after each use. Watch for any drops in a settlement's Defense rating and use the Workshop menu to make any necessary repairs.

Maintaining an appropriate Defense rating will cut down on enemy raids, but every settlement is likely to be attacked from time to time. Use structures and junk fences to funnel invaders toward turrets and traps. Build Fast-Travel targets to ensure that you arrive in the safest possible location whenever you visit a settlement, and equip your settlers with high-quality weapons for a little extra firepower.

Beds

A settlement's Beds rating simply indicates how many beds are located in the area. You're expected to have one bed for each resident. A shortage of beds lowers a settlement's productivity.

The Workshop menu contains a variety of beds, but they all serve the same function. It isn't necessary to assign settlers to specific beds, but doing so can prevent others from sleeping in a bed you've claimed as your own.

To keep your settlers happy, it's important to place each bed under some sort of roof. Placing beds outside doesn't affect your Beds rating, but it does reduce your settlement's happiness and productivity.

Happiness

A settlement's Happiness rating indicates the residents' overall satisfaction. A high Happiness rating improves food production, and the salvage generated by idle settlers and workers assigned to salvage stations. Your rewards are automatically deposited in related workshops.

The best way to keep your settlers happy is to meet their basic needs. Provide enough food, water, and beds for all of your residents, and make sure a settlement's Defense rating meets or exceeds expectations.

Actively helping a settlement also improves its Happiness rating. Monitor Radio Freedom and check your Pip-Boy for updates and alerts about the settlements you control. Help fend off invading enemies and complete any quests your settlers offer.

GENERAL TRADER
BAR
CLINIC
CLOTHING

Some of the items in the Workshop menu can increase a settlement's Happiness ratings. Clinics, clothing stores, trading stores, and stores that sell food and drink all improve your settlers' moods. If you manage to purchase a dog for one of your settlements, its arrival will have a similar effect.

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

MAP

Location Types

To avoid confusion, Vault-Tec has divided the land of the Commonwealth into various areas, from large to small. Let us begin with zones:

ZONES

These are large-scale areas where approximately 20 primary locations can be found. Boundaries are drawn based on the topography of the area. These aren't shown on your Pip-Boy and are only so we can focus on chunks of areas at a time in this guide. There are six exterior (Wasteland) zones.

Zones: Neighborhoods

If you venture into the Greater Boston area, you'll enter one of the neighborhoods. These neighborhoods follow the old prewar boundaries and are built-up areas. When using an exterior door after visiting a primary location interior, you'll be informed which neighborhood you're in. Expect fewer primary locations here but a larger concentration of exploration opportunities.

Townships

Outside Greater Boston are older settlements with prewar names such as Quincy and Salem. These are clusters of primary locations in close proximity to each other, and they often share the same boundary.

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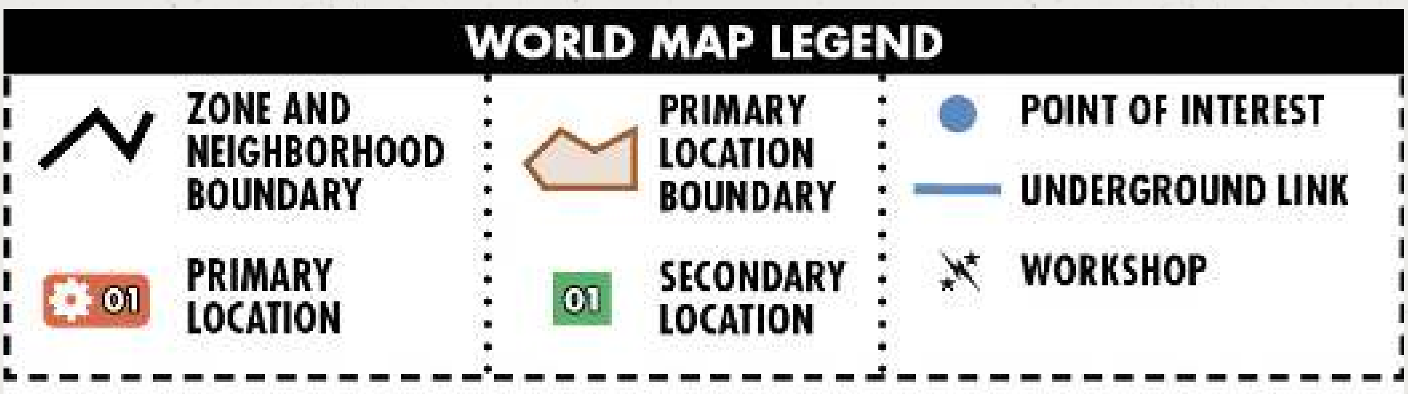
Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

MAP

Map Legends

Before continuing, familiarize yourself with what the different map icons mean.

WORLD MAP LEGEND


WORLD MAP LEGEND
ZONE AND NEIGHBORHOOD BOUNDARY
PRIMARY LOCATION BOUNDARY
POINT OF INTEREST
UNDERGROUND LINK
01
PRIMARY LOCATION
01
SECONDARY LOCATION
WORKSHOP

This legend is shown at the beginning of each zone (or neighborhood) and refers to the overview map.

Zone And Neighborhood Boundary

This is the perimeter of the zone. Outside of Boston, this usually follows an easy-to-see landmark, such as a winding river, main thoroughfare, or elevated freeway.

Primary Locations

These are usually sizable locations that, once discovered, appear and remain on your Pip-Boy's world map. You are fortunate that Vault-Tec's ground-penetrating radar and the latest in topographical advancements have allowed purveyors of this guide to see every single primary location prior to discovery. Primary locations may require an interior investigation; if they do, an interior map is provided where necessary. Each location has a Vault-Tec-approved number code. For example, Vault 111 has the number [1.01], indicating it is in Zone 1 and is Primary Location 01 within the zone.

Primary Location Boundary

If primary locations or townships have a perimeter, a reasonably accurate boundary will be shown on the zone map so you can see how big the location is in a general sense before visiting it. If primary locations merge together, such as with townships, the entire area will be in a single boundary.

Secondary Locations

These are smaller locations that rarely require an interior investigation. They are color-coded, do not feature a Pip-Boy icon, and do not ever appear on your Pip-Boy world map. Each location has a similar number code. For example, the Dry Creek Bed north of Vault 111 is [1.01], indicating it is in Zone 1 and is secondary location 01 within the zone.

Points Of Interest

There are dozens of small, strange, and interesting areas you may wish to investigate that are too tiny to be a secondary location but may yield a random encounter, small stash of goods, or other item of use.

LOOKING FOR LOCATIONS IN ALL THE RIGHT PLACES #1

Want to pinpoint a secondary location on your Pip-Boy? Sure you do! Simply use the Map Marker functionality, place the marker at the secondary location you want to find, and travel there without the hassle of finding it by chance!

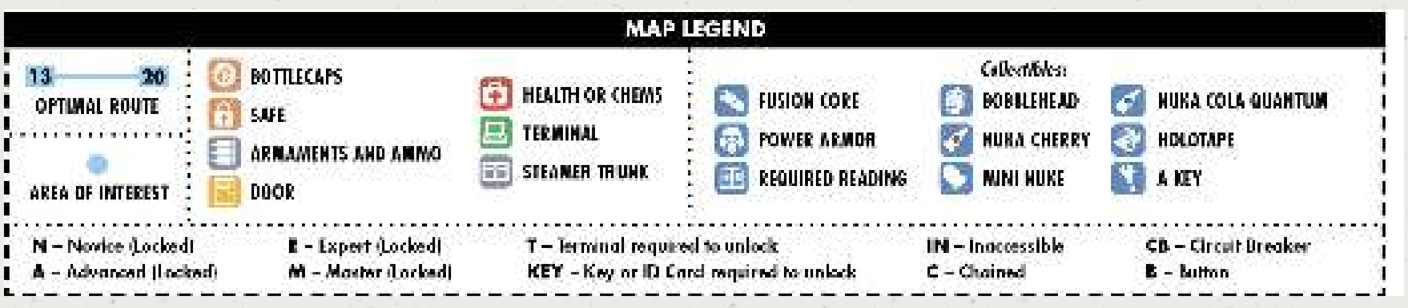
Underground Link

While adventuring across the Commonwealth, it is often worth knowing if one location has a hidden underground link to another. If you see this line, you'll know two (or more) locations are linked.

Workshops

Certain primary locations have the additional benefit of having a workshop on the premises, which are used to build defenses and power and to attract settlers as part of the Minutemen faction's plan for the future. Find and connect all the locations with this icon and create a Commonwealth community of farmers and traders, all looking out for one another.

LOCAL MAP LEGEND


MAP LEGEND
13
20
OPTIMAL ROUTE
AREA OF INTEREST
BOTTLECAPS
SAFE
ARMAMENTS AND AMMO
DOOR
HEALTH OR CHEMS
TERMINAL
STEAMER TRUNK
Collectibles:
FUSION CORE
POWER ARMOR
REQUIRED READING
BOBBLEHEAD
NUKA CHERRY
MINI NUKE
NUKA COLA QUANTUM
HOLOTAPE
A KEY
N – Novice (Locked)
A – Advanced (Locked)
E – Expert (Locked)
M – Master (Locked)
T – Terminal required to unlock
KEY – Key or ID Card required to unlock
IN – Inaccessible
C – Chained
CB – Circuit Breaker
B – Button

This legend is shown whenever a location is large enough to require an interior map. Most of the icons are self-explanatory, as they show doors, safes, terminals, ammo, and a variety of collectibles. The letter by some doors, terminals, or safes indicates how it is accessed.

Optimal Route

This is a series of waypoints that charts one method of completing a thorough investigation of the premises. It doesn't usually involve stealth but does result in the location receiving a "Cleared" rating on your Pip-Boy afterward. If you get lost, use this to find your way out. Here's how it works:

- The usual start location is flagged, though sometimes a location may have more than one starting point.
- The waypoints are numbered: When the number and route stop and the same number is seen on another level of the interior map, it means the route has changed floors (you've gone upstairs or down or used an elevator).

When the number is shown and a subsequent number on the same level map is shown afterward, this waypoint usually indicates an important event must occur, like using a terminal to unlock a path to continue or locating a key.

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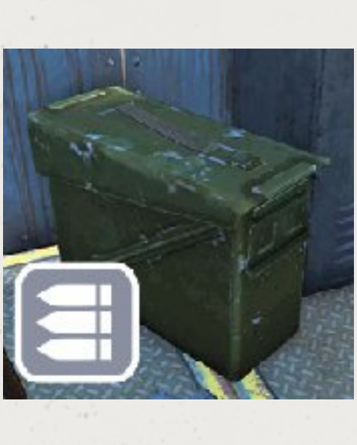
Area Statistics

Every location in the Commonwealth has a list of pertinent information to better inform you of what to expect when you visit it. The following list explains what all of this is. Remember that most items (such as mods, types of ammunition, and health) are randomly obtained and thus cannot be tracked. For information on the best way to scavenge these, consult the appropriate chapters (INV, MOD, WORKSHOP) in this guide.

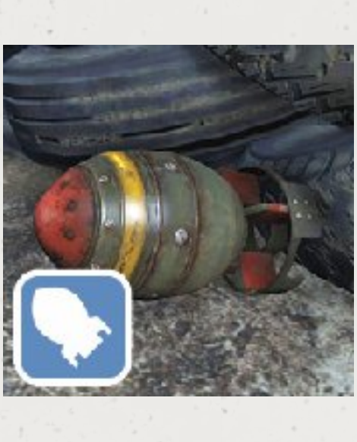
ARMAMENTS AND AMMO

Armaments And Ammo (+++)*



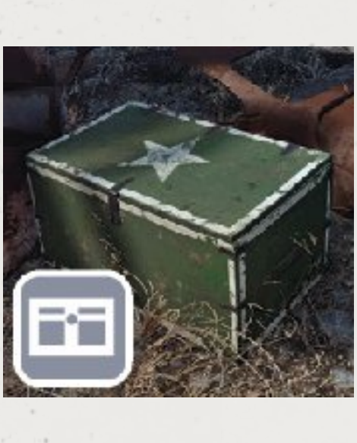
The immediate area has weapons, ammunition, or both. The bullets, firepower, or bludgeoning weapon could be loose on the ground, sitting on a table, in a toilet, or inside an ammo box, duffel bag, locked suitcase, locked toolbox, or other interesting container. Low on ammo? Look for these icons!

Armaments And Ammo: Mini Nuke Or Fat Man



You'll find either a large, rotund missile at this location, specifically designed to be fired from the infamous Fat Man, or an elongated launcher in the indicated area or location. A portable nuclear weapon, this has the added bonus of coming with a Mini Nuke already prepped!

Armaments And Ammo: Trunk

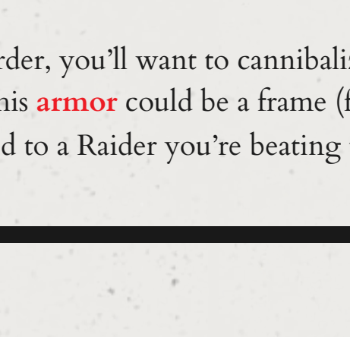


This location has a type of steamer trunk that holds a large amount of (random) loot. It is basically a "reward" for clearing the area of undesirables. Trunks come in a few varieties—red, green, military, and even with a Vault 81 insignia—and they are all shown by this icon. Want to make your life easier? Hunt down these repositories of rare items, recipes, and other treasures!

HELPFUL HINT FROM VAULT BOY!

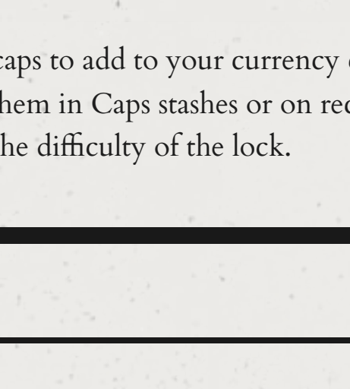
*(+++) What does this this strange set of "+" symbols mean? Well, it denotes how plentiful a supply of a particular item is and refers to ammo, Bottlecaps, health, or chems. If you see a "+", "++", or "+++" next to these item callouts, you know there's a lot, an impressive amount, or a massive number of these items at a location. So look for these signs if you're after some extra-swell goodies!

Armor Part: Fusion Core



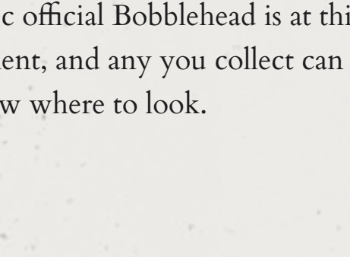
Fusion Cores are worth a good deal of bartering currency, but mostly they are useful for slotting into the back of your Power Armor suits; therefore, they are critical for the continuing operation of your protective exoskeleton. You usually find them powering generators, but they are also loose in a location or already plugged into existing Power Armor.

Armor Part: Power Armor (Type)



To keep your Power Armor in working order, you'll want to cannibalize parts from other suits you find. Locations with this flag have such a suit. This armor could be a frame (from which you can build another suit), it may be in parts, underwater, or still attached to a Raider you're beating to death with a power fist.

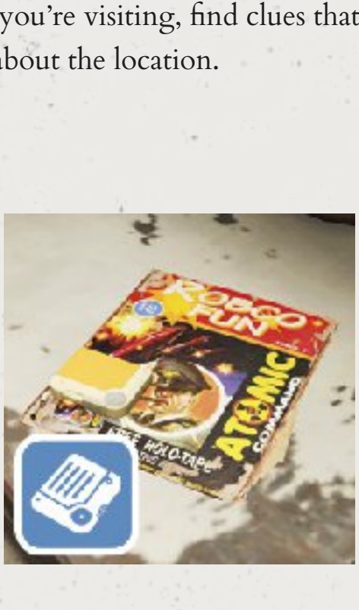
BOTTLECAPS (+++) AND SAFES



This location has a good number of Bottlecaps to add to your currency collection. Receive them after bartering from a trader or as a quest reward, or find them in Caps stashes or on recently slain settlers. If an area has Caps, it is duly noted. Also flagged are any safes and the difficulty of the lock.

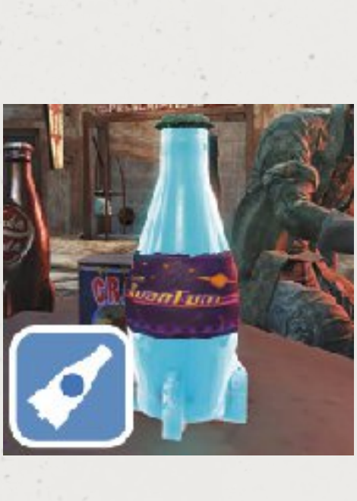
COLLECTIBLES

Collectible: Bobblehead



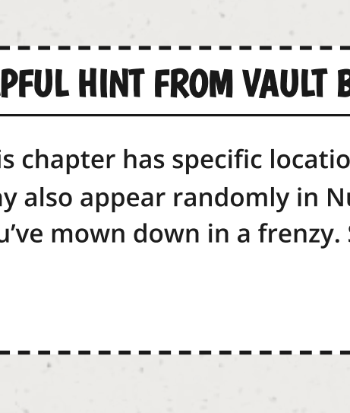
A limited-edition, one-of-a-kind Vault-Tec official Bobblehead is at this location! Why not collect all of them? Each one has a specific statistical improvement, and any you collect can be displayed at a settlement you own. But finding them can be tricky, unless you know where to look.

Collectible: Holotape



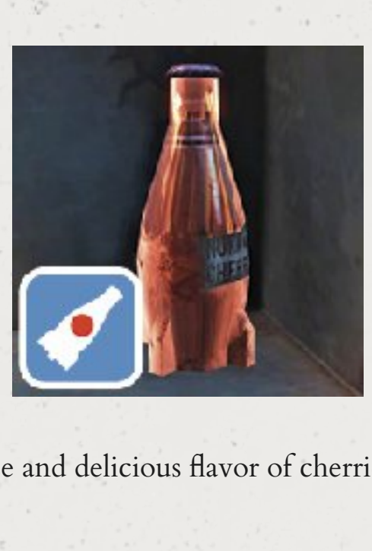
If you wish to learn more about a location you're visiting, find clues that lead to quests, or listen to stories about squirrels, seek out these Holotapes strewn about the location.

Collectible: Holotape Game



Your first incredible RobCo FUN! Holotape game is in Vault 111. But what about the other four? They are free with copies of the RobCo FUN! magazine. If there's a Holotape game to collect, it will be flagged.

Collectible: Nuka Cola Quantum

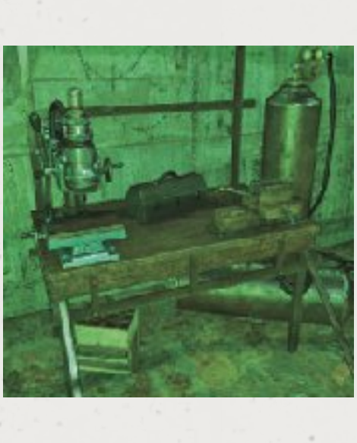


When your thirst won't quit, quench it with a Quantum! Make time for a Nuka break by finding these glowing blue bottles, and drink up like your life depends on it. Delicious? Yes! Nutritious? Of course!

HELPFUL HINT FROM VAULT BOY!

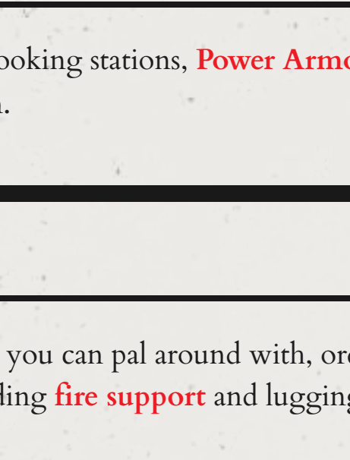
Great news, Nuka Cola fans! Although this chapter has specific locations for Nuka Cherry and Nuka Cola Quantums, these delicious beverages may also appear randomly in Nuka Cola machines or in crates or coolers. They are also carried by folks you've mown down in a frenzy. So expect to gather more of these drinks than this chapter tracks.

Collectible: Nuka Cherry



Need to satisfy your craving for the intense and delicious flavor of cherries? Then look for the glowing red bottles found across the Commonwealth.

Required Reading: Skill Magazine



Scattered throughout the wasteland are over 100 books that offer a great deal of information and some excellent bonuses to your various statistics.

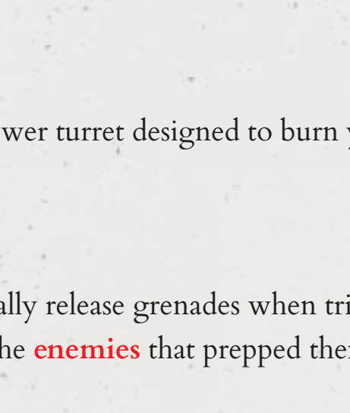
CRAFTING

Armor workbenches, chemistry stations, cooking stations, Power Armor stations, and weapons workbenches are all flagged if a location has one to tinker on.

COMPANIONS

Occasionally, a location has a special friend you can pal around with, order about, and have lengthy chats with. Mostly, though, they're helpful with providing fire support and lugging scavenged equipment around.

DANGERS



A vast majority of locations feature one or more of the following dangers. Just another reason why leaving the safety of your Vault is a decision not to be taken lightly.

Can Chimes!

These hanging cans can be disarmed for scrap or jingled to attract attention.

Escaping Gas!

The area has a thick wavy malaise about the air; explosive projectiles can cause this to explode in a highly damaging blast.

Explosive Barrels!

The area has one or more red barrels or thin canisters that are designed to explode when shot at. Try not to be standing close by during a detonation.

Flamethrowers!

At this location, you encounter a flamethrower turret designed to burn you alive.

Grenades!

Tension traps, or bathroom scale traps, usually release grenades when triggered. Instead, look for these grenade bouquets and pocket them for use against the enemies that prepped them.

Long Drop!

This location is high up. It features a lengthy drop to the ground, which is fine to take while wearing Power Armor but can lead to a horrific crushing death if you're less well armored.

Madness!

This place has a strange oddness about it. Did you hear the rumors? What was that sound? Who is that? It might be time to flee before events you cannot explain take a toll on your sanity.

Makeshift Bombs!

These are attached to doors or around corners and are sometimes triggered by tension traps; disarm them so they don't go off in your face.

Mines!

That beeping sound indicates you're about to be crippled by a mine if you don't disarm or flee the immediate area. Beware of these at the location.

Oil!

A rainbow hue of leaking fluid, usually from age-old machinery in various stages of disrepair, can go up in flames if you use flammable projectiles or explode barrels. Be sure foes—not you—are standing over oil.

Radiation (Mild)!

This location is mildly radioactive, usually in areas of water or with a few scattered barrels improperly disposed of. Take reasonable care and a Rad-X afterward.

Radiation (Severe)!

This location is very radioactive, especially the Glowing Sea, areas where radioactive barrels have been dumped, or at the remains of a massive crater created when the bombs dropped. Exercise extreme caution and wrap up properly before entering.

Tension Trigger!

A spring has been set against a door or other object, and when released, a grenade or makeshift bomb (or other wounding device) is set to go off. Disarm these with haste.

Tesla Arcs!

An electrical device that's as impressive to look at as it is foolish to take damage from. Quickly disarm these wall-mounted devices or face a nasty singe of energy damage.

Tripwires!

A length of wire or laser has been activated in this location, and tripping it usually releases another type of trap; sometimes it's a weapon firing at you, a tesla arc, a makeshift bomb, or grenades. Disarm these instead.

Turrets!

The location features unmanned turrets, usually controlled by a nearby terminal you can hack, if you don't wish to sneak by or manually destroy these machine guns.

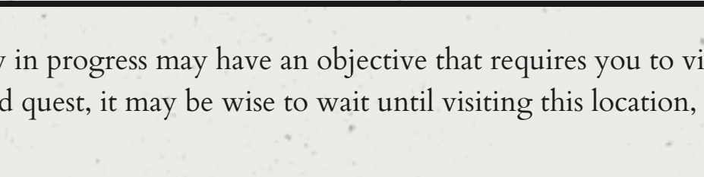
FACTION

The type of enemy that lives at this location is listed. There could be multiple types, and these range from enemy types (such as Bloatflies and Raiders) to more robust factions (such as the Brotherhood of Steel or Institute) as appropriate.

CHARACTERS

This lists characters that appear, or have been known to appear, at a location, in case you wish to strike up a conversation or simply strike them.

THREAT LEVEL



This indicates the typical level range of the enemies at this location. The higher the range, the more dangerous the foes will tend to be. Obviously, a Super Mutant stronghold is going to be tougher to tackle than a single, gibbering Ghoul, but this indicates the toughness of any creature in the vicinity. Avoid these areas until you feel competent to tackle the foes inhabiting them.

HEALTH OR CHEMS (+++)

Whether you're scavenging for white first-aid boxes, yellow chem boxes, scattered health or chems in a loose cluster, or the contents of a chem cooler, if there's a sizable amount of chems, these are shown. Single chems or stimpaks aren't tracked, just the larger collections.

QUEST START

This indicates a quest begins at this location, so if you're looking for a new adventure, seek out these locations.

QUEST VISIT

This indicates a quest already in progress may have an objective that requires you to visit this location. If you haven't started the mentioned quest, it may be wise to wait until visiting this location, as some areas of it may not be accessible.

SERVICES: TRADERS

A trader is known to operate from this area. This person may sell a variety of goods and can be bartered with. You may have better luck finding quality merchandise in larger settlements rather than lone shacks. But any trader who isn't wandering or randomly encountered is flagged for your attention.

SERVICES: WORKSHOPS

This indicates a location is a settlement with a workshop, allowing you to build a defensive, and hopefully idyllic, stronghold; set up trade routes; and create a post-apocalyptic utopia with the help of the Minutemen.

SERVICES: RADIO

A radio signal can be heard at this location. It may require you to search for the source of the signal nearby. Some radio stations simply play music or have chatter to listen to. Others may be distress signals.

UNIQUE OR EXCEPTIONAL ITEMS

This location has an item of extreme interest to obtain: Perhaps it is carried by the leader of the location, sold by a trader, or found by particularly cunning means. Whatever the method of obtaining it, you usually can't get this item anywhere else. Whether this is a unique weapon, piece of armor, disgusting pink paste, or toy buttercup horse, be sure to check out these items and add them to your collection of interesting, rare, and entertaining equipment.

LOOKING FOR LOCATIONS IN ALL THE RIGHT PLACES #2

This atlas is functional, providing you can understand where in the Commonwealth wasteland you are standing and can learn the arbitrary zone borders (main roads, water, and the elevated freeway). But what if you want to quickly look up a location and don't know where it is? Then cross-reference the Commonwealth Collection appendix, which lists every primary location in alphabetical order, along with the zone number so you can quickly look it up. Simple!

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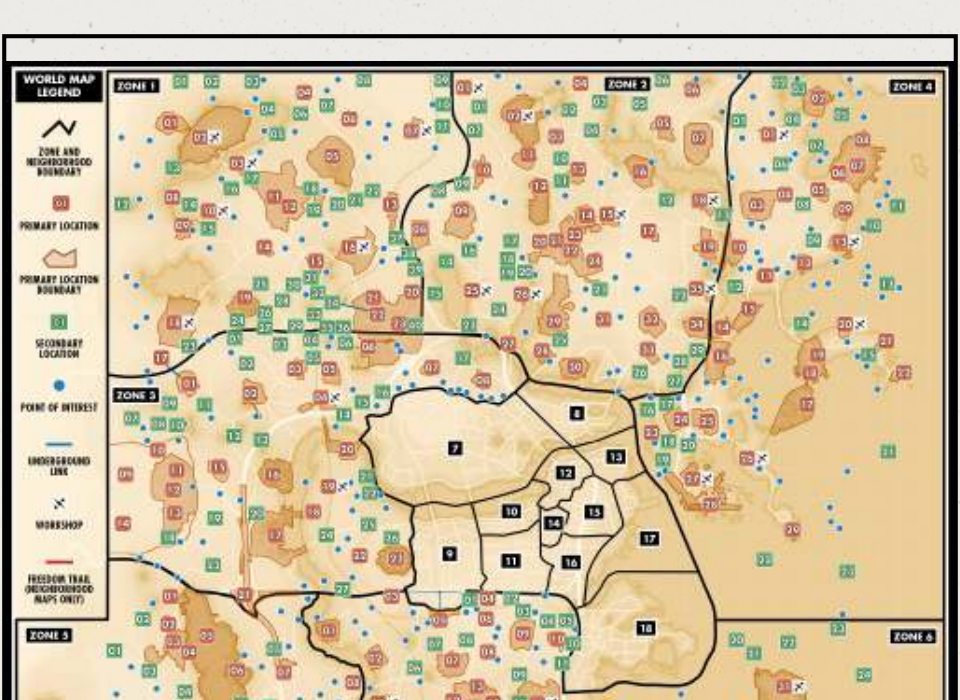
MAP

The Commonwealth: World Map



ZONE 1 LEXINGTON AND NORTHWEST COMMONWEALTH

Primary Locations

[1.01] Vault 111

[1.02] Sanctuary

[1.03] Red Rocket Truck Stop

[1.04] Robotics Disposal Ground

[1.05] Thicket Excavations

[1.06] USAF Satellite Station Olivia

[1.07] Tenpines Bluff

[1.08] Ranger Cabin

[1.09] Wicked Shipping Fleet Lockup

[1.10] Abernathy Farm

[1.11] Concord

[1.12] Museum of Freedom

[1.13] Bedford Station

[1.14] Gorski Cabin

[1.15] Drumlin Diner

[1.16] Starlight Drive-In

[1.17] Lonely Chapel

[1.18] Sunshine Tidings Co-op

[1.19] Walden Pond

[1.20] Mystic Pines

[1.21] Super Duper Mart

[1.22] Lexington

[1.23] Lexington Apartments

Secondary Locations

[1.01] Dry Creek Bed

[1.02] Raider Shack

[1.03] Old Firing Range

[1.04] Sunken Rowboat Stash

[1.05] Water Filtration Caps Stash

[1.06] Raider Hilltop Den

[1.07] Crashed Vertibird (Near Robotics Disposal Ground)

[1.08] Scavenger's Shack

[1.09] Pond and Freeway Shack

[1.10] Elevated Freeway Access (North Wilderness)

[1.11] Military Armor Transport (North Wilderness)

[1.12] Trader's Shack (West of Ranger Cabin)

[1.13] Military APC (Sanctuary Lake)

[1.14] Abandoned Caravan

[1.15] Dry Creek Shack

[1.16] Half-Buried Stash

[1.17] Concord Outskirts Ruined House

[1.18] Concord Campfire

[1.19] Shopping Cart of Goodies

[1.20] Radroach Outhouse

[1.21] A Cooking Spot

[1.22] Dilapidated Trailer Shack

[1.23] Construction Lift to Gunners' Den

[1.24] Settlers' Tent

[1.25] Raider Chem Lab Shack

[1.26] Small Trading Shack

[1.27] Elevated Gunners' Den

[1.28] On-Ramp Gunners' Den

[1.29] Bus Ramp

[1.30] Military Pillbox (Walden)

[1.31] Vending Machine Truck Transport

[1.32] Wicked Shipping Container Truck #2

[1.33] Military Armor Transport (Lexington)

[1.34] Switchboard Entrance (Sewer)

[1.35] Elevated Freeway: Derelict Bus

[1.36] Elevated Freeway Access (Lexington)

[1.37] Freeway Shack and Cage

[1.38] Military Checkpoint (Lexington)

[1.39] Elevated Freeway Access (Lexington)

[1.40] Elevated Jumping-Off Point

ZONE 2 MEDFORD AND NORTH CENTRAL COMMONWEALTH

Primary Locations

[2.01] Outpost Zimonja

[2.02] Lake Quannapowitt

[2.03] Radio Tower 3SM-U81

[2.04] Recon Bunker Theta

[2.05] Lynn Woods

[2.06] Parsons Creamery

[2.07] Parsons State Insane Asylum

[2.08] Rotten Landfill

[2.09] Wildwood Cemetery

[2.10] Skylanes Flight 1981

[2.11] General Atomics Galleria

[2.12] Dark Hollow Pond

[2.13] Mass Fusion Containment Shed

[2.14] Old Gullet Sinkhole

[2.15] Greentop Nursery

[2.16] Breakheart Banks

[2.17] Listening Post Bravo

[2.18] The Slog

[2.19] Saugus Ironworks

[2.20] Medford Memorial Hospital

[2.21] Malden Center

[2.22] Slocum's Joe Corporate HQ

[2.23] Malden Middle School (Vault 75)

[2.24] Med-Tek Research

[2.25] Covenant

[2.26] Taffington Boat House

[2.27] Tucker Memorial Bridge

[2.28] Poseidon Energy Turbine #18-F

[2.29] West Everett Estates

[2.30] Irish Pride Industries Shipyard

[2.31] Relay Tower OMC-810

[2.32] National Guard Training Yard

[2.33] County Crossing

[2.34] Revere Satellite Array

[2.35] Finch Farm

Secondary Locations

[2.01] Container Truck Camp

[2.02] Hilltop Hut

[2.03] Car Tree Camp

[2.04] Deserted Picnic Area

[2.05] Deathclaw Nest (Lynn Woods)

[2.06] Rusty Trailer

[2.07] Bloatfly Camp

[2.08] Billboard Scavenger Shack

[2.09] Elevated Gunner Camp

[2.10] Wicked Shipping Container Truck #3

[2.11] Scavenger Camp

[2.12] Military Convoy (APCs and Trailer)

[2.13] Elevated Freeway: Elevated Trailer

[2.14] Crashed Vertibird (Covenant Lake)

[2.15] The Fishing Spot (Covenant Compound)

[2.16] Rusty Tractor

[2.17] Old Caravan Trailer

[2.18] The Locked Trailer

[2.19] Caravan Crossroads

[2.20] Malden Drainage

[2.21] Brotherhood of Steel Battle Site

[2.22] Military Convoy (Training Yard)

[2.23] Abandoned Raider Camp (Elevated Freeway)

[2.24] Derelict Mansion

[2.25] Military APCs

[2.26] Cooling Vats

[2.27] River's End Shack

[2.28] Protectron Trailer

[2.29] River's End Warehouse

ZONE 3 WESTERN COMMONWEALTH

Primary Locations

[3.01] Federal Ration Stockpile

[3.02] ArcJet Systems

[3.03] Rocky Narrows Park

[3.04] Graygarden

[3.05] Jalbert Brothers Disposal

[3.06] Corvega Assembly Plant

[3.07] Mass Gravel & Sand

[3.08] Wattz Consumer Electronics

[3.09] Fort Hagen Satellite Array

[3.10] Relay Tower 0BB-915

[3.11] Fort Hagen Filling Station

[3.12] Fort Hagen

[3.13] Greater Mass Blood Clinic

[3.14] Boston Mayoral Shelter

[3.15] Fiddler's Green Trailer Estates

[3.16] Weston Water Treatment Plant

[3.17] Forest Grove Marsh

[3.18] Relay Tower 1DL-109

[3.19] Oberland Station

[3.20] Beantown Brewery

[3.21] Mass Pike Interchange

[3.22] Vault 81

[3.23] Chestnut Hillock Reservoir

Secondary Locations

[3.01] Car Wreckage

[3.02] Tractor Warehouse

[3.03] Gunner Camp On-ramp

[3.04] Raider Graves

[3.05] Carriage Den

[3.06] Ruined Brick Warehouse

[3.07] Scavenger's Trailer

[3.08] Rusting APC

[3.09] Mirelurk Pond

[3.10] Canister Launch Shack

[3.11] Schoelt Propane Store

[3.12] Bridge (South of ArcJet Systems)

[3.13] Elevated Freeway Access

[3.14] Pulowski Preservation Shelter Cluster

[3.15] Crashed Vertibird (Elevated Freeway)

[3.16] Construction Lift

[3.17] Military Checkpoint (Cambridge Outskirts)

[3.18] Power Armor Warehouse

[3.19] ArcJet Engine Transport

[3.20] Scrap Merchant

[3.21] Cave

[3.22] Crash Site

[3.23] Military Checkpoint (South Zone 3)

[3.24] Waystation

[3.25] Roadside Store

[3.26] Joe's Spuckies Coffee Shop (Fens Outskirts)

[3.27] Raider Lookout Camp (Elevated Freeway)

ZONE 4 COASTAL COMMONWEALTH

Primary Locations

[4.01] Coastal Cottage

[4.02] Mahkra Fishpacking

[4.03] Dunwich Borers

[4.04] Hugo's Hole

[4.05] Museum of Witchcraft

[4.06] Sandy Coves Convalescent Home

[4.07] Salem

[4.08] Rook Family House

[4.09] Crater House

[4.10] Hub City Auto Wreckers

[4.11] Lynn Pier Parking

[4.12] Longneck Lukowski's Cannery

[4.13] Kingsport Lighthouse

[4.14] Reeb Marina

[4.15] Gibson Point Pier

[4.16] Revere Beach Station

[4.17] Libertalia

[4.18] Nahant Wharf

[4.19] Nahant Sheriff's Department

[4.20] Croup Manor

[4.21] Nahant Chapel

[4.22] Nahant Oceanological Society

[4.23] East Boston Police Station

[4.24] East Boston Preparatory School

[4.25] Easy City Downs

[4.26] Nordhagen Beach

[4.27] Boston Airport

[4.28] Prydwen

[4.29] Fort Strong

Secondary Locations

[4.01] Gunner Camp (Parsons Elevated Freeway)

[4.02] Milton General Billboard

[4.03] Coastal Vacationers

[4.04] Coastal Hideout

[4.05] The Sunken Bathtub

[4.06] Shanty Store

[4.07] Salem Coastal Diner and Dock

[4.08] Raider Shack (Salem Outskirts)

[4.09] Kingsport Restrooms

[4.10] Ocean Fishing Shack

[4.11] Sunken Fishing Boat

[4.12] Vitale Pumphouse

[4.13] Ocean Raft

[4.14] Unloading Barge

[4.15] Nahant Pier Restaurant

[4.16] Drumlin Diner (East Boston)

[4.17] Waterfront Warehouse

[4.18] East Boston Garage

[4.19] Container Crates Stash

[4.20] Freeway Rooftops

[4.21] Upside Down Rowboat

[4.22] Doomed Airlines Flight

[4.23] Floating Barge

ZONE 5 NATICK AND THE GLOWING SEA

Primary Locations

[5.01] Poseidon Reservoir

[5.02] Roadside Pines Motel

[5.03] Natick Banks

[5.04] Natick Police Department

[5.05] Lake Cochituate

[5.06] Mass Fusion Disposal Site

[5.07] Electrical Hobbyist's Club

[5.08] WRVR Broadcast Station

[5.09] Federal Supply Cache 84NE

[5.10] Robotics Pioneer Park

[5.11] Scrap Palace

[5.12] Cutler Bend

[5.13] Edge of the Glowing Sea

[5.14] Waypoint Echo

[5.15] Vault 95

[5.16] Somerville Place

[5.17] Forgotten Church

[5.18] Abandoned Shack

[5.19] Atlantic Offices

[5.20] Capsized Factory

[5.21] Cave (Red Rocket Filling Station)

[5.22] Decayed Reactor Site

[5.23] Decrepit Factory

[5.24] Crater of Atom

[5.25] Cave (Super Duper Mart)

[5.26] Vertibird Wreckage

[5.27] Hopesmarch Pentecostal Church

[5.28] Relay Tower 0DB-521

[5.29] Rocky Cave (Virgil's Laboratory)

[5.30] O'Neill Family Manufacturing

[5.31] Sentinel Site

[5.32] Skylanes Flight 1665

Secondary Locations

[5.01] Natick Power Station

[5.02] Natick Hillside Home

[5.03] Settler Campsite (Natick Outskirts)

[5.04] Military Checkpoint (Lake Cochituate)

[5.05] The Mausoleum

[5.06] Fishing Cabin

[5.07] Two Cabins and an Outhouse

[5.08] Collapsed Billboard (Glowing Sea)

[5.09] Buried Mansion

[5.10] Radiation Lake

[5.11] Military Pillbox (Somerville)

[5.12] The Splintered Statue

[5.13] Derelict Bus

[5.14] Buried House

[5.15] Buckled Freeway

ZONE 6 QUINCY AND SOUTHERN COMMONWEALTH

Primary Locations

[6.01] Westing Estate

[6.02] Coast Guard Pier

[6.03] Mass Pike Tunnel West

[6.04] Mass Pike Tunnel East

[6.05] Boston Police Rationing Site

[6.06] NH&M Freight Depot

[6.07] Fairline Hill Estates

[6.08] Relay Tower 0SC-527

[6.09] Big John's Salvage

[6.10] South Boston Military Checkpoint

[6.11] Egret Tours Marina

[6.12] Fallon's Department Store

[6.13] Milton General Hospital

[6.14] West Roxbury Station

[6.15] Shaw High School

[6.16] Jamaica Plain

[6.17] Gunners Plaza

[6.18] Hyde Park

[6.19] Suffolk County Charter School

[6.20] Murkwater Construction Site

[6.21] Quincy Quarries

[6.22] Neponset Park

[6.23] Wilson Atomatoys Factory

[6.24] Quincy Ruins

[6.25] Quincy Police Station

[6.26] Peabody House

[6.27] Atom Cats Garage

[6.28] Poseidon Energy

[6.29] Warwick Homestead

[6.30] Wreck of the FMS Northern Star

[6.31] Spectacle Island

Secondary Locations

[6.01] Red Rocket Filling Station (Mass Pike East)

[6.02] Layton Towers Underpass Entrance

[6.03] Crater and Shack

[6.04] Red Rocket Filling Station (Big John's Salvage)

[6.05] Wicked Shipping Container Truck #4

[6.06] Railroad Maintenance Shed

[6.07] The Trading Post

[6.08] Dog's Dinner

[6.09] Military Checkpoint (West Roxbury)

[6.10] Deserted Camp (Elevated Freeway)

[6.11] Raider Camp (University Point Outskirts)

[6.12] Island Cabin

[6.13] Waystation (West Roxbury)

[6.14] Moonshiner's Cabin

[6.15] The Hanging Tree

[6.16] Jamaica Plain Pond

[6.17] Military Convoy (Elevated Freeway)

[6.18] The Fridge

[6.19] Military Barge (University Point)

[6.20] Boating Platforms

[6.21] Sunken Fishing Boat (Spectacle Island)

[6.22] Barge Platform

[6.23] Deep Trench Wreckage

[6.24] Sunken Supertanker

[6.25] Sniper's Hideout

[6.26] Waystation (Gunners' Plaza)

[6.27] Ruined Grove Estates

[6.28] The Small Dig

[6.29] Crashed Vertibird (Marshland)

[6.30] Military Pillboxes

[6.31] Old Military Monument

[6.32] Overflow Outlet Camp (Atomatoys Factory)

[6.33] Scuppered Boat

[6.34] Floating Barge

[6.35] Skylines Flight Salvage

[6.36] Boat Graveyard

[6.37] Quincy Lighthouse

[6.38] Undersea Hatch Pipe

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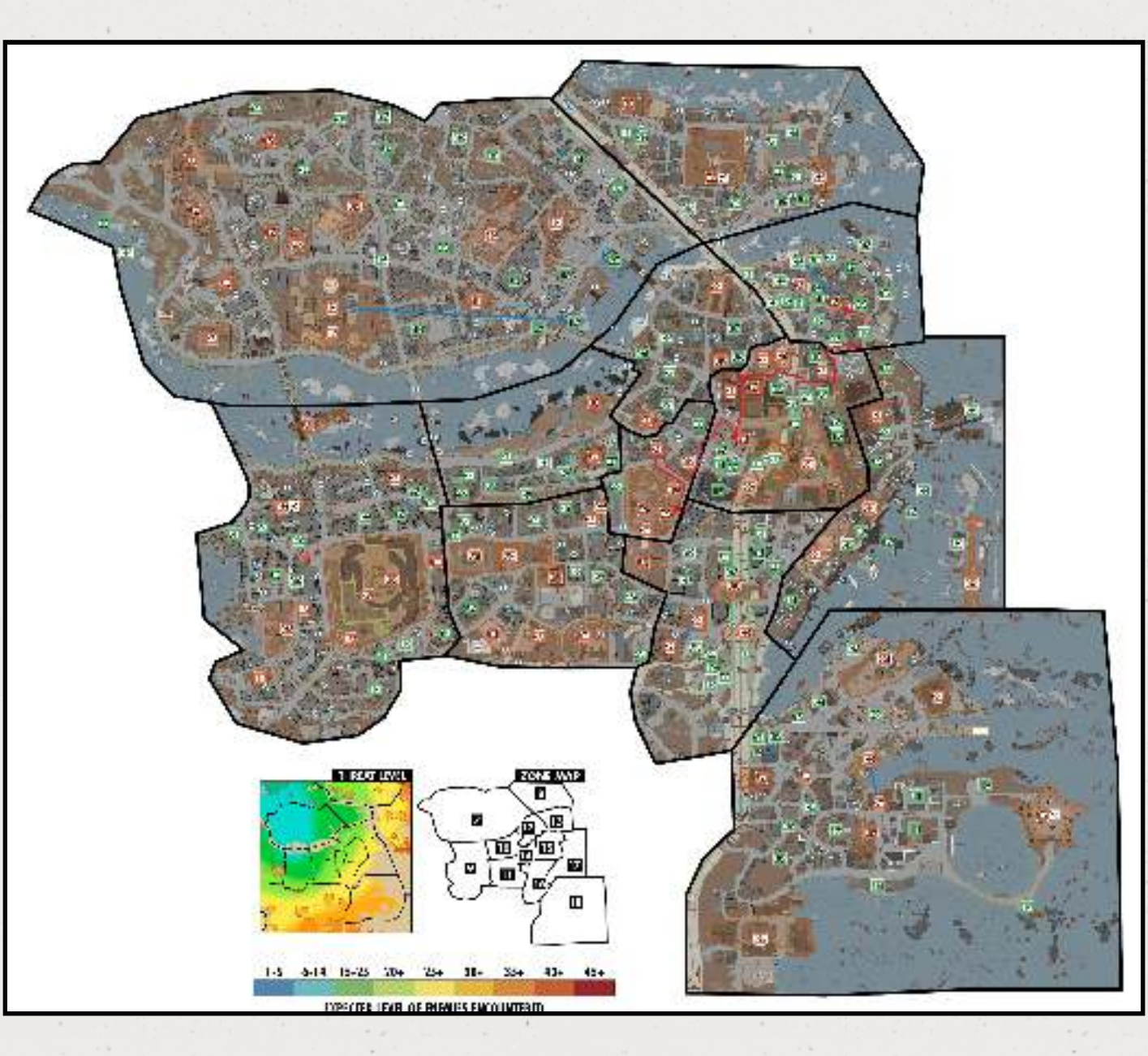
MAP

Greater Boston Neighborhoods



ZONE 7 CAMBRIDGE

Primary Locations

[7.01] College Square

[7.02] Cambridge Police Station

[7.03] Collegiate Administration Building

[7.04] Fraternal Post 115

[7.05] Cambridge Campus Diner

[7.06] Campus Law Offices

[7.07] Kendall Hospital

[7.08] Cambridge Polymer Labs

[7.09] C.I.T. Ruins

[7.10] The Institute

[7.11] Greenetech Genetics

[7.12] Cambridge Crater

[7.13] Monsignor Plaza

Secondary Locations

[7.01] Bridge Den (Cambridge)

[7.02] Charles River Boathouse

[7.03] Red Rocket Filling Station (College Square)

[7.04] Union's Hope Cathedral

[7.05] Hardware Store (Cambridge)

[7.06] Plumber's Secret

[7.07] Raider Bonfire Camp

[7.08] Red Rocket Filling Station (North Central Cambridge)

[7.09] Raider Camp (Narrow Yard)

[7.10] Cambridge Park and Old Covered Alley

[7.11] Mass Chemical

[7.12] Super Mutant High Rise

[7.13] Raider Platforms (Cambridge)

[7.14] Raider Rooftop Apartments (Cambridge)

[7.15] Campus Office and Covered Bridge

[7.16] Kendall Parking

[7.17] Kendall Raider Apartments

[7.18] Ticonderoga Safehouse

[7.19] Public Works Maintenance Area

[7.20] Science Center Gift Shop

ZONE 8 CHARLESTOWN

Primary Locations

[8.01] BADTFL Regional Office

[8.02] Bunker Hill

[8.03] U.S.S. Constitution

Secondary Locations

[8.01] Ruined Tavern (Charlestown)

[8.02] Back Alley Scaffold Steps

[8.03] Green Awning Mansion

[8.04] Drug Den

[8.05] South Alley and Garage

[8.06] Abandoned House

[8.07] Scavenger Camp (Charlestown)

[8.08] Shelled-Out Building

[8.09] Charlestown Laundry

[8.10] South Apartments (Charlestown)

ZONE 9 THE FENS

Primary Locations

[9.01] Wreck of the USS Riptide

[9.02] Hangman's Alley

[9.03] Back Street Apparel

[9.04] Police Precinct 8

[9.05] Parkview Apartments

[9.06] Fens Street Sewer

[9.07] Diamond City

[9.08] Diamond City Market

[9.09] Home Plate

[9.10] Hardware Town

Secondary Locations

[9.01] Fens Subway Station (Outskirts)

[9.02] Fens Tunnel Entrance

[9.03] Super Mutant Alley Apartments

[9.04] Anna's Café

[9.05] Raider Back-Alley Camp (The Fens)

[9.06] Bridgeway Trust

[9.07] Bridgeway Garage

[9.08] Diner and Apartments (The Fens)

[9.09] Settler's Stop (The Fens)

[9.10] Raider Cul-de-Sac (The Fens)

[9.11] Scaffold Bridge (The Fens)

[9.12] Diamond City Scrap

[9.13] Scavenger's Rest (The Fens)

ZONE 10 ESPLANADE

Primary Locations

[10.01] Charles View Amphitheater

[10.02] HalluciGen, Inc.

Secondary Locations

[10.01] Footbridge (Esplanade)

[10.02] Holy Mission Congregation Church

[10.03] Barricade and Rooftops

[10.04] Rooftop Den (Esplanade)

[10.05] Malborough House

[10.06] Raider Lookout (Esplanade)

[10.07] Gun Shop Garage

[10.08] Commonwealth Avenue

ZONE 11 BACK BAY

Primary Locations

[11.01] Boston Public Library

[11.02] Trinity Plaza

[11.03] Hubris Comics

[11.04] Vault 114 (Exit)

[11.05] Trinity Tower

[11.06] Dartmouth Professional Building

[11.07] Layton Towers

[11.08] Wilson Atomatoys Corporate HQ

Secondary Locations

[11.01] The Corner of Mass and Newbury

[11.02] Half-Demolished Apartment (Back Bay)

[11.03] Trinity Plaza Parking

[11.04] Shenley's Oyster Bar

[11.05] The Patriot's Sleep Shack

[11.06] Trader Rooftop (Back Bay)

[11.07] Raider Rooftops (Back Bay)

[11.08] Warren Theater

[11.09] Raider Blockade (Southeast Back Bay)

ZONE 12 BEACON HILL

Primary Locations

[12.01] Vault-Tec Regional HQ

[12.02] Boston Bugle Building

[12.03] Cabot House

Secondary Locations

[12.01] Beacon Hill Apartments

[12.02] Demolished Apartment Tower (Beacon Hill)

[12.03] Playground Garage

[12.04] Rooftop Generator (Beacon Hill)

[12.05] Destroyed Tenement (Beacon Hill)

[12.06] Rubble Overlook

ZONE 13 NORTH END

Primary Locations

[13.01] Pickman Gallery

[13.02] Old North Church

Secondary Locations

[13.01] Rooftop Apartment (North End)

[13.02] North End Graveyard

[13.03] Railroad HQ Escape Tunnel Exit

[13.04] Raider Courtyard (North End)

[13.05] Hot Pizza Pie Shop

[13.06] Crashed Vertibird (Military Barge)

[13.07] Wharfside Cottage

[13.08] Rooftop Lounger

[13.09] Skytram (North End Elevated Freeway)

[13.10] Mean Pastries

[13.11] Pickman's Exit

[13.12] Boxing Gym

[13.13] Scaffold Stairs (North End)

[13.14] Billboard Alley

[13.15] Ruined Brick Apartment (North End)

[13.16] Subway Station (North End)

[13.17] Paul Revere's House

ZONE 14 BOSTON COMMON

Primary Locations

[14.01] Massachusetts State House

[14.02] Old Granary Burying Ground

[14.03] Swan's Pond

[14.04] Boston Common

[14.05] Park Street Station (Vault 114)

[14.06] Boylston Club

Secondary Locations

[14.01] Super Mutant Hotel Shell

[14.02] Prost Bar

ZONE 15 FINANCIAL DISTRICT

Primary Locations

[15.01] Mass Fusion Building

[15.02] Old Corner Bookstore

[15.03] Haymarket Mall

[15.04] Garden Terrace

[15.05] Faneuil Hall

[15.06] Goodneighbor

[15.07] Fallen Skybridge

[15.08] Postal Square

Secondary Locations

[15.01] Weatherby Investment Trust

[15.02] Congress Street Garage

[15.03] Bus Wreckage

[15.04] Commonwealth Bank

[15.05] Skyscraper Stash

[15.06] Elevated Road (West Access)

[15.07] Elevated Raider Camp (Financial District)

[15.08] Elevated Road (Central Access)

[15.09] Railroad Hideout (Financial District)

[15.10] 35 Court

[15.11] Rooftop Hideaway (Financial District)

[15.12] PedestrianUnderpass

[15.13] Parking garage and Raider Rooftops

[15.14] Water Street Apartments

ZONE 16 THEATER DISTRICT

Primary Locations

[16.01] Combat Zone

[16.02] Medical Center Metro

[16.03] Mass Bay Medical Center

[16.04] D.B. Technical High School

[16.05] Hester's Consumer Robotics

Secondary Locations

[16.01] Hub 360

[16.02] Pearwood Residences

[16.03] The Plank Walk (Theater District)

[16.04] Gunner Encampment (Theater District)

[16.05] Parking Garage (Theater District)

[16.06] Ticker Tape Lounge (Northwest)

[16.07] Ticker Tape Lounge (Southeast)

[16.08] Under the On-Ramp: Camp and Garage

[16.09] The On-Ramp (Theater District)

[16.10] Railroad Dead Drop (Theater District)

[16.11] Street Corner (Theater District)

[16.12] Old Sniper Camp

ZONE 17 BOSTON HARBOR (WATERFRONT)

Primary Locations

[17.01] Custom House Tower

[17.02] The Shamrock Taphouse

[17.03] Harbormaster Hotel

[17.04] Yangtze

Secondary Locations

[17.01] Waterfront Park

[17.02] Custom House Tower Courtyard

[17.03] Warehouse and Wharf

[17.04] Scavengers' Rooftops (Waterfront)

[17.05] Tinkerer's Boathouse (Waterfront)

[17.06] Main Boathouse (Waterfront)

[17.07] Locked Diner

[17.08] Pedestrian Walkway (Waterfront)

[17.09] Waterfront Cabin

[17.10] Scrap Metal Barge

[17.11] Desolate Promenade

ZONE 18 SOUTH BOSTON

Primary Locations

[18.01] Four Leaf Fishpacking Plant

[18.02] General Atomics Factory

[18.03] Andrew Station

[18.04] South Boston Police Department

[18.05] Gwinnett Brewery

[18.06] The Gwinnett Restaurant

[18.07] South Boston High School

[18.08] The Castle

[18.09] University Point

Secondary Locations

[18.01] Bus and Apartment Wreckage

[18.02] Joe's Spuckies (Southie Speakeasy)

[18.03] Dockside Warehouse (South Boston)

[18.04] Factory (South Boston)

[18.05] Four Leaf Fishpacking Container Yard

[18.06] Construction Yard

[18.07] Roof Generator (South Boston)

[18.08] Roundabout Raider Camp

[18.09] Hawthorne Estate

[18.10] Dorchester Height Monument

[18.11] Roof Camp (South Boston)

[18.12] The Candy Shop

[18.13] South Boston Church

[18.14] South Boston Wharf and Restrooms

[18.15] Rusting Ship and Stilt Cabin

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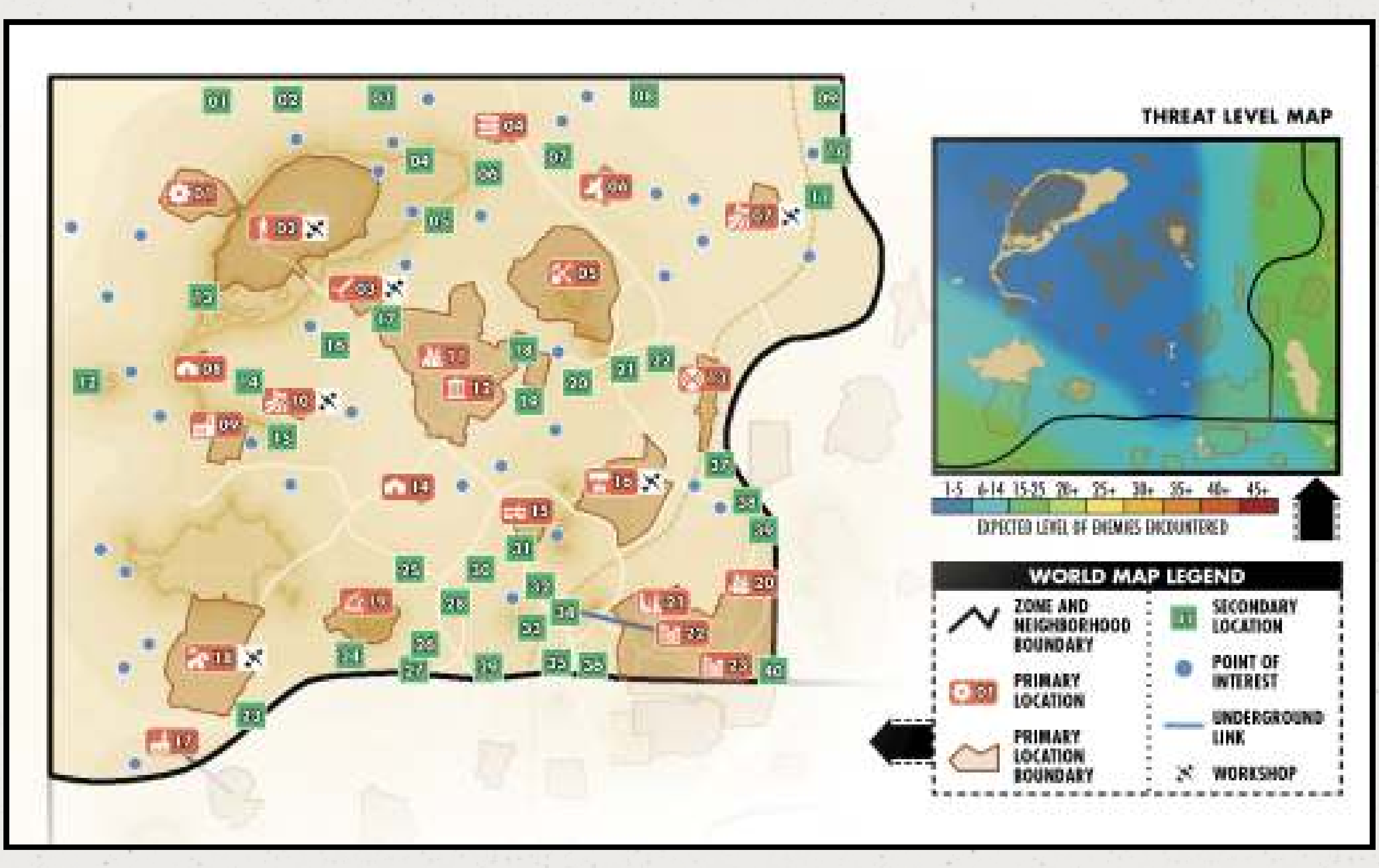
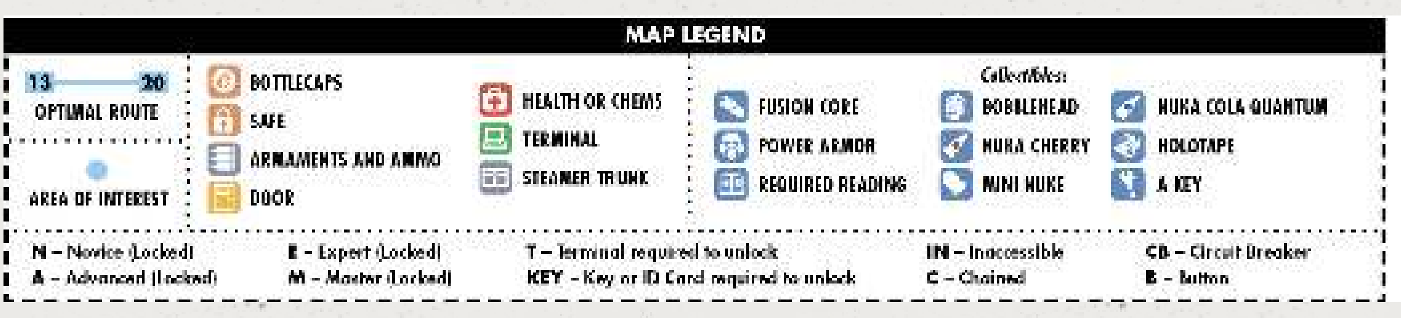
Zone 1: Lexington and Northwest Commonwealth

Overview


THREAT LEVEL MAP
1-5 6-14 15-25 20+ 25+ 30+ 35+ 40+ 45+
EXPECTED LEVEL OF ENEMIES ENCOUNTERED
WORLD MAP LEGEND
ZONE AND NEIGHBORHOOD BOUNDARY
PRIMARY LOCATION
PRIMARY LOCATION BOUNDARY
SECONDARY LOCATION
POINT OF INTEREST
UNDERGROUND LINK
WORKSHOP


MAP LEGEND
13 20
OPTIMAL ROUTE
AREA OF INTEREST
BOTTLECAPS
SAFE
ARMAMENTS AND AMMO
DOOR
HEALTH OR CHEMS
TERMINAL
STEAMER TRUNK
FUSION CORE
POWER ARMOR
REQUIRED READING
Collectibles:
BOBBLEHEAD
NUKA CHERRY
MINI NUKE
NUKA COLA QUANTUM
HOLOTAPE
A KEY
N – Novice (Locked)
A – Advanced (Locked)
E – Expert (Locked)
M – Master (Locked)
T – Terminal required to unlock
KEY – Key or ID Card required to unlock
IN – Inaccessible
C – Chained
CB – Circuit Breaker
B – Button

This section of the Commonwealth is comprised of your old stomping grounds of Sanctuary Hills and has reasonable road access southeast into the townships of Concord and Lexington. There are several settlements to visit and inhabitants to befriend, if you're planning on building a new cooperative of farms and strongholds. For those without combat readiness, it is advisable to stay within the confines of this zone while you practice, as enemy threats are the lowest. The border of this zone is easy to see; the east and south edges follow the path of the elevated freeway. Or at least, what's left of it. Both freeways converge at Lexington, your gateway to Boston.

Primary Locations

[1.01] Vault 111

[1.02] Sanctuary

[1.03] Red Rocket Truck Stop

[1.04] Robotics Disposal Ground

[1.05] Thicket Excavations

[1.06] USAF Satellite Station Olivia

[1.07] Tenpines Bluff

[1.08] Ranger Cabin

[1.09] Wicked Shipping Fleet Lockup

[1.10] Abernathy Farm

[1.11] Concord

[1.12] Museum of Freedom

[1.13] Bedford Station

[1.14] Gorski Cabin

[1.15] Drumlin Diner

[1.16] Starlight Drive-In

[1.17] Lonely Chapel

[1.18] Sunshine Tidings Co-op

[1.19] Walden Pond

[1.20] Mystic Pines

[1.21] Super Duper Mart

[1.22] Lexington

[1.23] Lexington Apartments

Secondary Locations

[1.01] Dry Creek Bed

[1.02] Raider Shack

[1.03] Old Firing Range

[1.04] Sunken Rowboat Stash

[1.05] Water Filtration Caps Stash

[1.06] Raider Hilltop Den

[1.07] Crashed Vertibird (Near Robotics Disposal Ground)

[1.08] Scavenger's Shack

[1.09] Pond and Freeway Shack

[1.10] Elevated Freeway Access (North Wilderness)

[1.11] Military Armor Transport (North Wilderness)

[1.12] Trader's Shack (West of Ranger Cabin)

[1.13] Military APC (Sanctuary Lake)

[1.14] Abandoned Caravan

[1.15] Dry Creek Shack

[1.16] Half-Buried Stash

[1.17] Concord Outskirts Ruined House

[1.18] Concord Campfire

[1.19] Shopping Cart of Goodies

[1.20] Radroach Outhouse

[1.21] A Cooking Spot

[1.22] Dilapidated Trailer Shack

[1.23] Construction Lift to Gunners' Den

[1.24] Settlers' Tent

[1.25] Raider Chem Lab Shack

[1.26] Small Trading Shack

[1.27] Elevated Gunners' Den

[1.28] On-Ramp Gunners' Den

[1.29] Bus Ramp

[1.30] Military Pillbox (Walden)

[1.31] Vending Machine Truck Transport

[1.32] Wicked Shipping Container Truck #2

[1.33] Military Armor Transport (Lexington)

[1.34] Switchboard Entrance (Sewer)

[1.35] Elevated Freeway: Derelict Bus

[1.36] Elevated Freeway Access (Lexington)

[1.37] Freeway Shack and Cage

[1.38] Military Checkpoint (Lexington)

[1.39] Elevated Freeway Access (Lexington)

[1.40] Elevated Jumping-Off Point

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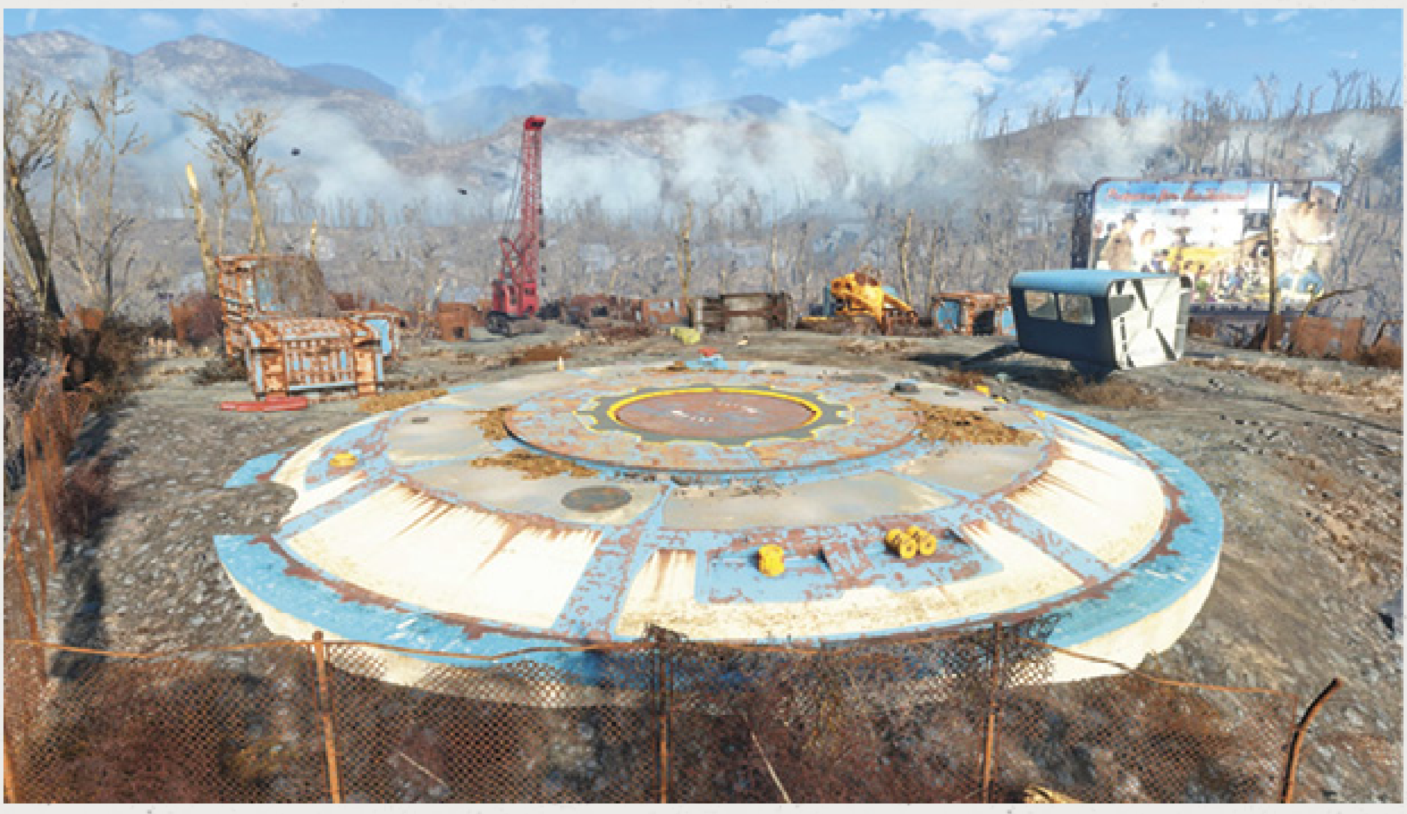
[1.01] Vault 111

THREAT LEVELS 1-5 ■□□□□□□□□



- Armaments and Ammo
- Collectible: Holotape: Red Menace
- Collectible: Pip-Boy
- Faction: Radroaches
- Health or Chems
- Quest Start: Out of Time (Main)
- Quest Visit: War Never Changes (Main)
- Unique Item: Cryolator

VAULT-TEC RECOMMENDED LOOT

Holotape: Red Menace

Unique Item: Cryolator

Vault-Tec Calling! We are pleased to reveal your new home underground. Despite an initially chilly reception, you may find this location to be the safest around, especially as the population has thinned out quite considerably since you were frozen.

The Holotape in the cafeteria terminal is the popular game “Red Menace.” Eject it so you can play it at your leisure!

The overseer’s office has a firmly locked case (Master) with a prototype weapon, the Cryolator. Return here with bobby pins and an impressive lockpicking ability to obtain this rare item.

If you leave Vault 111, you may find some ammunition and a knife in a trailer to the north. Should you wish to return, simply press the Vault 111 Elevator Button in the outside pod to call the surface elevator. Have a great day!

HELPFUL HINT FROM VAULT BOY!

Red Menace is a Holotape game that usually comes free with RobCo FUN! magazine. There are four other games to collect, free in each issue! Need to find all of them? Check the Required Reading Appendix at the back of this book.

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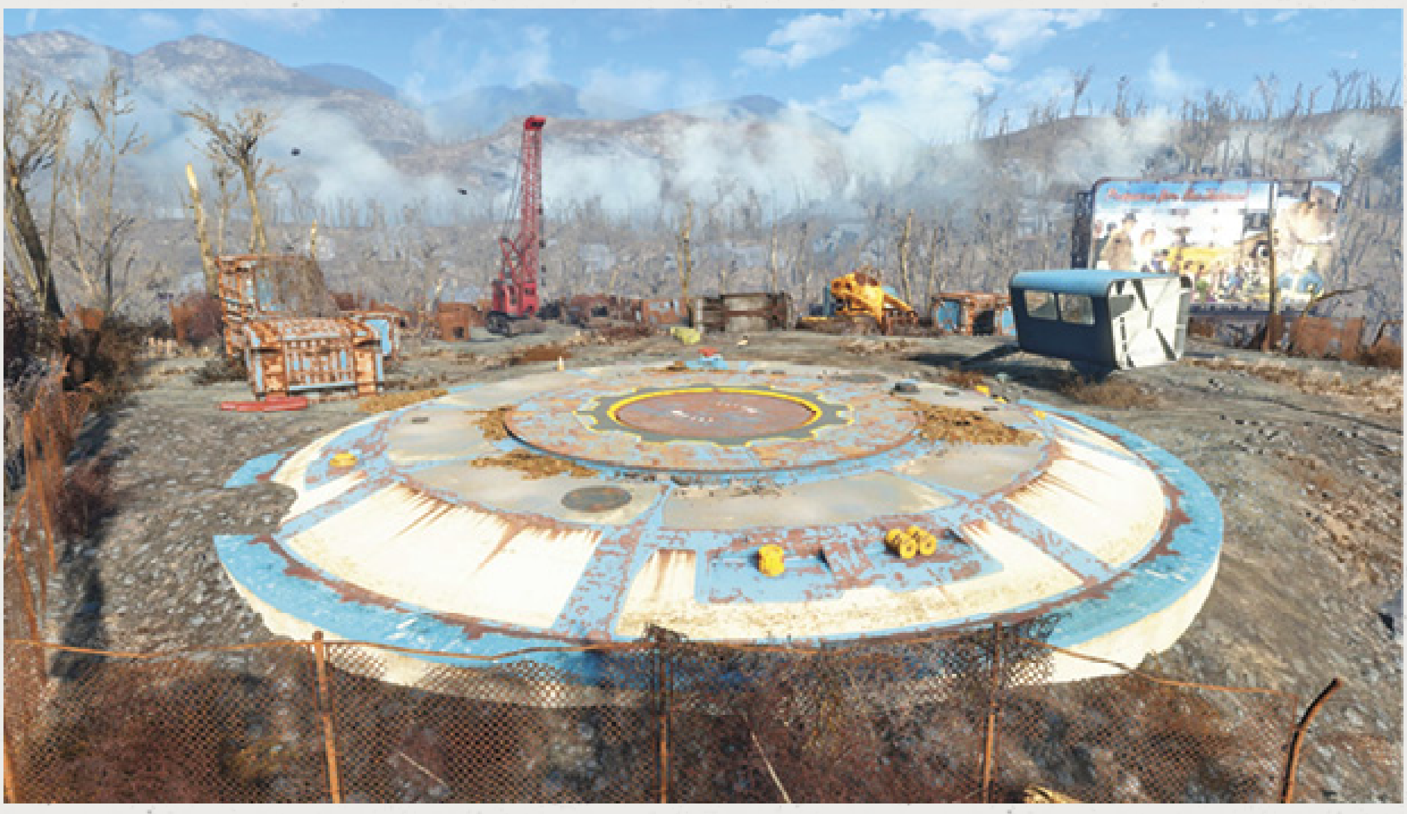
[1.01] Vault 111

THREAT LEVELS 1-5



- Armaments and Ammo
- Collectible: Holotape: Red Menace
- Collectible: Pip-Boy
- Faction: Radroaches
- Health or Chems
- Quest Start: Out of Time (Main)
- Quest Visit: War Never Changes (Main)
- Unique Item: Cryolator

VAULT-TEC RECOMMENDED LOOT

Holotape: Red Menace

Unique Item: Cryolator

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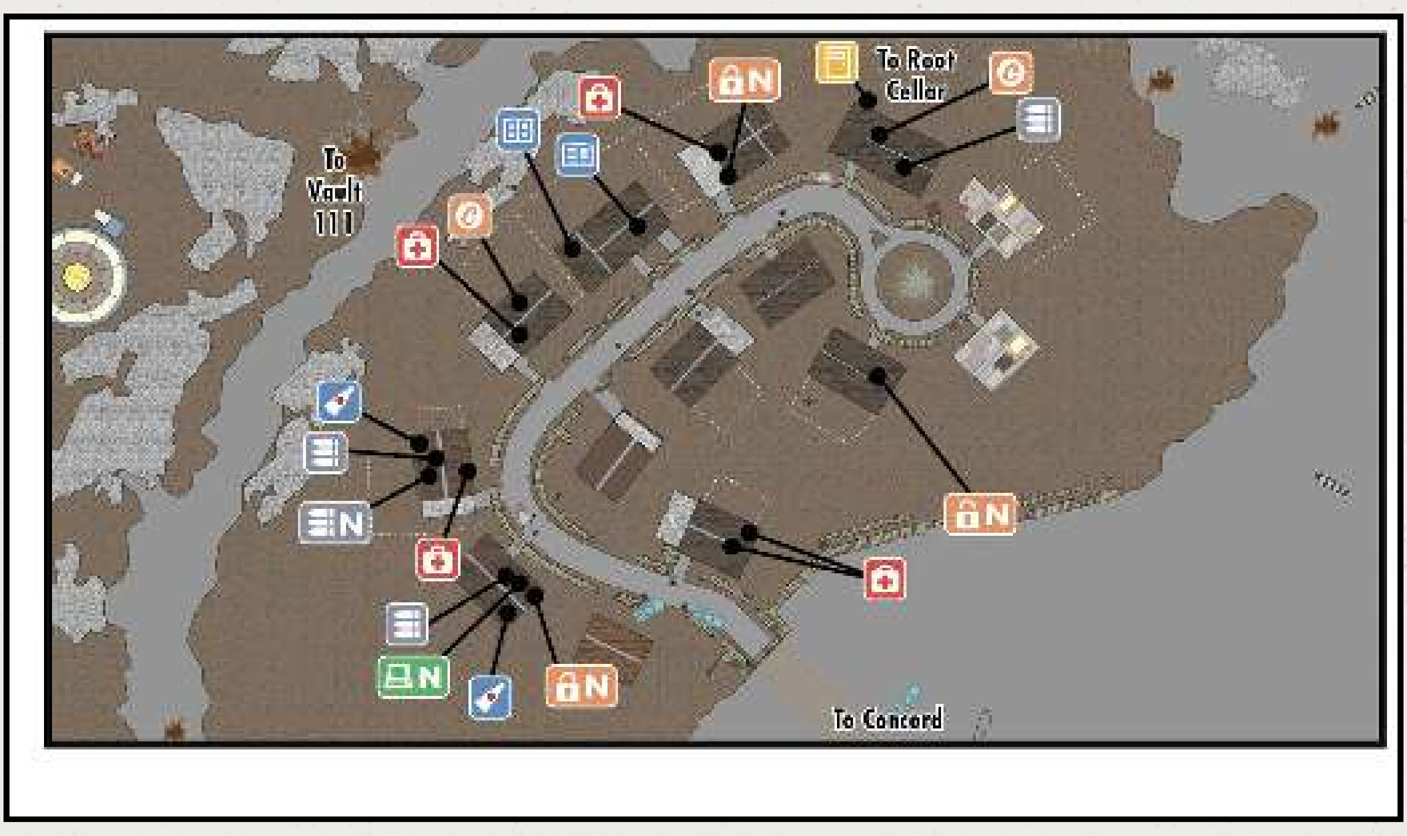
[1.02] Sanctuary

THREAT LEVELS 1-5

- Armaments and Ammo
- Bottlecaps
- Crafting: Armor Workbench
- Crafting: Chemistry Station
- Crafting: Cooking Station
- Crafting: Power Armor Station
- Crafting: Weapons Workbench
- Collectible: Nuka Cherry (2)
- Collectible: Required Reading: You're S.P.E.C.I.A.L.!
- Companion: Codsworth
- Danger: Makeshift Bomb!
- Faction: Bloatflies
- Faction: Radroaches
- Faction: Settler
- Faction: Character: Codsworth
- Health or Chems+
- Quest Start: War Never Changes (Main)
- Quest Start: Sanctuary (The Minutemen)
- Quest Start: Taking Independence (The Minutemen)*
- Quest Start: Radiant Quests (The Minutemen)*
- Quest Start: Recruitment Quests (The Minutemen)*
- Quest Visit: Out of Time (Main)
- Quest Visit: The Molecular Level (Main)
- Quest Visit: When Freedom Calls (The Minutemen)
- Services: Workshop

Fig 1.02: Sanctuary (Exterior)



(*The quest start location depends on where Preston Garvey is located. Unless you send him to another settlement, he is here.)

VAULT-TEC RECOMMENDED LOOT

Required Reading: You're S.P.E.C.I.A.L.!

Required Reading: Grognak the Barbarian

Collectible: Nuka Cherry

AVAILABLE COMPANION

Companion: Codsworth

Growing from the ruins of Sanctuary Hills, the prewar neighborhood your family used to call home, is a new settlement, a beacon of hope for the downtrodden and the new base of operations for the Minutemen.

You can level the more decrepit dwellings for building materials. There are excellent crafting opportunities, as all stations and workbenches are already here. The area is relatively safe and becomes safer after you fortify the area with defenses you build from your workshop. Attract settlers! Beckon the Minutemen to live here! Build another paradise!

Thoroughly search the area. The house to the north has a root cellar with a safe (Advanced) and first aid box to loot, as well as a place to sleep. A few homes have smaller items to scavenge, like bobby pins. Others have safes and health, and your own home has something S.P.E.C.I.A.L., too (as well as that Grognak the Barbarian you didn't have time to read). And finally, don't forget Codsworth!

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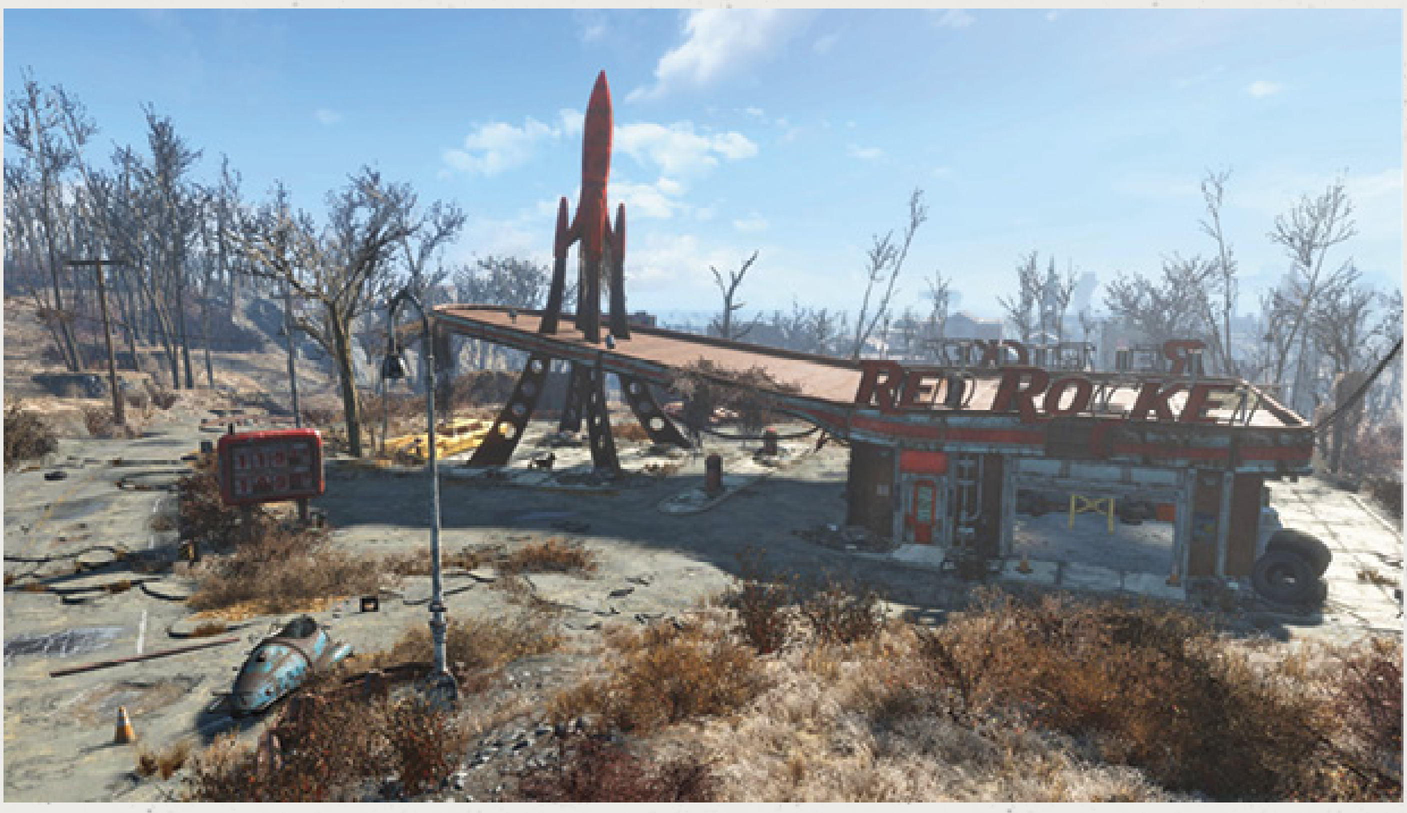
[1.03] Red Rocket Truck Stop

THREAT LEVELS 1-5



- Armaments and Ammo
- Armor Part: Fusion Core
- Bottlecaps
- Companion: Dogmeat
- Crafting: Armor Workbench
- Crafting: Chemistry Station
- Crafting: Cooking Station
- Crafting: Power Armor Station
- Crafting: Weapons Workbench
- Danger: Explosive Barrels!
- Danger: Radiation (Mild)!
- Faction: Mole Rats
- Faction: Character: Dogmeat
- Health or Chems
- Services: Workshop

VAULT-TEC RECOMMENDED LOOT

Armor Part: Fusion Core

AVAILABLE COMPANION

Companion: Dogmeat

This is a service station between Sanctuary Hills and Concord. It seems ex-employees of the company had a habit of dumping hazardous materials in the cave beneath the station instead of disposing of them properly. Check the hill to the south for an entrance to the cave (now a Mole Rat Den), but watch for explosive barrels in this confined burrow. There's a safe (Novice) in here, as well as an ironic Trashbusters Award (Note), a pipe pistol, and some ammo. Also of interest is a Fusion Core (by the note), which helps give continuous juice to your Power Armor.

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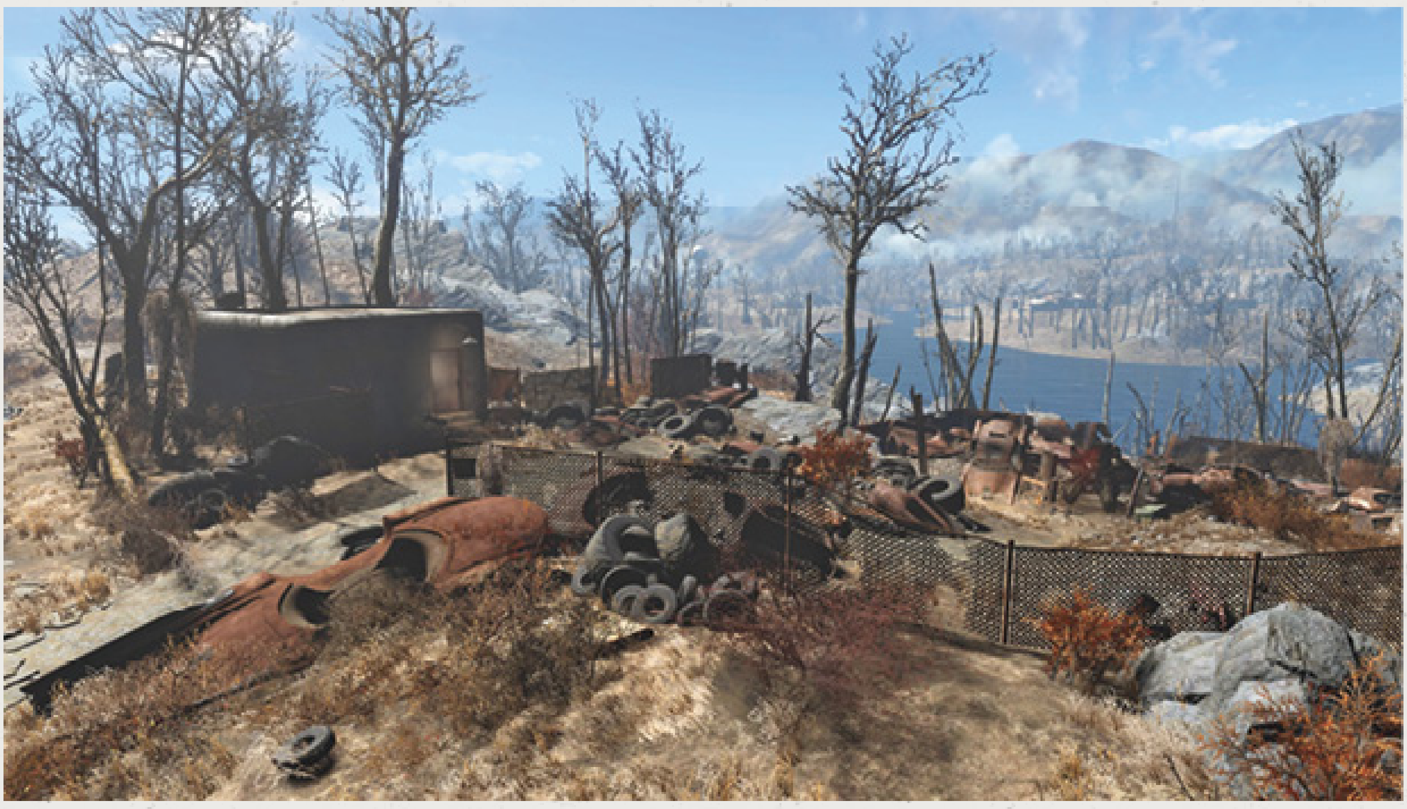
Primary Locations

[1.04] Robotics Disposal Ground

THREAT LEVELS 1-5 ■□□□□□□□□



- Armaments and Ammo+
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Mini Nuke (Fat Man)
- Armaments and Ammo: Trunk
- Collectible: Required Reading: Hot Rodder
- Crafting: Weapons Workbench
- Faction: Mole Rats
- Faction: Robot
- Health or Chems

VAULT-TEC RECOMMENDED LOOT

Required Reading: Hot Rodder Magazine

Armaments and Ammo: Mini Nuke and Mini Nuke (Fat Man)

A junkyard for failed assembly line robot prototypes, as well as rusting scrap. Use the holotape in the terminal to activate the Sentry Proto MKIV if you wish. How far away is the range of this activation? Why not test it out? Don't forget to rummage around by the tire pile (east entrance) for a Mini Nuke, and the Fat Man is among the rusting cars, northwest of the Sentry Bot.

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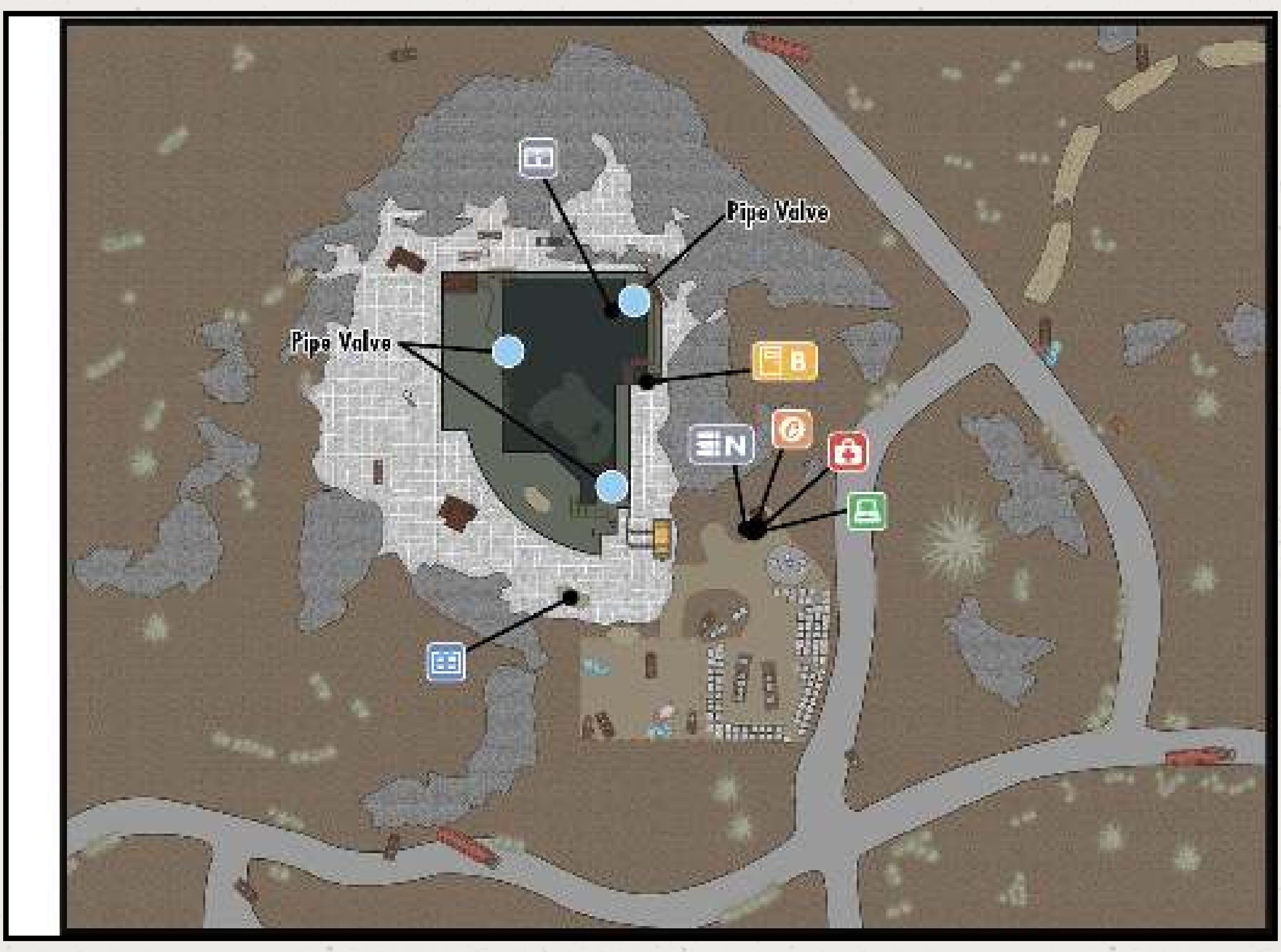
[1.05] Thicket Excavations

THREAT LEVELS 1-5

- Armaments or Ammo+
- Armaments or Ammo: Trunk
- Bottlecaps+
- Collectible: Required Reading: Taboo Tattoos
- Crafting: Cooking Station
- Crafting: Chemistry Station
- Crafting: Weapons Station
- Danger: Long Drop!
- Danger: Radiation (Mild)!
- Faction: Mirelurks
- Faction: Raiders
- Faction: Character: Sully Mathis
- Health or Chems
- Quest Start: Pull the Plug (Location)

Fig 1.05: Thicket Excavations (Exterior)



VAULT-TEC RECOMMENDED LOOT

Required Reading: Taboo Tattoos

This marble quarry has gained a reputation as the source of the finest Mirelurk meat in the Commonwealth, thanks to the still water giving the meat a less brackish flavor.

Pull The Plug

1. Repair pipes (3)

2. Talk to Sully Mathis

3. Start the pump

Speak to Sully Mathis and agree to help repair some underwater pipes.

CAUTION

(Easy, Medium) Ask for Caps, or what he's really doing here.

Dive into the quarry pond, locating the three valves. Return to Sully, then activate the circuit breaker to switch on the pump and drain the quarry. Deal with any Mirelurks before accepting some Caps for your troubles.

After reaching level 12, return here after 24 hours to find the water drained and a bunch of Raiders rearing Mirelurks. Descend and search the Raider shacks for more items, including a steamer trunk to pillage.

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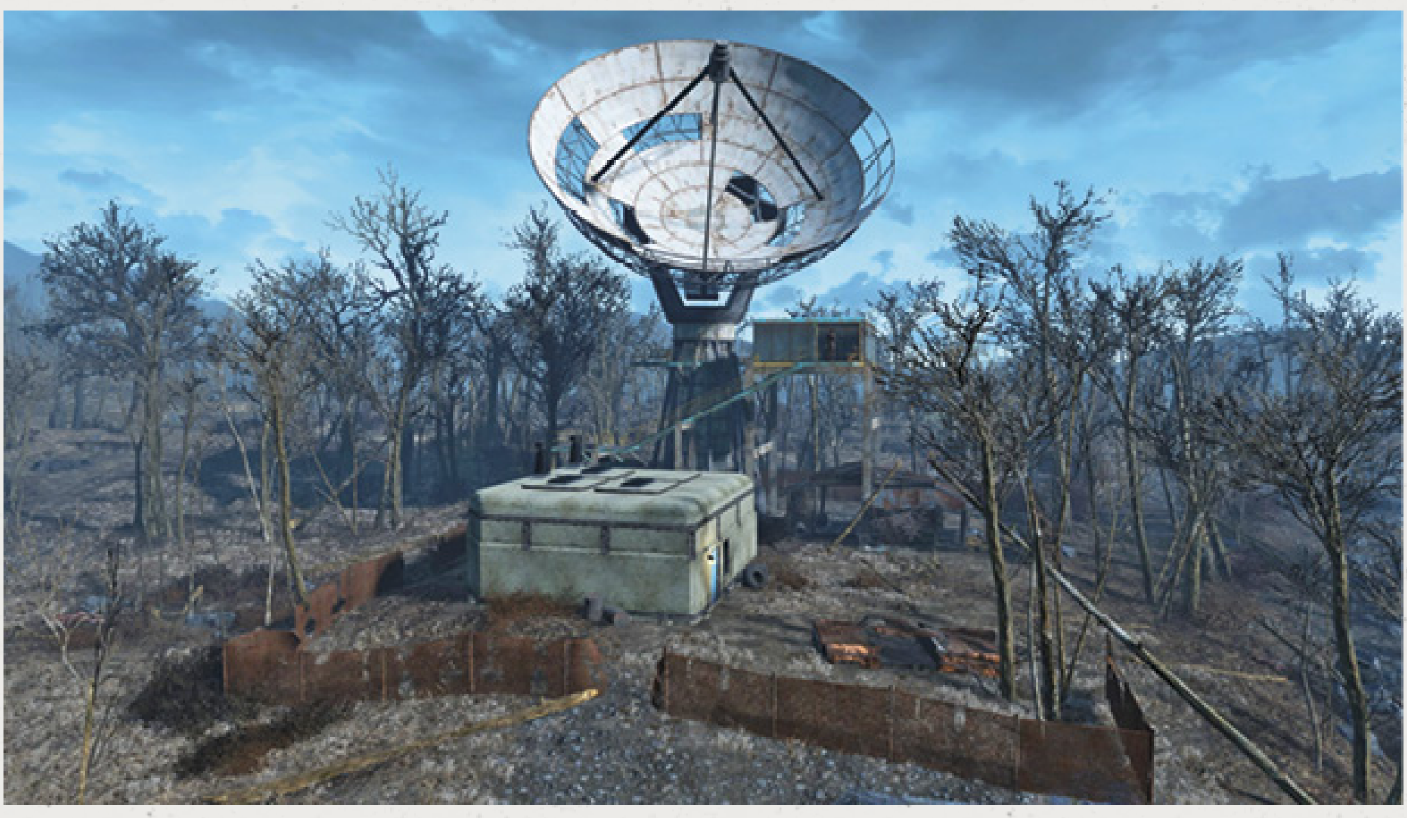
Primary Locations

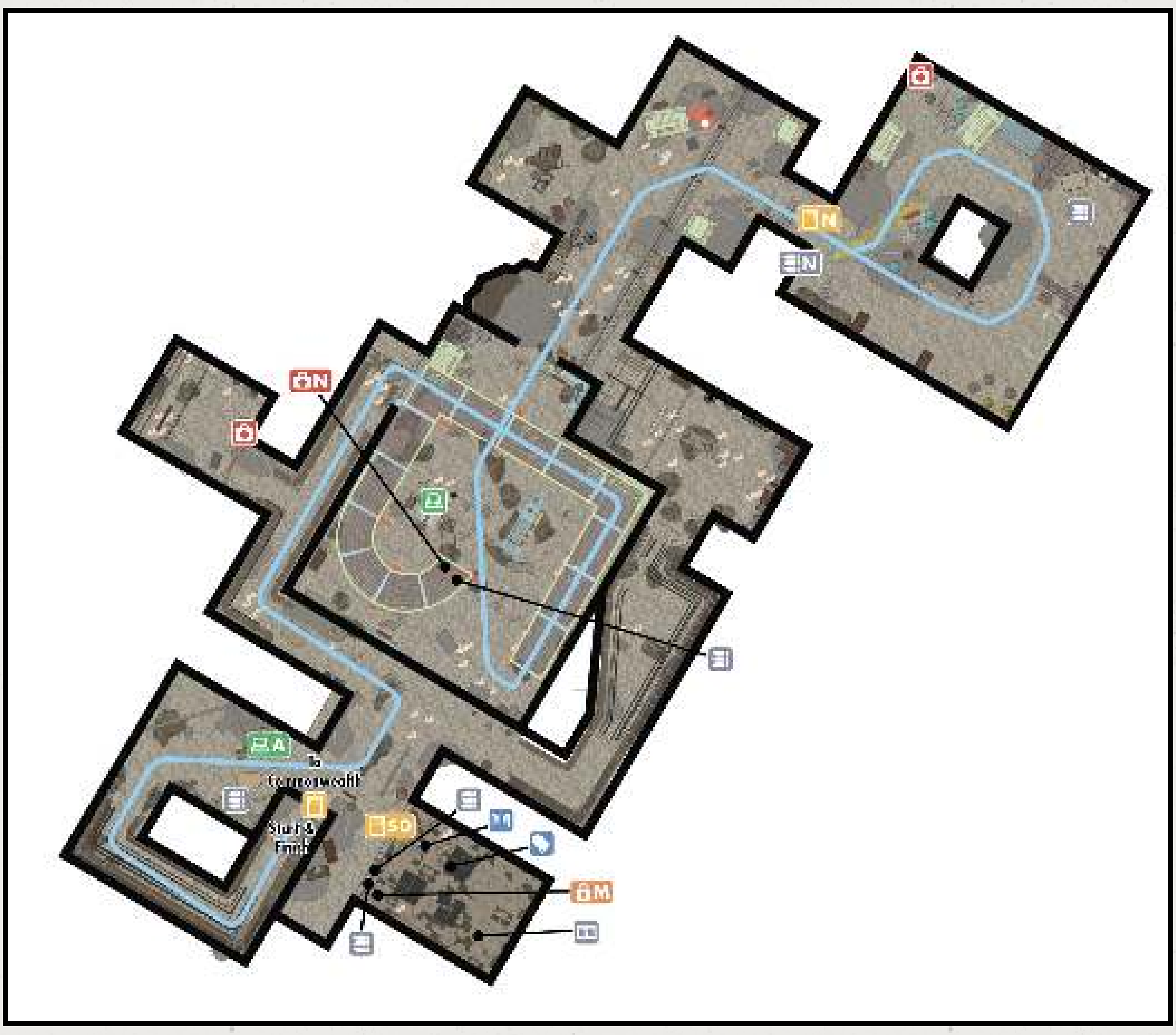
[1.06] USAF Satellite Station Olivia

THREAT LEVELS 1-5



- Armaments and Ammo+
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Trunk
- Armor Part: Fusion Core
- Collectible: Required Reading: U.S. Covert Operations Manual
- Crafting: Armor Workbench
- Danger: Oil!
- Danger: Tripwire!
- Faction: Radroaches
- Faction: Raiders
- Faction: Character: Ack-Ack
- Health or Chems

Fig 1.06: USAF Satellite Station Olivia (Interior)



VAULT-TEC RECOMMENDED LOOT

- **Armor Part: Fusion Core**
- **Armaments and Ammo: Mini Nuke**
- **Required Reading: U.S. Covert Operations Manual**

Raiders are looting this inactive communications satellite station. Mount an attack on the exterior; the bunker has an Armor Workbench and an entrance inside. The dish gantry has some ammo to pilfer.

Inside, the guard terminal opens the intel room (the security gate area), or find the key in the instrument case behind the locked double doors (Novice). The rest of the facility has Raiders led by Ack-Ack, who uses a nasty minigun.

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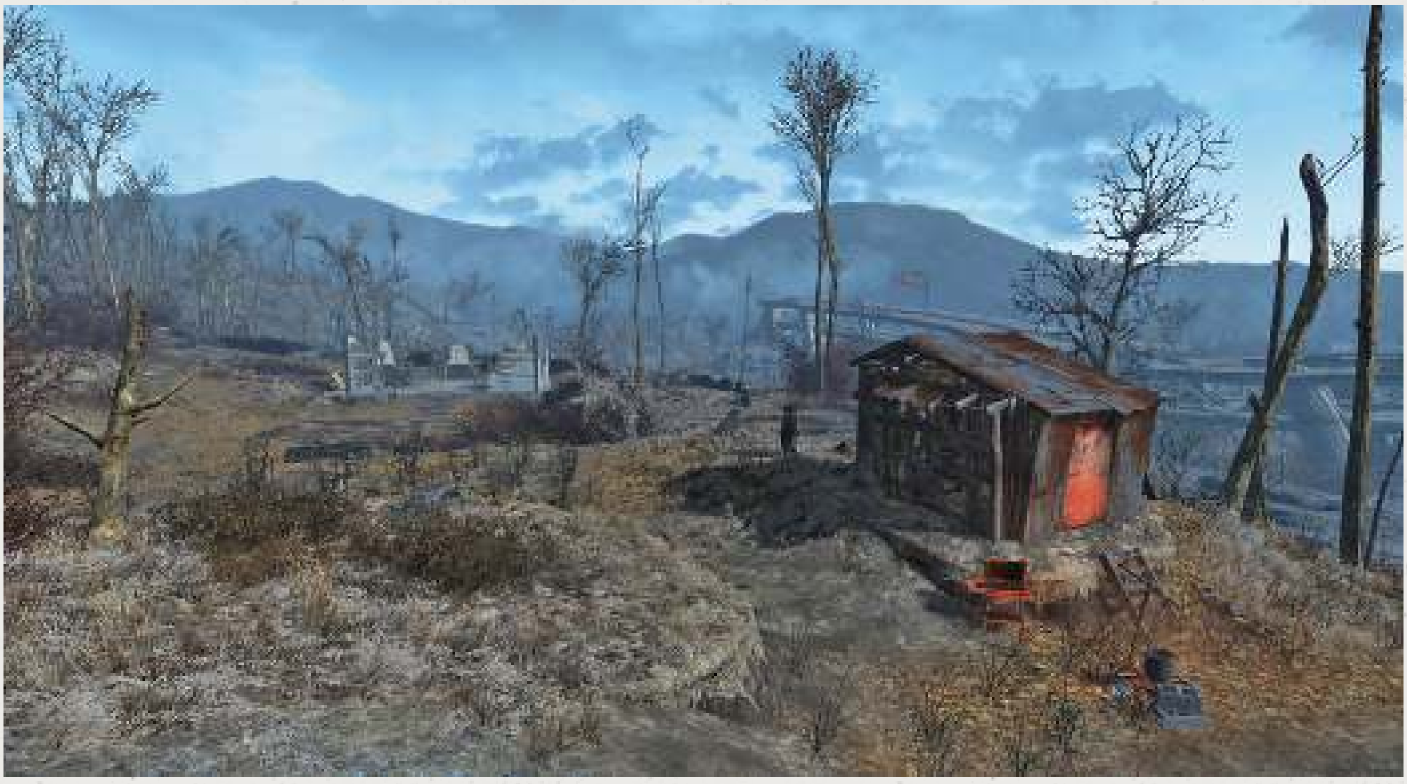
[1.07] Tenpines Bluff

THREAT LEVELS 6-14



- Crafting: Cooking Station
- Faction: Radroach
- Faction: Settlers
- Services: Workshop

This small settlement of Tato farmers is ripe for an alliance, with a light Radroach infestation.

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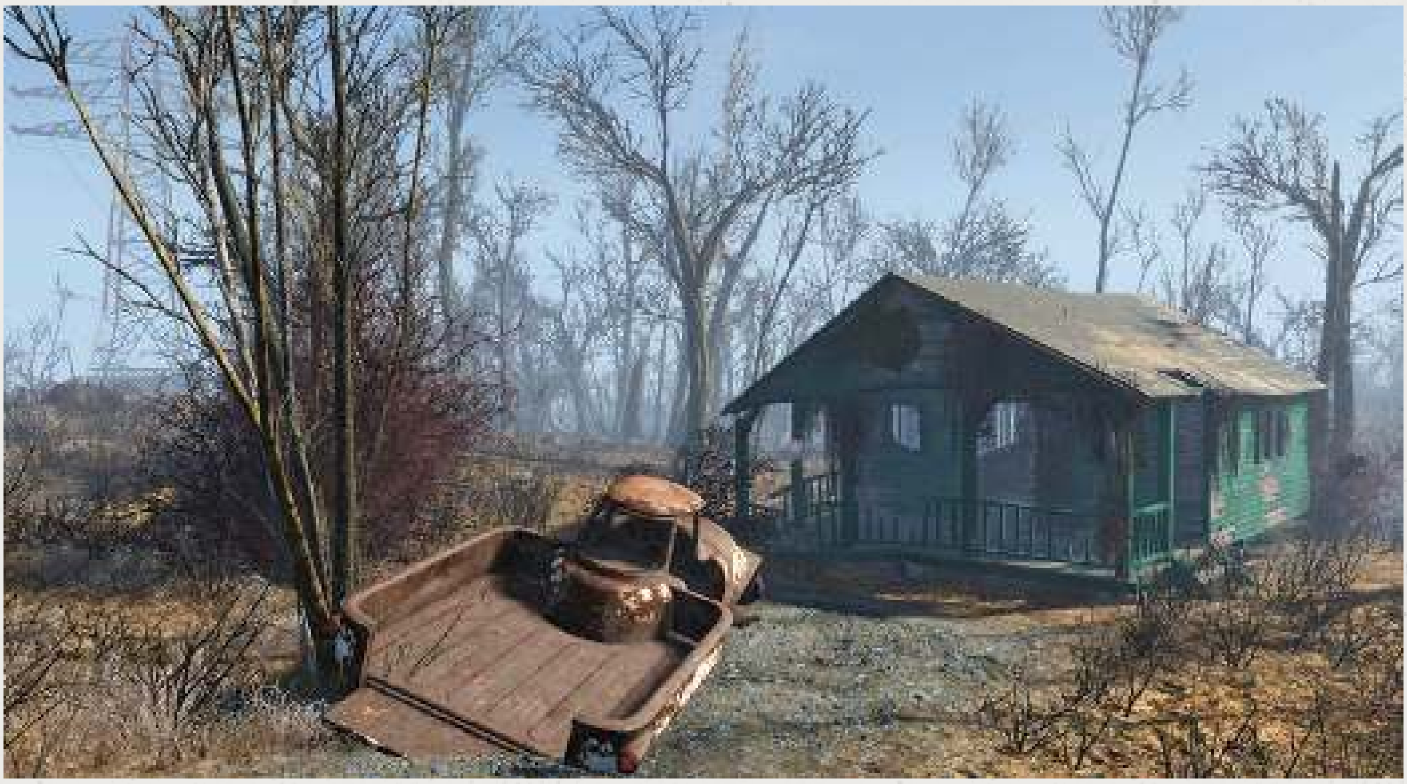
[1.08] Ranger Cabin

THREAT LEVELS 1-5



- Collectible: Required Reading: Wasteland Survival Guide
- Crafting: Chemistry Station
- Crafting: Cooking Station
- Faction: Bloatflies

VAULT-TEC RECOMMENDED LOOT

Collectible: Required Reading: Wasteland Survival Guide

This is the remains of a U.S. Forest Service cabin, the last known whereabouts of a young runaway.

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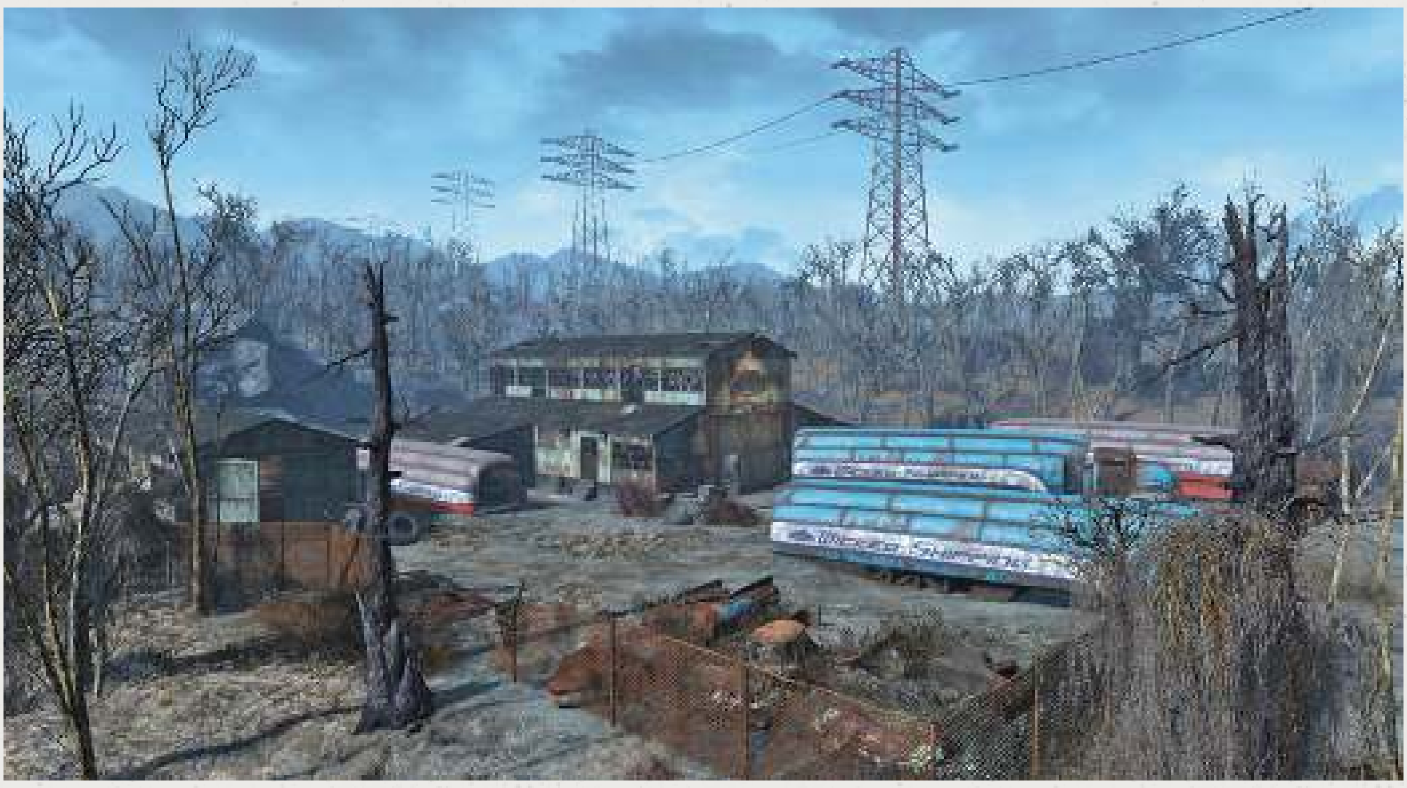
[1.09] Wicked Shipping Fleet Lockup

THREAT LEVELS 1-5



- Armaments and Ammo+
- Armaments and Ammo: Trunk
- Collectible: Required Reading: Grognak the Barbarian
- Collectible: Holotape: Wicked Business
- Crafting: Armor Workbench
- Crafting: Chemistry Station
- Crafting: Power Armor Station
- Faction: Feral Ghouls
- Health or Chems
- Quest Start: Wicked Shipments (Location Miscellaneous)

VAULT-TEC RECOMMENDED LOOT

Collectible: Required Reading: Grognak the Barbarian

Wicked Shipping Trailer Key

Tim and Blake were two brothers who started their own shipping business. They had a small fleet of seven trucks and were out on deliveries when the bombs dropped.

One of the rusting big-rig containers has a safe to crack (Novice).

Miscellaneous: Wicked Shipments*

Listen to the Holotape in the garage by the Power Armor station. Check the Wicked Shipping terminal in the office for shipping manifests to three locations. Optionally head there (look in this guide for “Wicked Shipping Container Truck” Secondary Locations) to find any Wicked Shipping trucks to unlock. Grab the trailer key by the desk for easy access into the trailers. The first trailer is in the parking area at the front of the main warehouse (Expert). Inside is a steamer trunk to pillage.

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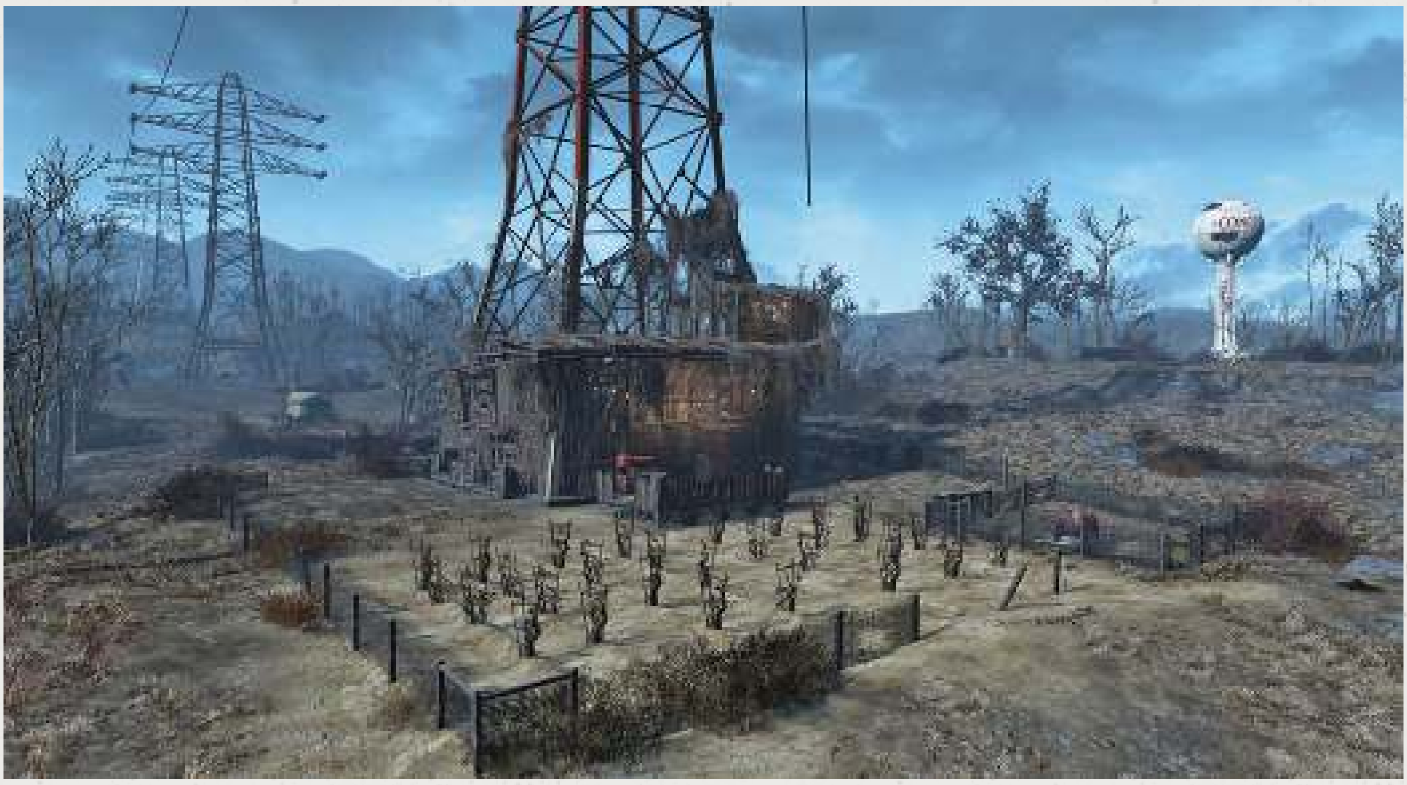
[1.10] Abernathy Farm

THREAT LEVELS 1-5



- Armaments and Ammo
- Crafting: Chemistry Station
- Crafting: Cooking Station
- Faction: Settler
- Faction: Character: Blake Abernathy
- Faction: Character: Connie Abernathy
- Faction: Character: Lucy Abernathy
- Quest Start: Returning the Favor (Minutemen)
- Services: Trader (Blake Abernathy)
- Services: Trader (Connie Abernathy)
- Services: Workshop

Blake and his wife, Connie, tend to their tato and melon patches and mourn the loss of their eldest daughter Mary, killed in a recent Raider attack.

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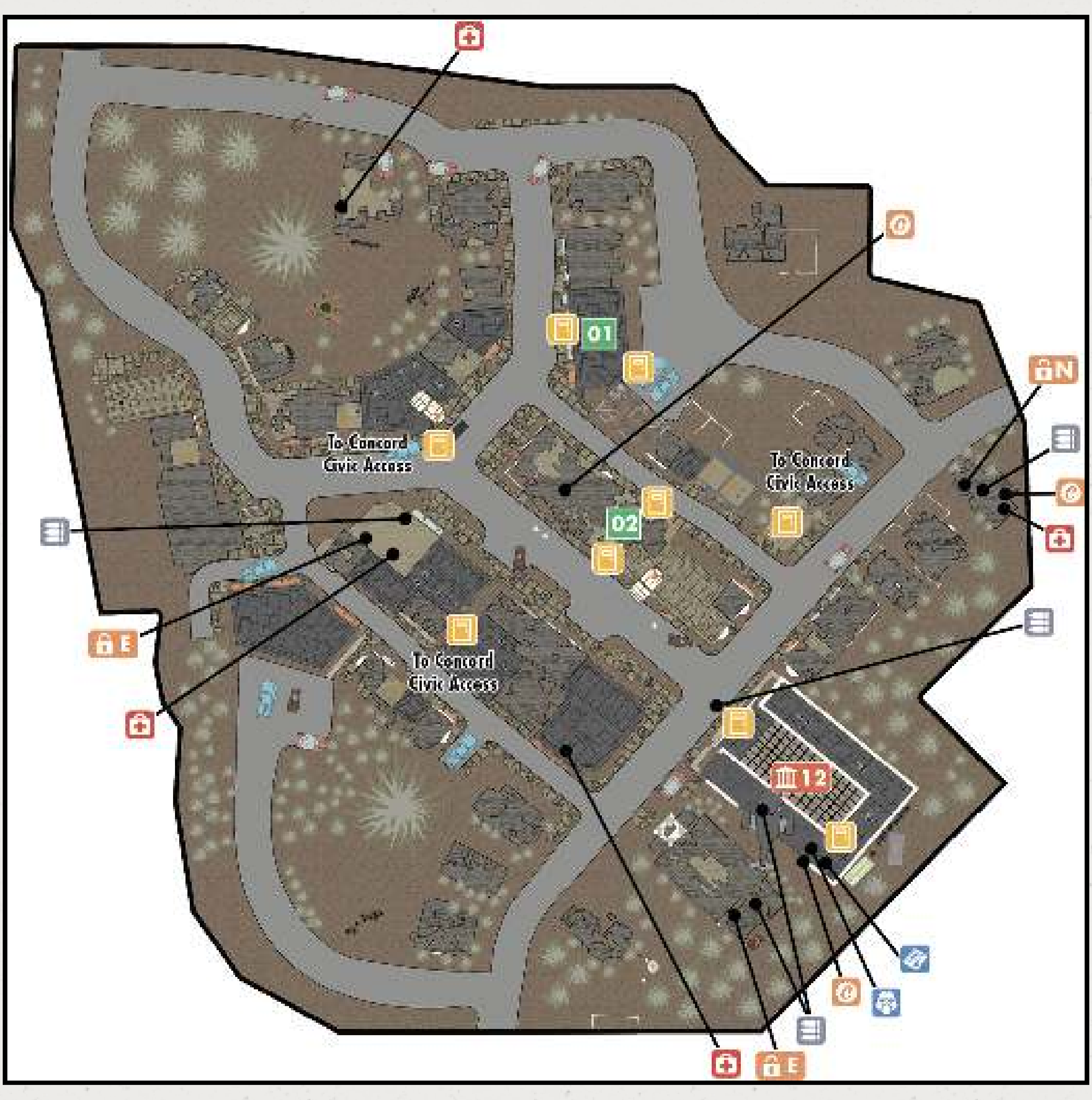
[1.11] Concord (Concord Township)

THREAT LEVELS 1-5

- Armaments and Ammo+
- Armaments and Ammo: Trunk (2)
- Armor Part: Fusion Core
- Collectible: Required Reading: Taboo Tattoos
- Bottlecaps++
- Danger: Radiation (Mild)!
- Faction: Deathclaws
- Faction: Mirelurks
- Faction: Mole Rats
- Faction: Radroaches
- Faction: Raiders
- Health or Chems
- Quest Start: When Freedom Calls (Minutemen)
- Quest Visit: Out of Time (Main)

Fig 1.11: Concord (Exterior)



This township is comprised of a once-quaint main thoroughfare, now overrun by a Raider gang. To the south is the Museum of Freedom, adjacent to a ruined church (use the steeple to snipe from and as a landmark). Aside from dilapidated structures with a few scavengable items, most of Concord's buildings are sealed up tight, with the exception of the following secondary locations:

VAULT-TEC RECOMMENDED LOOT

Armor Part: Fusion Core

Collectible: Required Reading: Taboo Tattoos

[01] Workhouse

This partly collapsed small factory has stairs to access, allowing you to reach the upper floors. Jump to the concrete floor ledges to access ammo and chems. Farther upstairs is a safe (Advanced) and roof access—an excellent sniping spot.

[02] Concord Speakeasy

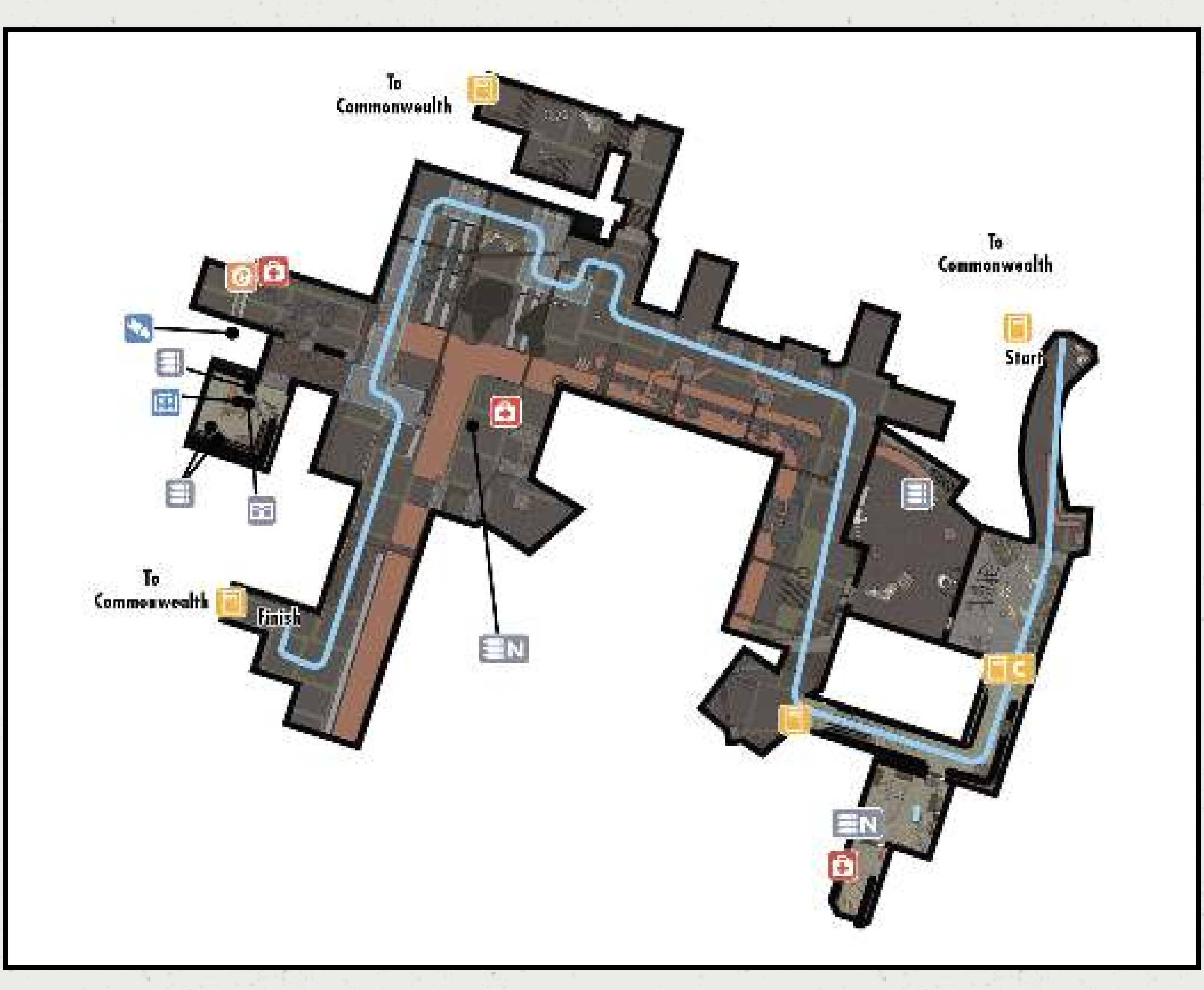
This small public house has a safe behind the bar (Advanced), a small cellar, and an upstairs area with some oddly placed mannequins and a roof exit. Open the locked door (Advanced) to reach a steamer trunk and small ammo stash.

Concord Civic Access

Access this from three different locations on the surface. We recommend using the metal hatch the Deathclaw burst from by the municipal plutonium well, as you can open the chained door from this direction. This is a small but slightly confusing sewer tunnel with small branching corridors. Loot the trunk, find the Fusion Core at the base of the plutonium well, and grab the magazine before you leave (they're all close together).

If you enter via one of the two other entrances (not near the Deathclaw's exit), and do so prior to the Deathclaw fight in the township, you can actually hear the beast sleeping, but you're not able to access this area of the sewers. The fence is destroyed, and access is available only once the Deathclaw is disturbed.

Fig 1.11B: Concord Civic Access (Interior)



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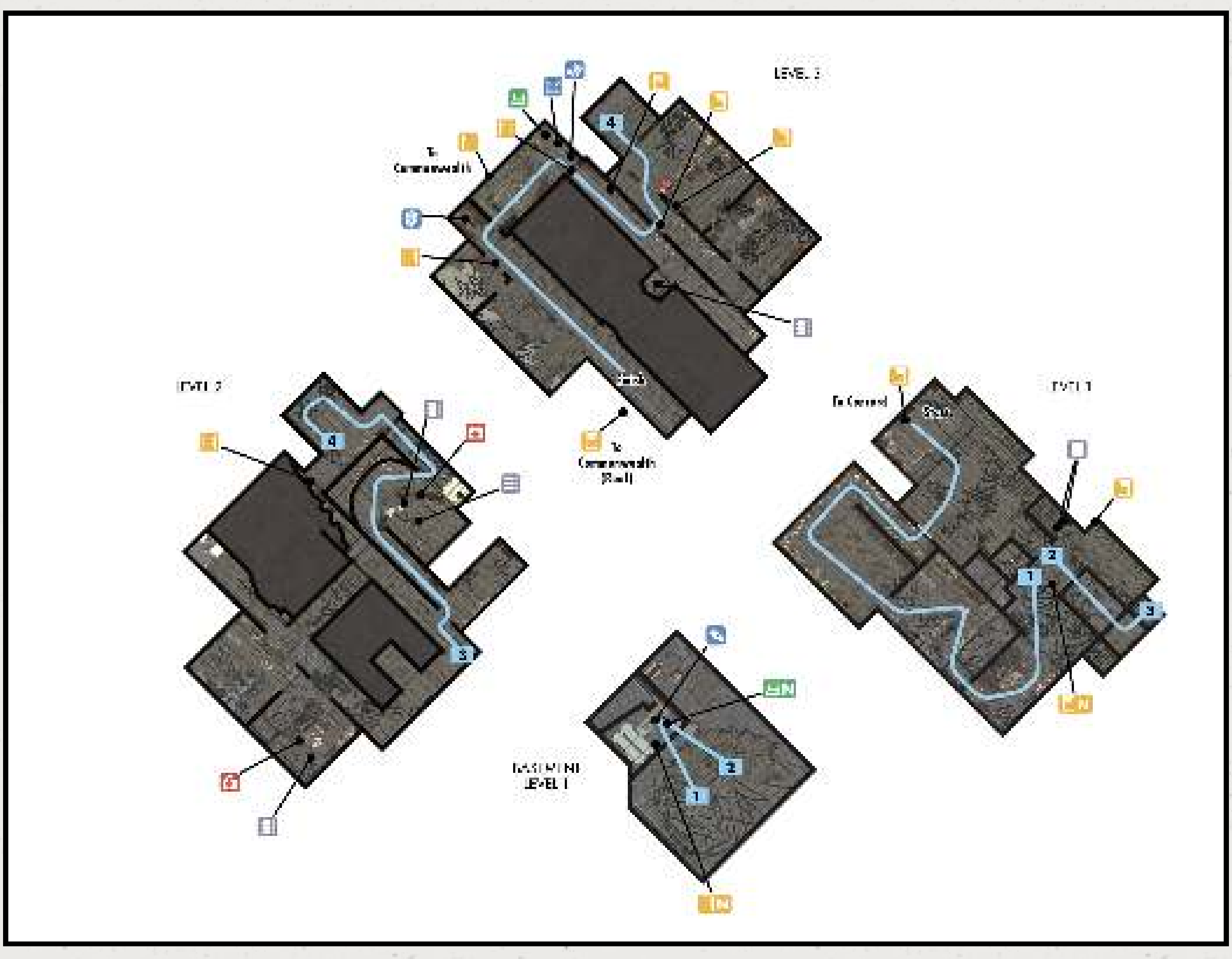
[1.12] Museum of Freedom (Concord Township)

THREAT LEVELS 1-5

Fig 1.12: Museum Of Freedom (Interior)



- Armaments and Ammo
- Armor Part: Fusion Core
- Armor Part: Power Armor (T-45)
- Collectible: Bobblehead: Perception
- Collectible: Holotape: Atomic Command
- Collectible: Holotape: Log—SSG Michael Daly
- Collectible: Required Reading: RobCo FUN!
- COMPANION: PRESTON GARVEY
- Bottlecaps
- Danger: Long Drop!
- Faction: Minutemen
- Faction: Raiders
- Faction: Settlers
- Faction: Character: Jun Long
- Faction: Character: Mama Murphy
- Faction: Character: Marcy Long
- Faction: Character: Preston Garvey
- Faction: Character: Sturges
- Health or Chems
- Quest Start: When Freedom Calls (Minutemen)

VAULT-TEC RECOMMENDED LOOT

Bobblehead: Perception

Required Reading: RobCo FUN! magazine

Holotape: Atomic Command

Power Armor (T-45)

AVAILABLE COMPANION

Companion:Preston Garvey

It's rather apt that Preston Garvey has decided to take a stand here, in a place dedicated to reminding patrons that freedom is a privilege afforded to the many, yet hard won by a noble few. Rescue them (without forgetting the magazine and Bobblehead in the room they're in) and begin a long and fruitful relationship with the settlers of the Commonwealth. Access the door to the roof to reach the Vertibird. Use the previous Concord map to note the items to grab there.

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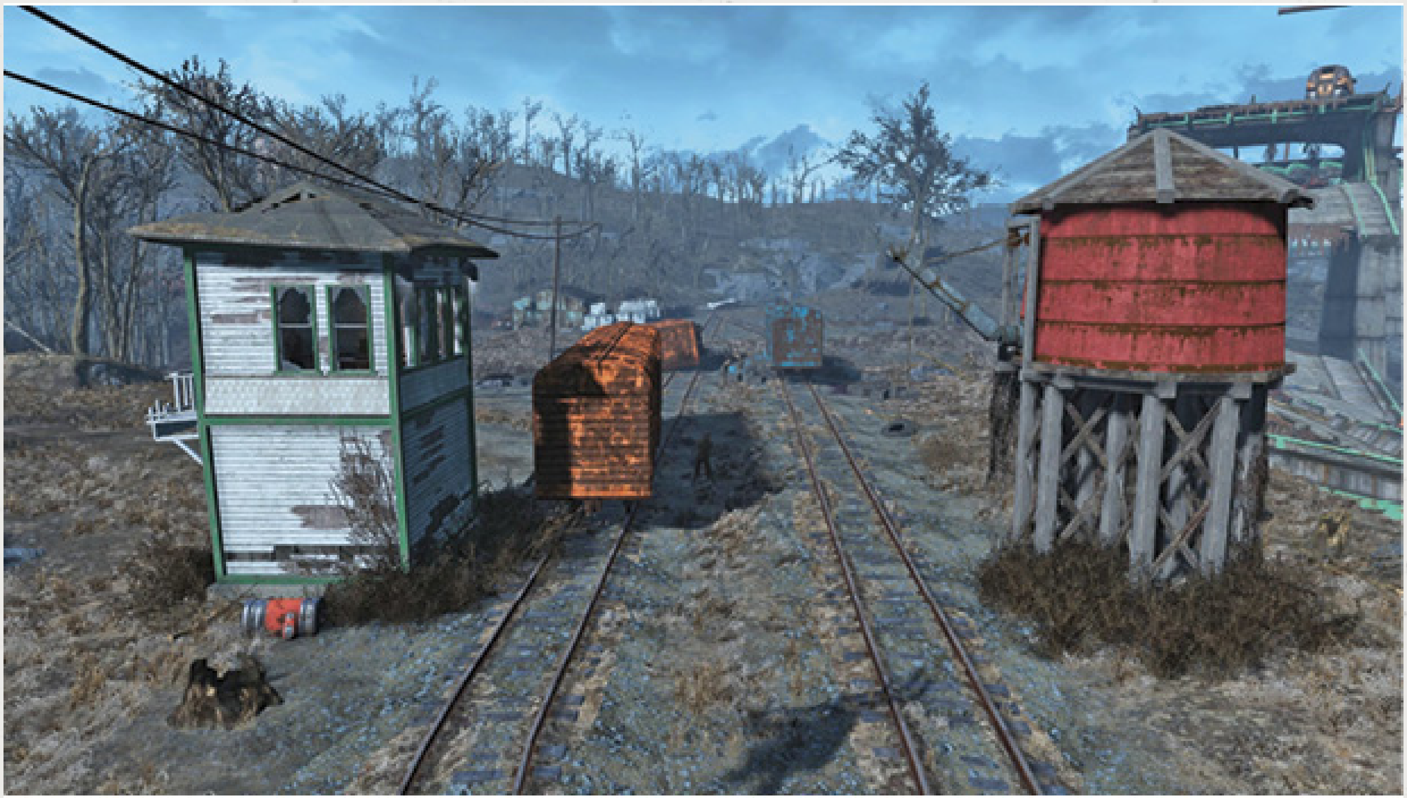
[1.13] Bedford Station

THREAT LEVELS 6-14



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Danger: Oil!
- Faction: Feral Ghoul
- Faction: Character: Dutchman
- Faction: Character: Helena
- Health or Chems

This was a train switching station serving Thicket Excavations. Recently, this location appears to have been used by the Railroad as a stopover. Look for the bodies of Helena and Dutchman, though the synth they were protecting is nowhere to be found. Locate a large trunk with items in the freight warehouse (north) and a Railroad dead drop in the blue carriage.

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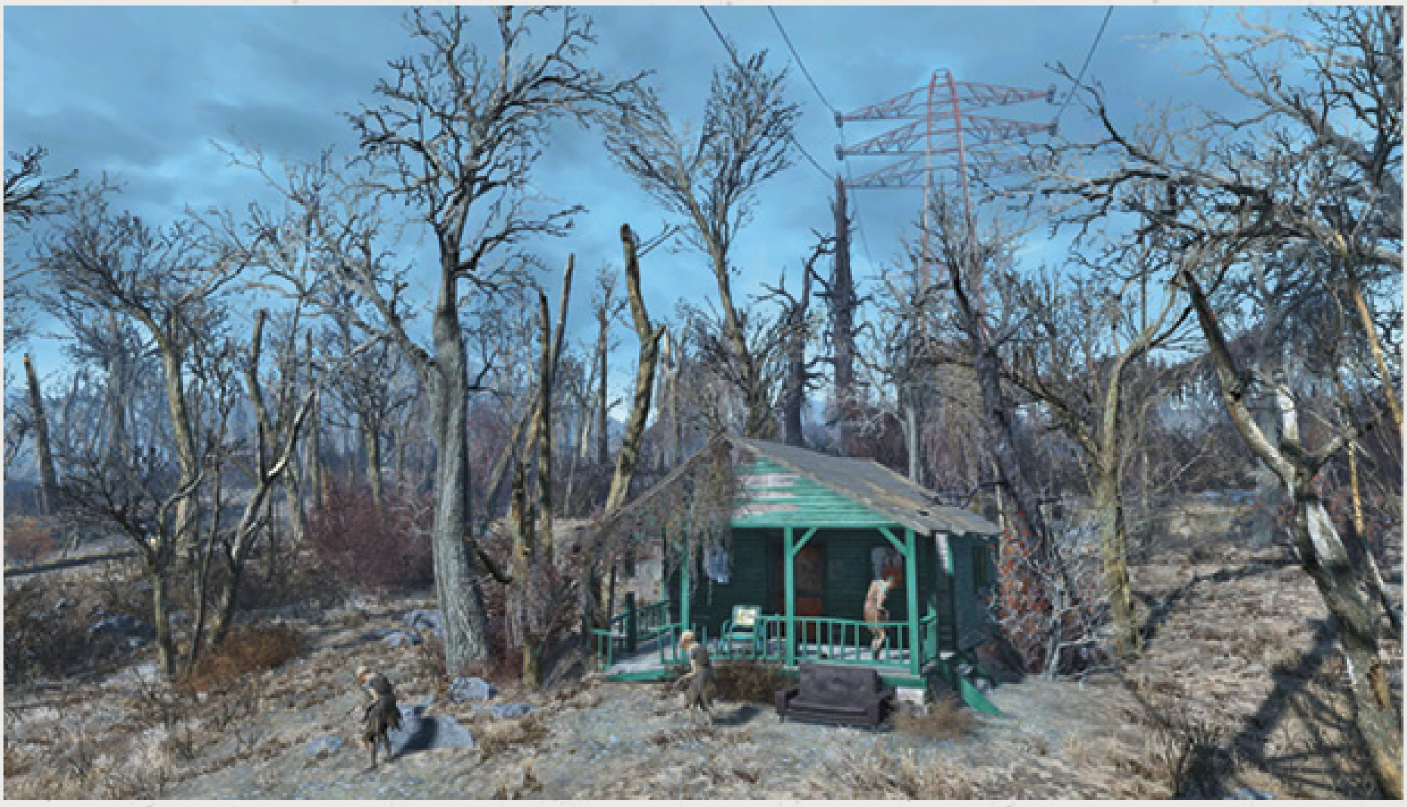
[1.14] Gorkski Cabin

THREAT LEVELS 1-5 ▨☐☐☐☐☐☐☐☐



- Armaments and Ammo
- Collectible: Required Reading: Wasteland Survival Guide
- Crafting: Chemistry Station
- Crafting: Weapons Workbench
- Faction: Feral Ghoul

VAULT-TEC RECOMMENDED LOOT

Required Reading: Wasteland Survival Guide

The residence of one Wayne Gorski, a survivalist and keen patriot, though not a fan of electrical towers. Be sure to investigate his root cellar (the trapdoor within the cabin).

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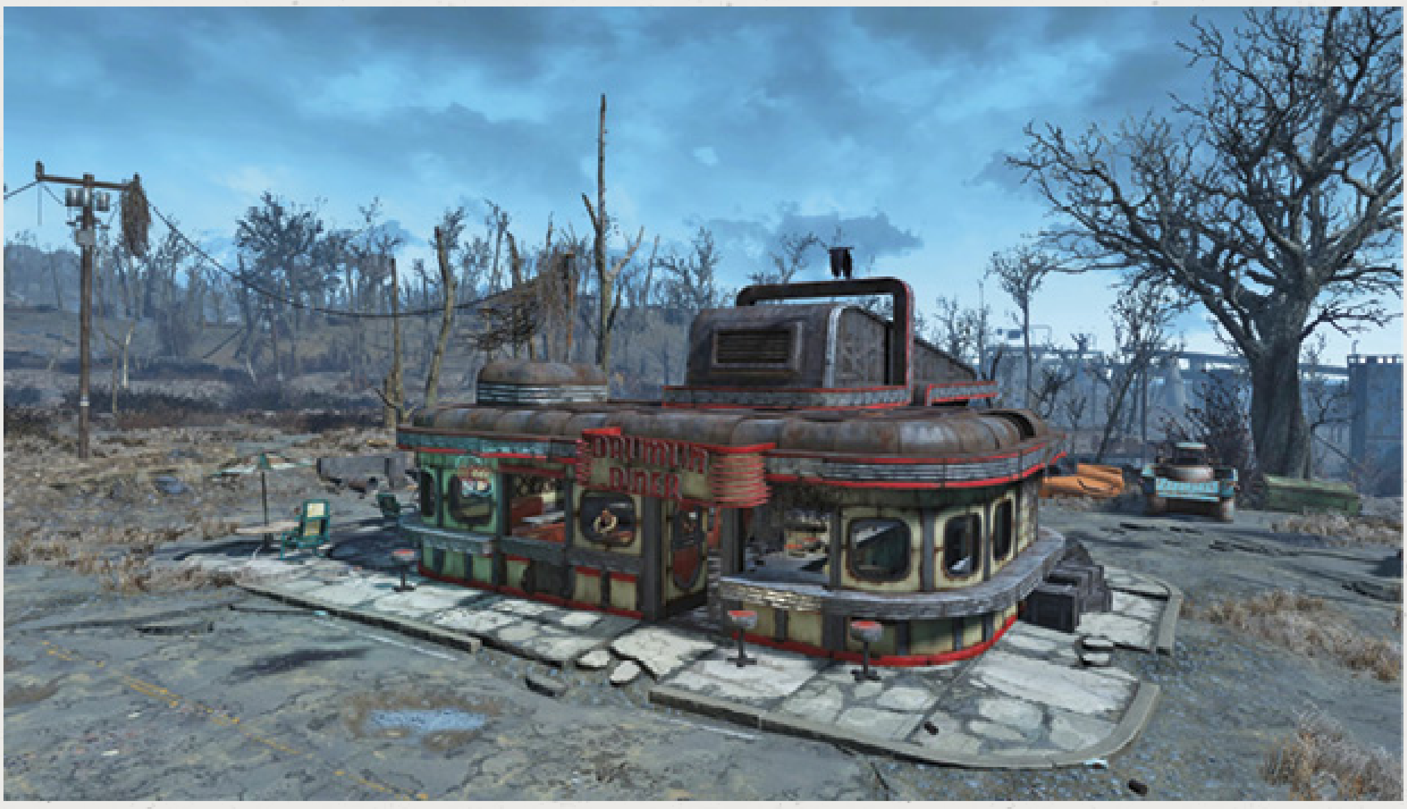
Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Primary Locations

[1.15] Drumlin Diner

THREAT LEVELS 1-5



- Bottlecaps
- Faction: Raider
- Faction: Scavenger
- Faction: Character: Patrick
- Faction: Character: Simone
- Faction: Character: Trudy
- Faction: Character: Wolfgang
- Health or Chems
- Quest Start: Drumlin Diner Shakedown (Location Miscellaneous)
- Services: Trader (Trudy)

In this small diner, Trudy attempts to eke out an existence, not helped by her chem-addled son.

Miscellaneous: Drumlin Diner Shakedown*

A couple of Raiders are active in this area and may be visiting the diner owner, Trudy, regarding her son's proclivity for chems. Sort that out if you'd like to trade with Trudy.

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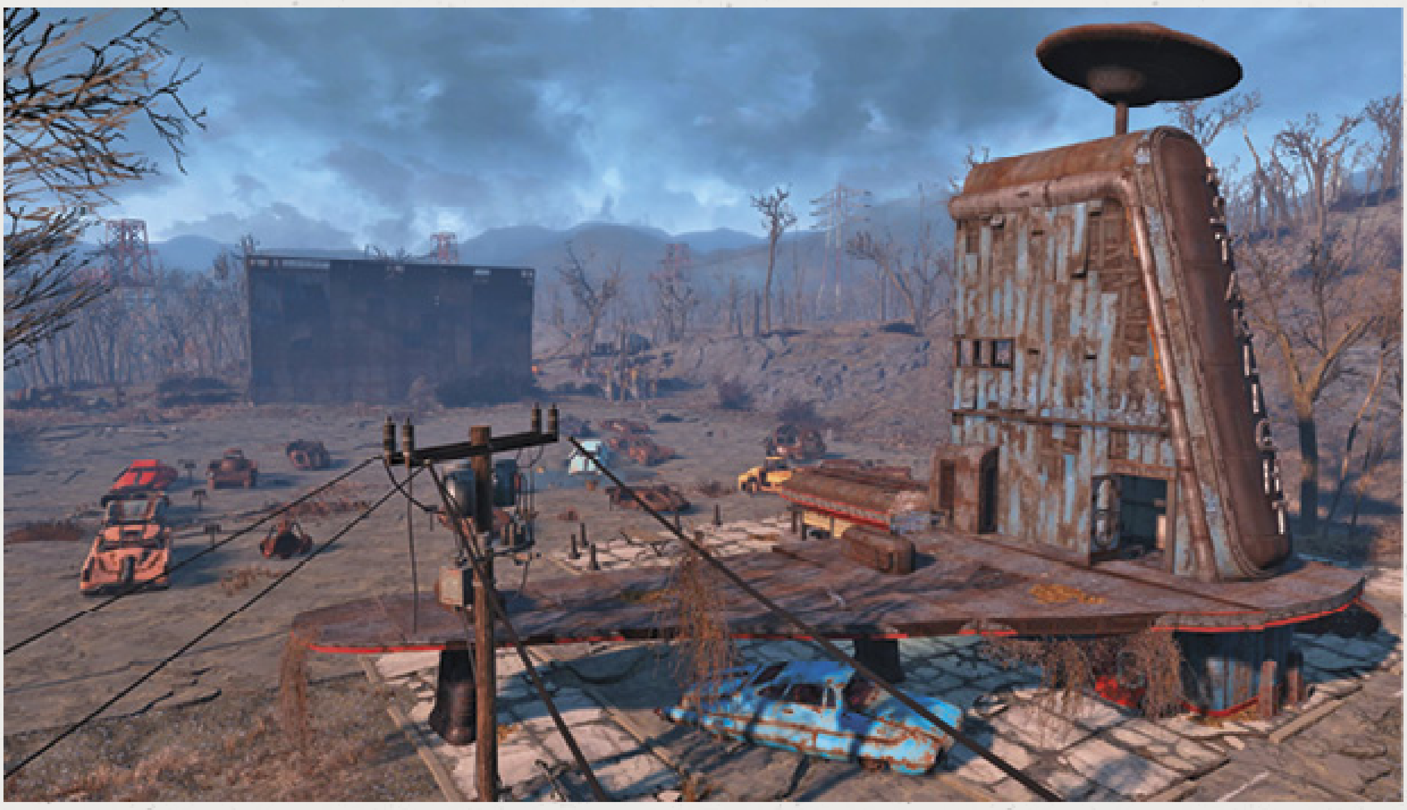
Primary Locations

[1.16] Starlight Drive-In

THREAT LEVELS 1-5



- Armaments and Ammo
- Armor Part: Fusion Core
- Collectible: Nuka Cherry
- Collectible: Nuka-Cola Quantum
- Crafting: Cooking Station
- Danger: Makeshift Bomb!
- Danger: Mines!
- Danger: Radiation (Mild)!
- Faction: Mole Rats
- Faction: Radroaches
- Services: Workshop

VAULT-TEC RECOMMENDED LOOT

Armor Part: Fusion Core

Nuka Cherry

Nuka Cola Quantum

A once-thriving drive-in movie theater and diner is now slightly less welcoming: Beware of the makeshift bomb on the diner door (then find the Nuka Cherry on the low shelf). Unlock the back storage shed (Novice) to access the workshop, or find the back storage key in the footlocker on top of the big screen gantry. Open the rear storage (Novice) behind the screen; this is where the Fusion Core and Quantum are stored.

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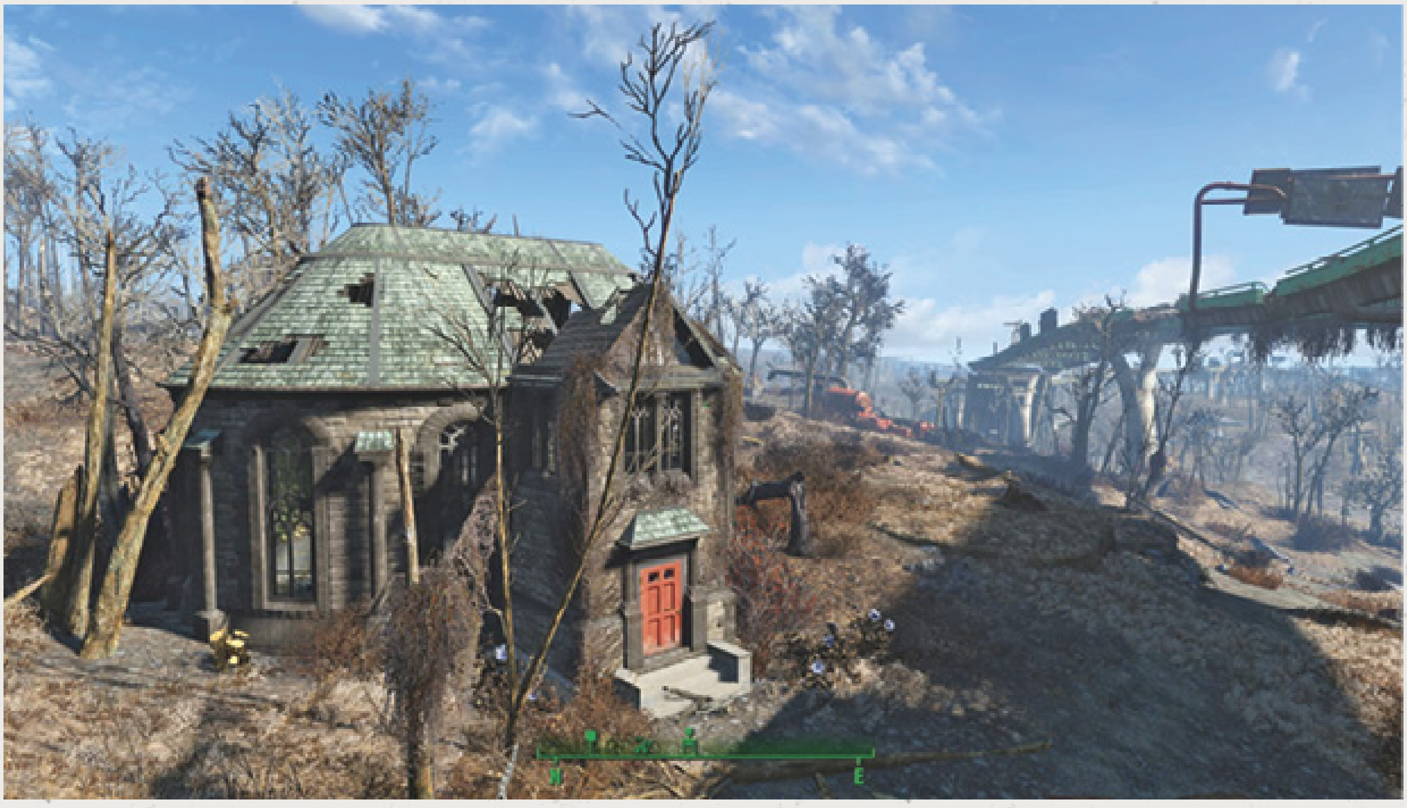
Primary Locations

[1.17] Lonely Chapel

THREAT LEVELS 6-14



- Faction: Raiders

Open the door and locate the trapdoor to enter the stockpile. This is an access point to the federal ration stockpile (in Zone 3). Consult that location for what to expect. Use this as an alternate route through the area.

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Fallout 4 G.O.T.Y.
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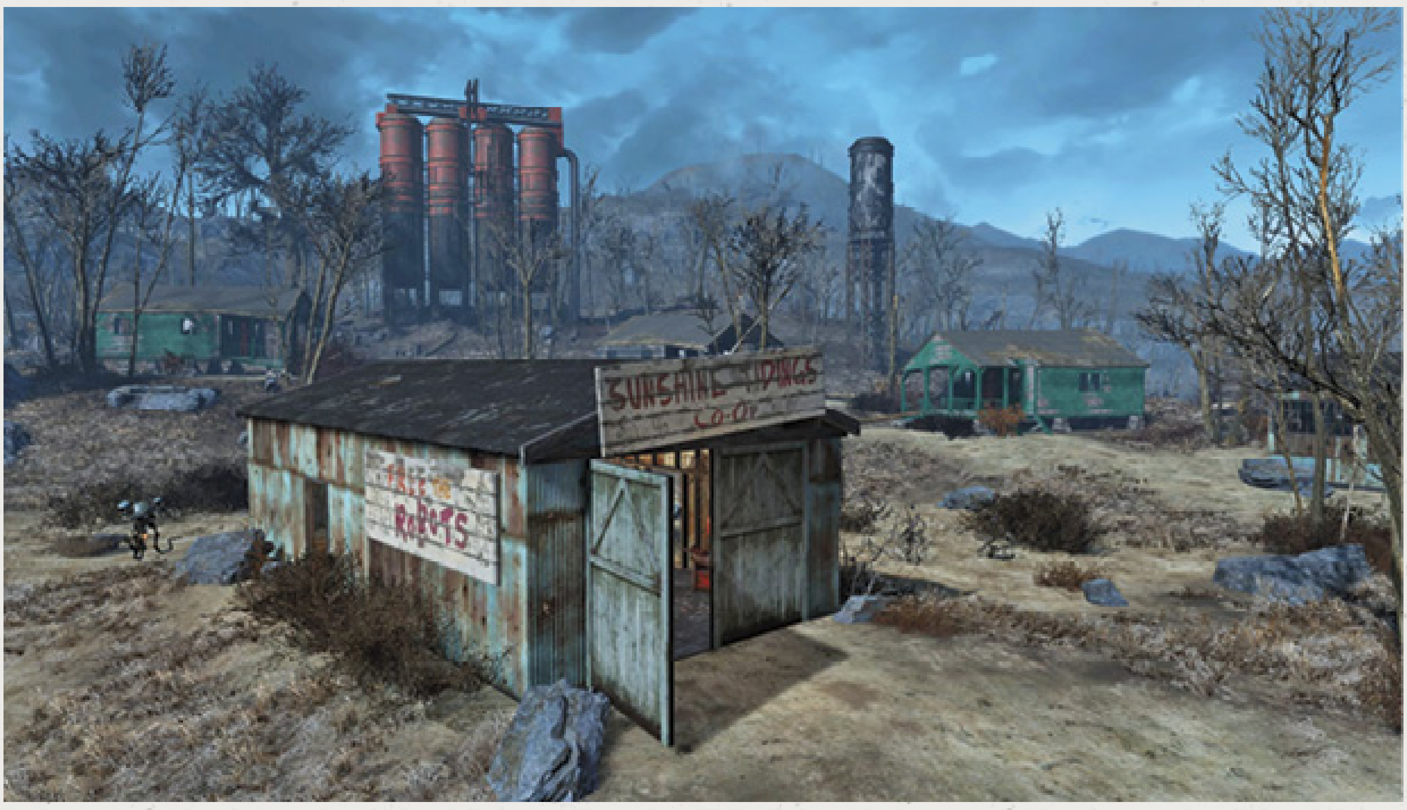
Primary Locations

[1.18] Sunshine Tidings Co-op

THREAT LEVELS 6-14



- Armaments and Ammo: Trunk
- Bottlecaps
- Collectible: Required Reading: Wasteland Survival Guide
- Crafting: Chemistry Station
- Crafting: Cooking Station
- Faction: Feral Ghoul
- Faction: Radroaches
- Faction Character: Professor Goodfeels
- Health or Chems
- Services: Workshop

VAULT-TEC RECOMMENDED LOOT

Required Reading: Wasteland Survival Guide

A beatnik farming co-op of cabins and a trading warehouse. Local scuttlebutt suggests the place is haunted by its former residents. Meet Professor Goodfeels, who still rattles about the place. He'll be a good guard if you hack his protocols at the Sunshine Tidings terminal (Novice). There's a locked medical cabin here (Novice) too. Did you find the trunk in the western cabin yet?

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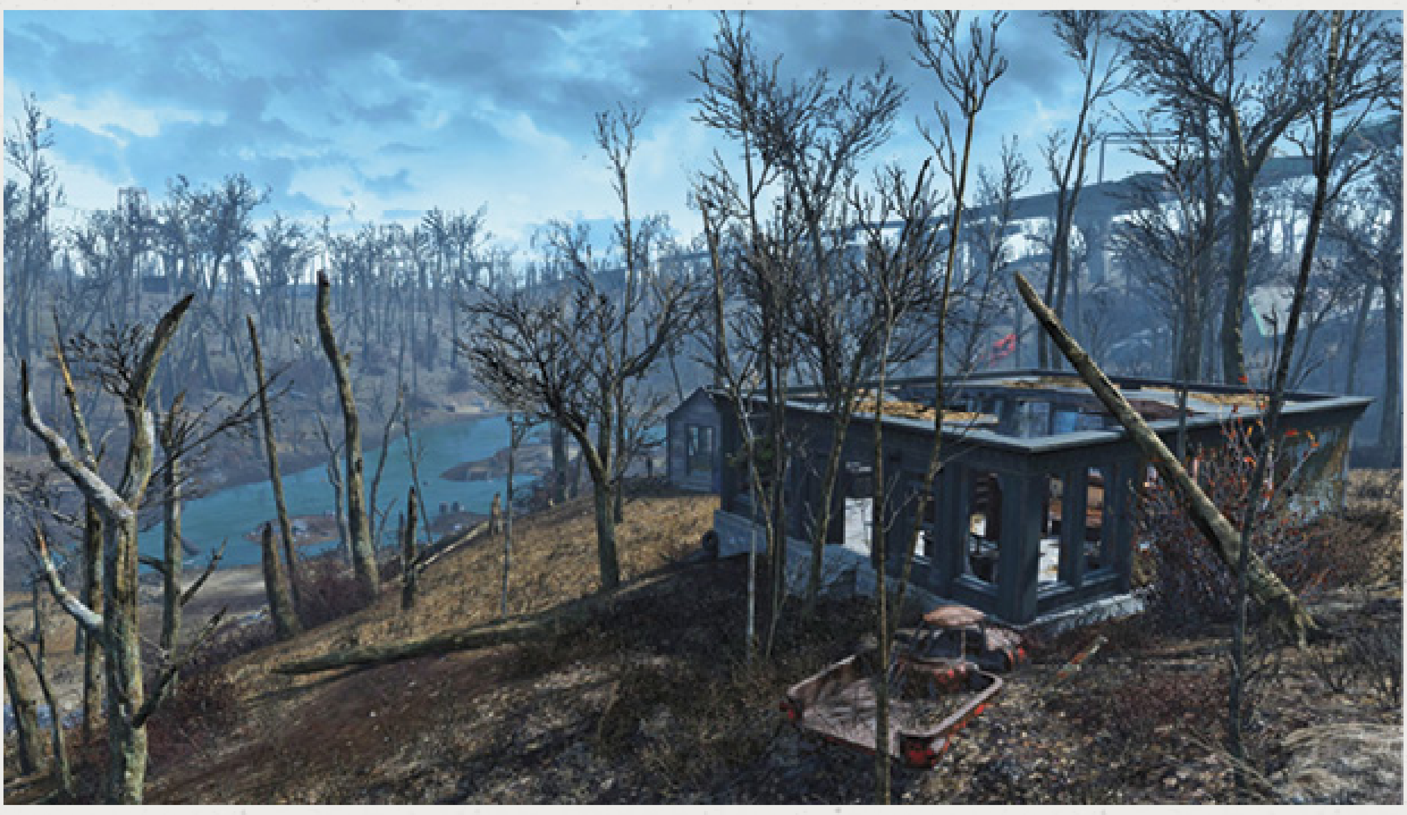
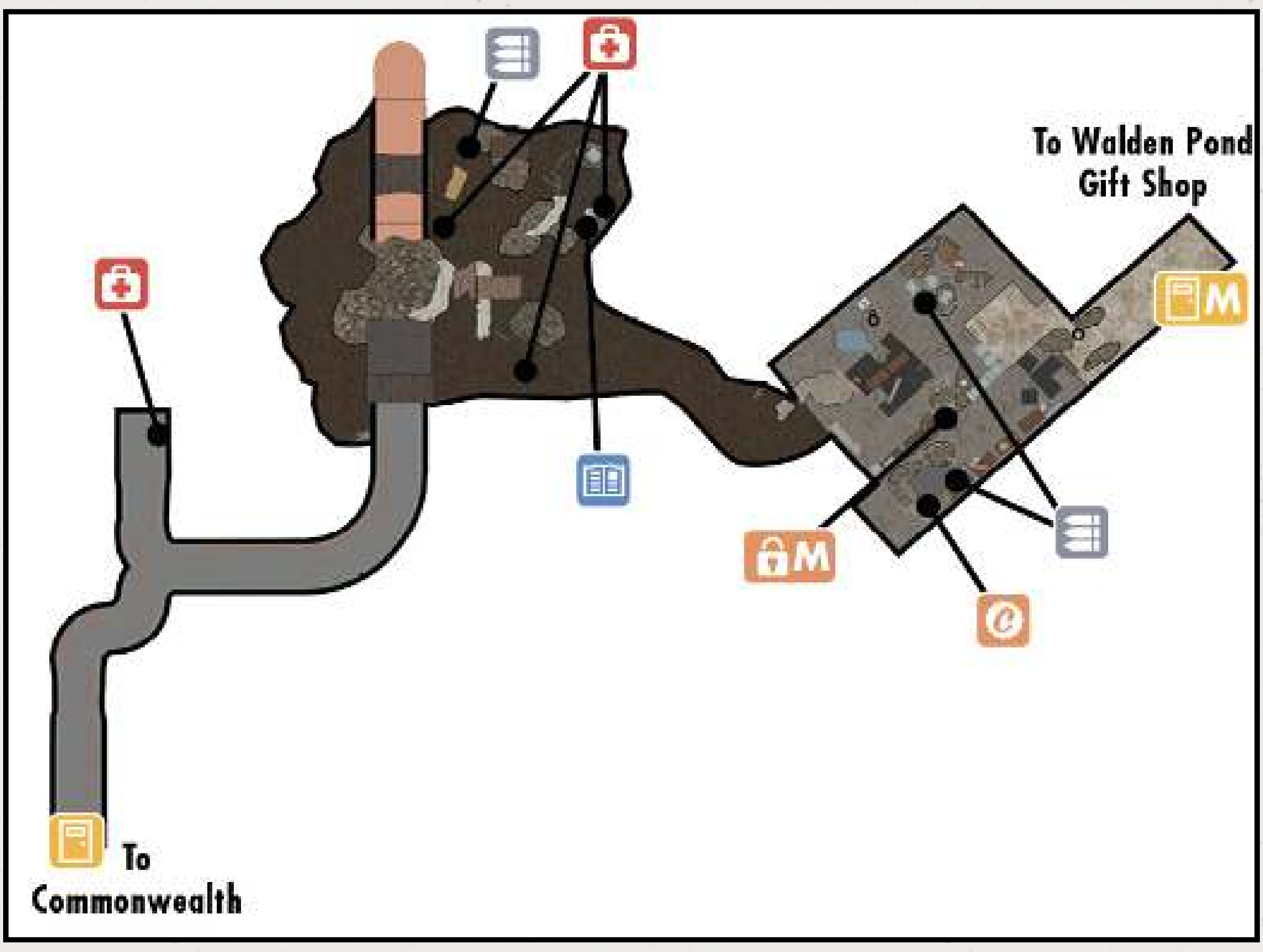
[1.19] Walden Pond

THREAT LEVELS 1-5 ■□□□□□□□□
THREAT LEVELS 6-14 ■■□□□□□□□



- Armaments and Ammo
- Bottlecaps
- Collectible: Required Reading: Tales of a Junktown Jerky Vendor
- Danger: Can Chimes!
- Danger: Makeshift Bomb!
- Danger: Monkey!
- Danger: Radioactivity (Mild)!
- Faction: Raider
- Faction: Character: Bear
- Faction: Character: Tweez
- Faction: Character: Walter
- Faction: Character: Whiplash
- Health or Chems
- Unique Item: Big Jim (weapon)

Fig. 1.19 Gift Shop Basement



VAULT-TEC RECOMMENDED LOOT

Required Reading: Tales of a Junktown Jerky Vendor

Unique Weapon: Big Jim

Once the home of a transcendentalist author, this is now home to a quartet of chem-addled Raiders. The gift shop has some traps, as well as a note near the locked basement door (Master). Walter the Raider has the key. Enter the basement via the drainage pipes. Don't forget to take the audio tour!

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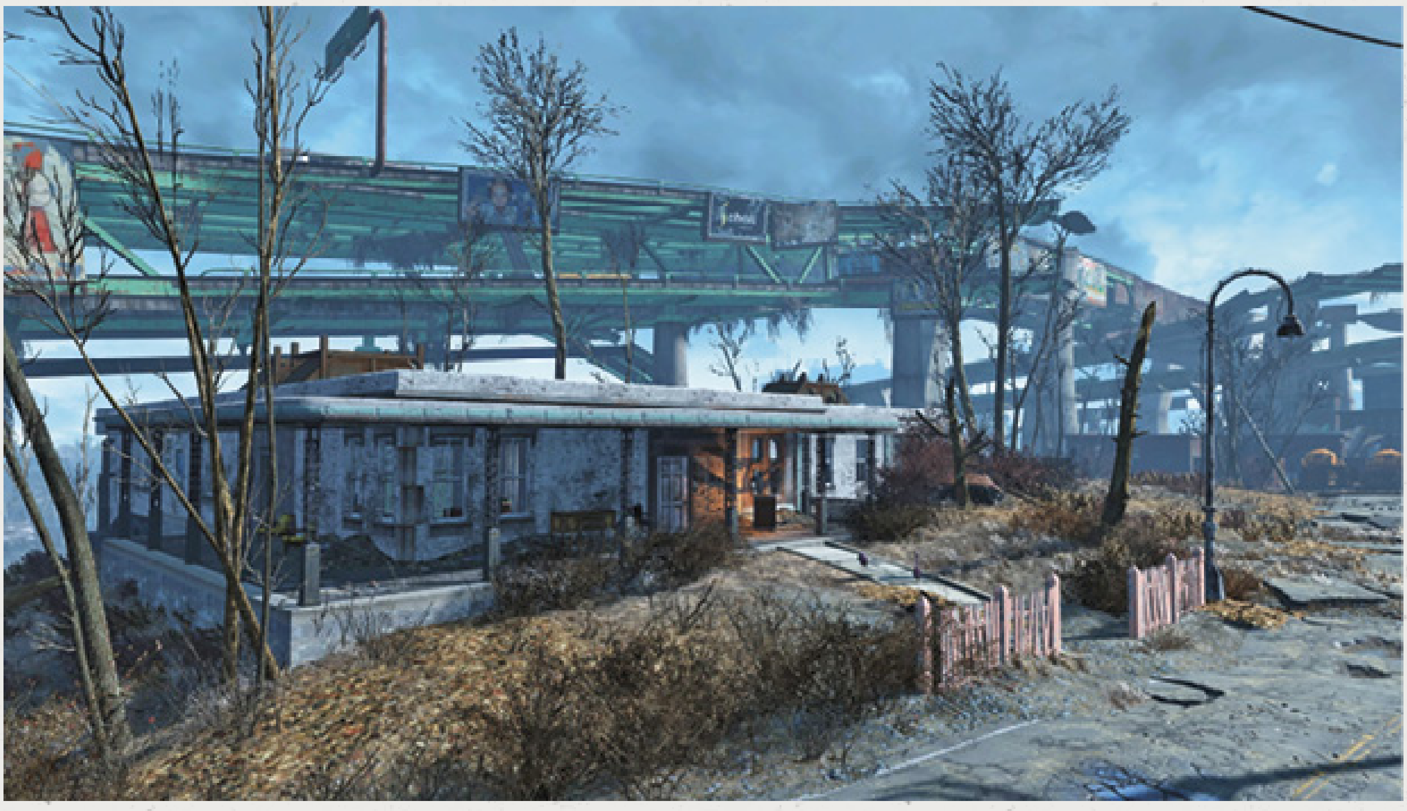
[1.20] Mystic Pines (Lexington Township)

THREAT LEVELS 6-14



- Armor Part: Fusion Core
- Collectible: Required Reading: Tales of a Junktown Jerky Vendor 5
- Collectible: Nuka Cherry
- Collectible: Nuka-Cola Quantum
- Health or Chems

VAULT-TEC RECOMMENDED LOOT

Armor Part: Fusion Core

Required Reading: Tales of a Junktown Jerky Vendor

A small convalescence home on the outskirts of Lexington for the infirm or addled. Unlock the security gate (Advanced) in the greenhouse if you require medical items. Pry the Fusion Core from the basement generator, too.

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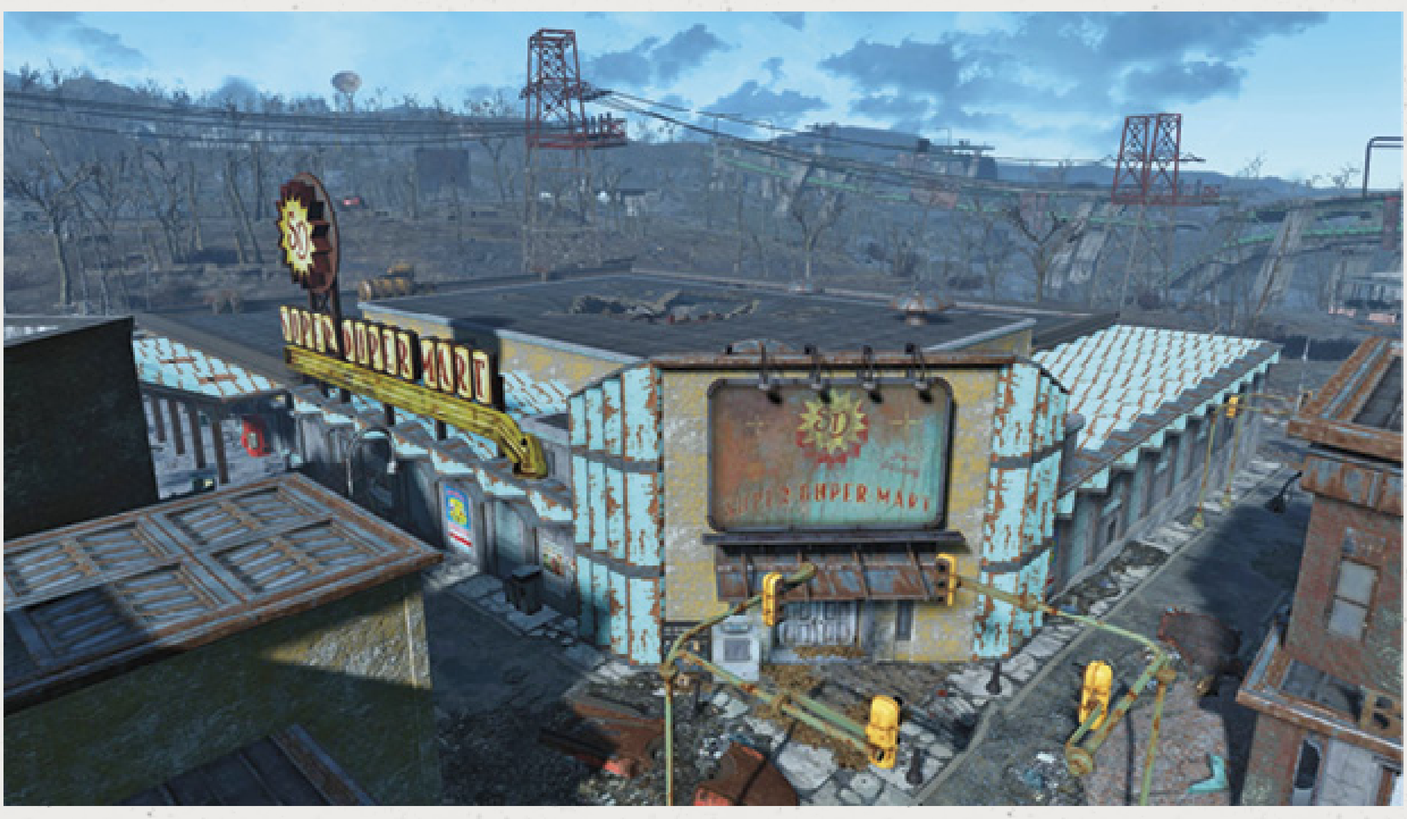
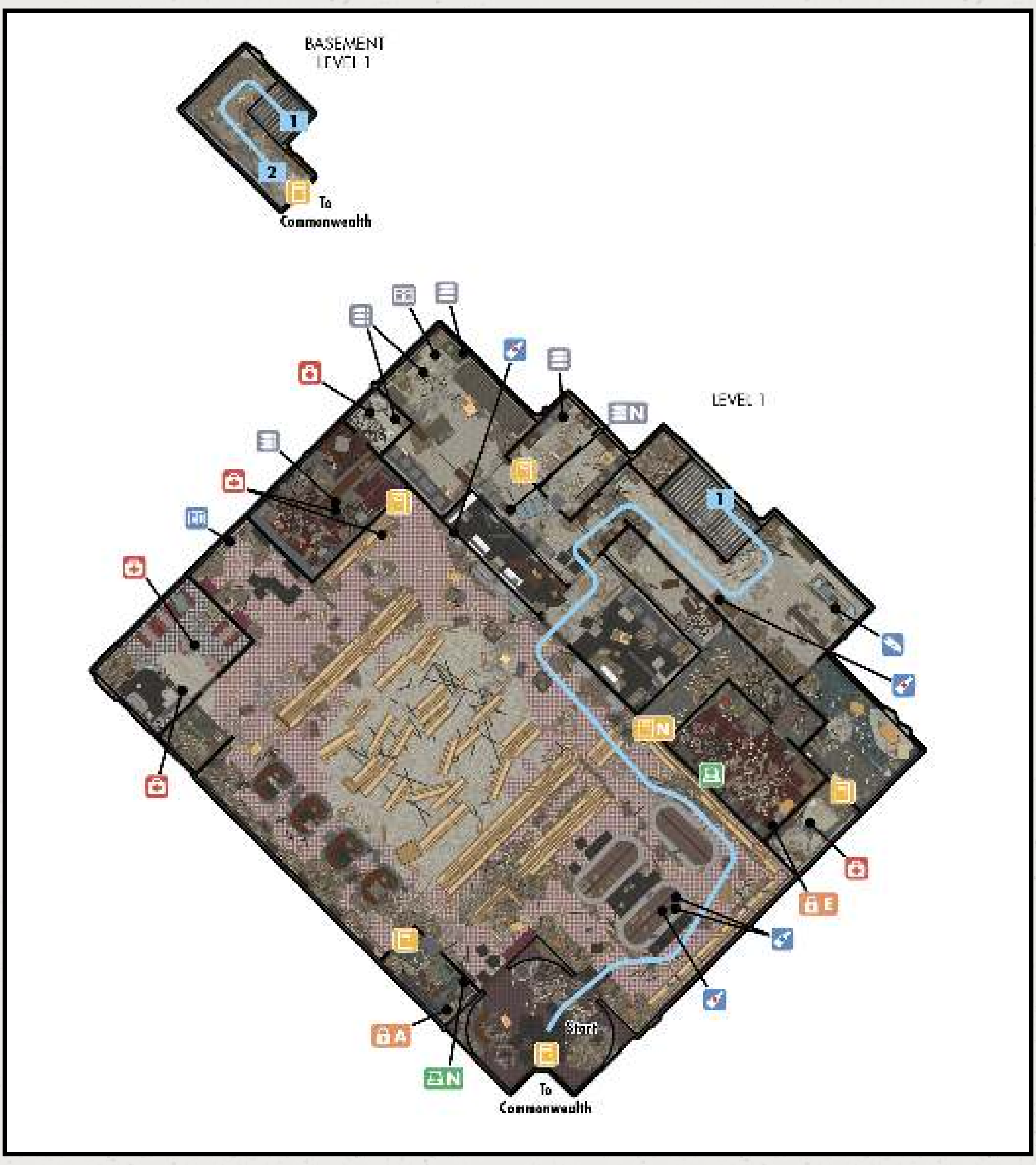
[1.21] Super Duper Mart (Lexington Township)

THREAT LEVELS 1-5



- Armaments and Ammo+
- Armaments and Ammo: Trunk
- Armor Part: Fusion Core
- Bottlecaps
- Collectible: Holotape: Emma's Holotape
- Collectible: Nuka Cherry (3)
- Collectible: Nuka Cola Quantum (2)
- COLLECTIBLE: REQUIRED READING: TALES OF A JUNKTOWN JERKY VENDOR
- Crafting: Chemistry Station
- Danger: Oil!
- Faction: Feral Ghouls
- Faction: Character: Emma
- Health or Chems+

Fig 1.21: Super Duper Mart (Interior)



VAULT-TEC RECOMMENDED LOOT

- **Armor Part: Fusion Core**
- **Collectible: Nuka Cherry (3)**
- **Collectible: Nuka Cola Quantum (2)**
- **REQUIRED READING: Tales of a Junktown Jerky Vendor**

The exterior of the mart has a terminal (Advanced) on the east unloading dock. Hack it to access the adjacent garage where Emma's Holotape and some ammo can be found.

Inside, this place is in remarkably good shape (except for the roof), albeit in complete disarray. The same could be said for the frothing ferals. There's a tiny basement access to the garage where Emma is. You can also grab some Nuka Cherries and Quantums here (don't leave without all five bottles).

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Primary Locations

[1.22] Lexington* (Lexington Township)

THREAT LEVELS 1-5

THREAT LEVELS 6-14

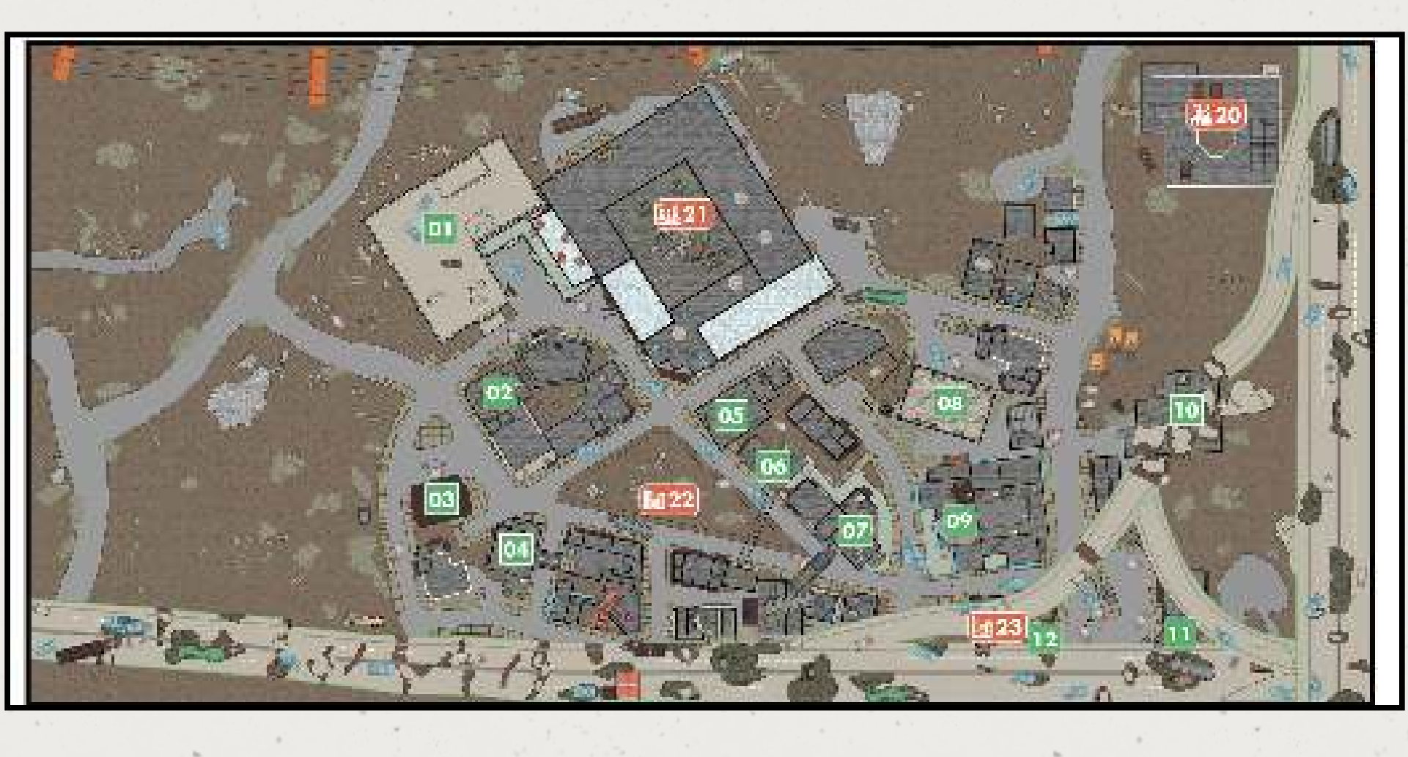
- Armaments and **Ammo**
- Armaments and **Ammo**: Trunk
- Armaments and **Ammo**: Mini Nuke
- **Crafting**: **Armor** Workbench
- **Crafting**: Chemistry Station
- **Crafting**: **Weapons** Workbench (2)
- Danger: Explosive Barrels!
- Danger: Long Drop!
- Danger: Oil!
- Faction: Feral Ghouls
- Faction: Raiders
- **Health or Chems**
- Quest Visit: **Tradecraft** (The Railroad)

VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke

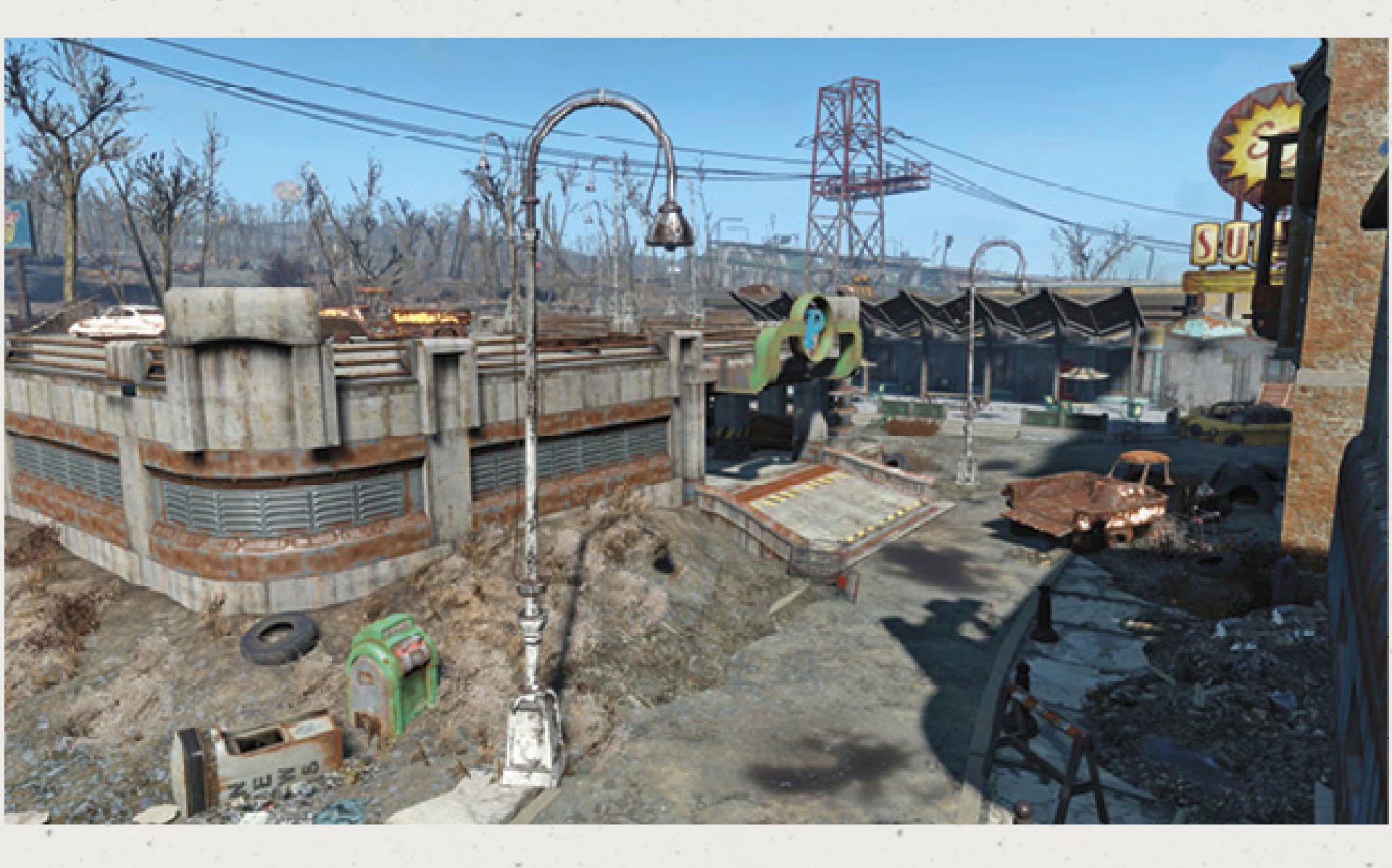
(*Asset list does not include Secondary Location 02: Slocum's Joe Coffee Shop [Switchboard])

Fig 1.22A: Lexington (Exterior)



Once known as Corvega Town, thanks to the large plant just south of here, Lexington was where the ancient Revolutionary War started. The statue of the Minuteman still stands in the town square (known as the Battle Green). This was once a Raider stronghold, but that faction fled due to an abundance of Feral Ghouls.

[01] Super Duper Mart Parking Lot



The exterior has a pistol in the small maintenance room and a collection of rusting vehicles along with a forecourt. Access the parking garage interior from the makeshift door near the "out of order" sign or from the bottom of the concrete parking lot steps. Inside is the lower garage level, an oily mess with explosive barrels and a group of Feral Ghouls to dispatch. Hack the terminal (Novice) to control a Protectron. Open the security gate (Novice) to access **explosives** and first **aid** boxes.

[02] Slocum's Joe Coffee Shop And Laundromat (Switchboard)

- Armaments and **Ammo**
- Armaments and **Ammo**: Trunk
- Armaments and **Ammo**: Mini Nuke
- **Armor** Part: Fusion Core (2)
- Collectible: Required Reading: U.S. Covert Operations Manual
- Bottlecaps
- **Crafting**: **Armor** Workbench
- **Crafting**: Cooking Station
- **Crafting**: **Weapons** Workbench
- Danger: Explosive Barrels!
- Danger: Mines!
- Danger: Tesla Arc!
- Danger: Tripwires!
- Danger: Turrets!
- Faction: Radroaches
- Faction: Radscorpions (if the quest is inactive)
- Faction: Synths (Institute)
- **Health or Chems**
- Quest Visit: **Tradecraft** (the Railroad)

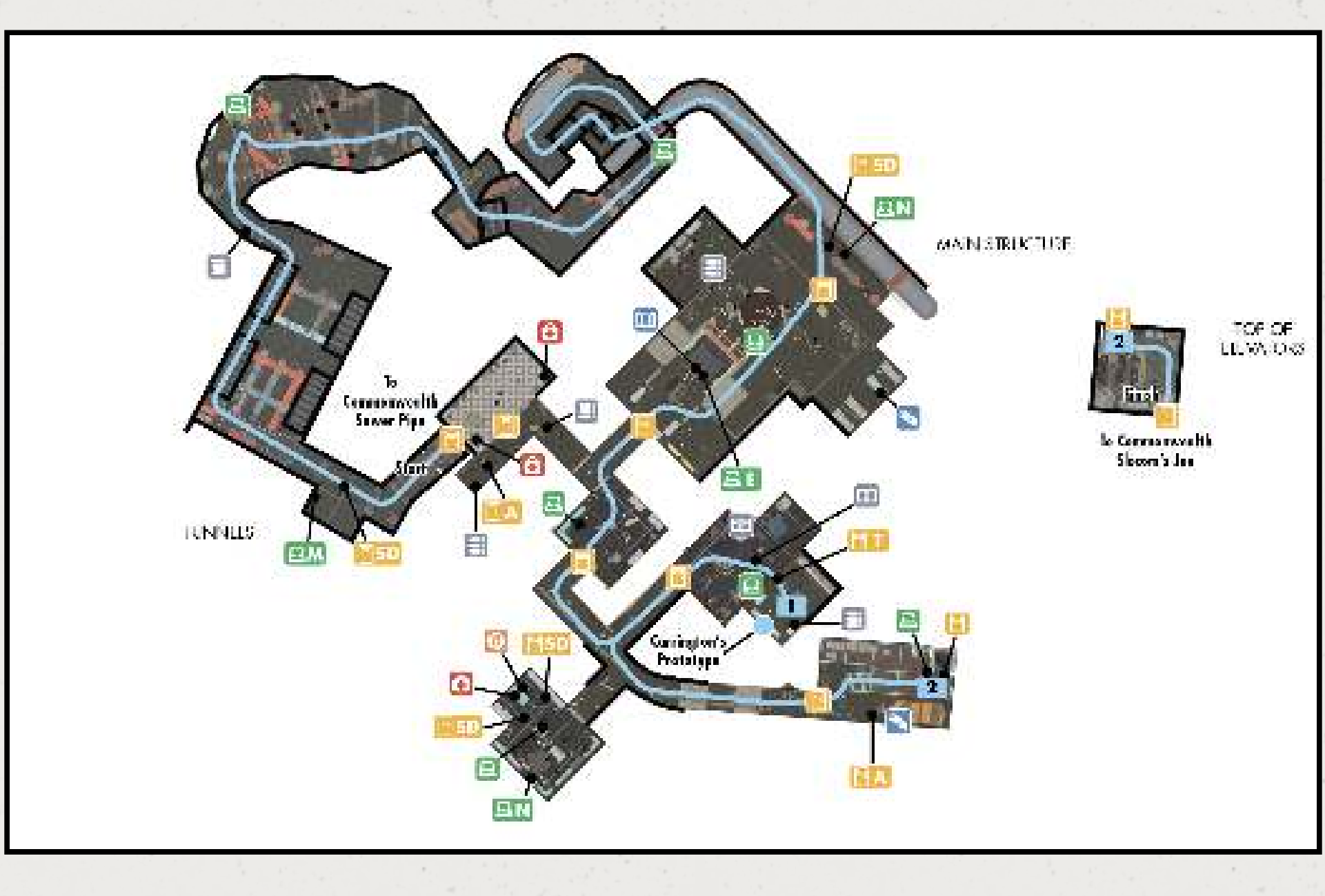
VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke

Armor Part: Fusion Core (2)

Required Reading: U.S. Covert Operations Manual

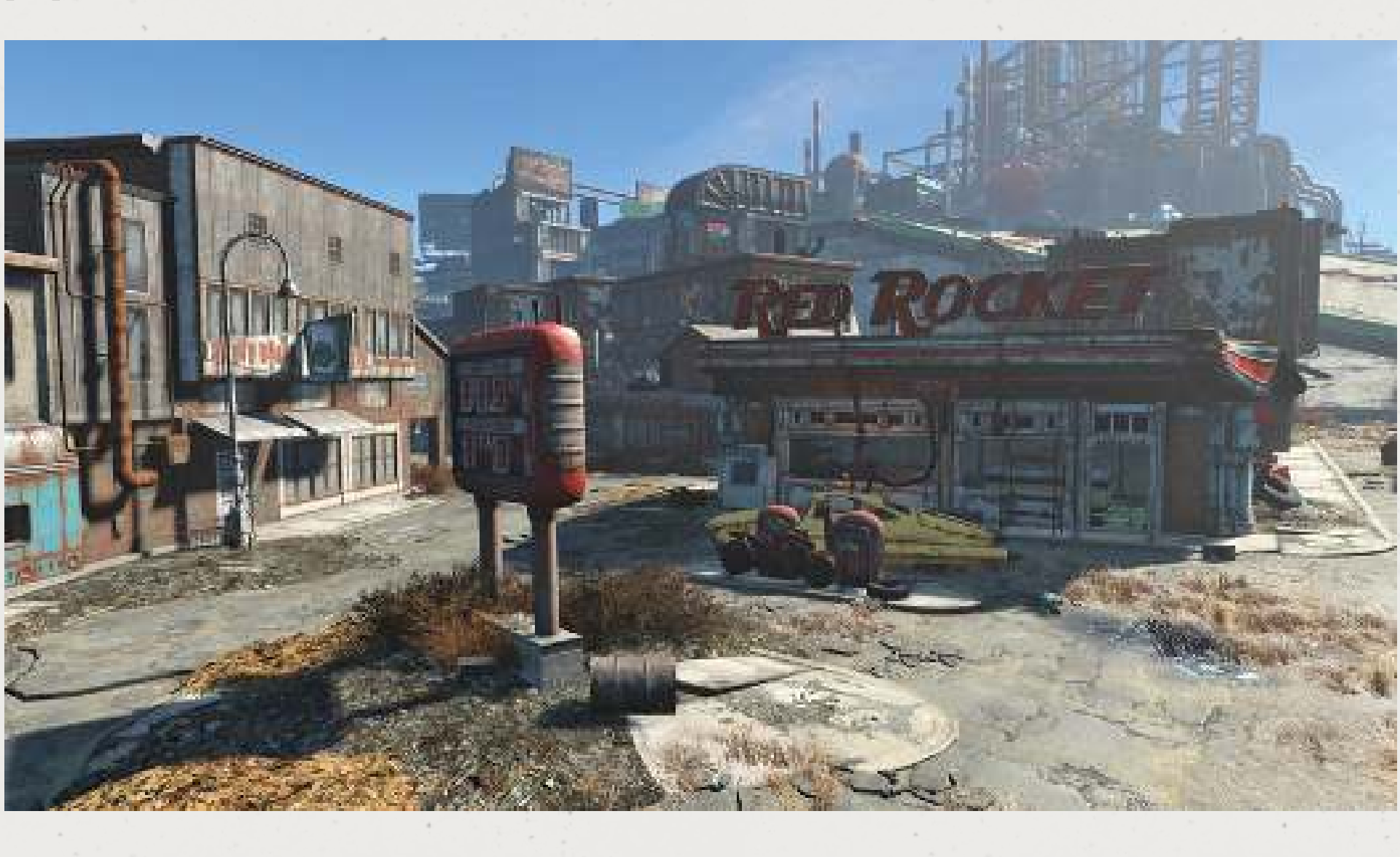
Fig 1.22B: The Switchboard (Interior)



You cannot access areas of this location until the specified quest is active. This unassuming coffee shop is usually devoid of **enemies**. During the quest, expect turrets and synth threats. Find a Caps stash under the counter. Attached to the building is a Laundromat with some health. Of considerably more interest is the basement (known as the switchboard and shown on the adjacent **map**).

The switchboard was the secret base of the Railroad until it was overrun by Institute synths. Move the bookcase and try to call the elevator. It lacks **power**, forcing you to enter the switchboard from the old sewer pipe. This is Zone 1 Secondary Location: Switchboard Entrance (Sewer). You're able to access all **rooms** (providing your Hack skill is high enough; otherwise bring Deacon with you and start the indicated quest). Don't forget the Fusion Cores, magazine, and Mini Nuke before you emerge.

[03] Red Rocket Gas Station



This dilapidated garage has been picked clean by countless previous scavengers.

[04] Old Bridge And Ruins

An old shop and bridge are overrun by Ghouls. Follow the stairwell and cross some precarious planks to reach a rusting building and access to the rooftops overlooking the town square.

[05] Lexington Bank

Hack the terminal (Novice) to open the safe room, which appears to have been compromised quite severely.

[06] Ruined Apartment (Rusting)

This multifloor structure is teeming with ferals. There's a ground-floor terminal (Advanced) that opens a security door to a cubbyhole with a safe (Advanced). There's health and **ammo** to scrounge here, too. Upstairs is an **Armor** Workbench.

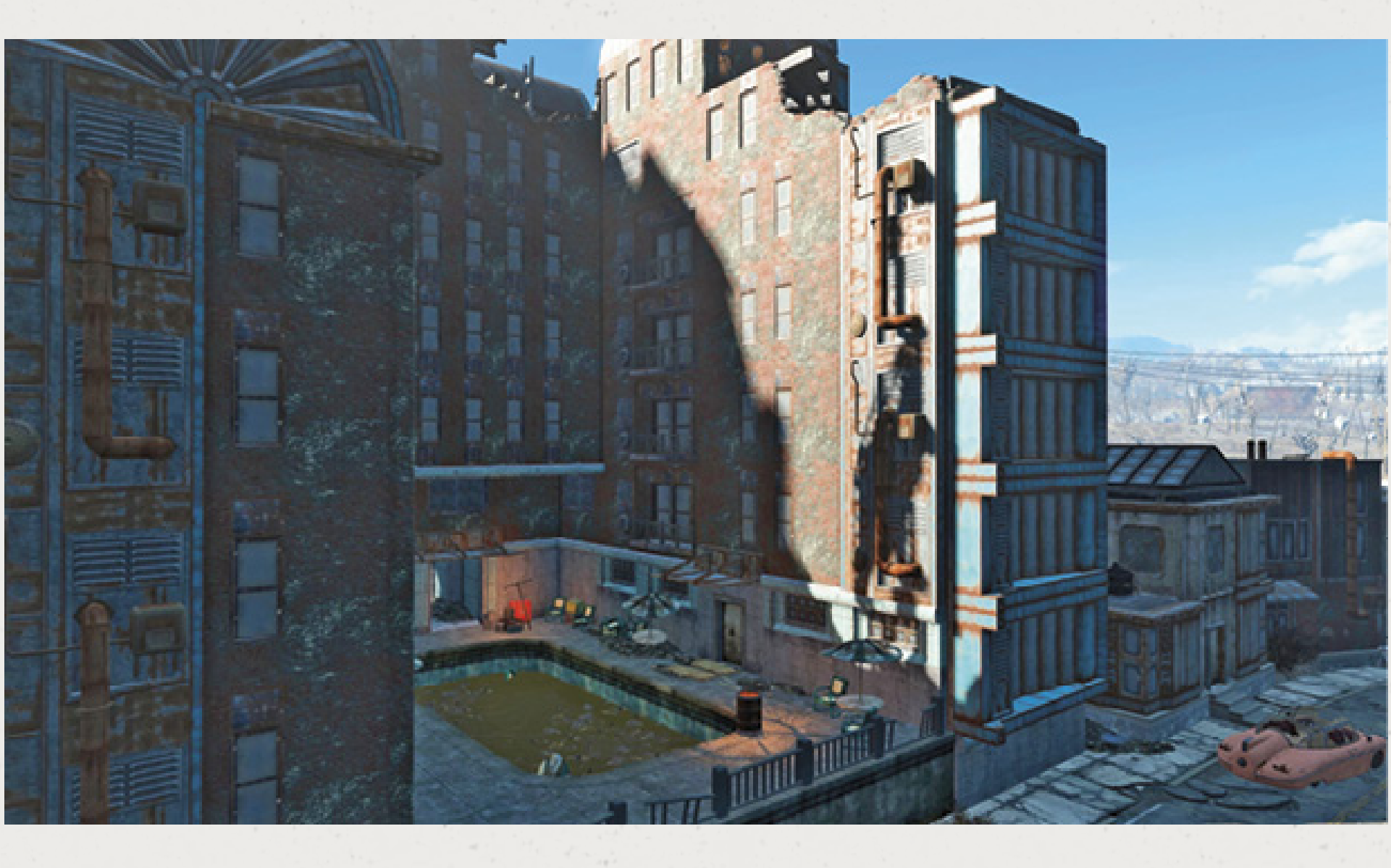
[07] Bridge To Liquor Store

The apartment to the northwest has two stairwells, numerous Ghouls, and an outdoor roof with a chemistry station. The bridge across to the liquor store is Raider territory. Find **ammo** and **chems** on the bridge. There's been some creative parking by a big-rig driver above the liquor store and scaffold steps down to a nearby house porch with health in it. To the east is a ruined hardware store with **chems** and **ammo**.

[08] Basketball Court

The municipal basketball court. A settler doesn't appear to understand the rules of the game.

[09] Ruined Apartment (Pool)

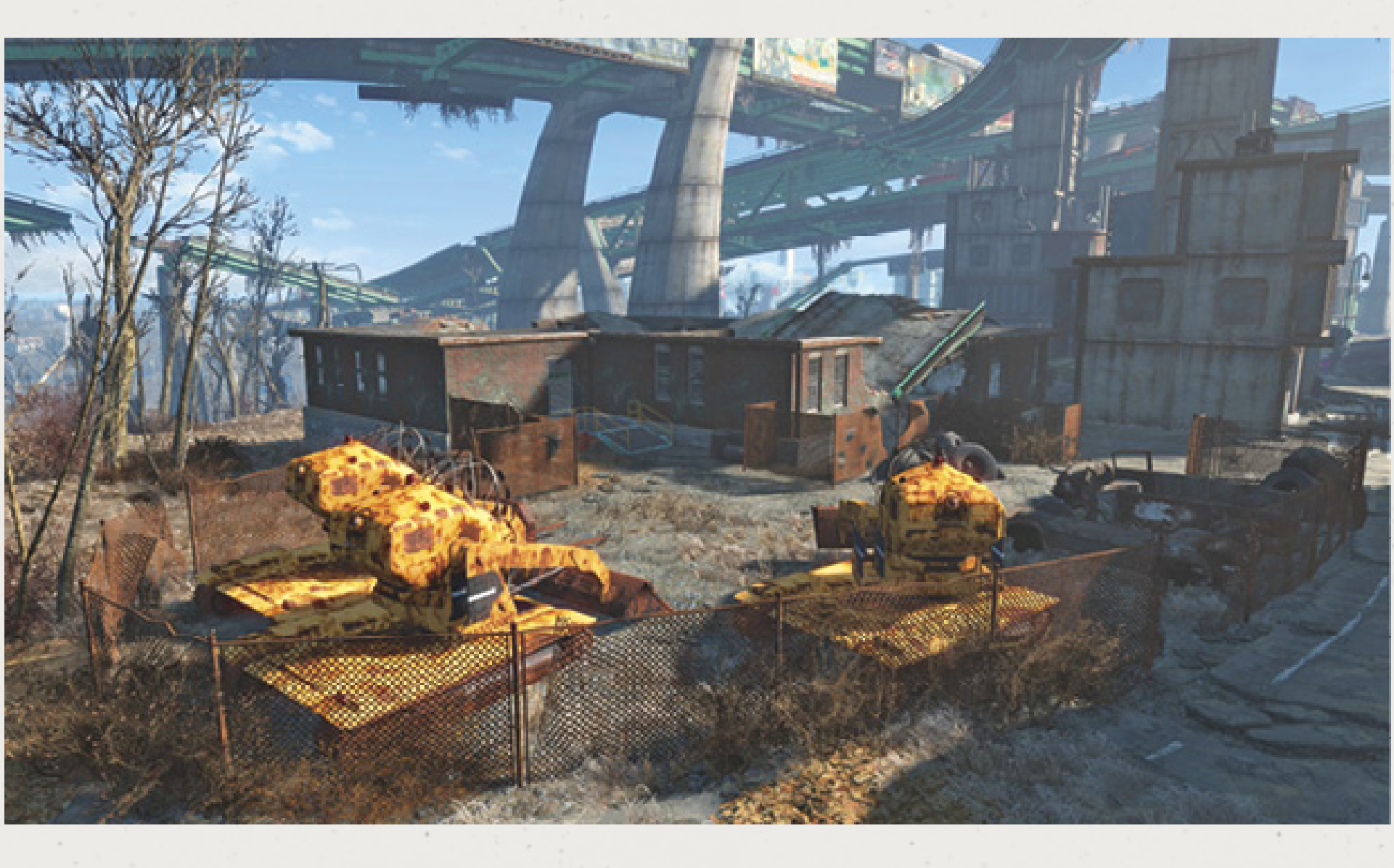


There's fire escape access all the way up to the roof and a **weapons** workbench. Battle Raiders here. There's **ammo**, **chems**, and grotesque **decorations** in the bedroom, and a cunningly hidden steamer trunk on the upper roof area. With some nimble leaping onto the narrowest roof ledge, you can reach the eastern blown-out section and view the freeway.

Or if you want a quick dip in the slightly irradiated pool (where tarberry is growing), fight off the Raiders and Ghouls battling each other.

Don't forget to check the Pulowski Preservation Shelter for a Mini Nuke.

[10] Crushed Building



A section of freeway has fallen and crushed a construction company building. The wandering Ghouls fail to see the irony.

[11] Ruined Apartment (Under Freeway)

East of the Primary Location apartments is another ruined apartment structure with **chems** in a bathroom medicine cabinet and little else but the slight feeling of despair.

[12] Freeway Apartment

If you accessed the elevated freeway (from Zone 1 **Secondary Locations** 36 or 39), you can step across a plank to reach this apartment from the freeway before (carefully) dropping down.

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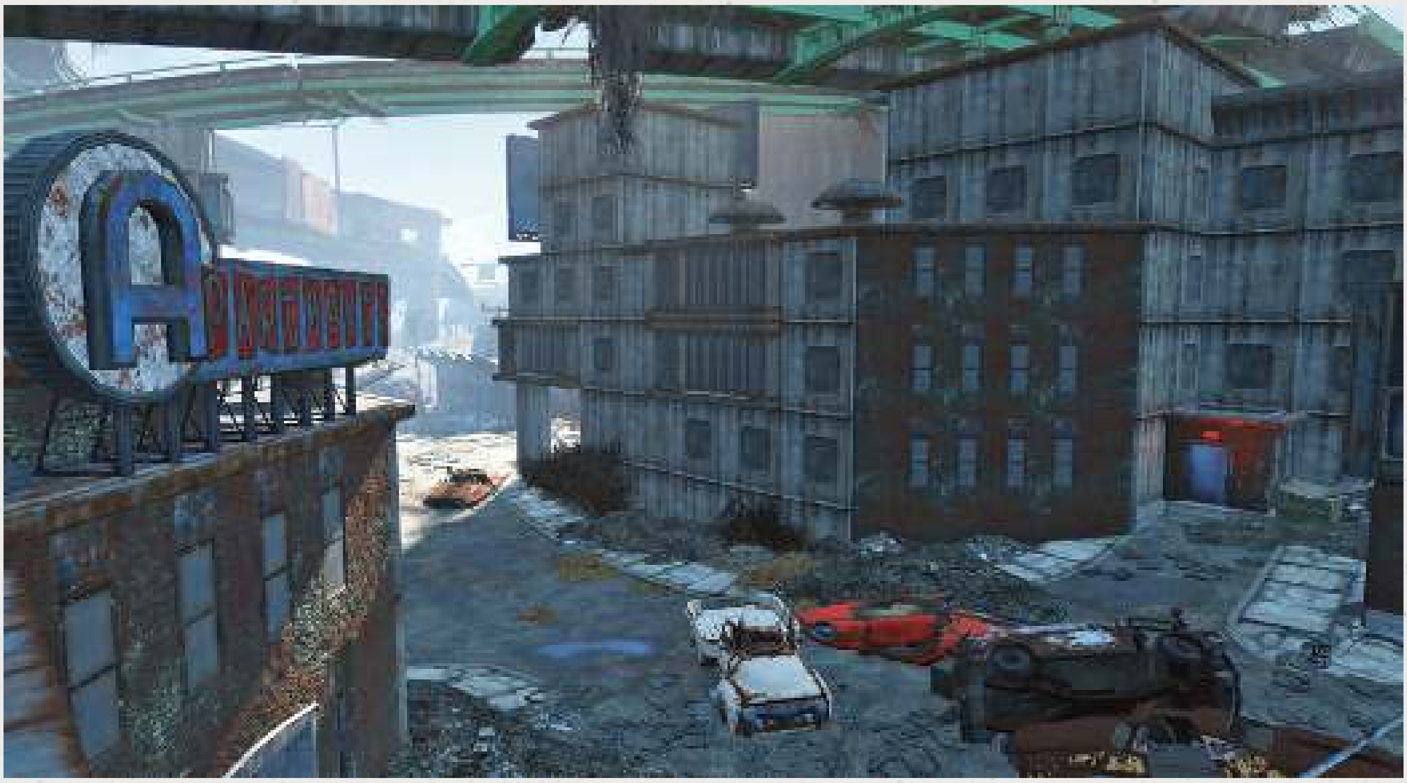
[1.23] Lexington Apartments (Lexington Township)

THREAT LEVELS 6-14 🟦🟦☐☐☐☐☐☐☐



- Armaments and Ammo
- Bottlecaps
- Danger: Mine!
- Danger: Tripwire!
- Faction: Raiders

A Raider duo now makes this small apartment complex under the freeway their home. There's an explosives box in the kitchen and an open-air bathroom.

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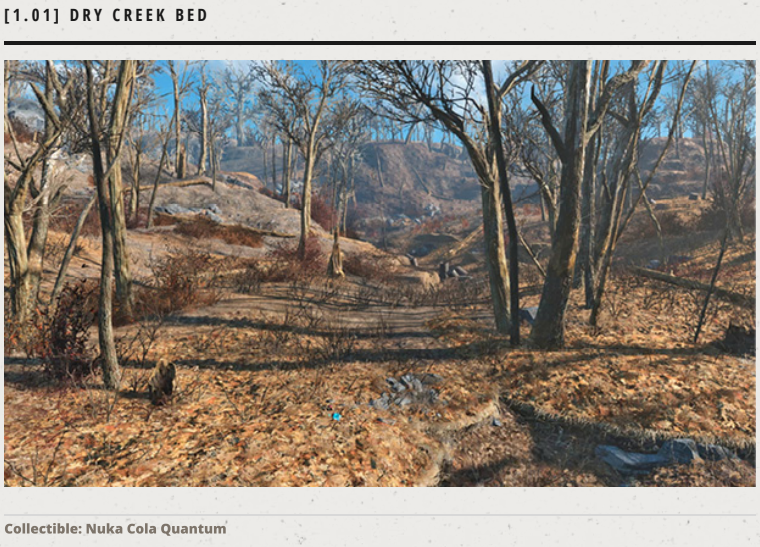
Zone 1: Lexington and Northwest Commonwealth

Secondary Locations

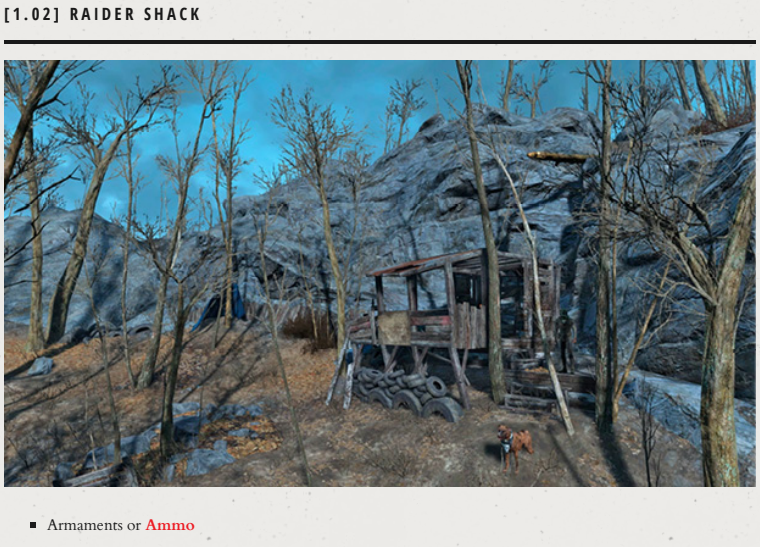
[1.01] DRY CREEK BED



Collectible: Nuka Cola Quantum

Someone's lucky explorers find a thirst-quenching Nuka in the leaves at the base of this dry creek, below the rusting barrels.

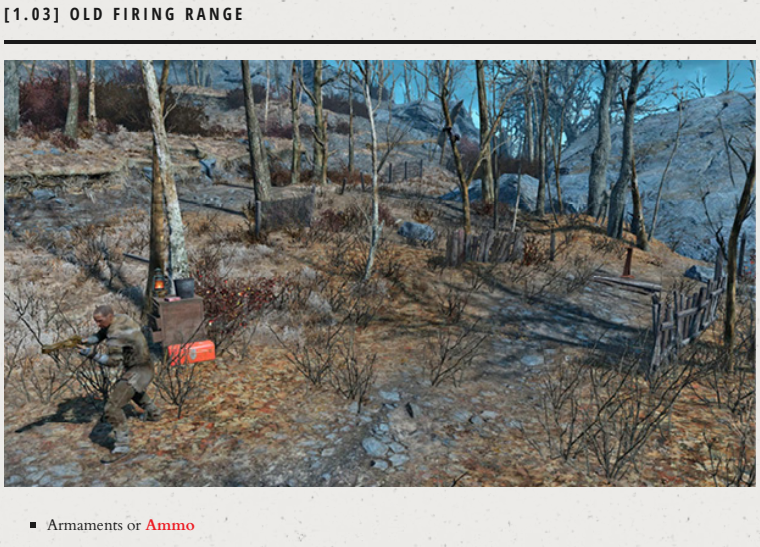
[1.02] RAIDER SHACK



- Armaments or Ammo
- Faction: Raider
- Health or Chems

A Raider and attack dog have overrun a small settler shack.

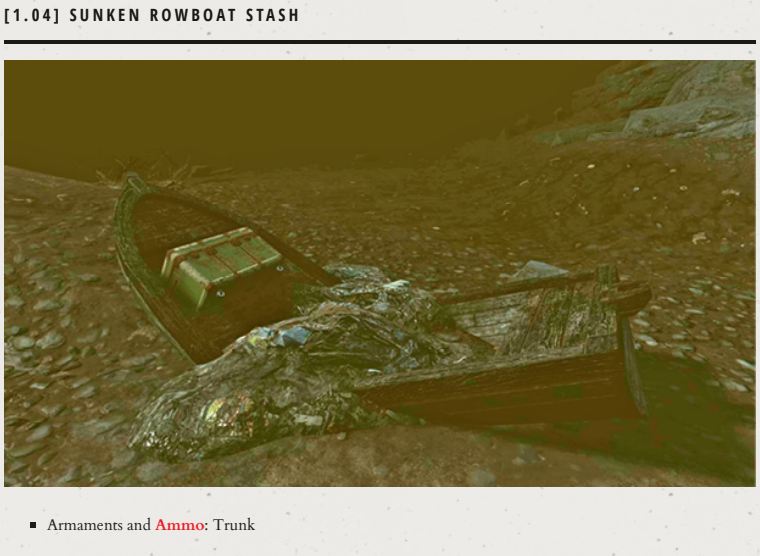
[1.03] OLD FIRING RANGE



- Armaments or Ammo
- Faction: Scavenger

A Scavenger has set up a small shooting range with bottles.

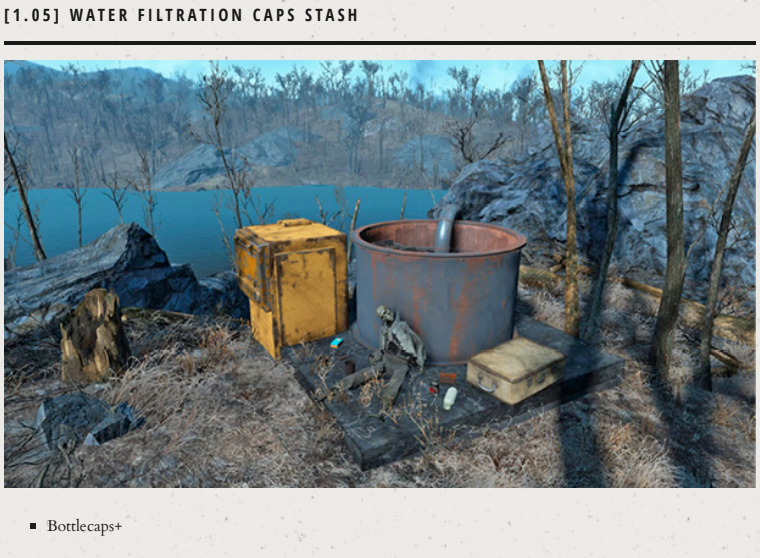
[1.04] SUNKEN ROWBOAT STASH



- Armaments and Ammo: Trunk
- Danger: Radiation (Mild)!

A lost rowboat has sunk along the north lake shore. Dive down for a locked trunk treat (Novice).

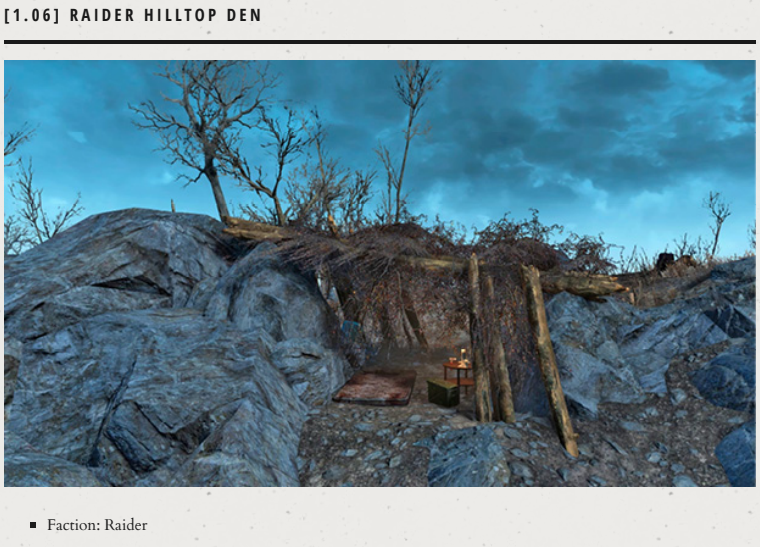
[1.05] WATER FILTRATION CAPS STASH



- Bottlecaps+
- Health or Chems

Flip the circuit breaker at the water's edge to open a filtration unit with a hidden Caps stash inside.

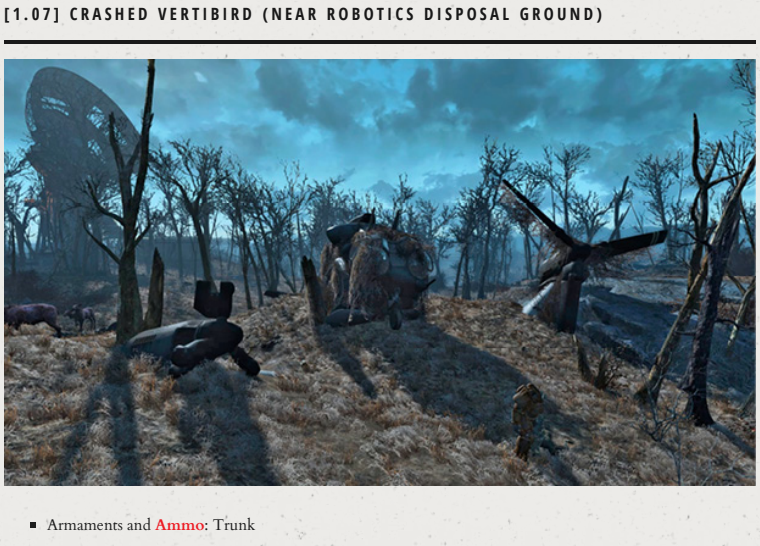
[1.06] RAIDER HILLTOP DEN



- Faction: Raider
- Health or Chems

A collection of branches and bedding atop a rocky hill.

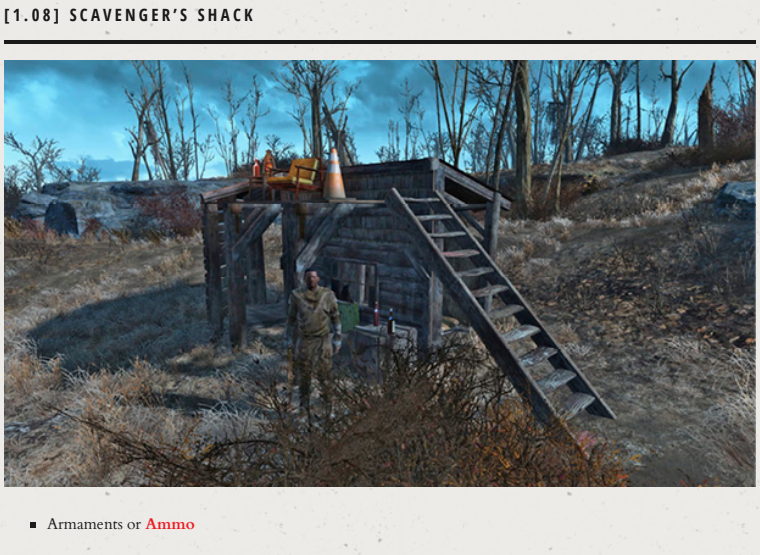
[1.07] CRASHED VERTIBIRD (NEAR ROBOTICS DISPOSAL GROUND)



- Armaments and Ammo: Trunk
- Armor Part: Power Armor
- Faction: Radstag Does

The remains of a Vertibird close to the road. Beware of Radstag Does. Don't forget to check the sloping ground behind the Vertibird tail for a half-buried trunk, near the wooden crates.

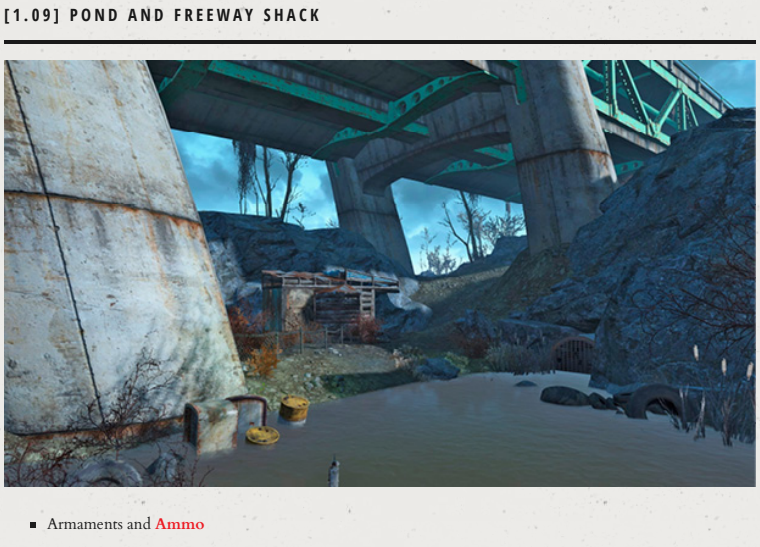
[1.08] SCAVENGER'S SHACK



- Armaments or Ammo
- Faction: Scavenger
- Health or Chems

A Scavenger with a penchant for drink and views of the woods.

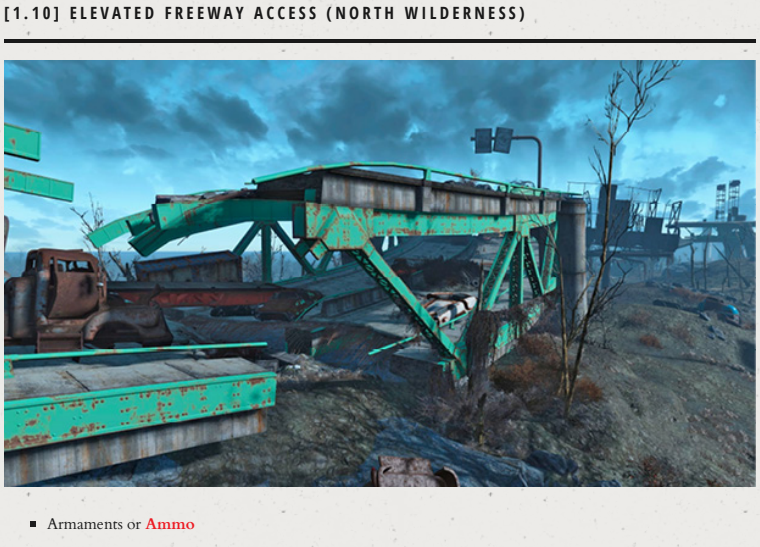
[1.09] POND AND FREEWAY SHACK



- Armaments and Ammo
- Danger: Radiation (Mild)
- Health or Chems

A dead settler has taken a permanent trip from his bathtub hut. South of here is a separate shack. Inside is a sink with a small collection of tatos in it, ready for tasting.

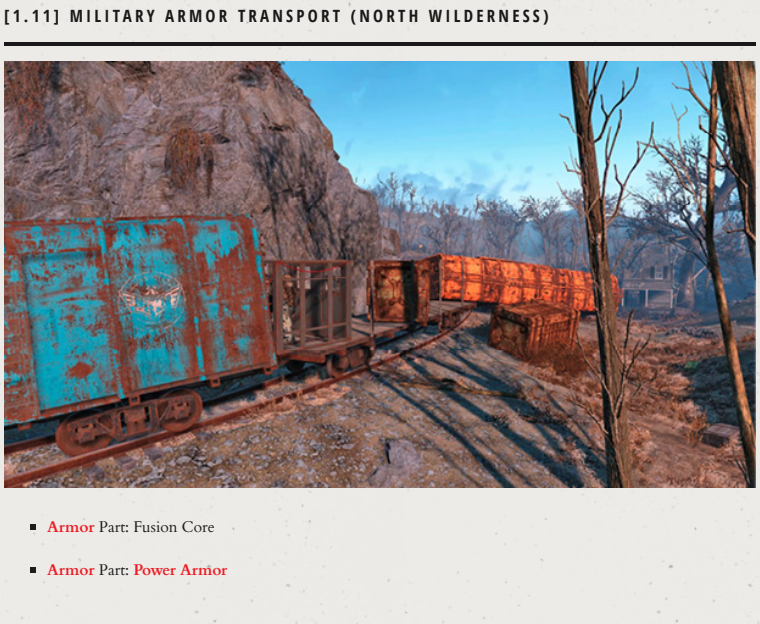
[1.10] ELEVATED FREEWAY ACCESS (NORTH WILDERNESS)



- Armaments or Ammo

Climb here. Check the bus at the north end of the freeway for an explosives stash (Novice). Follow the freeway south to Skylanes Flight 1981.

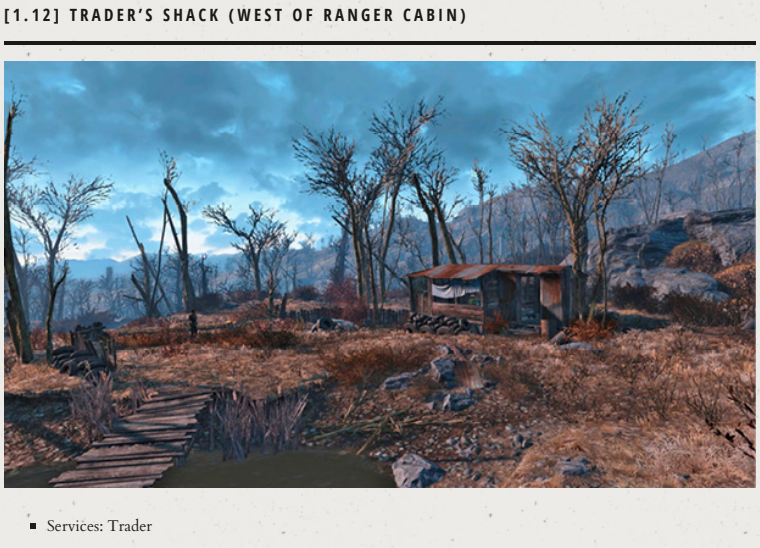
[1.11] MILITARY ARMOR TRANSPORT (NORTH WILDERNESS)



- Armor Part: Fusion Core
- Armor Part: Power Armor

Hack the terminal in the carriage (Advanced) to access the armor and core in the security cage.

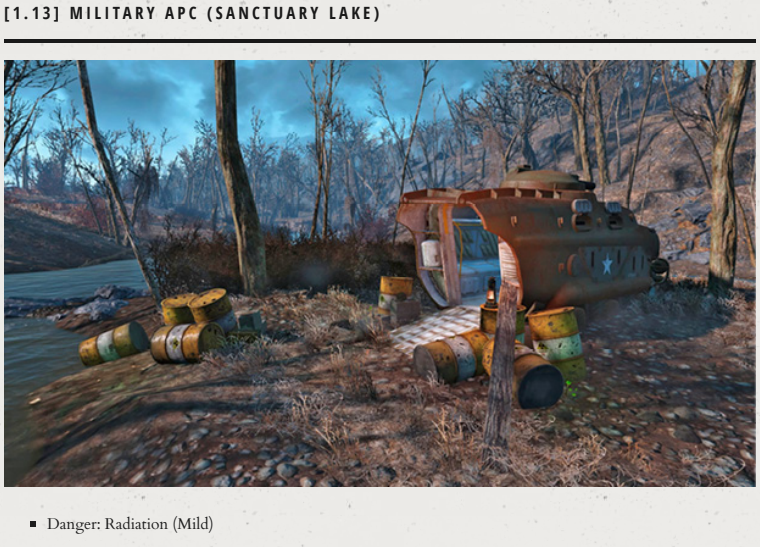
[1.12] TRADER'S SHACK (WEST OF RANGER CABIN)



- Services: Trader

Trade here or steal a small garden of wild corn and tato fruit.

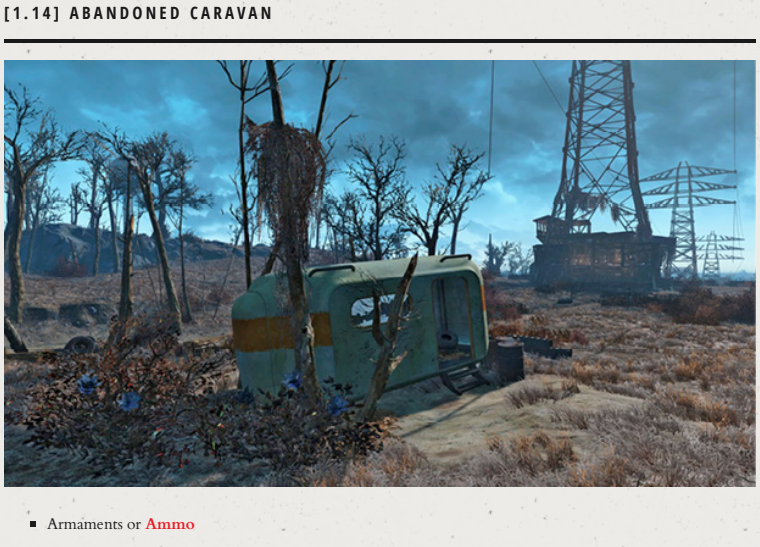
[1.13] MILITARY APC (SANCTUARY LAKE)



- Danger: Radiation (Mild)
- Faction: Irradiated Wildlife
- Health or Chems

Beware of Bloatflies. The corpse has an army helmet if you want it.

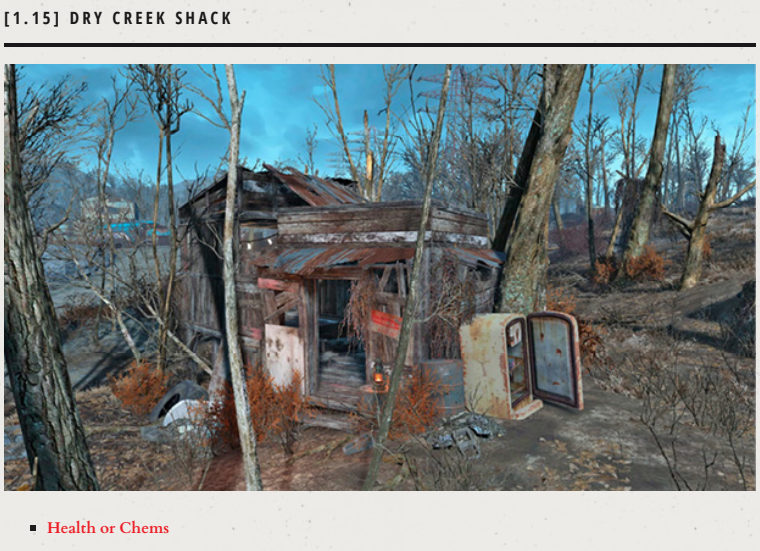
[1.14] ABANDONED CARAVAN



- Armaments or Ammo
- Health or Chems

West of Abernathy Farm is a rusting caravan with stuff to scavenge.

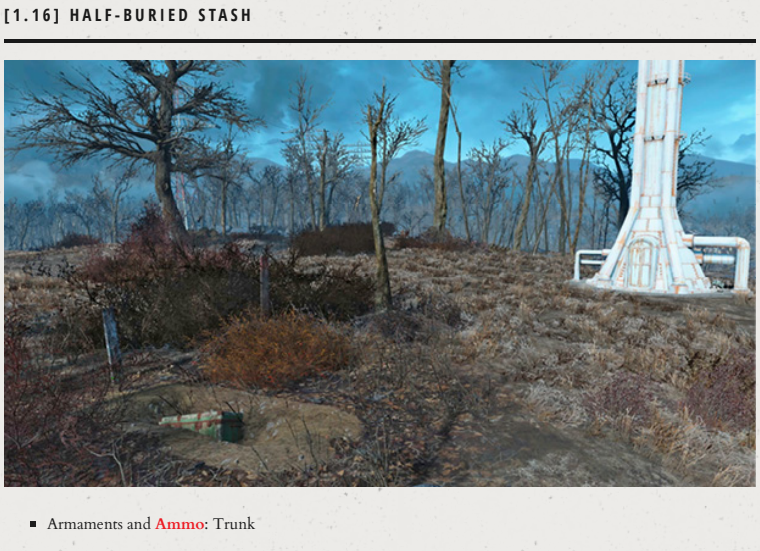
[1.15] DRY CREEK SHACK



- Health or Chems

A small rickety shack overlooking the entrance to Wicked Shipping fleet lockup.

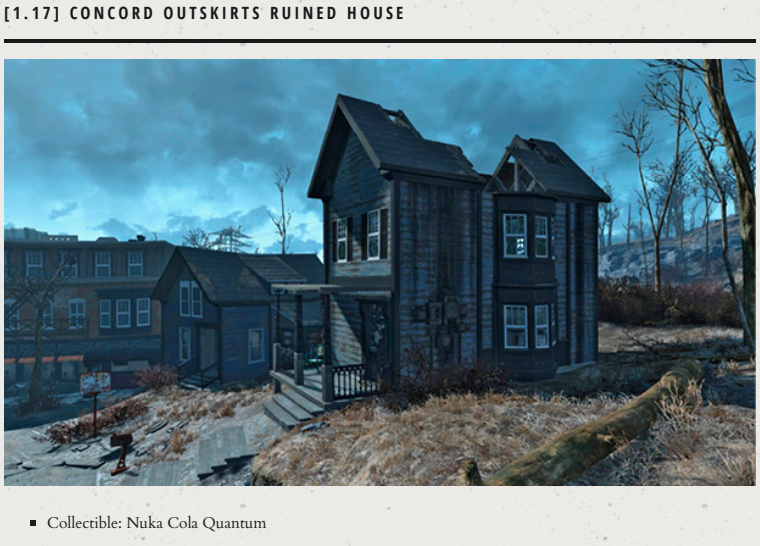
[1.16] HALF-BURIED STASH



- Armaments and Ammo: Trunk

Southeast of the water tower is a copse of trees and a half-buried trunk to pillage.

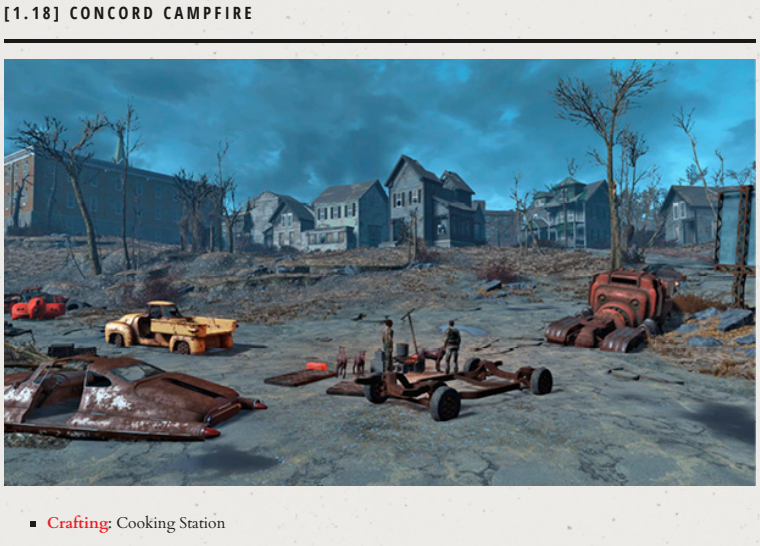
[1.17] CONCORD OUTSKIRTS RUINED HOUSE



- Collectible: Nuka Cola Quantum

Thirsty on your way to Concord? Stop at the fridge inside this ruined house.

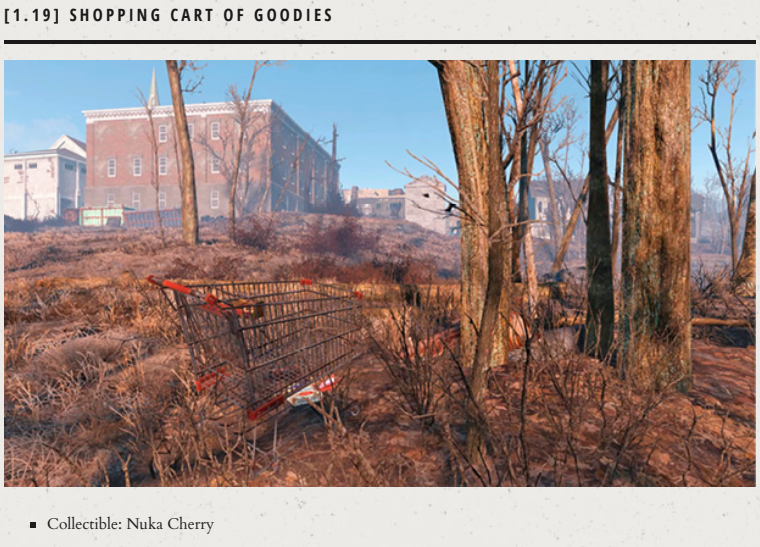
[1.18] CONCORD CAMPFIRE



- Crafting: Cooking Station
- Faction: Raiders

An occasional caravan stop is usually overrun by a couple of Raiders and their emaciated hounds.

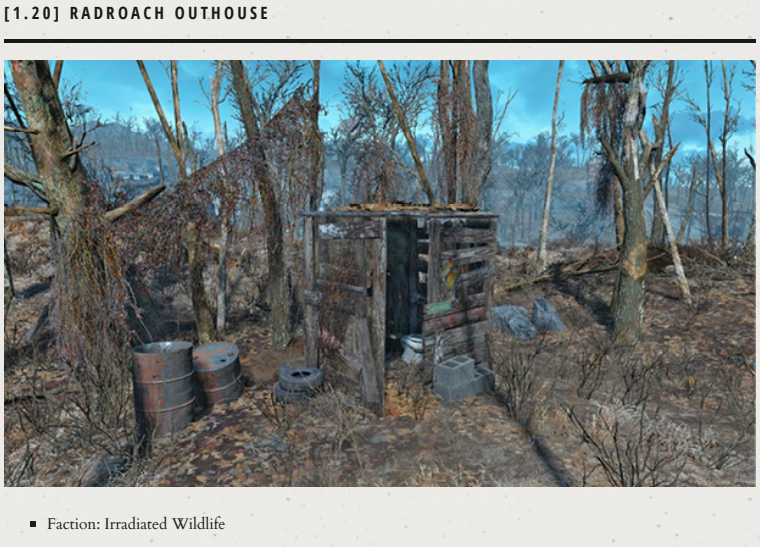
[1.19] SHOPPING CART OF GOODIES



- Collectible: Nuka Cherry

Someone's left a collection of edibles and a delicious Nuka Cherry. They won't mind if you have them. They're probably dead, anyway.

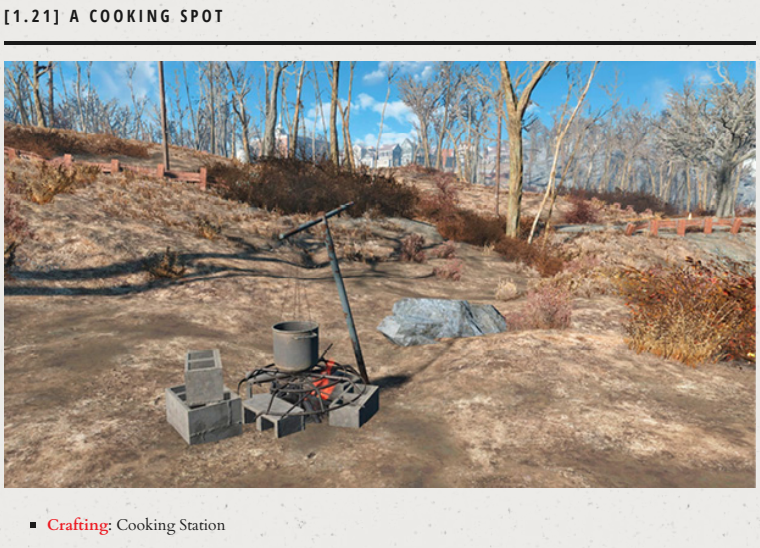
[1.20] RADROACH OUTHOUSE



- Faction: Irradiated Wildlife
- Health or Chems

Watch your step; there are Radroaches in these rustic restrooms.

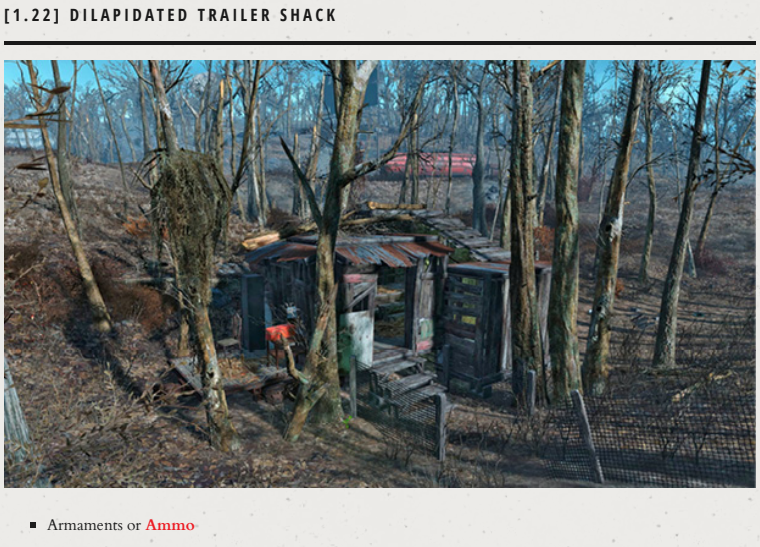
[1.21] A COOKING SPOT



- Crafting: Cooking Station
- Armaments or Ammo

A deserted cooking station with a place to sleep and a trunk to pillage.

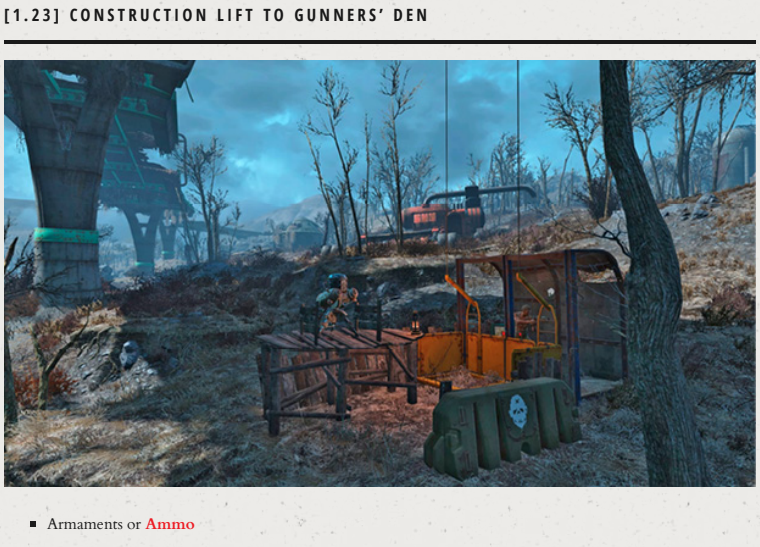
[1.22] DILAPIDATED TRAILER SHACK



- Armaments or Ammo
- Faction: Irradiated Wildlife

Beware the Radroaches and Bloatfly in this shack built atop a rail trailer.

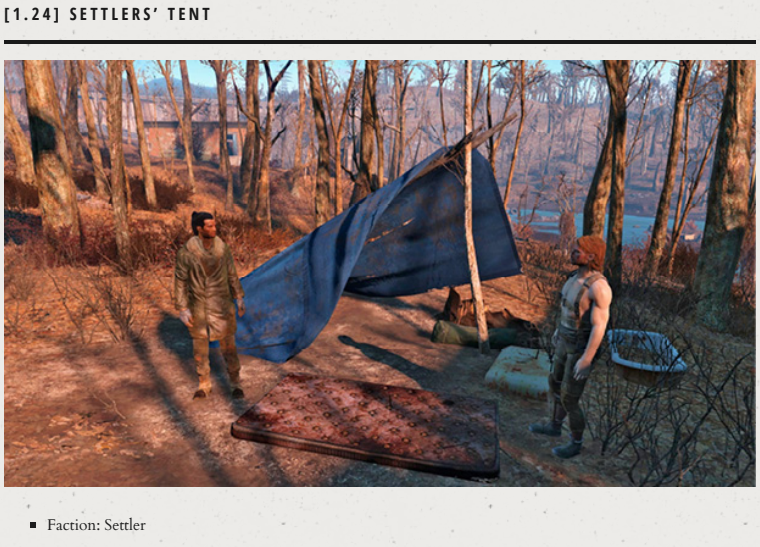
[1.23] CONSTRUCTION LIFT TO GUNNERS' DEN



- Armaments or Ammo
- Armaments or Ammo: Trunk
- Crafting: Cooking Station
- Crafting Weapons Workbench
- Faction: Gunners

Watch for machine-gun turrets and Gunners. Ride the lift up to the elevated freeway, where you can mow down a few more Gunners. Explore the elevated section of freeway as you wish.

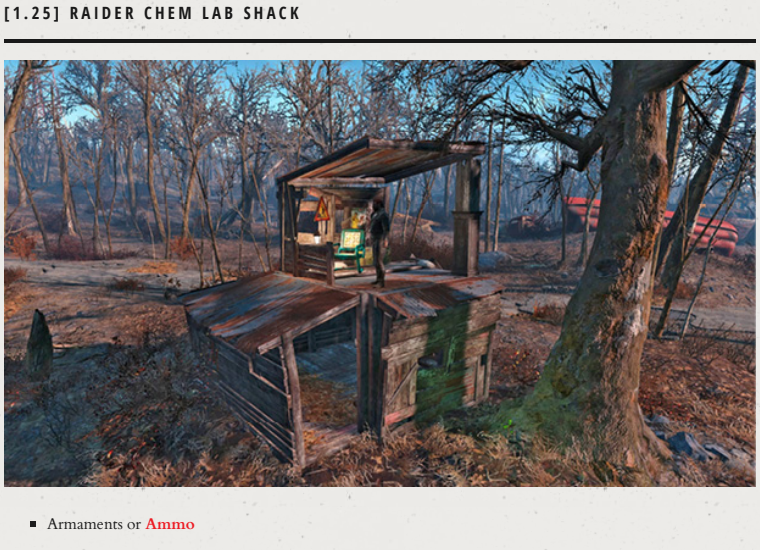
[1.24] SETTLERS' TENT



- Faction: Settler

CharlieTwo settlers lead a meager existence southwest of Walden Pond.

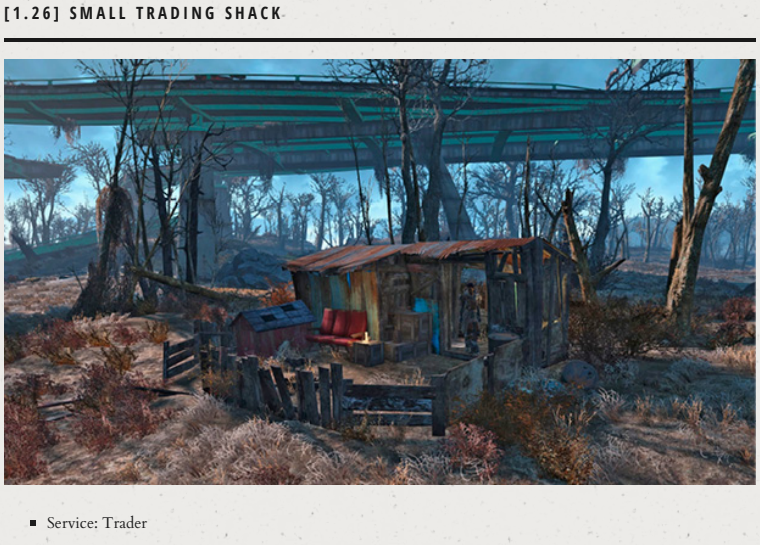
[1.25] RAIDER CHEM LAB SHACK



- Armaments or Ammo
- Crafting: Chemistry Station
- Faction: Raider
- Health or Chems

A shack with a lookout and a couple of easily dispatched idiots.

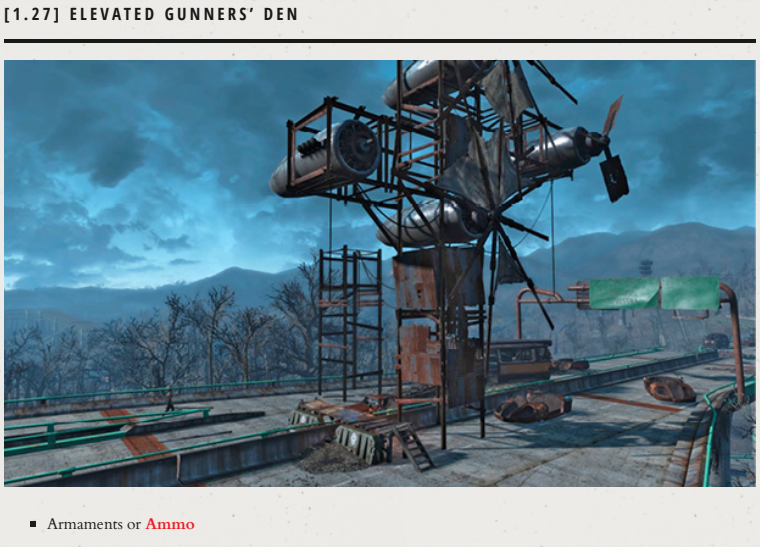
[1.26] SMALL TRADING SHACK



- Service: Trader

A shack with a friendly trader and a number of cats: some paintings, others purring.

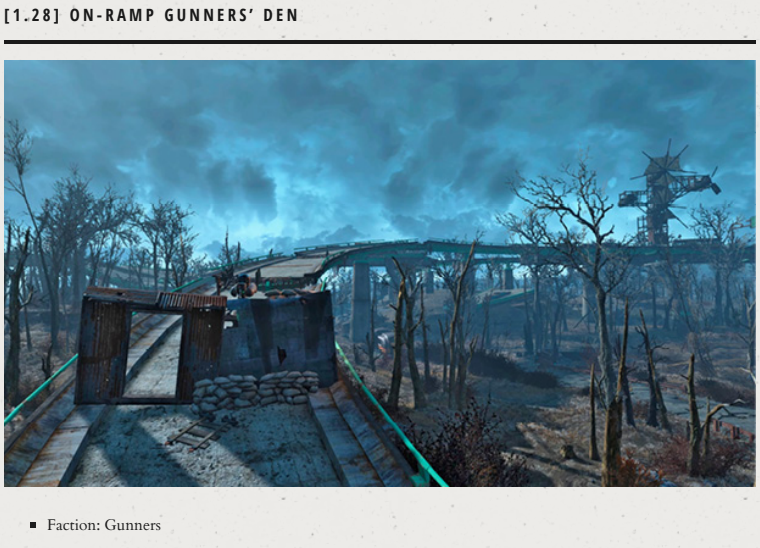
[1.27] ELEVATED GUNNERS' DEN



- Armaments or Ammo
- Faction: Gunners

Offering a good view of the vicinity. Beware of a machine-gun turret and a few Gunners. Access from the on-ramp to the northeast (Secondary Location 1.28).

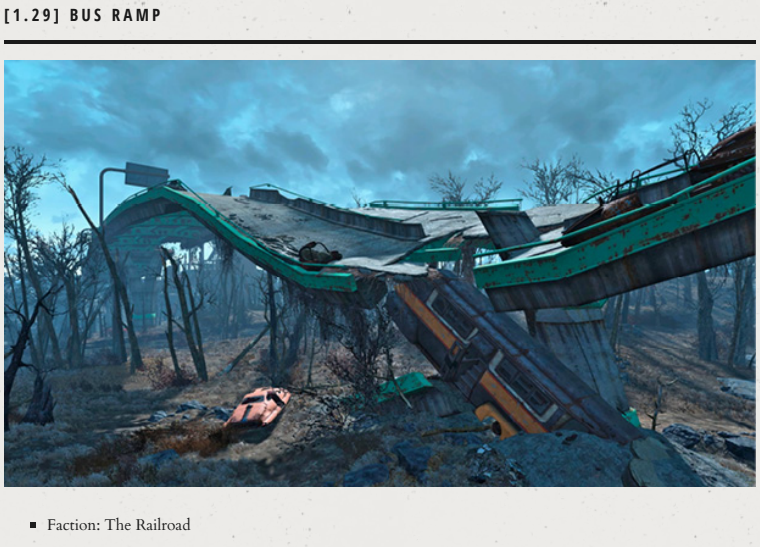
[1.28] ON-RAMP GUNNERS' DEN



- Faction: Gunners

Scale the freeway on-ramp to explore the elevated road. Watch for the Gunner and machine-gun turret.

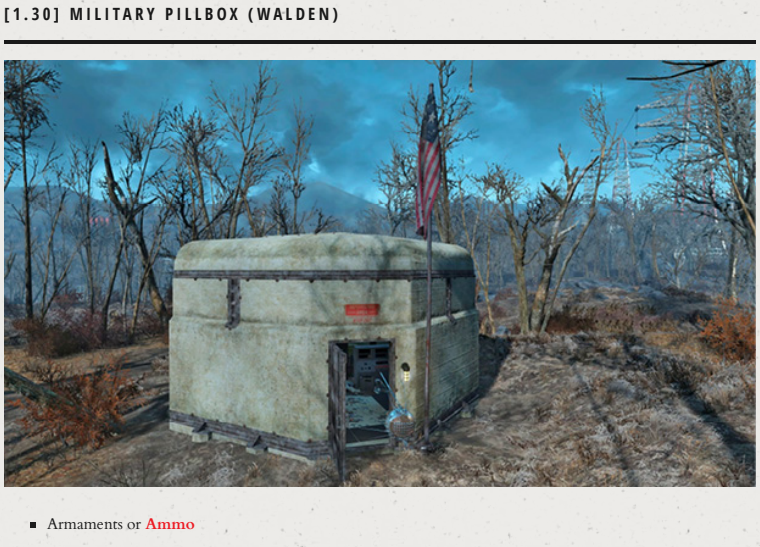
[1.29] BUS RAMP



- Faction: The Railroad
- Faction: Feral Ghouls
- Quest Visit: Tradecraft (the Railroad)

Meet Deacon here during the quest. Watch for Railroad signs. This leads up onto the elevated freeway, past a Ghoul-infested bus and Secondary Location 1.35.

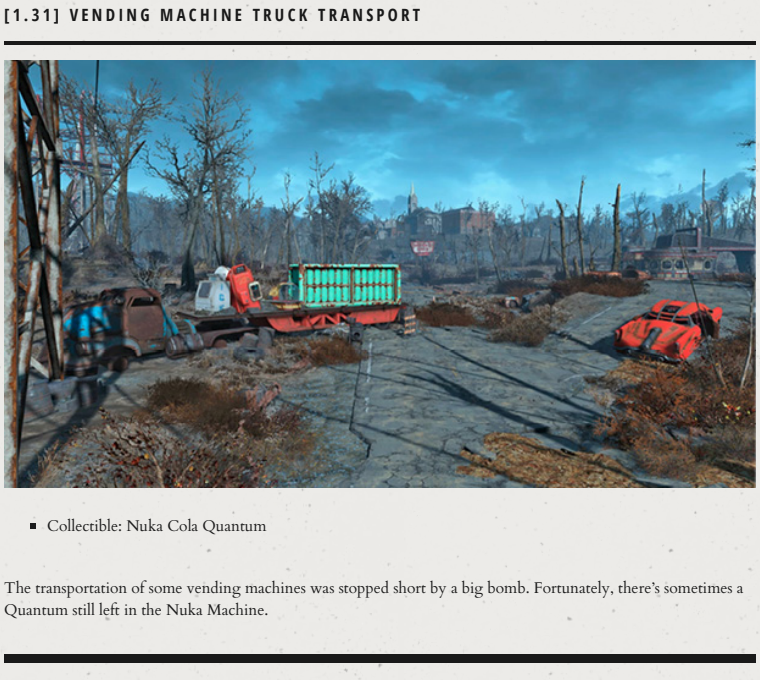
[1.30] MILITARY PILLBOX (WALDEN)



- Armaments or Ammo

Watch for an Eyebot in here. Unlock the terminal (Novice) to open the security door.

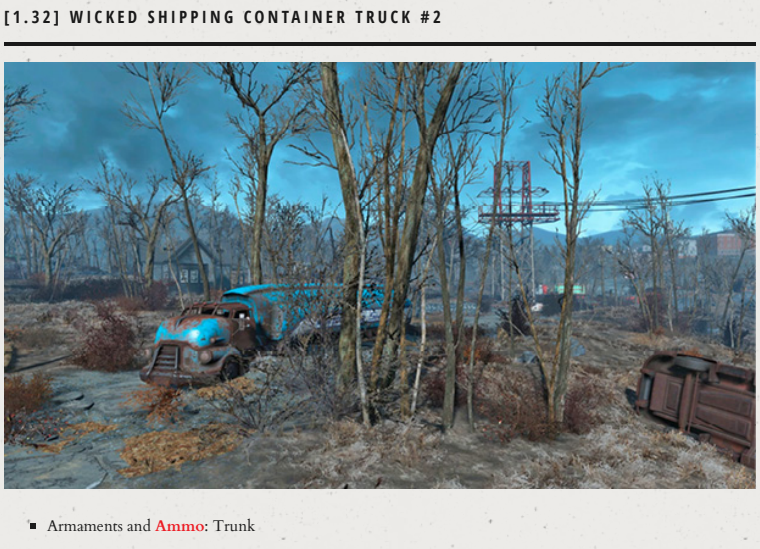
[1.31] VENDING MACHINE TRUCK TRANSPORT



- Collectible: Nuka Cola Quantum

The transportation of some vending machines was stopped short by a big bomb. Fortunately, there's sometimes a Quantum still left in the Nuka Machine.

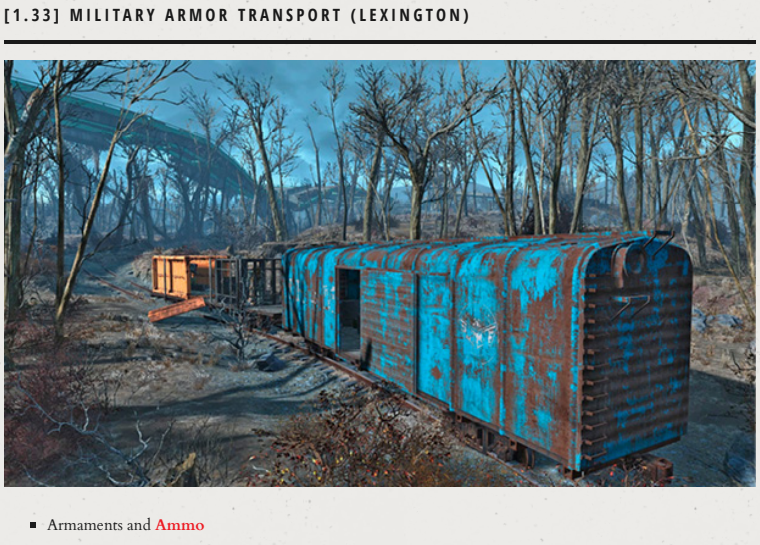
[1.32] WICKED SHIPPING CONTAINER TRUCK #2



- Armaments and Ammo: Trunk
- Quest Visit: Wicked Shipments (Location Miscellaneous)

This is one of Wicked Shipping's trailers. Unlock it (Master) or use the key found at the fleet lockup to access the trunk inside.

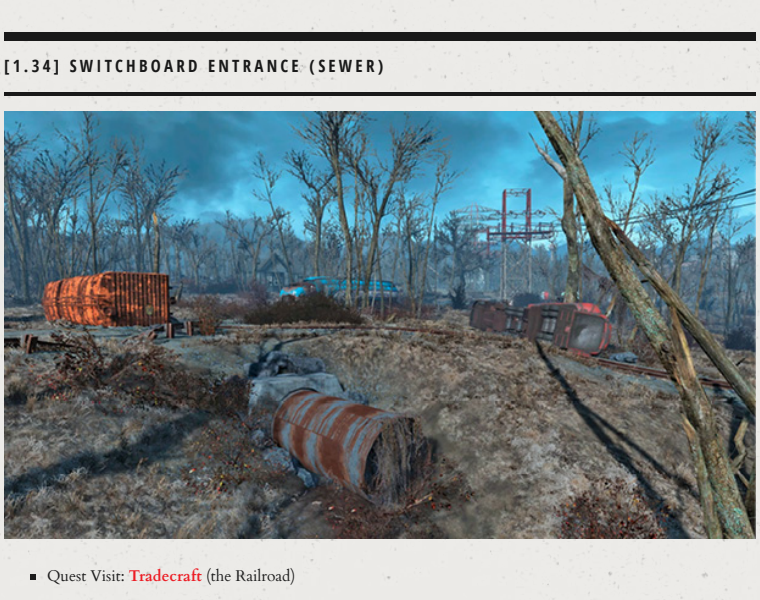
[1.33] MILITARY ARMOR TRANSPORT (LEXINGTON)



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Armor Part: Fusion Core
- Armor Part: Power Armor

Hack the terminal in the orange carriage (Advanced) to access the armor and core in the security cage. Don't forget the trunk in the blue carriage, too.

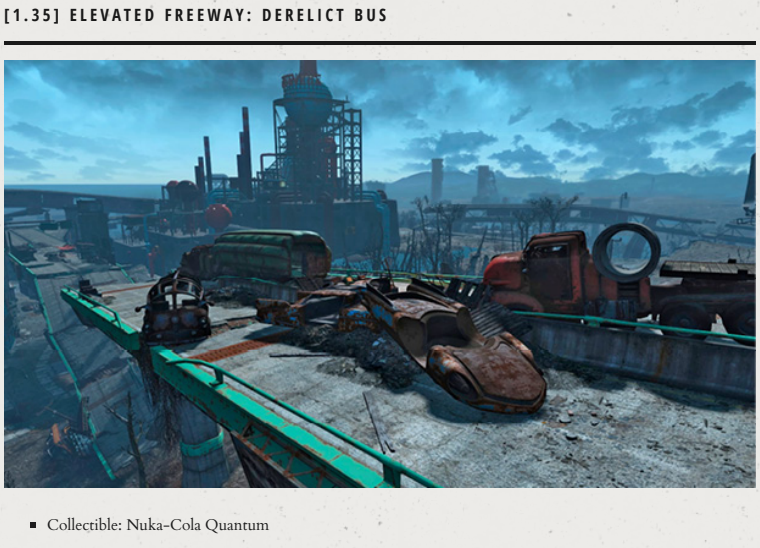
[1.34] SWITCHBOARD ENTRANCE (SEWER)



- Quest Visit: Tradecraft (the Railroad)

You can go into the sewer entrance to the Switchboard—the Railroad's old base of operations—from here, ideally during the quest. Your path soon ends at a terminal (Master). The main entrance—extremely well guarded during the quest—is underneath Slocum Joe's in Lexington (Primary Location 1.22) and connects to here. Consult that location for the interior map of the Switchboard.

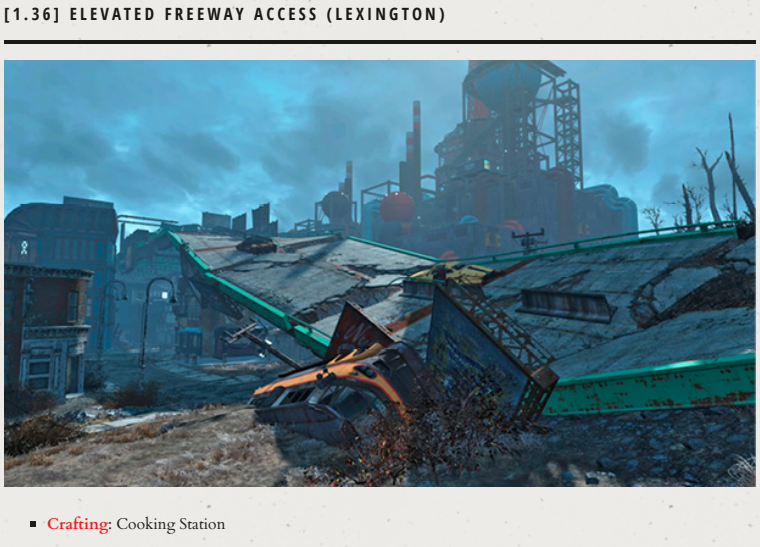
[1.35] ELEVATED FREEWAY: DERELICT BUS



- Collectible: Nuka-Cola Quantum
- Crafting: Cooking Station
- Faction: The Railroad
- Faction: Feral Ghouls
- Quest Visit: Tradecraft (the Railroad)

Check the bus for a Quantum. Ricky Dalton is only here during the quest.

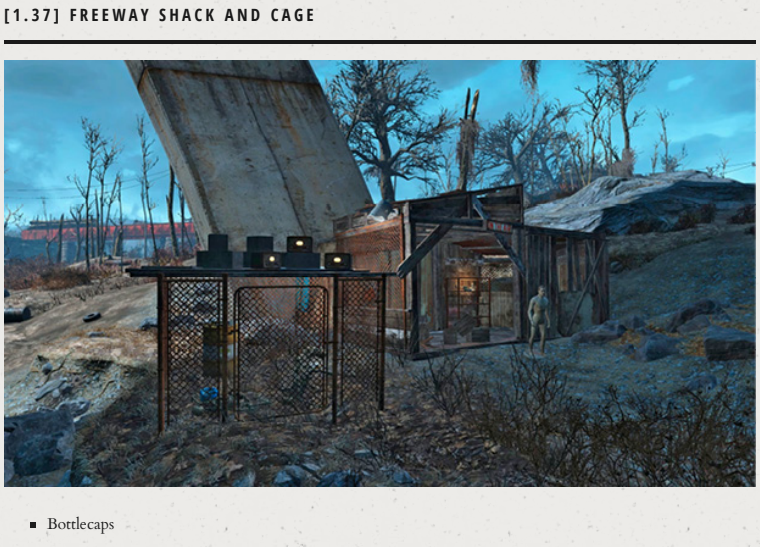
[1.36] ELEVATED FREEWAY ACCESS (LEXINGTON)



- Crafting: Cooking Station

Climb here and you can look down on Lexington, fire off sniper shots at the Raiders on the Corvega Assembly Plant, and explore the abandoned camp. This offers good (but precarious) access into Zones 2 and 3 and down onto the roofs of the Lexington buildings near the interchange overpass.

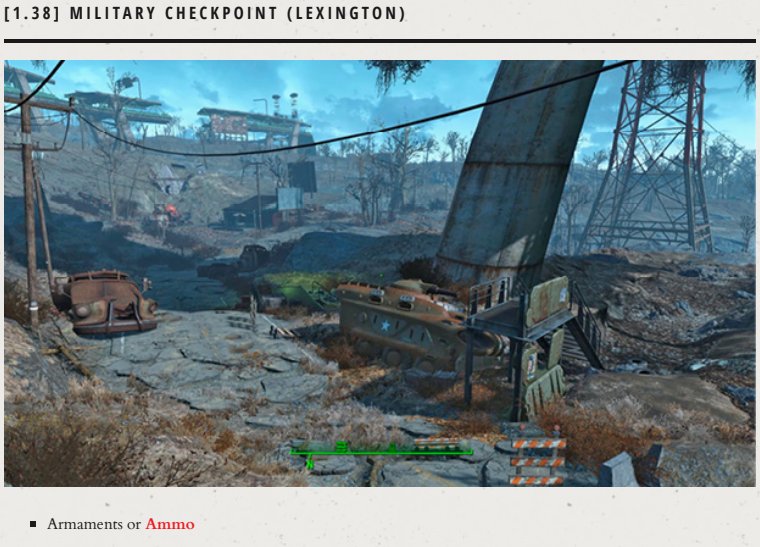
[1.37] FREEWAY SHACK AND CAGE



- Bottlecaps
- Faction: Irradiated Wildlife
- Health or Chems

Come for the big band sound on the radio. Leave when the Radscorpion ambushes you. Feel revulsion when you unlock the cage gate (Expert) and inspect the prisoner conditions inside.

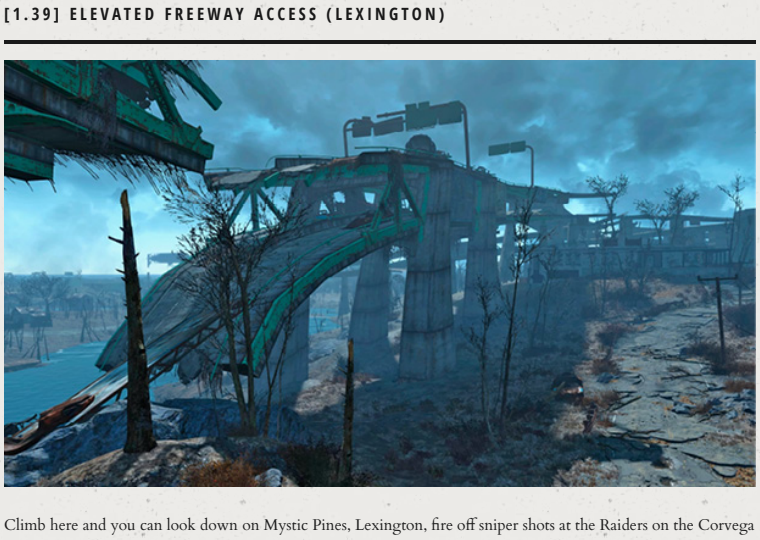
[1.38] MILITARY CHECKPOINT (LEXINGTON)



- Armaments or Ammo
- Armaments and Ammo: Trunk

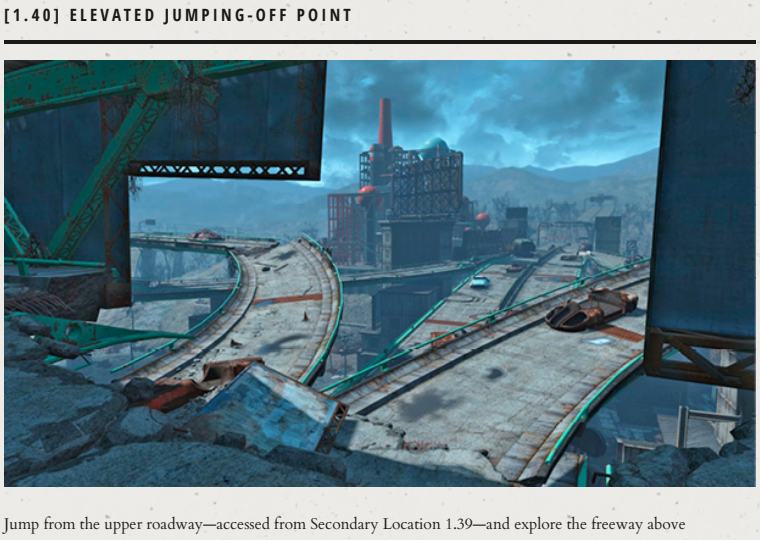
This area is under the remains of the elevated freeway and devoid of life. There's a trunk to scavenge, so turn that frown upside down!

[1.39] ELEVATED FREEWAY ACCESS (LEXINGTON)



Climb here and you can look down on Mystic Pines, Lexington, fire off sniper shots at the Raiders on the Corvega Assembly Plant, and explore the rusting vehicles scattered across the interchange to the south. This offers good (but precarious) access into Zones 2 and 3 and down onto the roofs of the Lexington buildings near the interchange overpass.

[1.40] ELEVATED JUMPING-OFF POINT



Jump from the upper roadway—accessed from Secondary Location 1.39—and explore the freeway above Lexington here.

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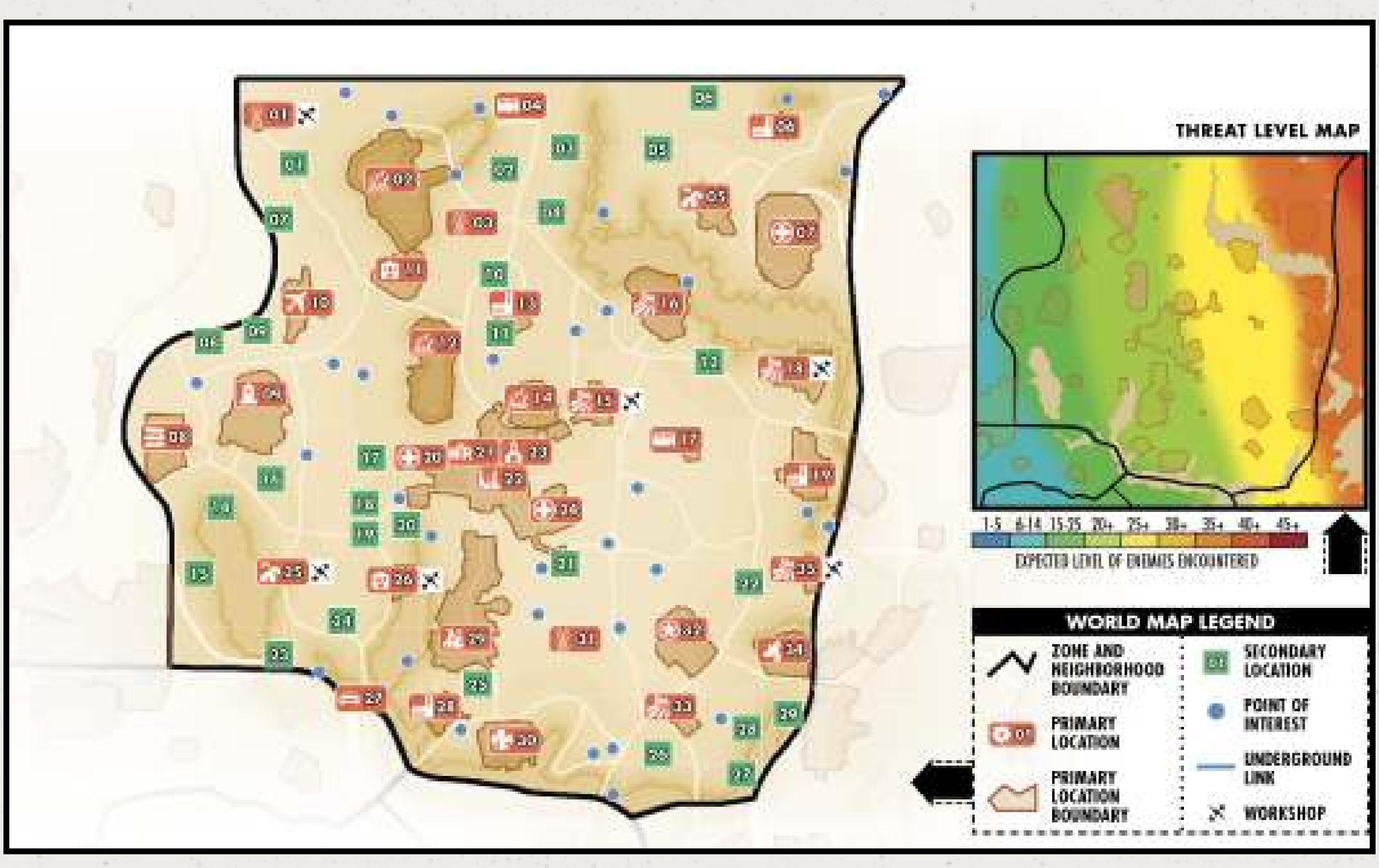
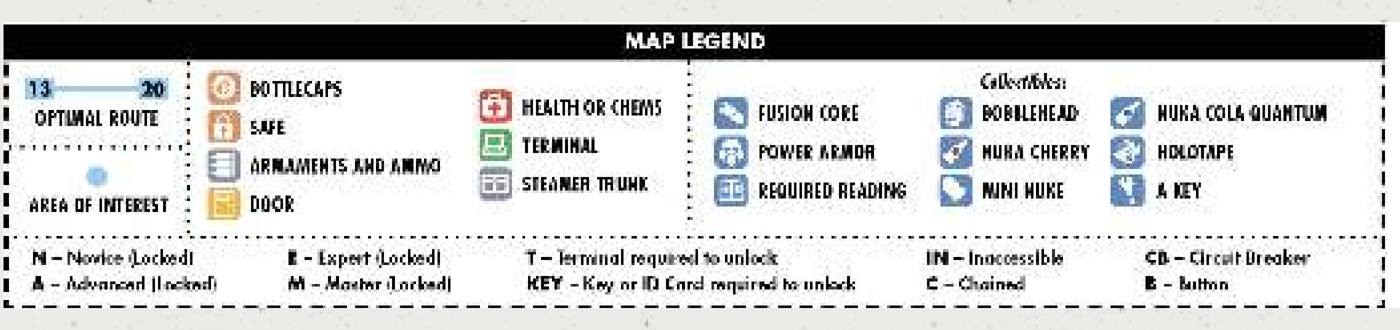
GAME OF THE YEAR EDITION

Zone 2: North Central Commonwealth

Overview


THREAT LEVEL MAP
1-5
6-14
15-35
20+
25+
30+
35+
40+
45+
EXPECTED LEVEL OF ENEMIES ENCOUNTERED
WORLD MAP LEGEND
ZONE AND NEIGHBORHOOD BOUNDARY
PRIMARY LOCATION
PRIMARY LOCATION BOUNDARY
SECONDARY LOCATION
POINT OF INTEREST
UNDERGROUND LINK
WORKSHOP


MAP LEGEND
13
20
OPTIMAL ROUTE
AREA OF INTEREST
BOTTLECAPS
SAFE
ARMAMENTS AND AMMO
DOOR
HEALTH OR CHEMS
TERMINAL
STEAMER TRUNK
FUSION CORE
POWER ARMOR
REQUIRED READING
Collectibles:
BOBBLEHEAD
NUKA CHERRY
MINI NUKE
NUKA COLA QUANTUM
HOLOTAPE
A KEY
N – Novice (Locked)
A – Advanced (Locked)
E – Expert (Locked)
M – Master (Locked)
T – Terminal required to unlock
KEY – Key or ID Card required to unlock
IN – Inaccessible
C – Chained
CB – Circuit Breaker
B – Button

Bordered by the elevated freeway to the east and west and the Mystic River to the south, this part of the Commonwealth consists of the main township of Malden in its center, with various interesting and dangerous smaller locations surrounding it. The farther south you go, the more industrial the landscape becomes. The farther east you go, the more dangerous the inhabitants become. However, you are encouraged to chance a meeting at the more esoteric establishments in this zone, allowing you to befriend both robots and ghouls alike. And even Deathclaws! But not Super Mutants.

Primary Locations

[2.01] Outpost Zimonja

[2.02] Lake Quannapowitt

[2.03] Radio Tower 3SM–U81

[2.04] Recon Bunker Theta

[2.05] Lynn Woods

[2.06] Parsons Creamery

[2.07] Parsons State Insane Asylum

[2.08] Rotten Landfill

[2.09] Wildwood Cemetery

[2.10] Skylanes Flight 1981

[2.11] General Atomics Galleria

[2.12] Dark Hollow Pond

[2.13] Mass Fusion Containment Shed

[2.14] Old Gullet Sinkhole

[2.15] Greentop Nursery

[2.16] Breakheart Banks

[2.17] Listening Post Bravo

[2.18] The Slog

[2.19] Saugus Ironworks

[2.20] Medford Memorial Hospital

[2.21] Malden Center

[2.22] Slocum's Joe Corporate HQ

[2.23] Malden Middle School (Vault 75)

[2.24] Med–Tek Research

[2.25] Covenant

[2.26] Taffington Boat House

[2.27] Tucker Memorial Bridge

[2.28] Poseidon Energy Turbine #18–F

[2.29] West Everett Estates

[2.30] Irish Pride Industries Shipyard

[2.31] Relay Tower OMC–810

[2.32] National Guard Training Yard

[2.33] County Crossing

[2.34] Revere Satellite Array

[2.35] Finch Farm

Secondary Locations

[2.01] Container Truck Camp

[2.02] Hilltop Hut

[2.03] Car Tree Camp

[2.04] Deserted Picnic Area

[2.05] Deathclaw Nest (Lynn Woods)

[2.06] Rusty Trailer

[2.07] Bloatfly Camp

[2.08] Billboard Scavenger Shack

[2.09] Elevated Gunner Camp

[2.10] Wicked Shipping Container Truck #3

[2.11] Scavenger Camp

[2.12] Military Convoy (APCs and Trailer)

[2.13] Elevated Freeway: Elevated Trailer

[2.14] Crashed Vertibird (Covenant Lake)

[2.15] The Fishing Spot (Covenant Compound)

[2.16] Rusty Tractor

[2.17] Old Caravan Trailer

[2.18] The Locked Trailer

[2.19] Caravan Crossroads

[2.20] Malden Drainage

[2.21] Brotherhood of Steel Battle Site

[2.22] Military Convoy (Training Yard)

[2.23] Abandoned Raider Camp (Elevated Freeway)

[2.24] Derelict Mansion

[2.25] Military APCs

[2.26] Cooling Vats

[2.27] River's End Shack

[2.28] Protectron Trailer

[2.29] River's End Warehouse

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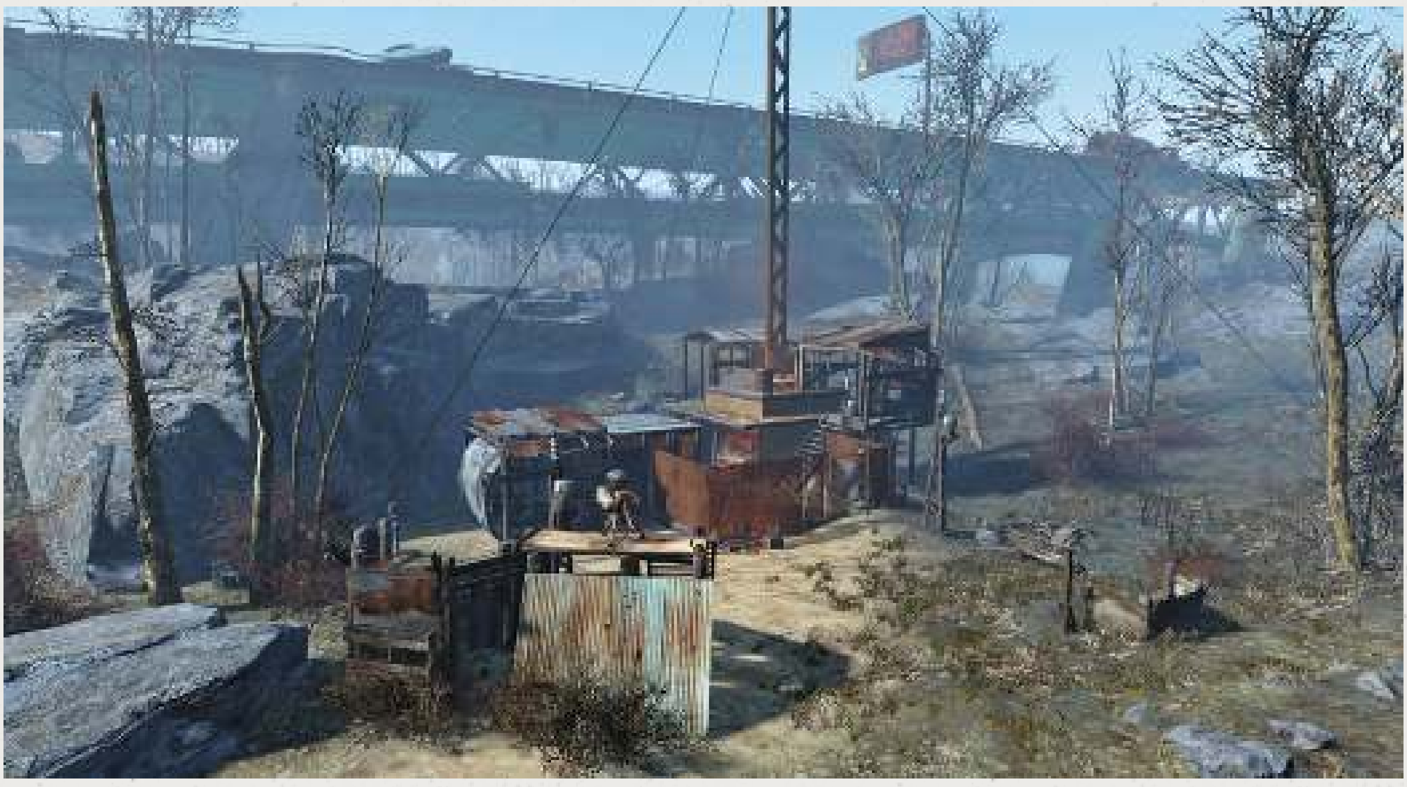
[2.01] Outpost Zimonja

THREAT LEVELS 15-25



- Armaments and Ammo
- Armaments and Ammo: Mini Nuke
- Collectible: Required Reading: Astoundingly Awesome Tales 7
- Crafting: Cooking Station
- Danger: Turrets!
- Faction: Raider
- Faction: Character: Boomer
- Services: Workshop

VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke

Required Reading: Astoundingly Awesome Tales

A settler camp built around an old relay station has recently been overridden by Raiders under the command of a heavily armed (and armored) ne'er-do-well named Boomer. Remember to pick that ripe Mini Nuke from the tato plant allotment afterward!

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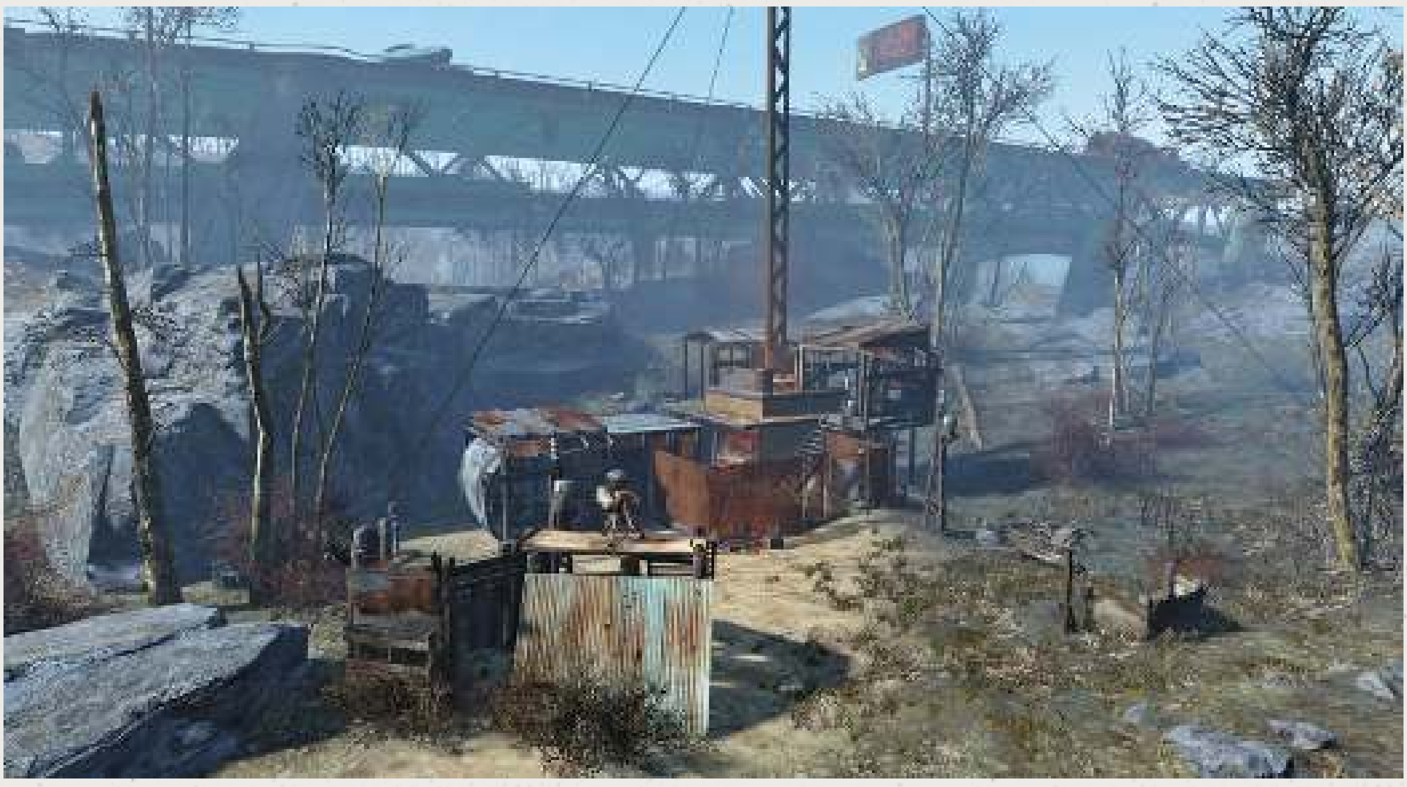
[2.01] Outpost Zimonja

THREAT LEVELS 15-25 🟦🟦🟩⬜⬜⬜⬜⬜⬜



- Armaments and Ammo
- Armaments and Ammo: Mini Nuke
- Collectible: Required Reading: Astoundingly Awesome Tales 7
- Crafting: Cooking Station
- Danger: Turrets!
- Faction: Raider
- Faction: Character: Boomer
- Services: Workshop

VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke

Required Reading: Astoundingly Awesome Tales

A settler camp built around an old relay station has recently been overridden by Raiders under the command of a heavily armed (and armored) ne'er-do-well named Boomer. Remember to pick that ripe Mini Nuke from the tato plant allotment afterward!

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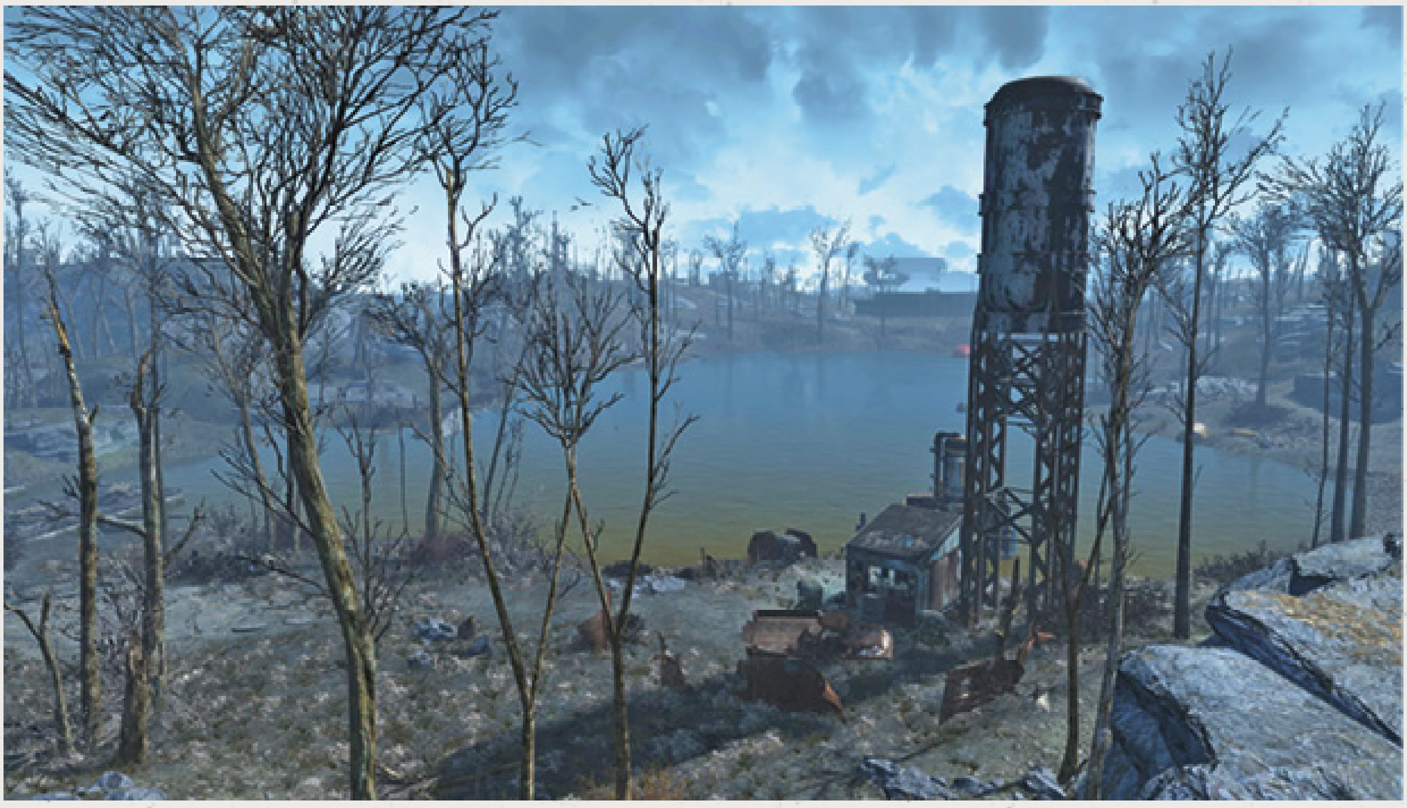
[2.02] Lake Quannapowitt

THREAT LEVELS 20+ 🟦🟦🟩🟩☐☐☐☐☐



- Armaments and **Ammo**
- Armaments and **Ammo**: Trunk
- Danger: Radiation (Severe)!
- Faction: Bloatflies
- Faction: Bloodbugs
- Faction: Mirelurks

Suffering from a pollution problem even before the current inhospitable living conditions, this remote lake provides habitat for Mirelurks and a few airborne bugs. If you must swim, dive into the northern part of the lake where a sunken rowboat yields a steamer trunk of goods.

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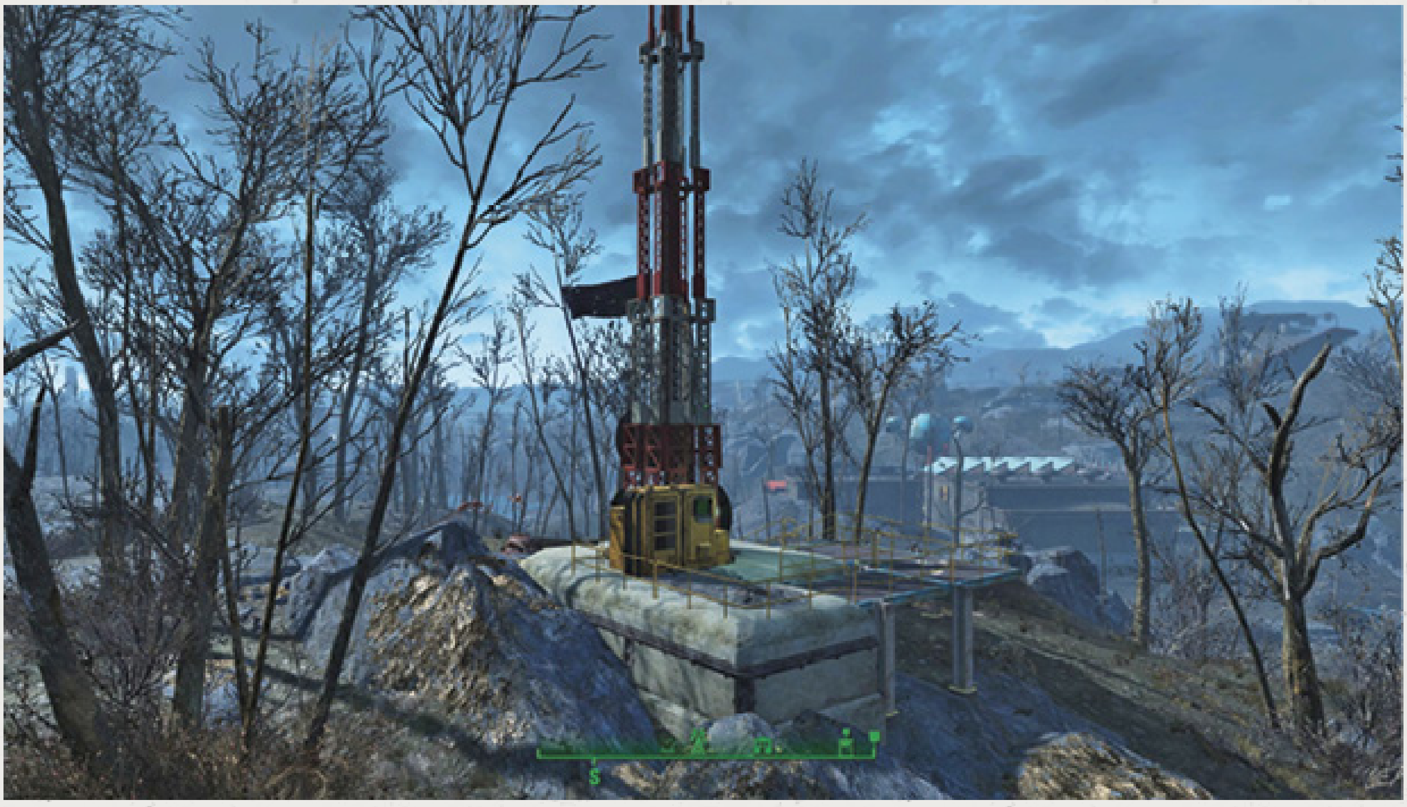
[2.03] Radio Tower 3SM-U81

THREAT LEVELS 20+ 🟦🟦🟩🟩⬜⬜⬜⬜⬜



- Faction: Bloodbugs
- Radio: Automated Radio Alarm
- Radio: Greenbriar Radio Signal
- Radio: Nautical Radio Signal

This is part of the Commonwealth relay tower network. Authorized personnel only. Use the relay tower terminal to amplify three nearby radio signals.

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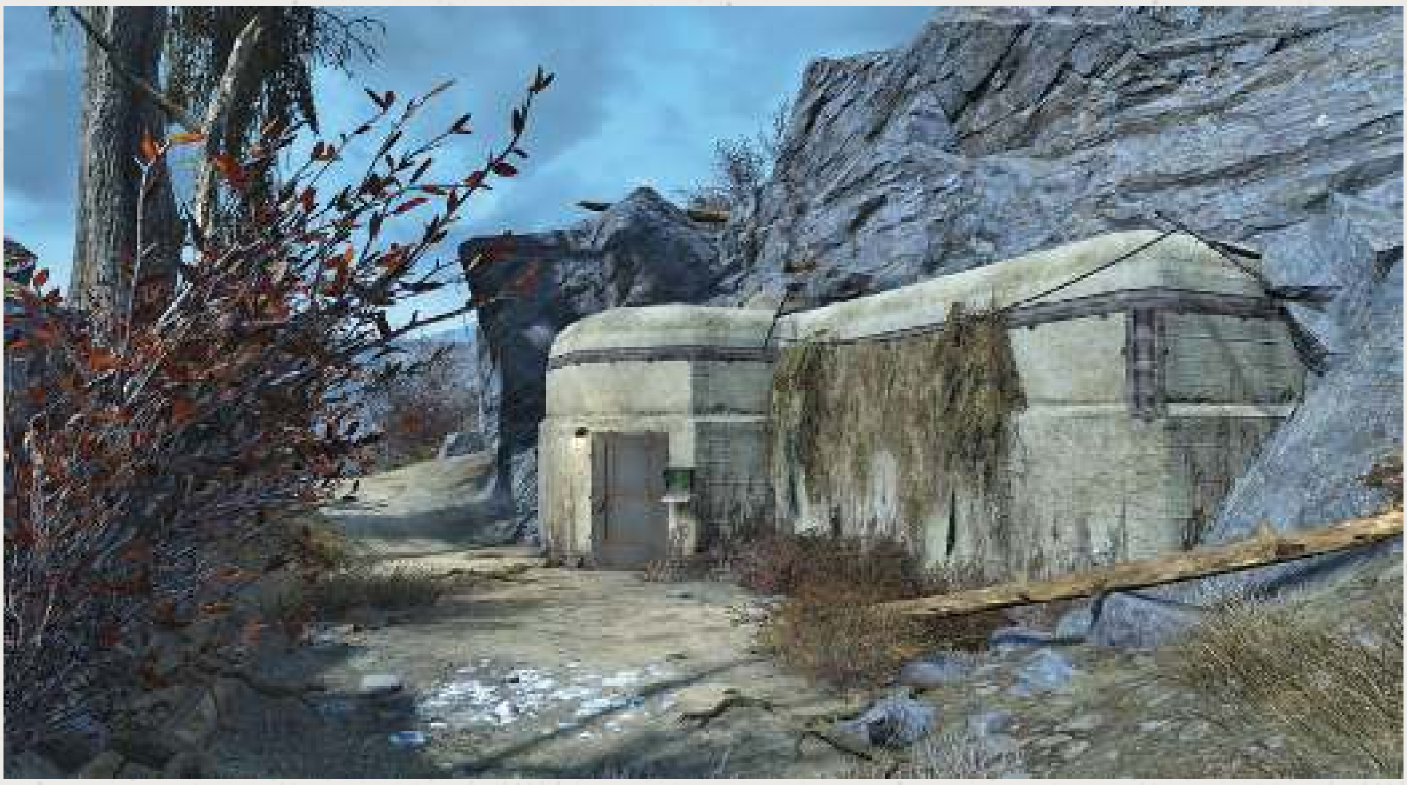
Primary Locations

[2.04] Recon Bunker Theta

THREAT LEVELS 25+ 🟦🟦🟩🟩🟨☐☐☐☐☐



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Armor Part: Fusion Core
- Bottlecaps
- Danger: Oil!
- Faction: Character: Paladin Brandis
- Quest Visit: The Lost Patrol (Brotherhood of Steel)

VAULT-TEC RECOMMENDED LOOT

Armor Part: Fusion Core

This bunker has been sealed and cannot be accessed unless the specified quest is active. Inside is a small bunker stacked with scrap parts and other items of interest. With the quest active, the bedside trunk can be accessed.

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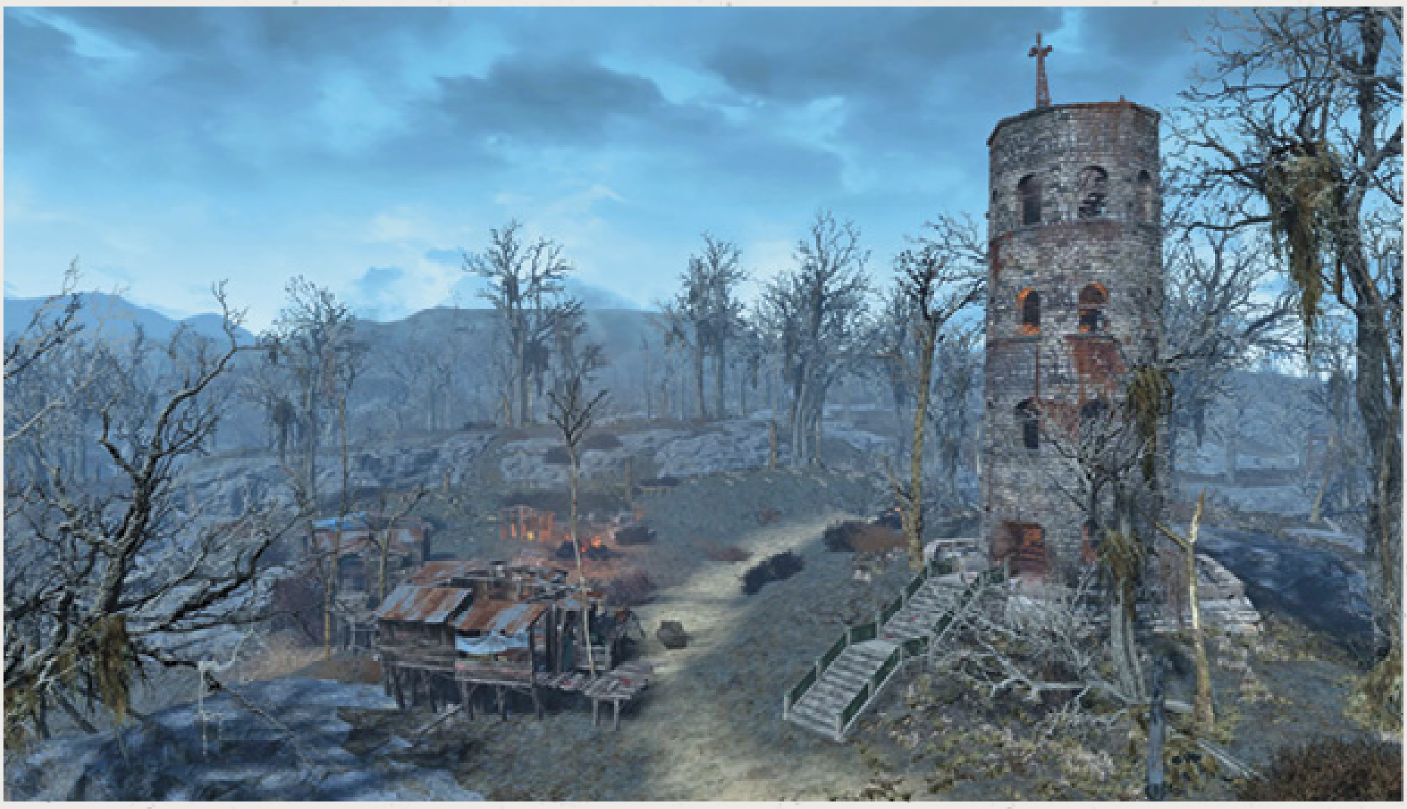
Primary Locations

[2.05] Lynn Woods

THREAT LEVELS 35+



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Collectible: Required Reading: Wasteland Survival Guide
- Bottlecaps
- Danger: Tripwire!
- Faction: Deathclaws
- Faction: Raiders
- Health or Chems
- Quest Visit: The Devil's Due (Side Quest)

Dominated for centuries by an old stone lookout tower, this settler encampment was recently pillaged by Raiders. Why not return the favor? Expect reinforcements if you scale the tower; even the odds by flipping the circuit breaker atop the tower. The siren summons two Deathclaws from a nearby nest. Unlock the steamer trunk (Master) using good old-fashioned chuzpah, or use the key on the settler corpse at the top of the tower.

VAULT-TEC RECOMMENDED LOOT

Required Reading: Wasteland Survival Guide

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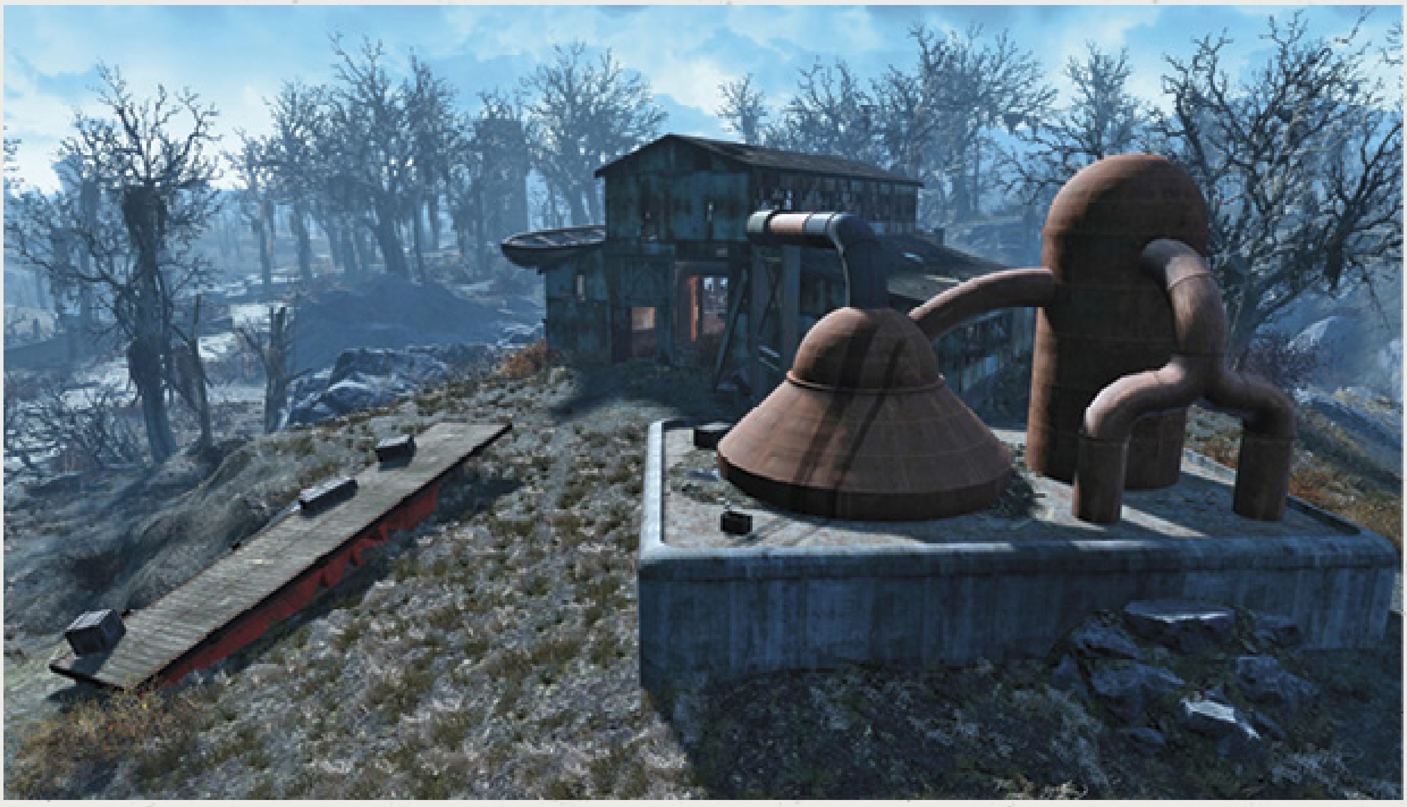
[2.06] Parsons Creamery

THREAT LEVELS 35+



- Armaments and Ammo
- Faction: Raiders
- Quest Visit: The Secret of Cabot House (Side)

This company once provided milk for the Medford area and was part of the Little Cobb Creamery collective. Unless the specified quest is active, this place is deserted. Otherwise, expect a Raider presence. If you're adept at safecracking, expect a pleasant surprise here (Advanced). Explore the roof to locate a skeleton close to an assault rifle and locked wooden crate (Novice). If you're after a boatload of grenades, you've come to the right place.

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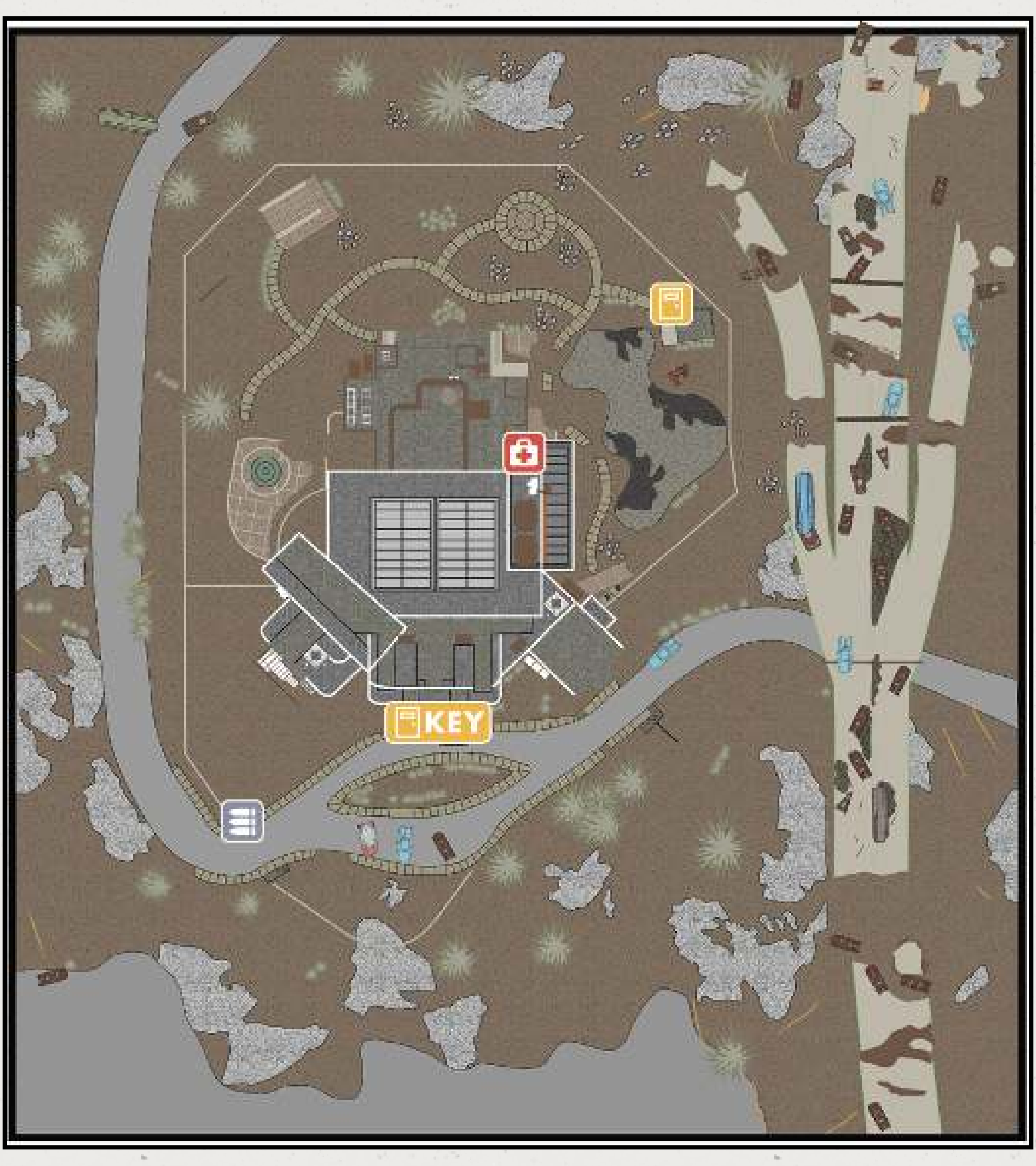
[2.07] Parsons State Insane Asylum

THREAT LEVELS 35+

- Armaments and Ammo
- Bottlecaps
- Collectible: Bobblehead: Charisma
- Collectible: Required Reading: Massachusetts Surgical Journal
- Crafting: Chemistry Station
- Danger: Madness!
- Danger: Mines!
- Danger: Radiation (Mild)!
- Danger: Turrets!
- Faction: Radroaches (quest only)
- Faction: Mercenaries (Cabot family)
- Faction: Raiders (quest only)
- Faction: Character: Lefty
- Faction: Character: Lorenzo Cabot
- Health or Chems
- Quest Visit: The Secret of Cabot House (Side)
- Unique Item: Lorenzo's Suit
- Unique Item: Gamma Gun
- Unique Item: Mysterious Serum

Fig 2.07A: Parsons State Insane Asylum (Exterior)



VAULT-TEC RECOMMENDED LOOT

Bobblehead: Charisma

Required Reading: Massachusetts Surgical Journal

You cannot enter this location unless the specified quest is active.

Before the Great War, this asylum was built to house the addled, weak of brain, and terminally confused folk of the Commonwealth. Old records state that additional subterranean rooms were created to house particularly difficult guests. The location appears to have been built by the Cabot family of the Beacon Hill neighborhood of Boston. Armed mercenary guards currently patrol the facility.

There's bloodleaf in the pond to the east. The only entrance is the ominous but grand doorway to the south, which is only accessed with a key, given to you during the specified quest.

Fig 2.07B: Parsons State Administration (Interior)

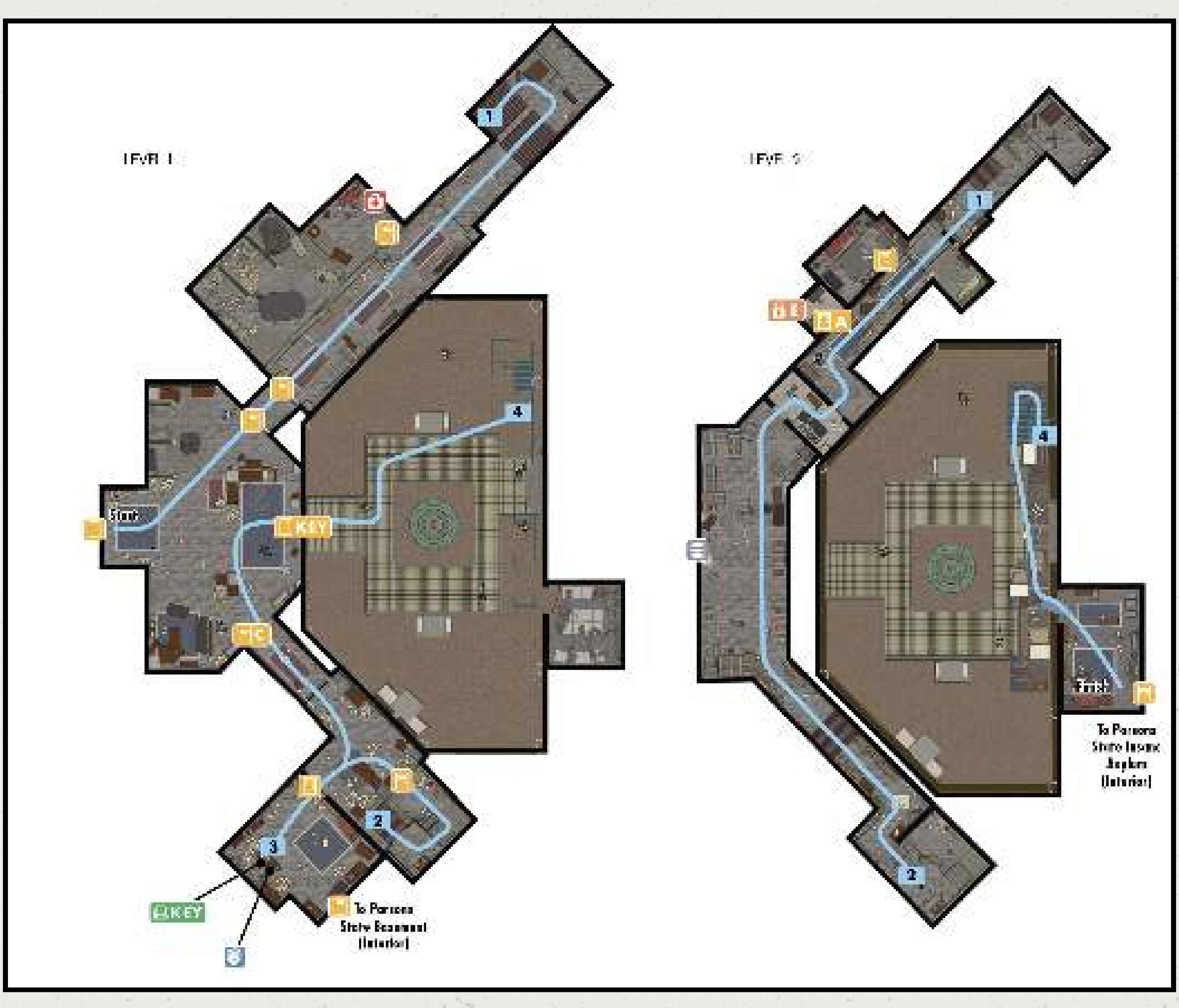

LEVEL 1
LEVEL 2
1
2
3
4
Start
KEY
C
KEY
To Parsons State Basement (Interior)
Finish
To Parsons State Insane Asylum (Interior)

Fig 2.07C: Parsons State Insane Asylum (Interior)

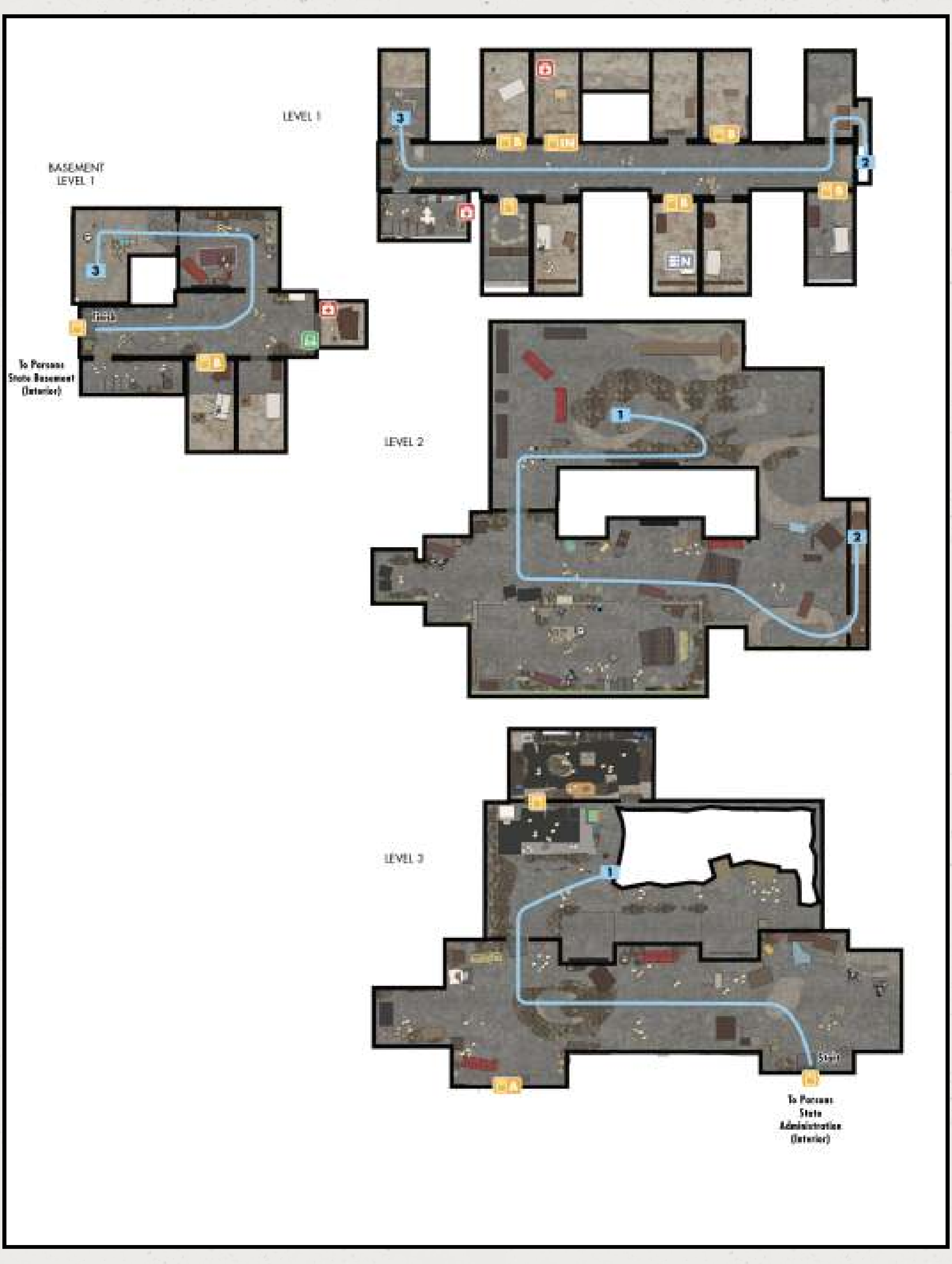
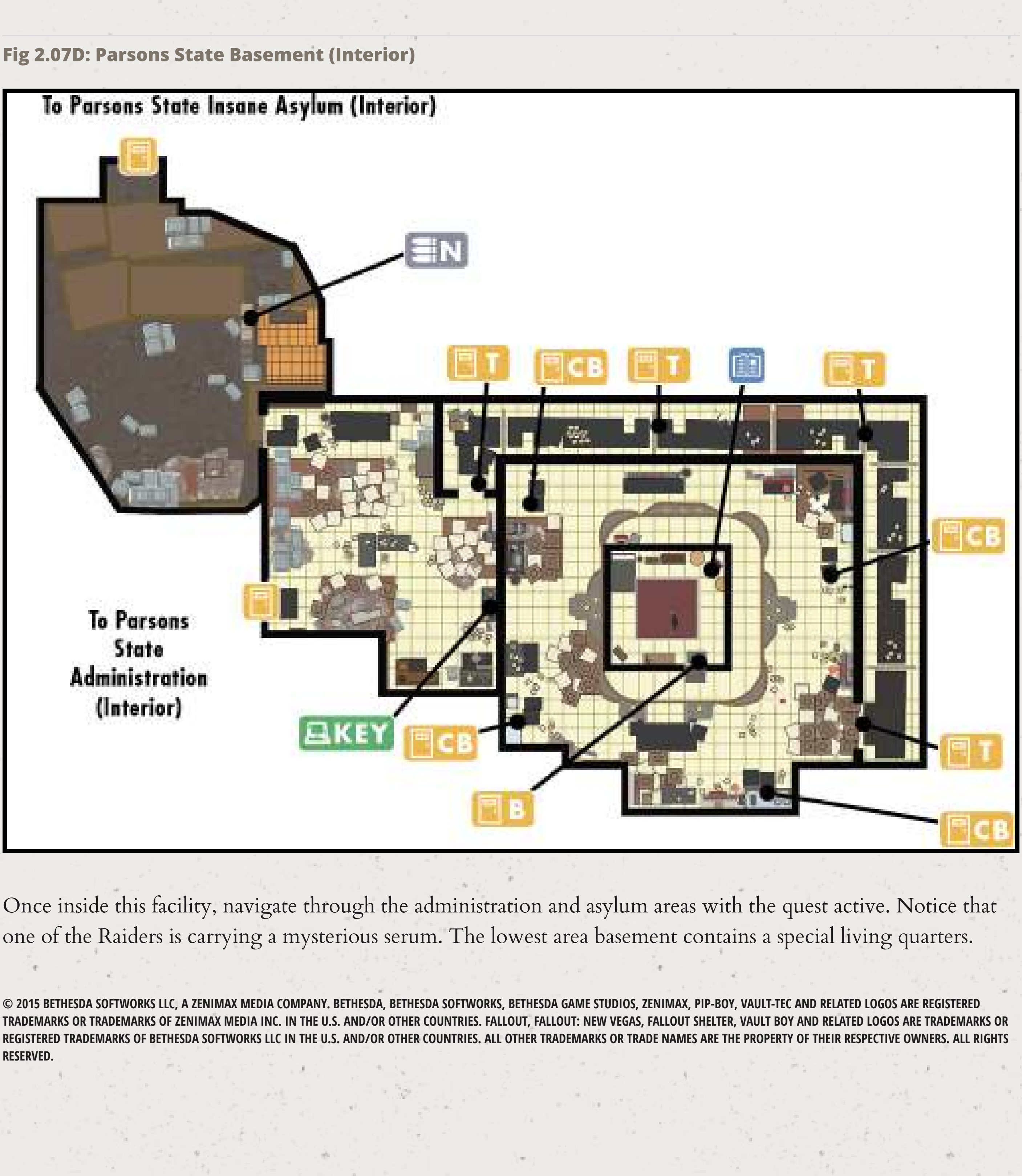

LEVEL 1
BASEMENT LEVEL 1
LEVEL 2
LEVEL 3
1
2
3
B
N
Finish
To Parsons State Basement (Interior)
Start
To Parsons State Administration (Interior)

Fig 2.07D: Parsons State Basement (Interior)


To Parsons State Insane Asylum (Interior)
N
T
CB
T
T
CB
To Parsons State Administration (Interior)
KEY
CB
B
T
CB

Once inside this facility, navigate through the administration and asylum areas with the quest active. Notice that one of the Raiders is carrying a mysterious serum. The lowest area basement contains a special living quarters.

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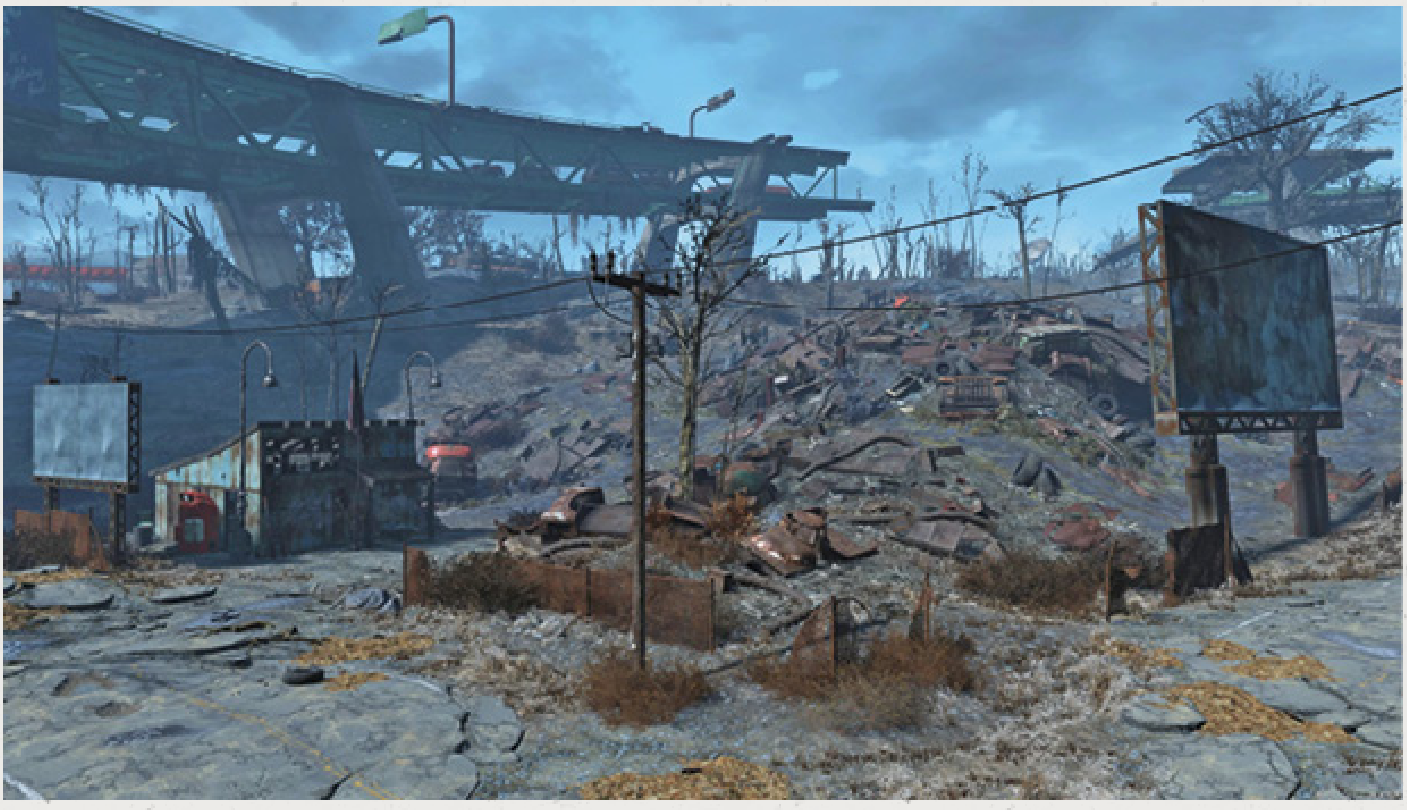
[2.08] Rotten Landfill

THREAT LEVELS 6-14



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Faction: Mole Rats
- Faction: Settler
- Health or Chems
- Services: Trader

Mole Rats are raising merry hell at this location and have overrun this refuse dump. Inspect the interior of the trash mound to fully eradicate these vermin; there's a trunk in this junk. If you return and settlers are still alive, they give you caps for your help.

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[2.09] Wildwood Cemetery

THREAT LEVELS 15-25 🟦🟦🟩⬜⬜⬜⬜⬜⬜

- Armaments and Ammo
- Collectible: Required Reading: Total Hack
- Faction: Mole Rats
- Faction: Raiders
- Health or Chems

VAULT-TEC RECOMMENDED LOOT

Required Reading: Total Hack

The historic Wildwood Cemetery was founded in 1851, and numerous local dignitaries may be buried here. Confirmation is difficult due to the lack of prewar data.

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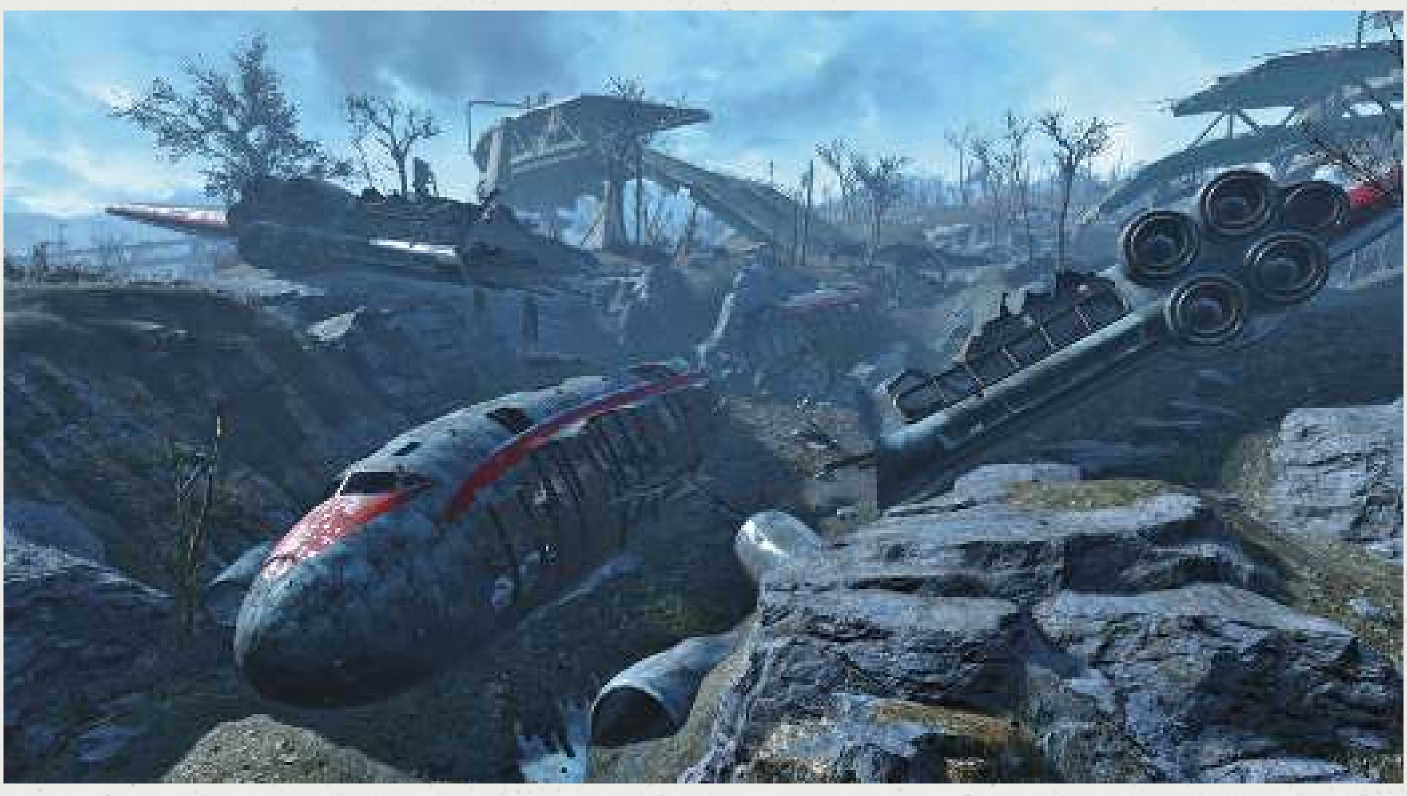
[2.10] Skylanes Flight 1981

THREAT LEVELS 15-25



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Bottlecaps++
- Collectible: Required Reading: Astoundingly Awesome Tales
- Danger: Explosive Barrels!
- Faction: Feral Ghouls
- Faction: Raiders
- Faction: Character: Ness
- Faction: Character: Mr. Donoghue
- Health or Chems
- Holotape: Skylanes Flight 1981 Recording
- Quest Visit: Miscellaneous (Random Encounter: Ness)

On October 23, 2077, Skylanes Flight 1981 (with service to Boston) had just begun its final descent when the bombs began to fall. The shock wave crippled the plane. Since the crash, the wreckage has been picked over by generations of Raiders and scavengers.

VAULT-TEC RECOMMENDED LOOT

Required Reading: Astoundingly Awesome Tales

Bottlecaps

Scavenge the wings, engine, and fuselage for chems, ammo, and caps, as well as a Jangles the Moon Monkey. The front section of fuselage has a magazine to gather from the restroom, a steamer trunk you need to drop down from outside to reach, and a Holotape at the cockpit of the final moments of the flight. Underneath is a hidden compartment (Master) with a smuggling manifest.

Miscellaneous Quest (Random Encounter: Ness)

1. Investigate the crash site

2. Meet Ness near the crash site

3. Secure the crash site

4. Collect your pay

If you haven't picked the location clean, and if you've randomly stumbled upon Ness during your travels, she mentions some loot hidden at this location. Agree to find it.

CHARISMA

(Easy, Medium, Hard) Feel free to ask for more caps.

If you already found the compartment, the quest concludes.

Visit this location and remove any Raiders. Speak with Ness to receive your caps. If you kill Ness at any time, she has the compartment key on her. If you collect your pay from Ness and leave, she clears out the secret compartment herself.

Ness' key also unlocks a secret compartment at Primary Location [5.32] Skylines Flight 1665 in the Glowing Sea.

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

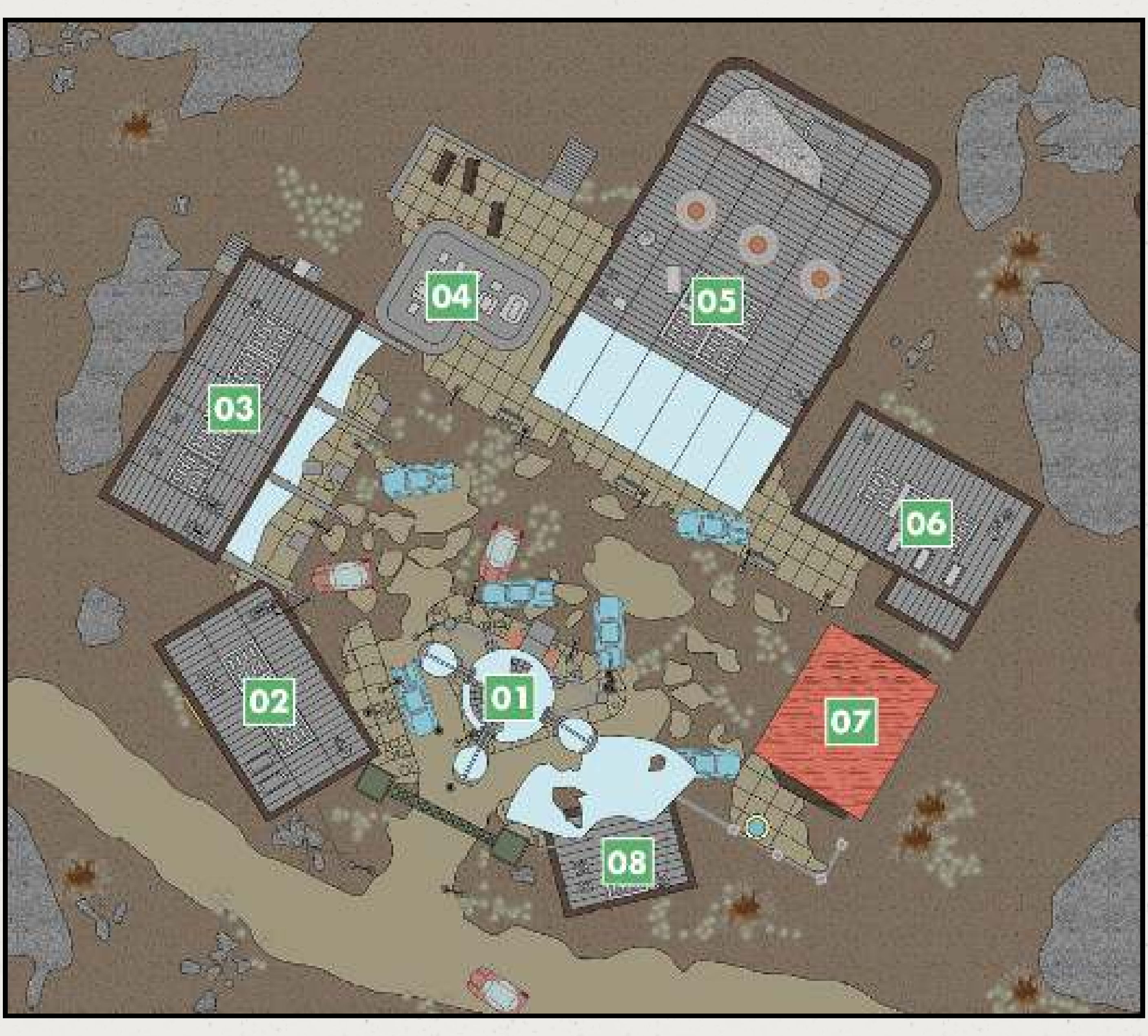
Primary Locations

[2.11] General Atomics Galleria

THREAT LEVELS 20+ 🟦🟦🟩🟩☐☐☐☐☐

- Armaments and **Ammo**
- Bottlecaps
- Danger: Escaping Gas!
- Danger: Explosive Barrels!
- Danger: Long Drop!
- Danger: Mines!
- Faction: Robots
- Faction: Character: Bean
- Faction: Character: Cook Handy
- Faction: Character: Crisp
- Faction: Character: Danny
- Faction: Character: Greeter
- Faction: Character: Kingpin
- Faction: Character: Lane
- Faction: Character: Mack
- Faction: Character: Professor Scara (quest only)
- Faction: Character: Reg
- Faction: Character: Spare
- Faction: Character: Sprocket
- Faction: Character: Split
- Faction: Character: Strike
- Faction: Character: Tenpin
- Faction: Character: Torte
- Faction: Character: The Champ
- Faction: Character: The Director
- Faction: Character: Waitron
- **Health or Chems**
- Quest Start: **Miscellaneous** (Galleria)
- Quest Visit: **Liberty Reprimed** (Brotherhood of Steel)
- Services: Trader (Bean)
- Services: Trader (Crisp)
- Services: Trader (Danny)
- Services: Trader (Reg)
- Services: Trader (Sprocket)
- Services: Trader (Waitron)

Fig 2.11: General Atomics Galleria (Exterior)



A fully automated model shopping center designed by General Atomics to showcase the versatility of their line of robots. The centerpiece is a towering Mr. Handy statue. The location is currently closed due to a series of lethal programming glitches.

Miscellaneous Quest (Galleria)

1. Report to the director of the General Atomics Galleria

Speak to the greeter and agree to report to the director. He resides within the head of the Mr. Handy statue.

CHARISMA

(Medium, Hard) You can bluff your credentials.

Otherwise, the director deems you a threat and the situation dissolves into violence. You can override the director from his terminal (Master).

01. Mister Handy Statue

This is where the director is stationed. Use the lift to enter and exit, and hack the terminal (Master) if you wish.

– If you thoroughly explored **[18.02] General Atomics Factory** in South Boston, you may actually have a General Atomics ID. Present it, and all will be well.

– If you kill the Director, you can use his terminal to choose from several options that will disable or destroy the robots, or trigger the Grand Reopening. Can't hack the (Master) terminal? There's a password on the supervisor's terminal in Back Alley Bowling.

VAULT-TEC RECOMMENDS

The Grand Reopening resolves most of the glitches with the Galleria's robots. If they survived, many of the robots will now act as traders, although their supplies are rather limited. And as the Galleria's new owner, you're free to loot all of the stores.

02. Madden's Boxing Gym

Expect a fight at Madden's Gym. Step into the ring and face The Champ, but be wary of fouls—using any weapon other than boxing gloves or stepping out of the ring will cause all three robots to attack.

After the Grand Reopening, you can trade with Danny. There are **chems** to gather, and a back room (Advanced) where you can hack a terminal (Novice) to start a manager's sale, which improves Danny's prices.

After the Grand Reopening, you can also buy supplies from Sproket.

03. General Atomics Outlet

Visit Sprocket at the outlet store for a product demonstration. Scavenge the robots and area for parts and **ammo**. Access the workroom using chutzpah (Expert) or the key in the cash register. There's a locked toolbox (Novice) inside.

04. Handy Eats Diner

Visit the diner and speak to the waitron about taking your order. Cook is waiting to chef something up and is a miserable sod.

05. Back Alley Bowling

At Back Alley Bowling, Tenpin is happy to let you pass for a small fee (or if you have a General Atomics ID card). Otherwise, expect a fight with him, Lane, and Split. Check the restrooms for **chems** and caps. Find a safe (Advanced) and a Jangles the Moon Monkey in the storeroom behind Tenpin. Check behind the lanes to visit Kingpin, who's near a steamer trunk and other **ammo** to scavenge. Visit Strike at the upstairs bar, which needs a little freshening up. The stairwell provides access to the roof, a supervisor's room with **chems**, and a terminal (Advanced) that explains the history of the Galleria. You can find a password to this terminal near the Director in the Mister Handy Statue.

06. Fallon's Department Store

Visit Reg at Fallon's, but be careful not to touch the merchandise. After the Grand Reopening, he's a little more willing to part with his wares.

07. Pirelli's Bakery

You can visit Crisp at the bakery, but be warned-- it may be a long wait. Expect better service after the Grand Reopening.

08. Slocum's Joe

Visit Bean at Slocum's Joe for a quick cuppa. Wait, can you smell gas?

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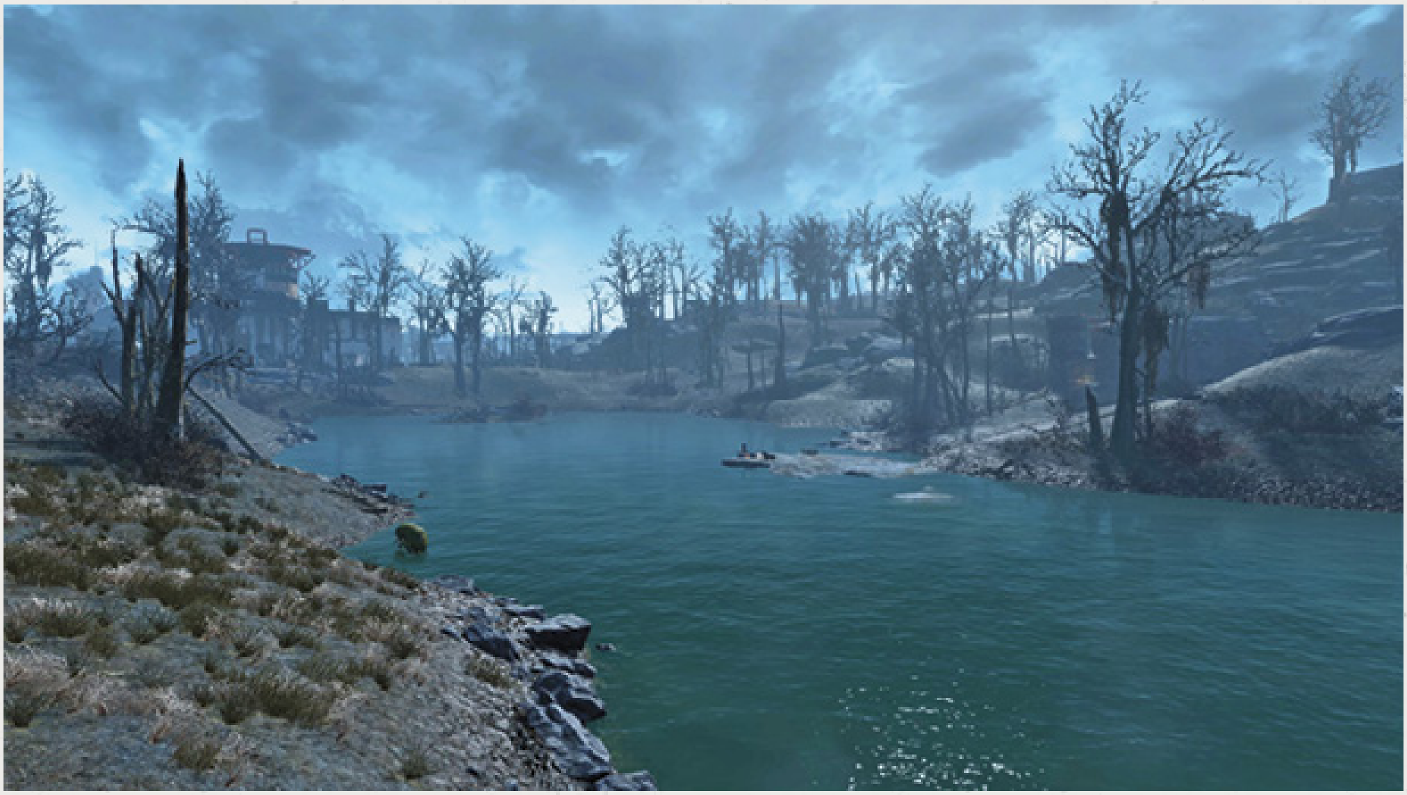
Primary Locations

[2.12] Dark Hollow Pond

THREAT LEVELS 20+ 🟦🟦🟩🟩☐☐☐☐☐



- Danger: Radiation (Mild)!
- Faction: Mirelurks
- Faction: Raiders

A prime recreation spot for the inhabitants of Medford, now this is home to Mirelurks and a couple of Raider stragglers with their unpleasant dogs.

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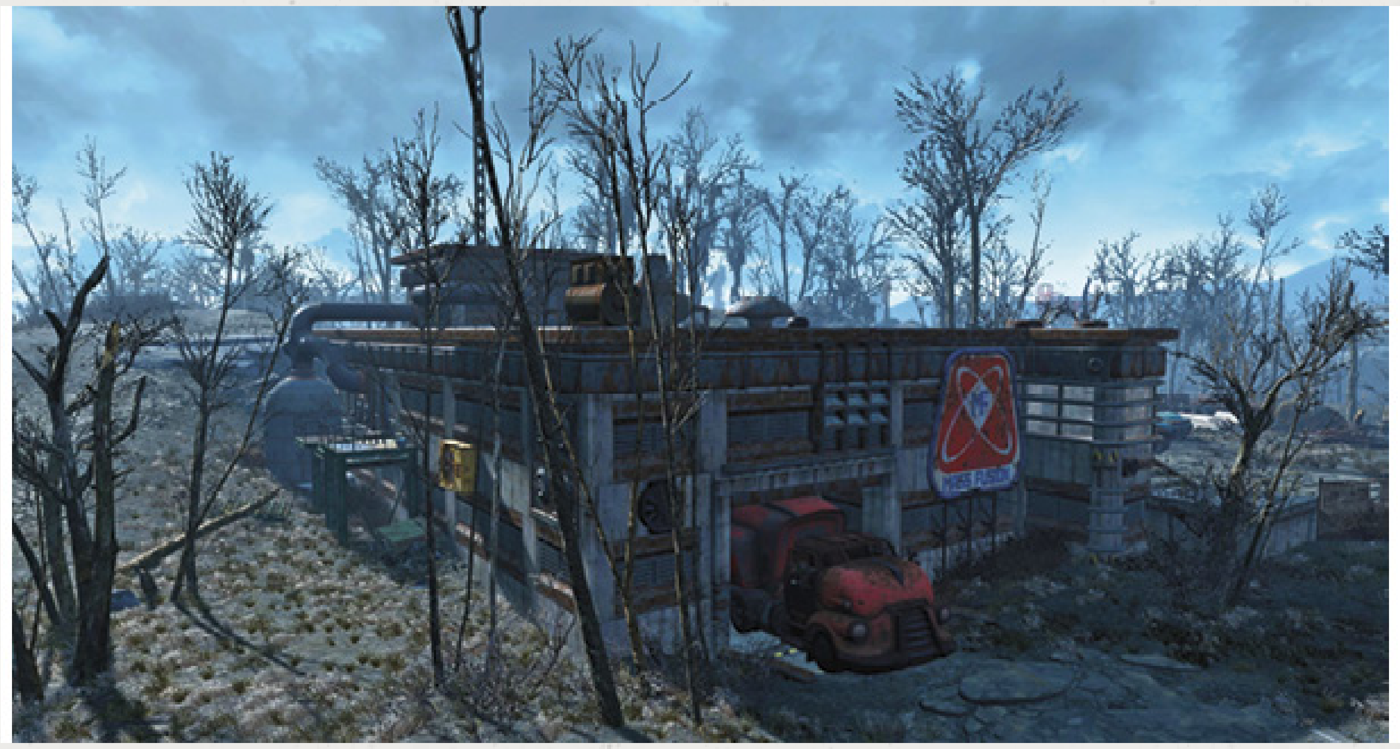
[2.13] Mass Fusion Containment Shed

THREAT LEVELS 25+



- Armaments and Ammo
- Armor Part: Fusion Core
- Danger: Oil!
- Danger: Radiation (Severe)!
- Faction: Radroaches
- Faction: Feral Ghouls

VAULT-TEC RECOMMENDED LOOT

Armor Part: Fusion Core

Mass Fusion is the leader in the safe handling and disposal of radioactive waste. Except here the place is overrun with Feral Ghouls and spilled barrels. Check the outside balcony for a cooler (Novice). Inspect the supervisor's terminal (Novice) to unlock the security door. Check the secure area for a toolbox (Novice) and a gate to a steamer trunk.

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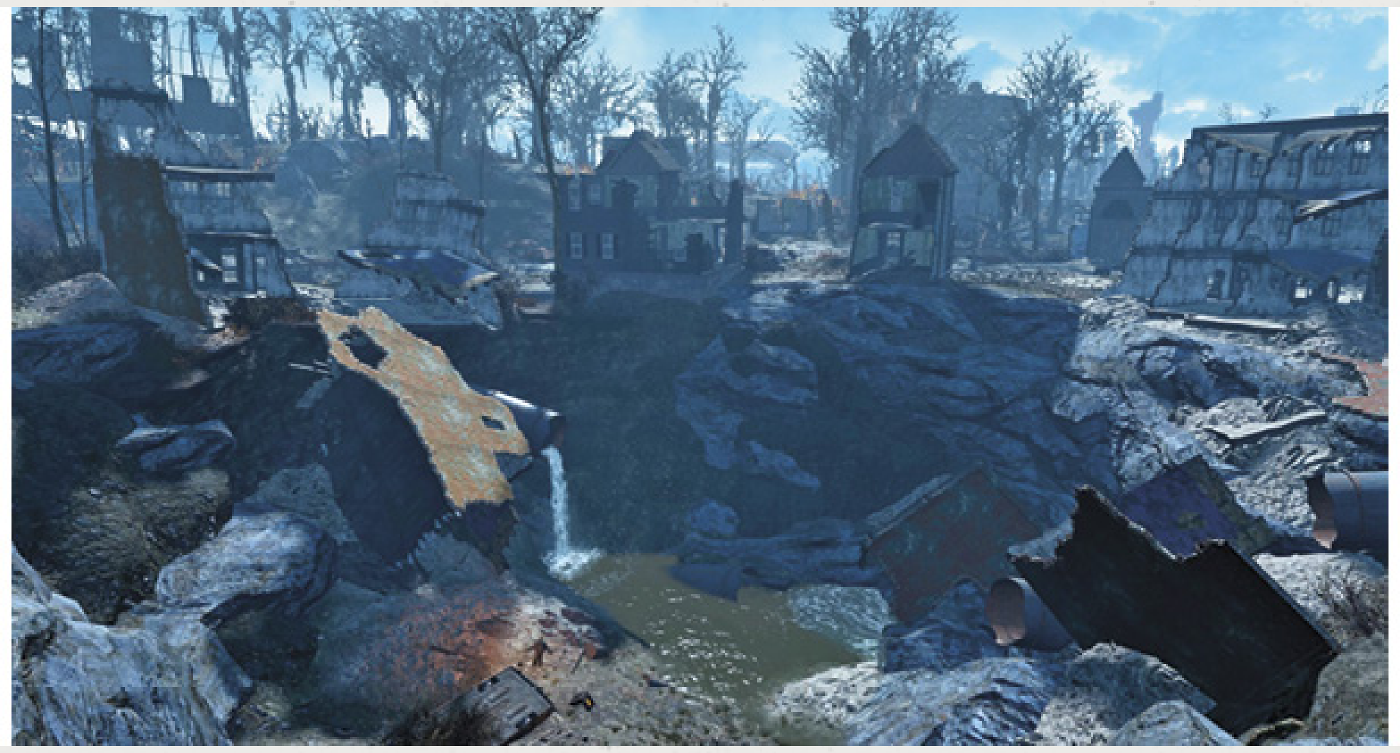
[2.14] Old Gullet Sinkhole

THREAT LEVELS 25+



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Bottlecaps
- Collectible: Required Reading: Wasteland Survival Guide
- Crafting: Cooking Station
- Danger: Radiation (Mild)!
- Faction: Deathclaw
- Faction: Feral Ghoul
- Faction: Radroaches
- Health or Chems
- Quest Visit: For Joe Savoldi (Bunker Hill)
- Unique Item: Grandpa Savoldi's Hat

VAULT-TEC RECOMMENDED LOOT

Required Reading: Wasteland Survival Guide

The latest topographical radar indicates recent seismic activity in this area. Beware the Deathclaw on the surface, guarding a trunk near an overturned car. Drop into the sinkhole to uncover some answers regarding the quest, which must be active for the discovery to be made. Don't forget the reading materials on the cooking station! Exit via the cellar of the local residence with the red chained door, watching for feral folks on the way out. There's a safe to hack too (Novice).

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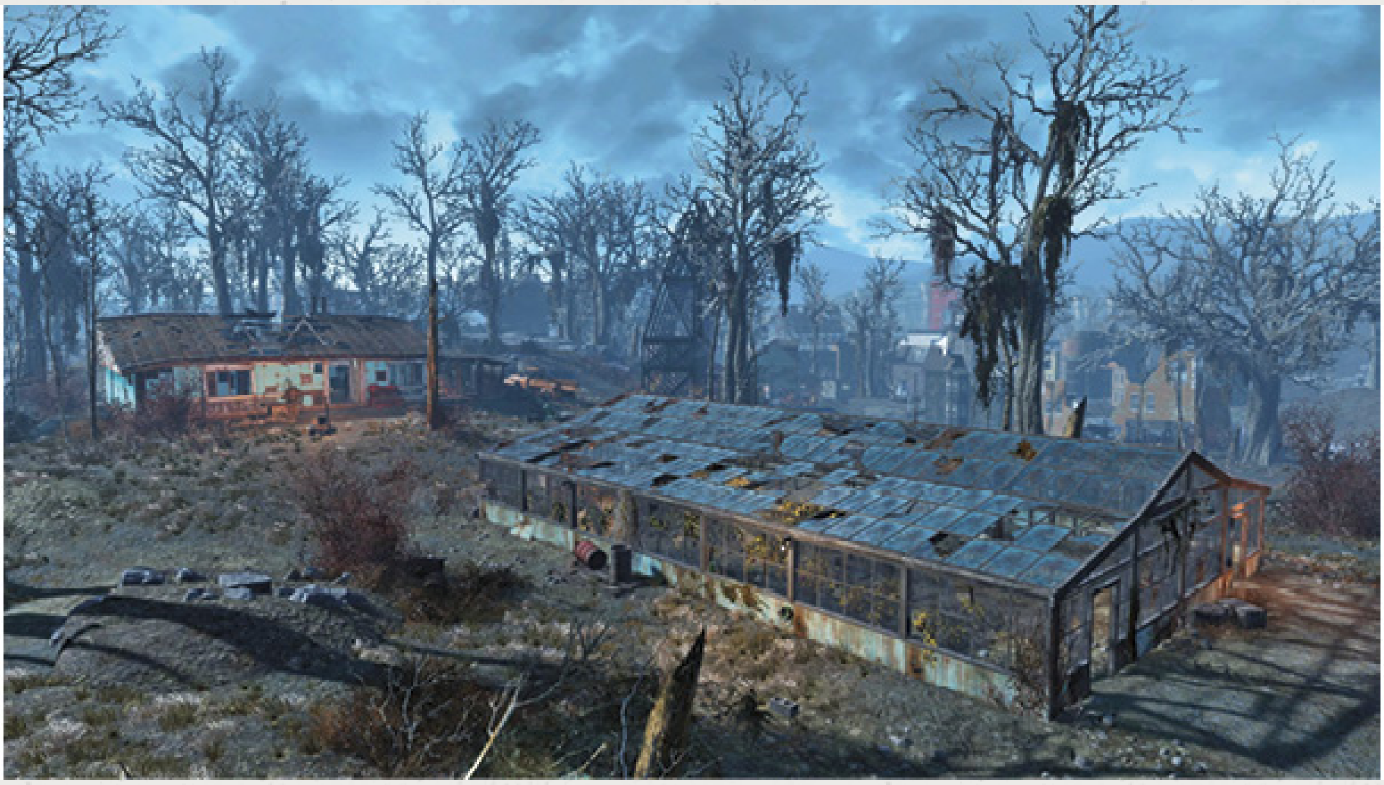
Primary Locations

[2.15] Greentop Nursery

THREAT LEVELS 25+ 🟦🟦🟩🟩🟨⬜⬜⬜⬜



- **Crafting**: Chemistry Station
- **Crafting**: Cooking Station
- Faction: Stingwings
- Faction: Settler
- Services: Workshop

This Mutfruit-growing operation on the outskirts of Malden may be beneficial to the enterprising Minuteman. The two gardeners here seem to be in need of protection and an alliance.

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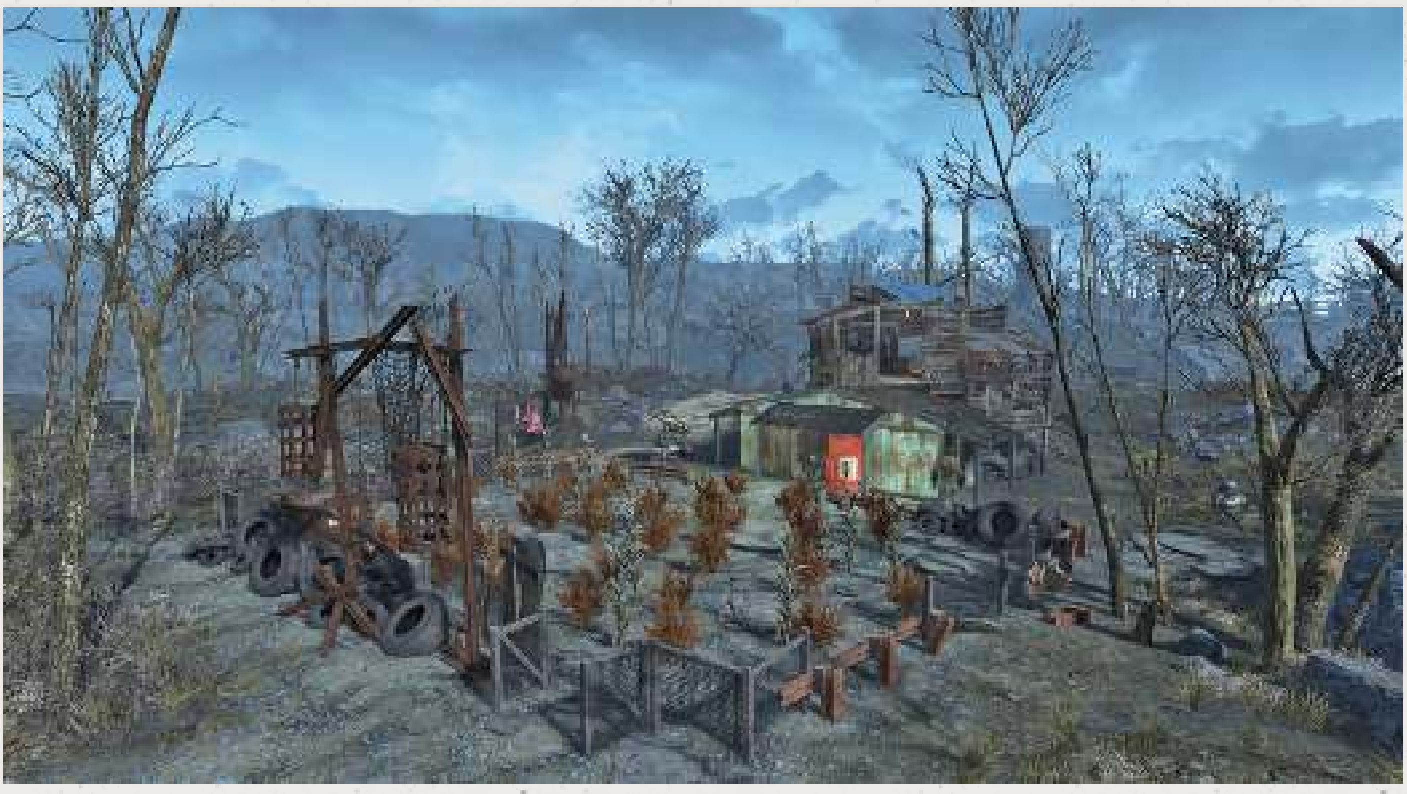
[2.16] Breakheart Banks

THREAT LEVELS 25+ 🟦🟦🟩🟩🟩🟨⬜⬜⬜⬜

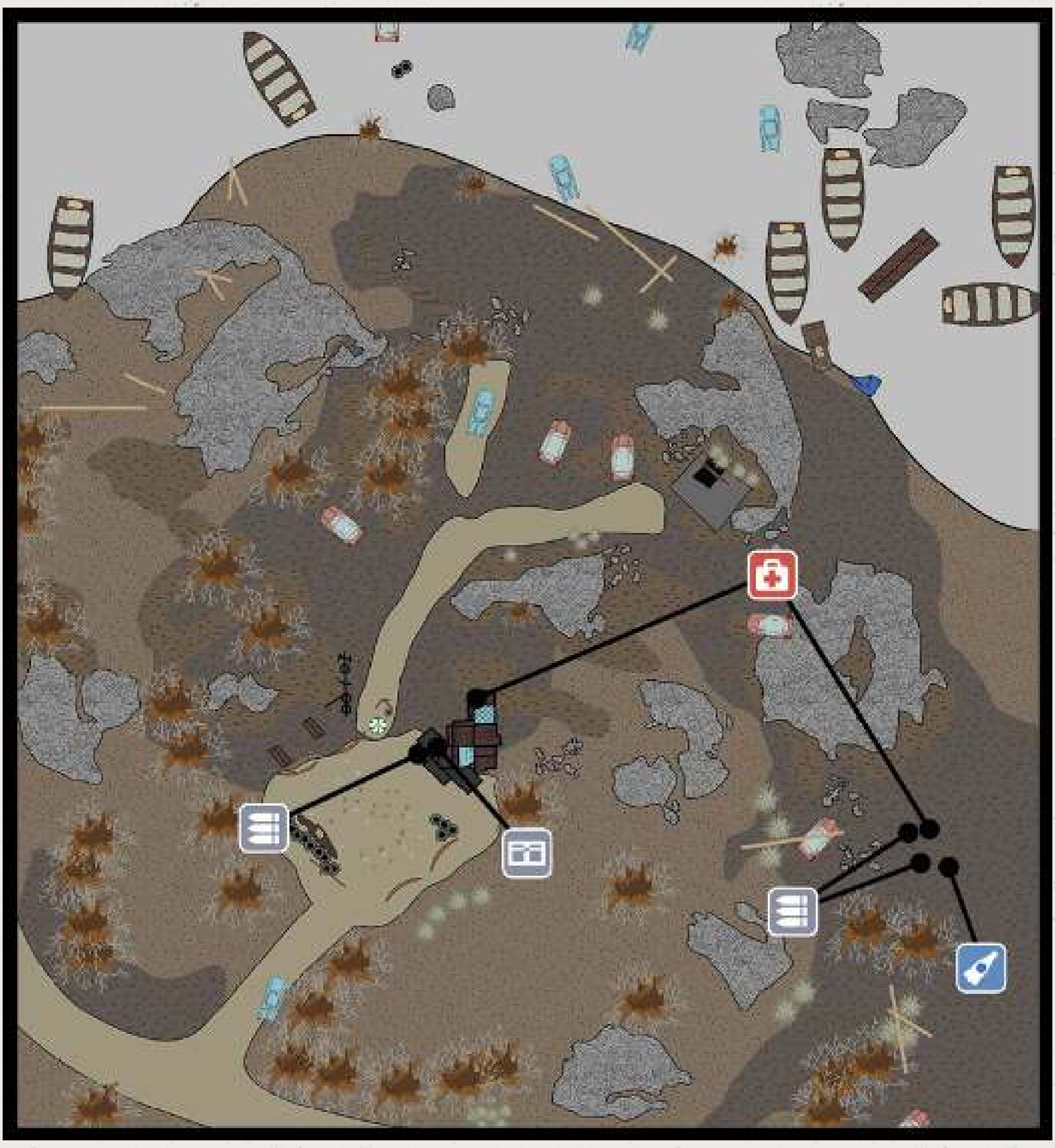
THREAT LEVELS 30+ 🟦🟦🟩🟩🟩🟨🟧⬜⬜⬜



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Bottlecaps
- Collectible: Nuka-Cola Quantum
- Crafting: Cooking Station
- Crafting: Weapons Workbench
- Danger: Can Chimes!
- Danger: Mines!
- Faction: Super Mutant
- Health or Chems

A small family farm on the banks of the Saugus River, with a corn field and melon patch, has fallen to the oversized hands of a Super Mutant gang. Remember to loot the trunk on the top floor of the central shack. Need a drink? Try a Quantum on the small lookout platform to the east.

Fig 2.16: Breakheart Banks (Exterior)



VAULT-TEC RECOMMENDED LOOT

Collectible: Nuka Cola Quantum

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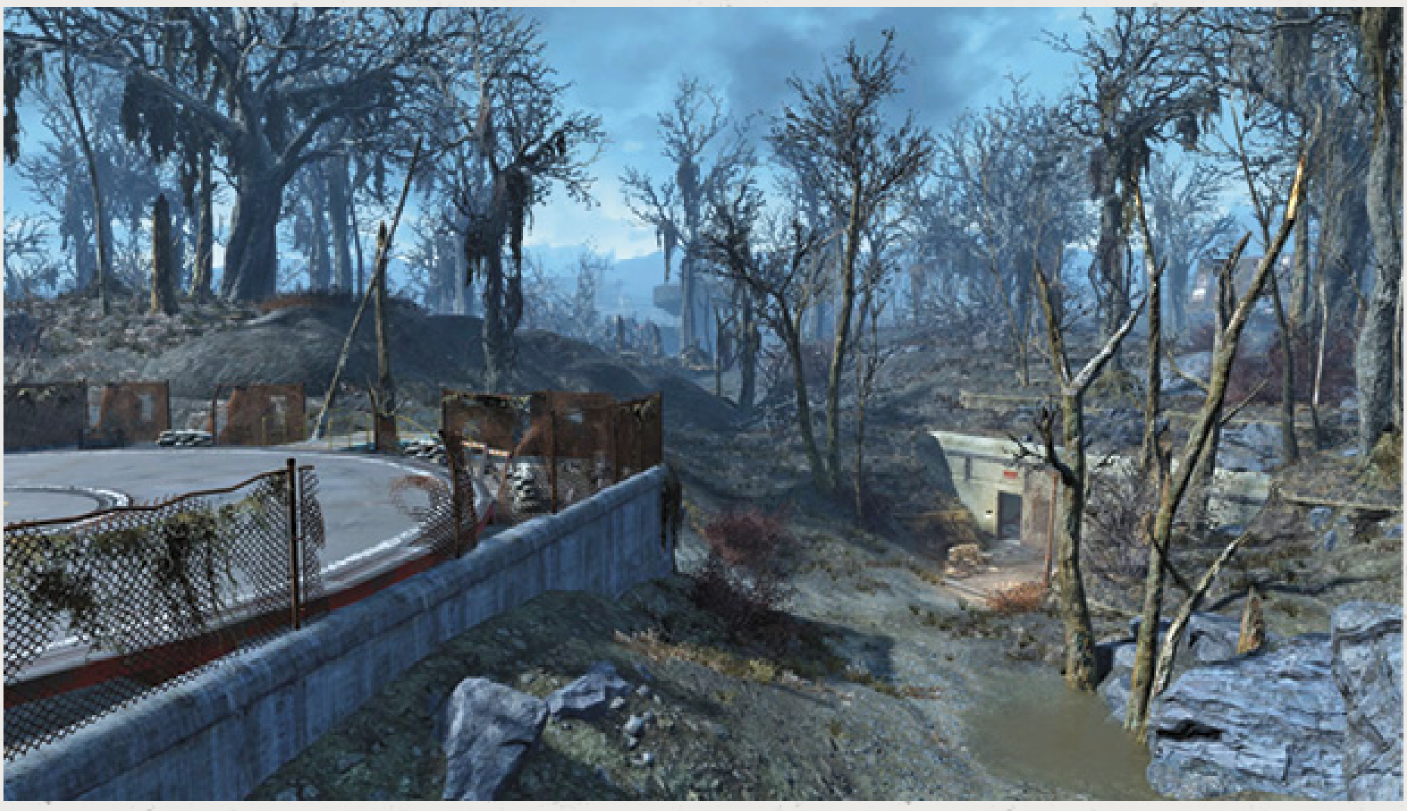
[2.17] Listening Post Bravo

THREAT LEVELS 30+



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Crafting: Armor Workbench
- Crafting: Weapons Workbench
- Danger: Explosive Barrels!
- Danger: Turrets!
- Faction: Brotherhood of Steel
- Faction: Irradiated Wildlife (Yao Guai)
- Faction: Robots
- Health or Chems
- Quest Visit: Blind Betrayal (Brotherhood of Steel)

An ex-military checkpoint to scavengers is like a porch lamp for bugs. It is currently devoid of human foes, with only robots active in this area. Below ground, the bunker abuts a Yao Guai cave.

This location has an additional accessible room if the quest is active.

Two machine-gun turrets dissuade the inquisitive. A Protectron waddles the interior, guarding a security gate (Advanced) with ammo inside. The elevator isn't working until the quest is active or you hack the terminal (Master). Below ground is a hidden bunker with chems and a terminal. Beware of the wildlife in the cave. The inaccessible section is only available during the quest; there's a military trunk there.

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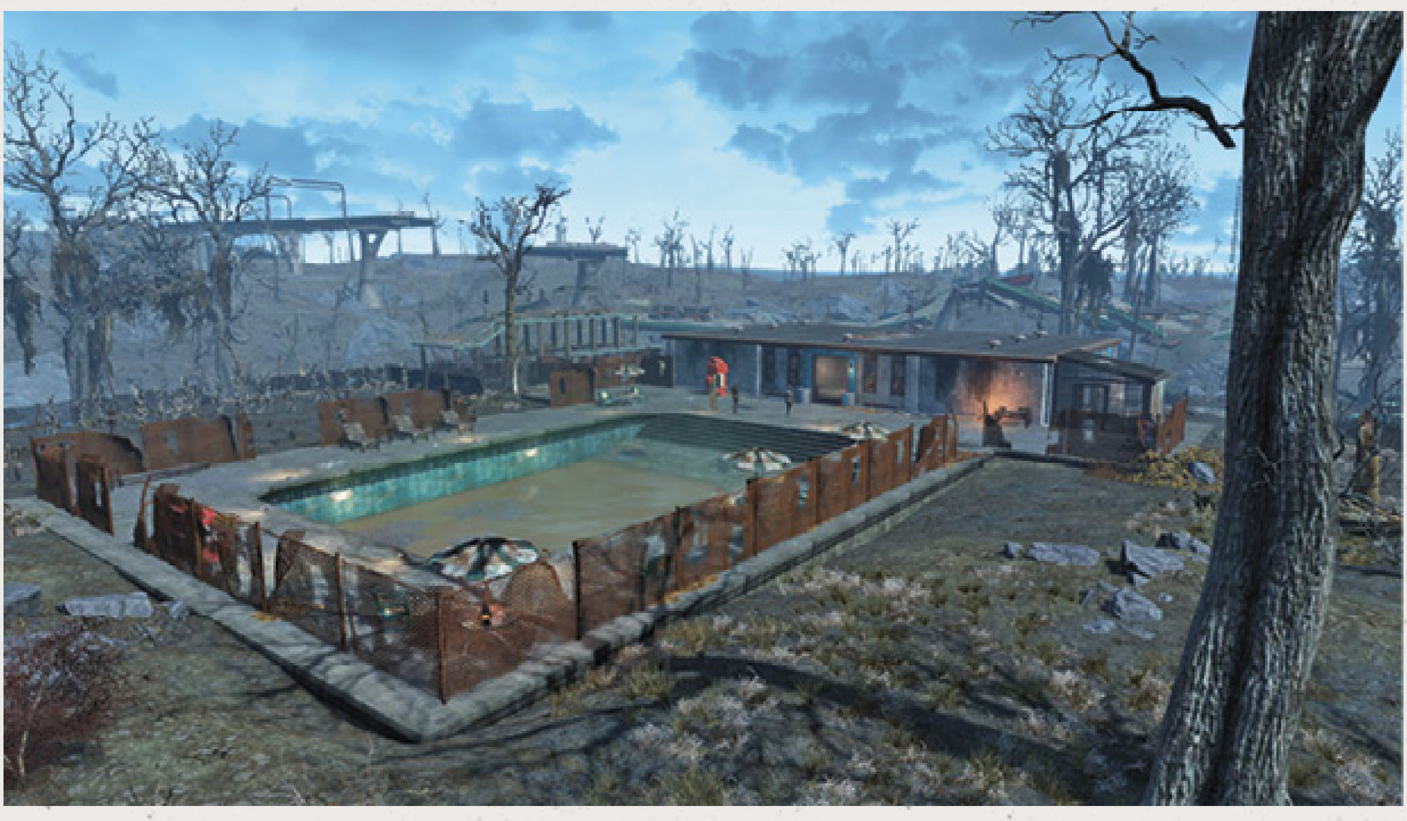
[2.18] The Slog

THREAT LEVELS 35+



- Bottlecaps+++
- Crafting: Armor Workbench
- Crafting: Cooking Station
- Faction: Settler (Ghouls)
- Faction: Character: Wiseman
- Faction: Character: Arlen Glass
- Faction: Character: Holly
- Faction: Character: Deidre
- Faction: Character: Jones
- Quest Start: Miscellaneous (Wiseman)
- Quest Start: Miscellaneous (Arlen Glass)
- Quest Start: Miscellaneous (Marlene's Holotape)
- Quest Start: Miscellaneous (Holly)
- Services: Trader (Deidre)
- Services: Workshop
- Unique Item: Buttercup Toy

The Middlesex County public swimming pool is now the only Tarberry Bog in the Commonwealth. Run by Ghoul settlers, they could provide much-needed trading goods to an enterprising (and open-minded) Minuteman. There's a small diner on the property to scavenge too (Advanced).

VAULT-TEC RECOMMENDED LOOT

Unique Item: buttercup Toy

Miscellaneous Quest (Wiseman)

Rid the local area of Super Mutants, and Wiseman forms an alliance with you. Bring settlers here to improve the trading conditions for Deidre.

Miscellaneous Quest (Arlen Glass)

Arlen Glass, the farm's handyman, has a special interest in repairing Giddyup Buttercup toys. If you're up for the challenge (and a very long trek), he sends you to retrieve a crate of parts from Location [6.23] Wilson Atomatoys Factory, south of Quincy. You can persuade him (Easy, Medium) for a better reward, or (Hard) for an Atomatoys ID Card, which will save you a bit of time at the factory. Expect 150–300 caps for your reward.

If you're just wanting Giddyup Buttercup toys for your collection (and who isn't?), find them here:

GiddyUp Buttercup

LOCATION	NUMBER OF TOYS
Wilson Atomatoys Factory	5
Wilson Atomatoys Corporate HQ	14

Miscellaneous Quest (Marlene's Holotape)

If you manage to find Marlene's Holotape at the Wilson Atomatoys Factory, return it to Arlen. After an emotional moment, you're awarded with around 350 caps and a unique item—a Buttercup Toy horse.

Miscellaneous Quest (Holly)

Harvest tarberry from the swimming pool and she'll pay you.

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[2.19] Saugus Ironworks

THREAT LEVELS 30+ 🟦🟦🟩🟩🟨🟨☐☐☐

- Armaments and **Ammo**+
- Armaments and **Ammo**: Trunk
- Collectible: Bobblehead: **Explosives**
- Collectible: Holotape: Jake's Holotape
- Collectible: Nuka Cherry
- Collectible: Required Reading: Picket Fences
- **Crafting**: **Armor** Workbench
- **Crafting**: **Power Armor** Station
- **Crafting**: **Weapons** Workbench
- Danger: Flamethrowers!
- Danger: Oil!
- Danger: Mines!
- Danger: Radiation (Mild)!
- Danger: Tension Trigger!
- Danger: Turrets!
- Faction: Forged (Raiders)
- Faction: Character: Slag
- Faction: Character: Jake Finch
- **Health or Chems**
- Quest Visit: **Here There Be Monsters** (side)
- Quest Visit: Out of the Fire (location quest)
- Unique Item: Shishkebab

VAULT-TEC RECOMMENDED LOOT

Bobblehead: Explosives

Collectible: Nuka Cherry

Required Reading: Picket Fences

Unique Item: Shishkebab

Once a historic pre–Revolutionary War ironworks, this location was reopened during the ramp-up to provide materials for the war with China. The location is now run by Slag, a particularly ferocious Raider and his clan, the Forged.

Fig 2.19A: Saugus Ironworks (Exterior)

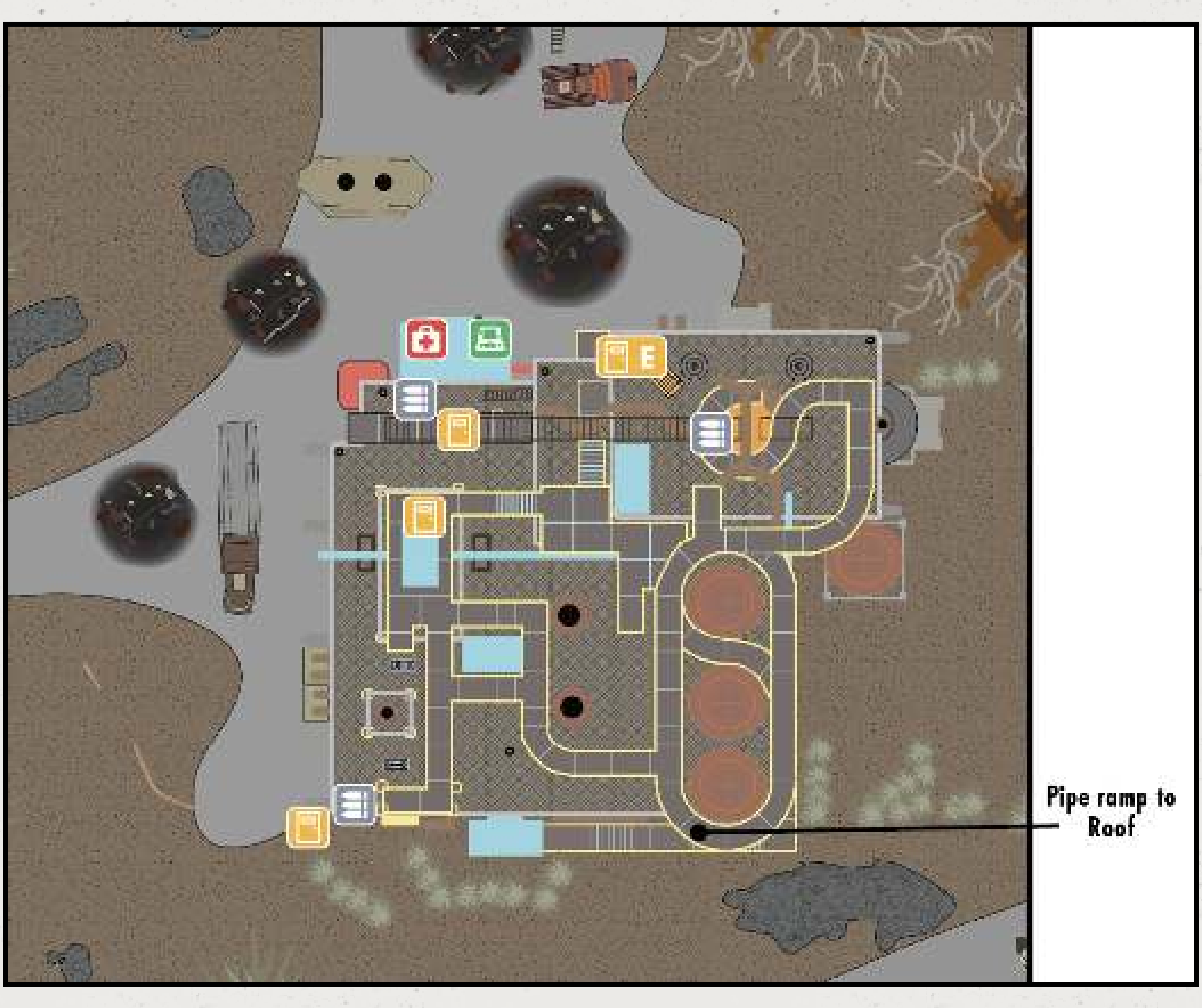


Fig 2.19B: Saugus Ironworks (Interior)

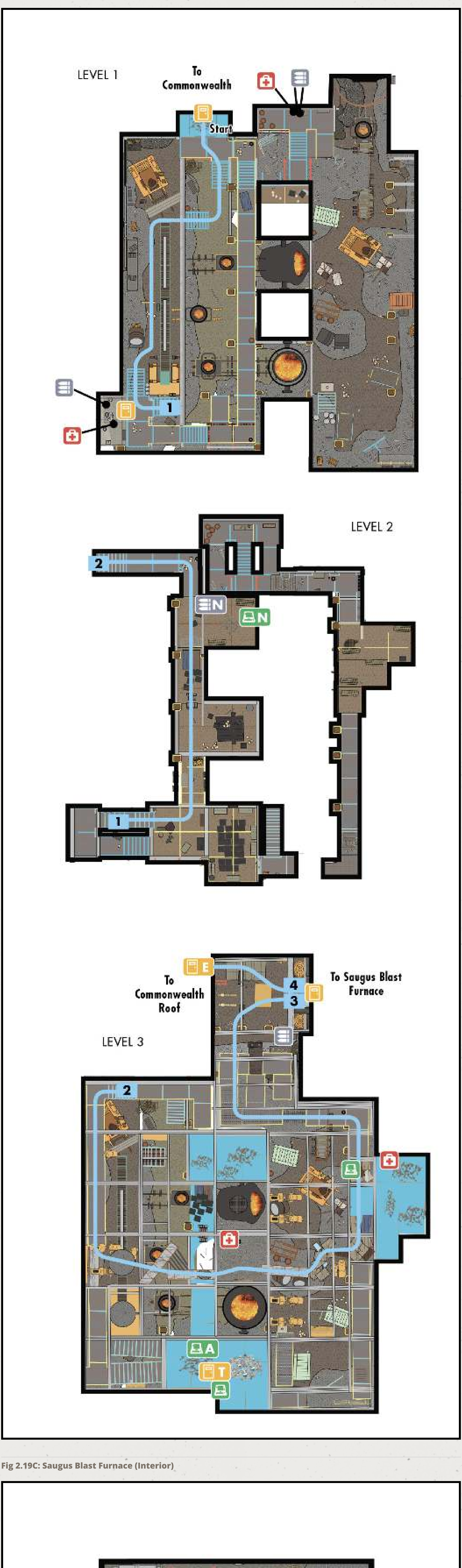
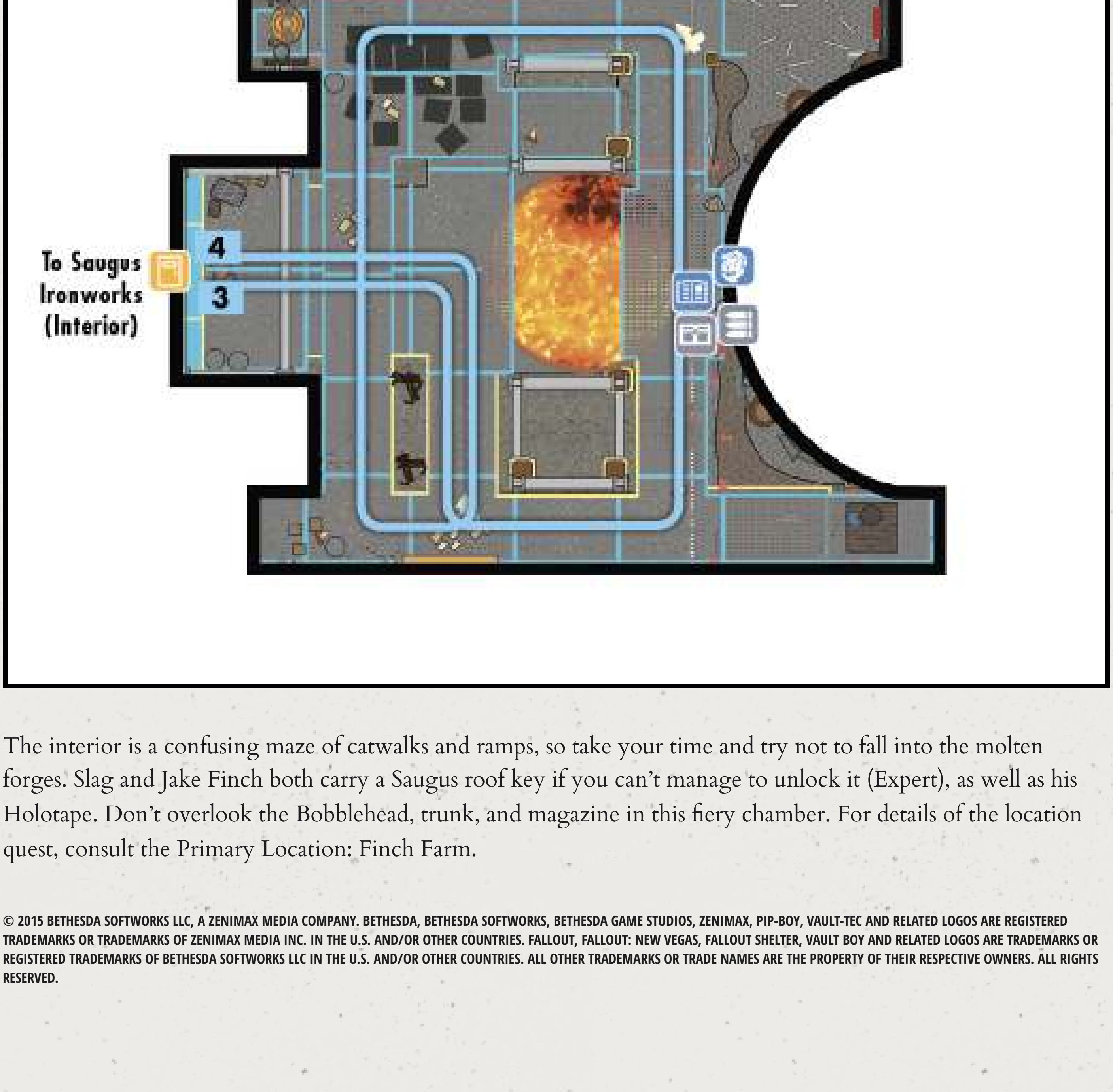


Fig 2.19C: Saugus Blast Furnace (Interior)



The interior is a confusing maze of catwalks and ramps, so take your time and try not to fall into the molten forges. Slag and Jake Finch both carry a Saugus roof key if you can't manage to unlock it (Expert), as well as his Holotape. Don't overlook the Bobblehead, trunk, and magazine in this fiery chamber. For details of the location quest, consult the Primary Location: Finch Farm.

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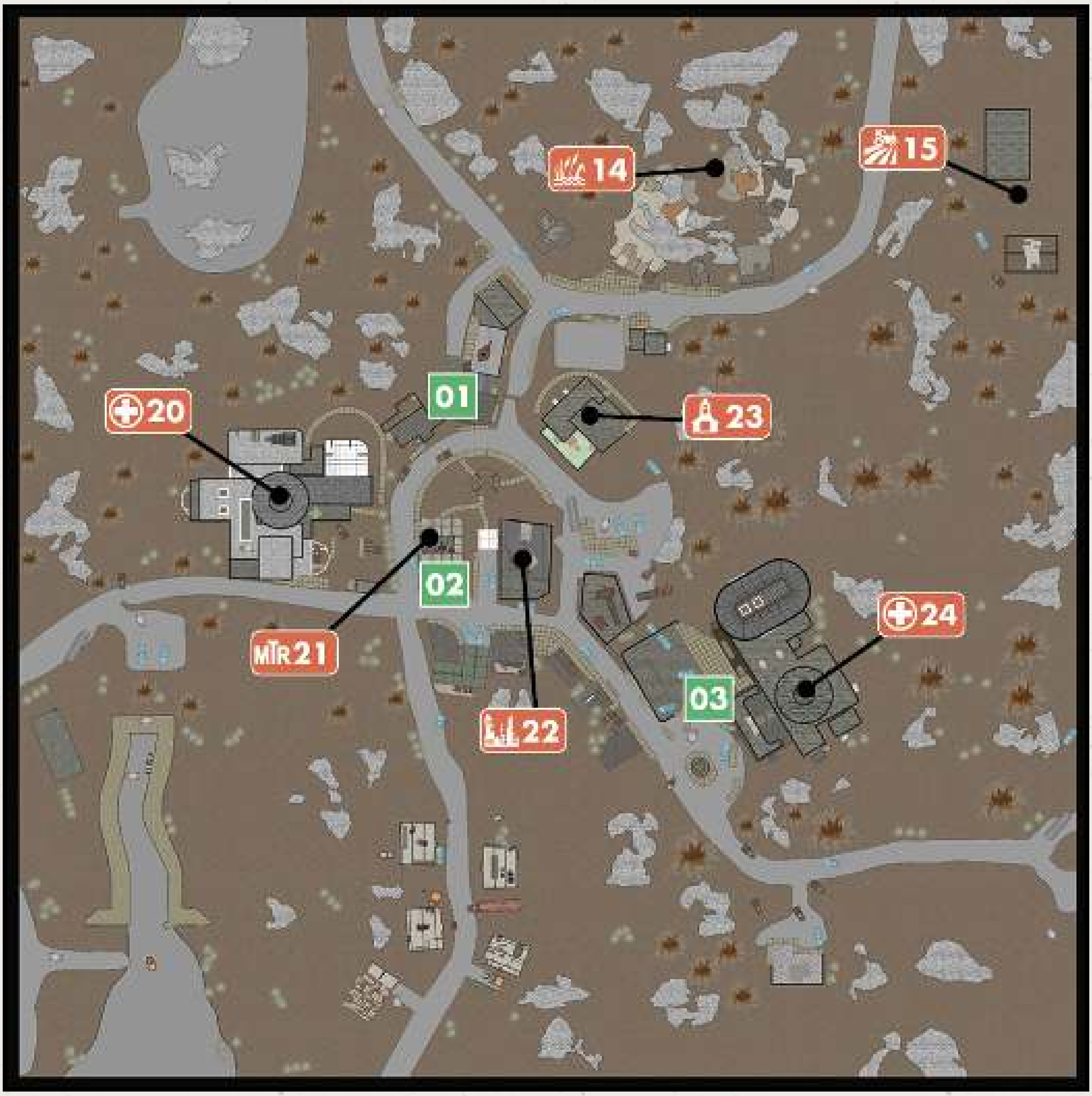
Primary Locations

[2.20-2.24] Malden Township

Fig 2.20–24: Malden Township (Exterior) And Surroundings



The following cluster of Primary Locations makes up the township of Malden. Synths are active in this area. Also be aware of three Secondary Locations within the boundaries of this township, detailed below.

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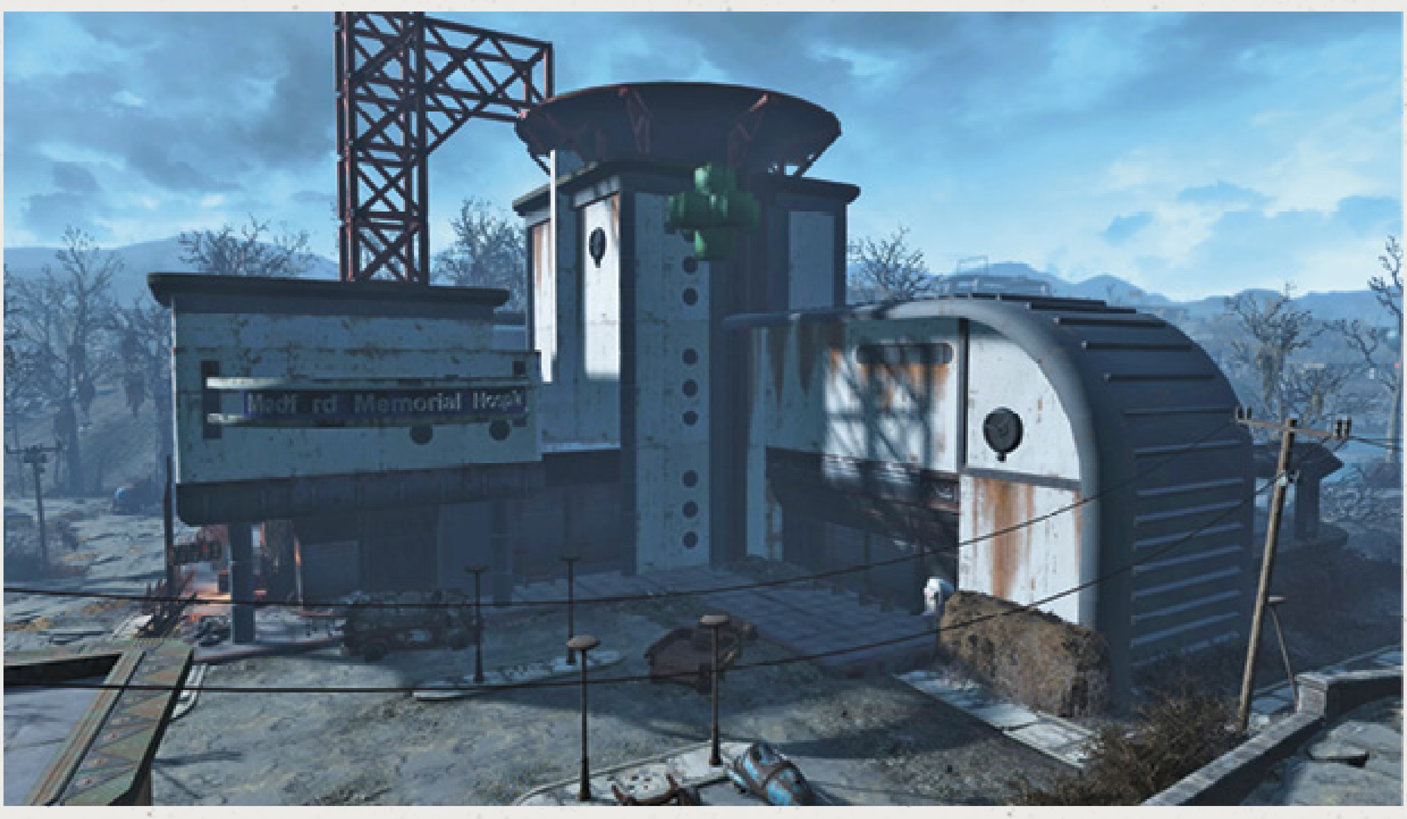
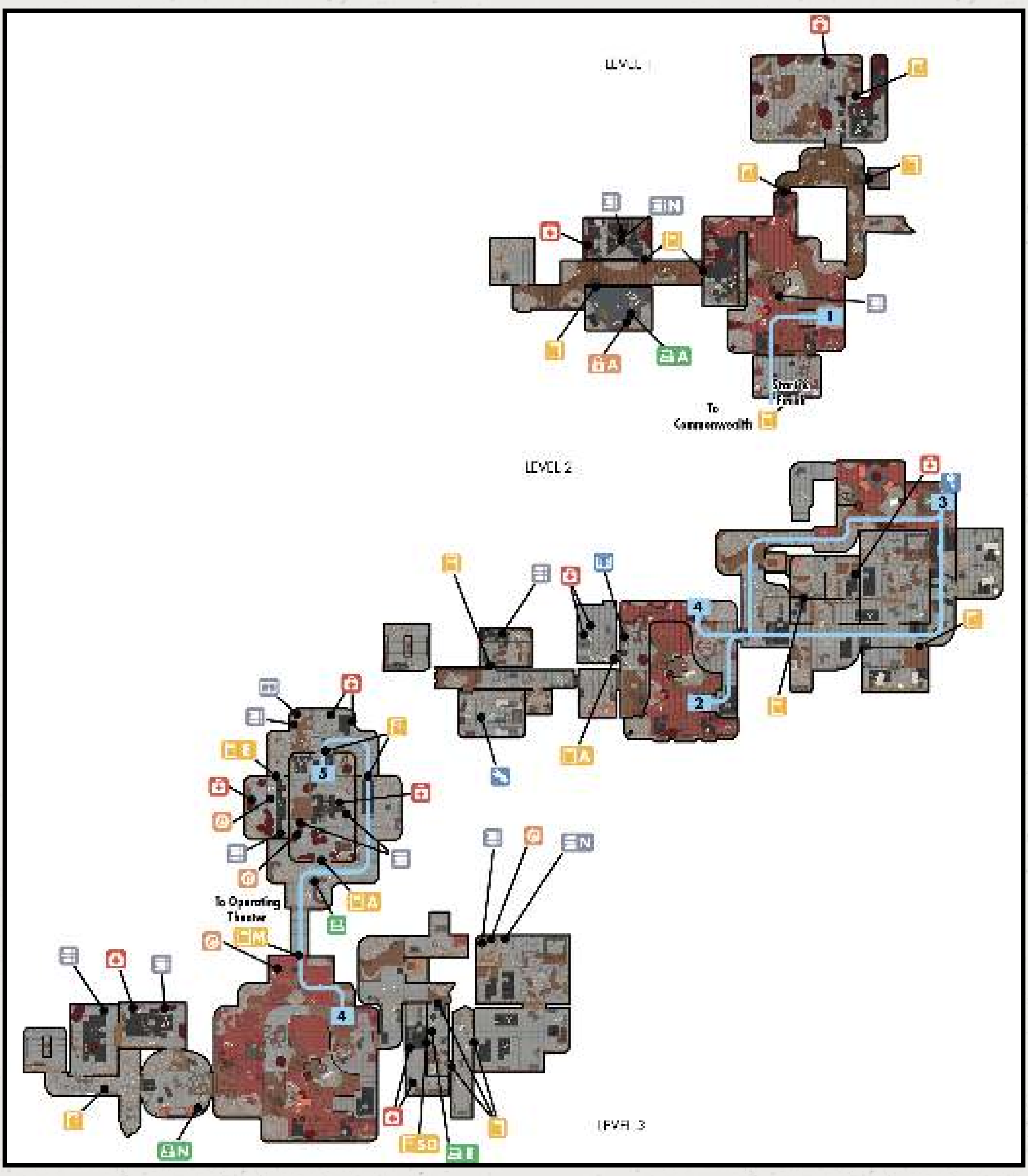
[2.20] Medford Memorial Hospital (Malden Township)

THREAT LEVELS 20+ 🟦🟦🟩🟩☐☐☐☐☐



- Armaments and Ammo
- Armaments and Ammo: Trunk (2)
- Armor Part: Fusion Core
- Bottlecaps
- Collectible: Nuka Cherry
- Collectible: Nuka Cola Quantum
- Collectible: Required Reading: Massachusetts Surgical Journal
- Crafting: Chemistry Station
- Danger: Explosive Barrels!
- Danger: Oil!
- Faction: Super Mutant
- Health or Chems
- Quest Visit: Radiant Quest: Jackpot (Railroad)

Fig 2.20: Medford Memorial Hospital (Interior)



VAULT-TEC RECOMMENDED LOOT

Armor Part: Fusion Core

Collectible: Nuka Cherry

Collectible: Nuka Cola Quantum

Required Reading: Massachusetts Surgical Journal

This plaza shows the telltale signs of Super Mutant fortification. Inside, if you make steady progress floor by floor, you can obtain the theater key from a toolbox in a northeast room, allowing access to the theater on the upper floor. Open the Level 2 balcony door to access the room with the magazine and one of the trunks. The other trunk is in a hidden room on the top floor in the southeast part of the interior, only accessed during the quest.

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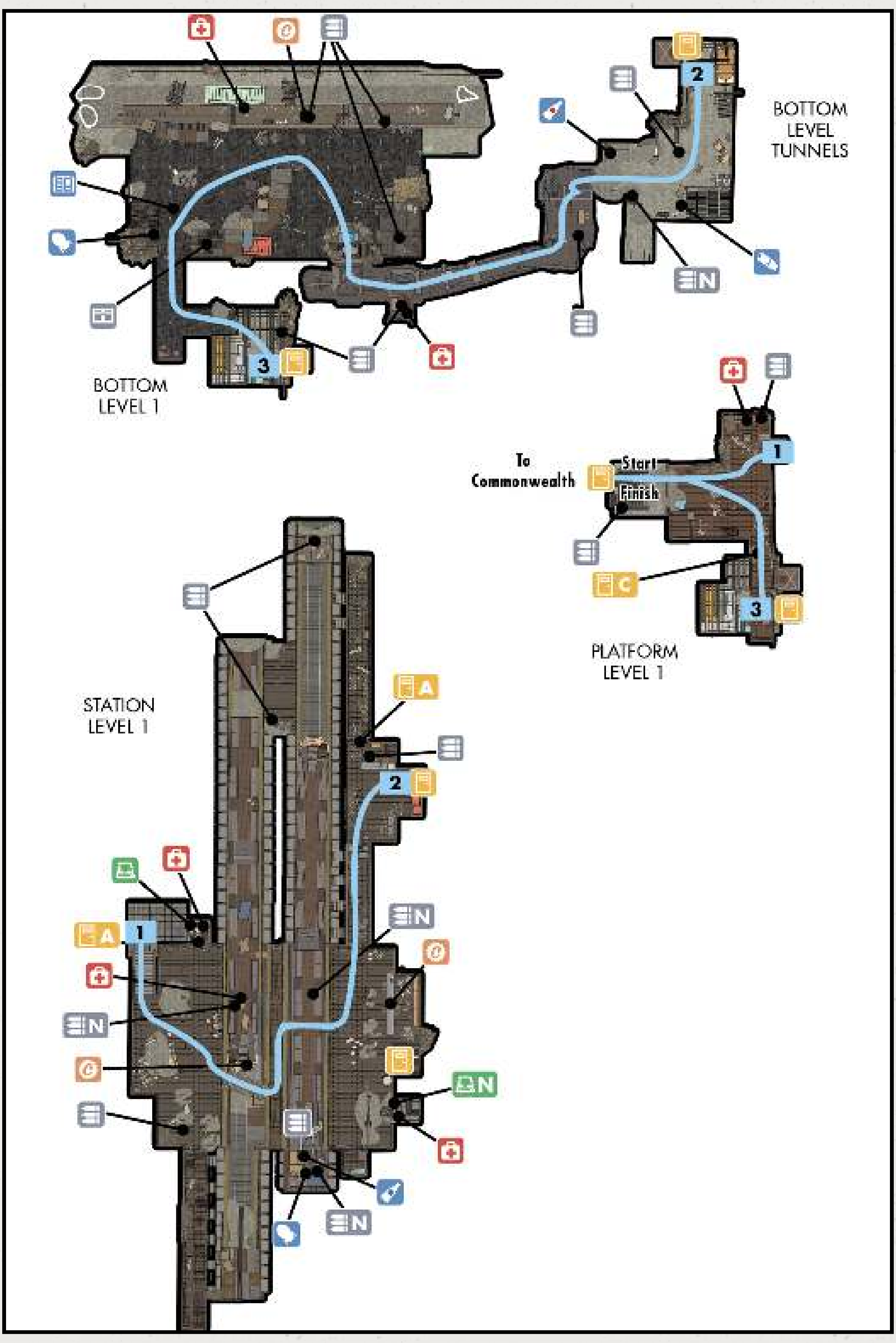
[2.21] Malden Center (Malden Township)

THREAT LEVELS 20+ ■■■■□□□□□

- Armaments and Ammo+
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Mini Nuke (Fat Man)
- Armaments and Ammo: Trunk
- Armor Part: Fusion Core
- Bottlecaps+
- Collectible: Nuka Cherry
- Collectible: Required Reading: Tumblers Today
- Crafting: Cooking Station
- Crafting: Weapons Workbench
- Danger: Explosive Barrels!
- Danger: Mine!
- Danger: Tripwire!
- Danger: Turrets!
- Faction: Raiders
- Faction: Synths (the Institute)
- Faction: Character: Helter Skelter
- Health or Chems
- Quest Visit: Memory Interrupted (the Railroad)

Fig 2.21: Malden Center (Interior)



VAULT-TEC RECOMMENDED LOOT

Armor Part: Fusion Core

Armaments and Ammo: Mini Nuke and Fatman

Collectible: Nuka Cherry

R

equired Reading: Tumblers Today

A public park surrounds the entrance to the subway, an attempt by the city to brighten up the area. The station park was clear and clean and a great place for families and children.

Previous to your arrival, a band of roving raiders moved into the subway, creating a small community of shacks and a broken subway car. They've lived here for a while, stealing from and murdering nearby caravans and living the good raiding life.

As you arrive, you may see synth units on the prowl, systematically removing all Raiders from the vicinity. Remember to carefully navigate the interior of this station; there are elevators to use if you wish to reach the main Raider base and the trunk.

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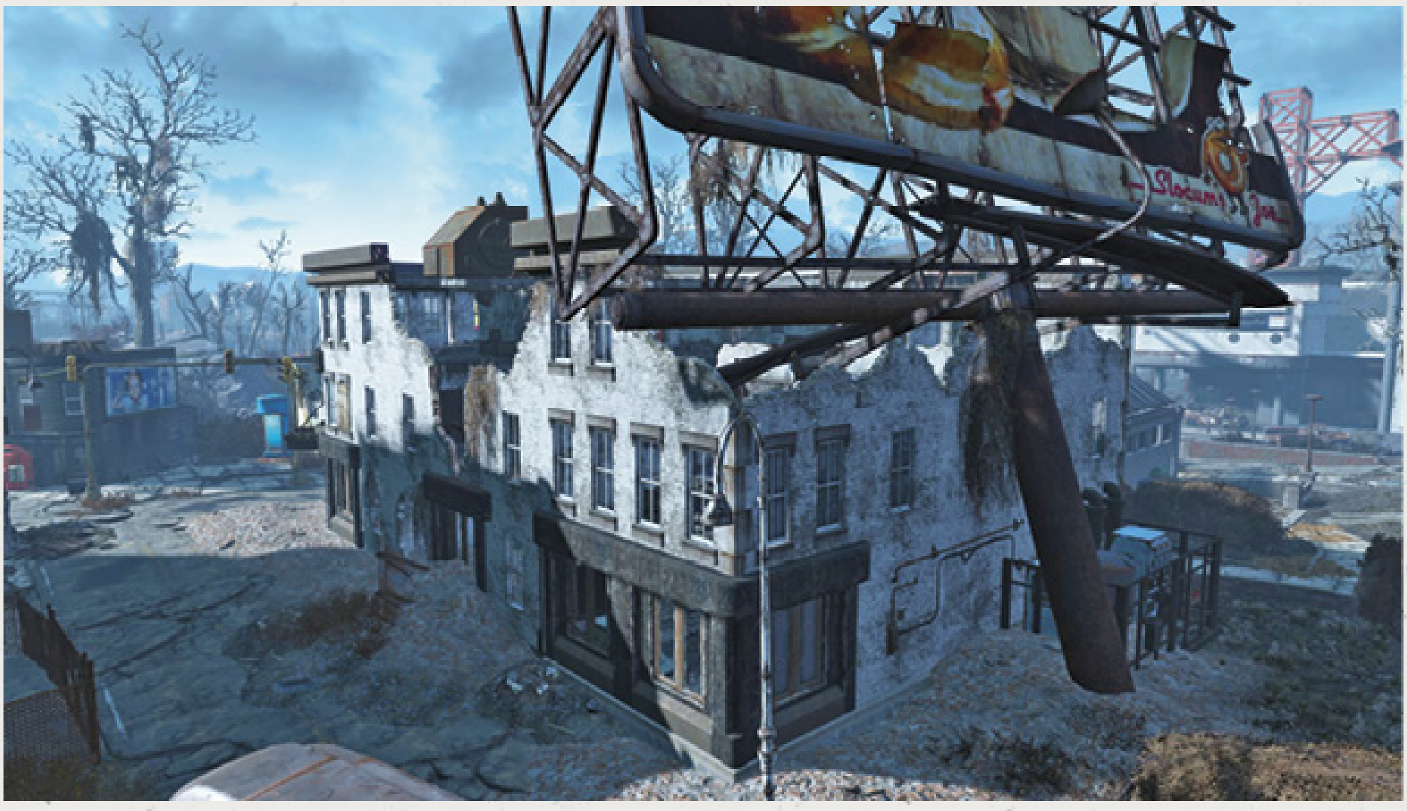
Primary Locations

[2.22] Slocums Joe Corporate HQ (Malden Township)

THREAT LEVELS 20+



- Armaments and Ammo
- Armaments and Ammo: Trunk Bottlecaps
- Crafting: Cooking Station
- Crafting: Chemistry Station
- Crafting: Power Armor Station
- Faction: Raider
- Unique Item: Slocum's BuzzBites Recipe

VAULT-TEC RECOMMENDED LOOT

Unique Item: Slocum's BuzzBites Recipe

Rumor has it a Slocum's Joe recipe—the company's boldest innovation in coffee and confectionary—is hidden inside a safe (Advanced) here. Outside is a three-floor ruined office building with an attached garage (with a Power Armor station) and views of the police station next door. Check the top exterior floor for a chemistry station and trunk.

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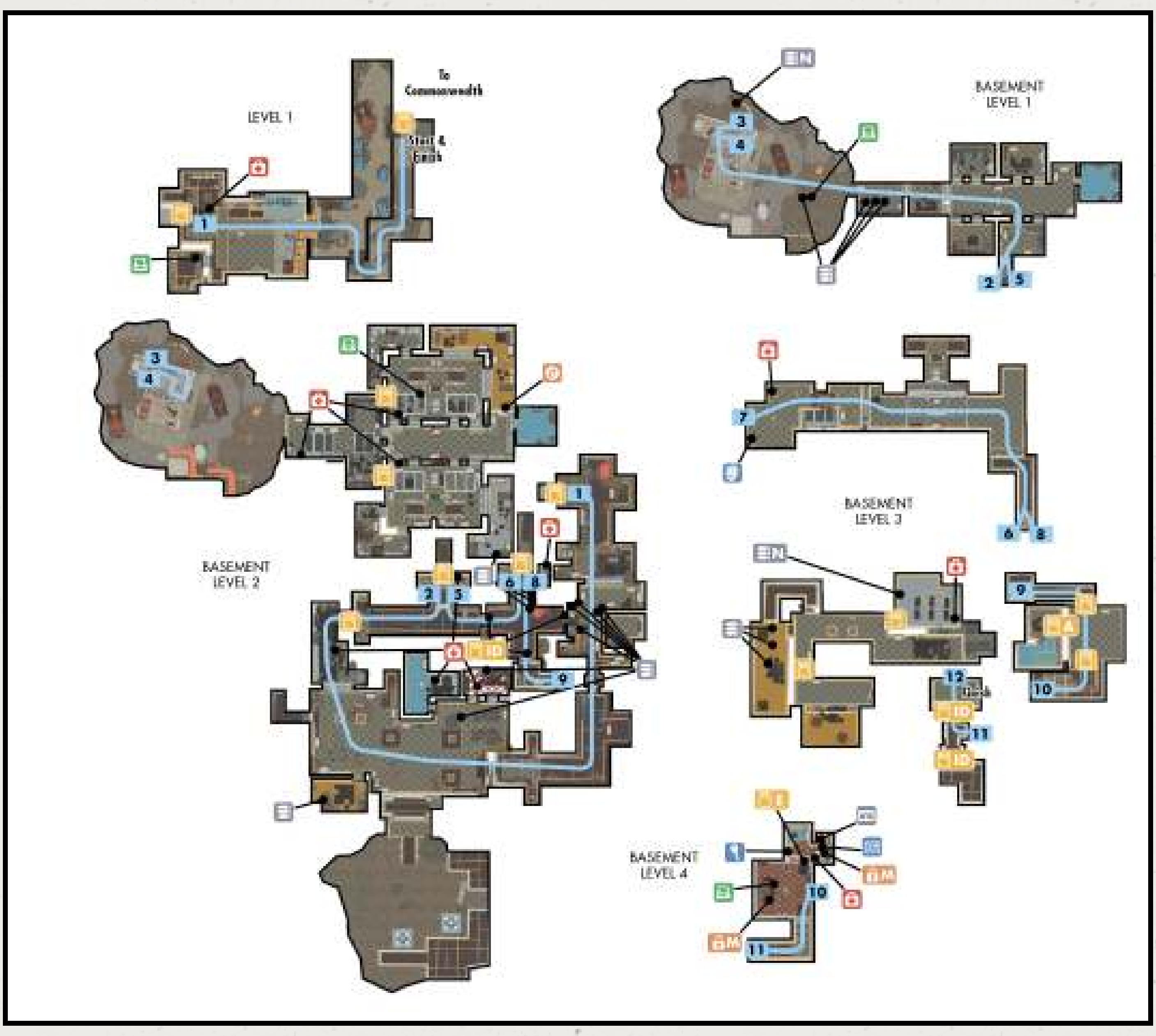
[2.23] Malden Middle School (Vault 75) (Malden Township)

THREAT LEVELS 20+

- Armaments and Ammo+++
- Armaments and Ammo: Trunk
- Bottlecaps
- Collectible: Bobblehead: Science
- Collectible: Required Reading: Grognak the Barbarian
- Crafting: Chemistry Station
- Danger: Tesla Arc!
- Danger: Turrets!
- Faction: Gunners
- Faction: Brotherhood of Steel
- Faction: The Institute
- Health or Chems+
- Quest Start: Vault 75

Fig 2.23: Vault 75 (Interior)



VAULT-TEC RECOMMENDED LOOT

Bobblehead: Science

Required Reading: Grognak the Barbarian

According to some uncorroborated reports, Vault-Tec was commissioned by the U.S. military to experiment on and train children to become battle-ready super-soldiers who would obey orders without a second thought. The experiment did not end well. Gunners have moved into what remains of the vault.

If you are currently allied with the Brotherhood of Steel or the Institute, expect to encounter allied forces battling Gunners at this location. The entrance to the interior is located behind a cell door (watch for the trap) at the southern corner of the building.

Vault 75 (Miscellaneous Quest)

1. Explore Vault 75

2. Access laboratory area

3. Explore laboratory

4. Find Admin Access Card

5. Explore Admin Area

The interior of the vault is a rabbit warren of corridors. Take your time and locate two different access cards to further your exploration: The Gunner Commander, located in the simulation area, holds the Vault 75 Lab Access Card. One of the Gunners, located on the upper floor of the laboratory area (near the Bottlehead), holds the Vault 75 Admin Access Card. The key to the safe under the overseer's bed (Master) is on the blue crate by the toolbox.

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[2.24] Med-Tek Research (Malden Township)

THREAT LEVELS 25+ 🟦🟦🟩🟩🟨☐☐☐☐

- Armaments and Ammo++
- Armaments and Ammo: Trunk
- Armor Part: Fusion Core
- Collectible: Required Reading: Massachusetts Surgical Journal 7
- Collectible: Nuka Cherry
- Crafting: Chemistry Station
- Danger: Radiation (Mild)!
- Faction: Feral Ghouls
- Health or Chems
- Quest Visit: Long Road Ahead (Side Companion)
- Unique Item: Prevent

Fig 2.24A: Med-Tek Research (Interior)

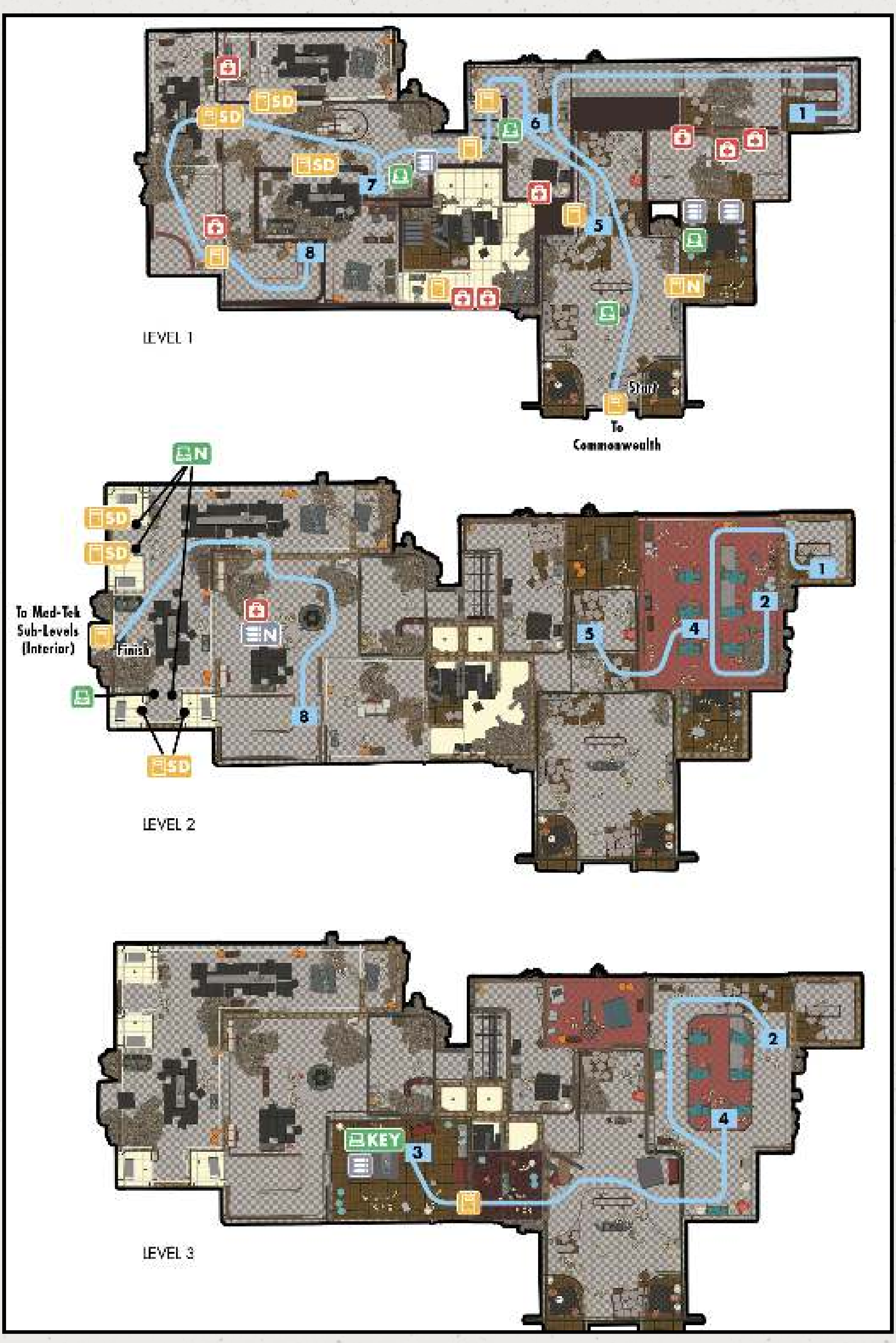
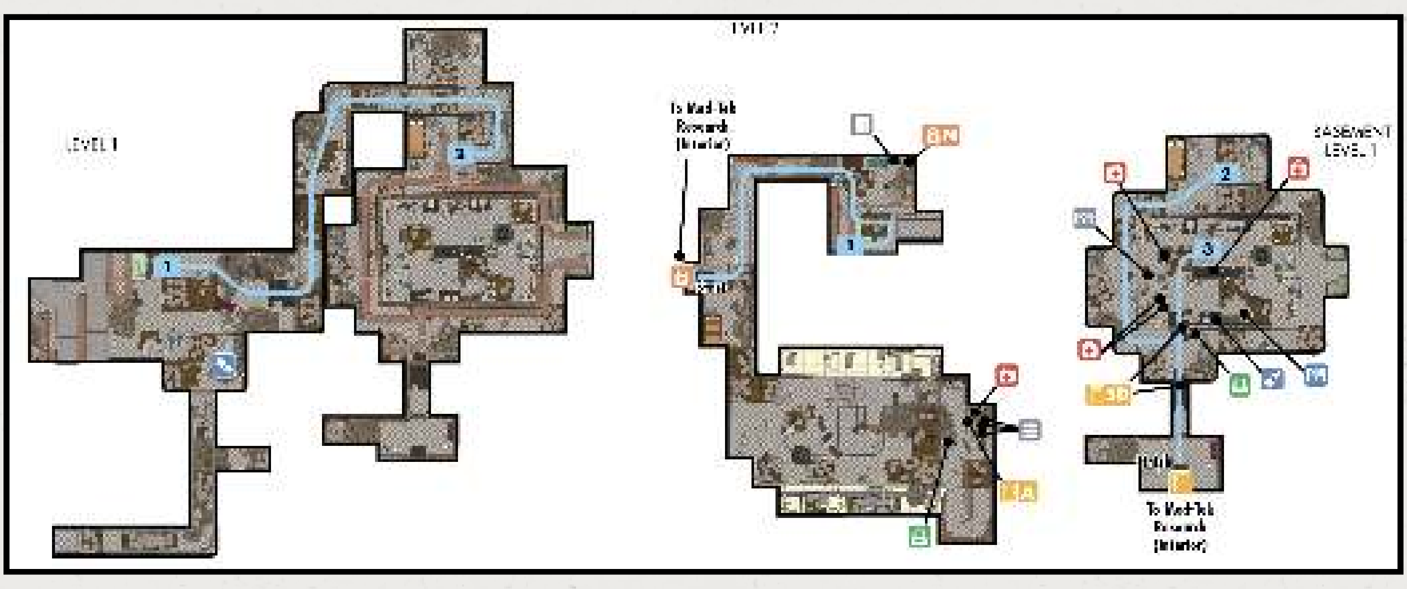


Fig 2.24A: Med-Tek Sub-Levels (Interior)


LEVEL 1
LEVEL 2
To Med-Tek Research (Interior)
BASEMENT LEVEL 1
To Med-Tek Research (Interior)

VAULT-TEC RECOMMENDED LOOT

Armor Part: Fusion Core

Required Reading: Massachusetts Surgical Journal

Unique Item: Prevent

This location has areas that cannot be accessed if the specified quest is not active.

This private research laboratory owned by the Med-Tek Corporation began experimenting with infectious diseases. One was a virus that affected only teenagers and children. The entire facility went into lockdown when the bombs fell to prevent any contagion from spreading, trapping all the inhabitants. The lockdown was never lifted.

Outside, beware of Feral Ghouls in the forecourt. Inside, there is a lockdown in effect. There is a single, main entrance to enter. Inside, up on Level 3, you need a key to access the executive terminal, which you find during the specified quest. It is the only way to deactivate the alert and enter the sublevel.

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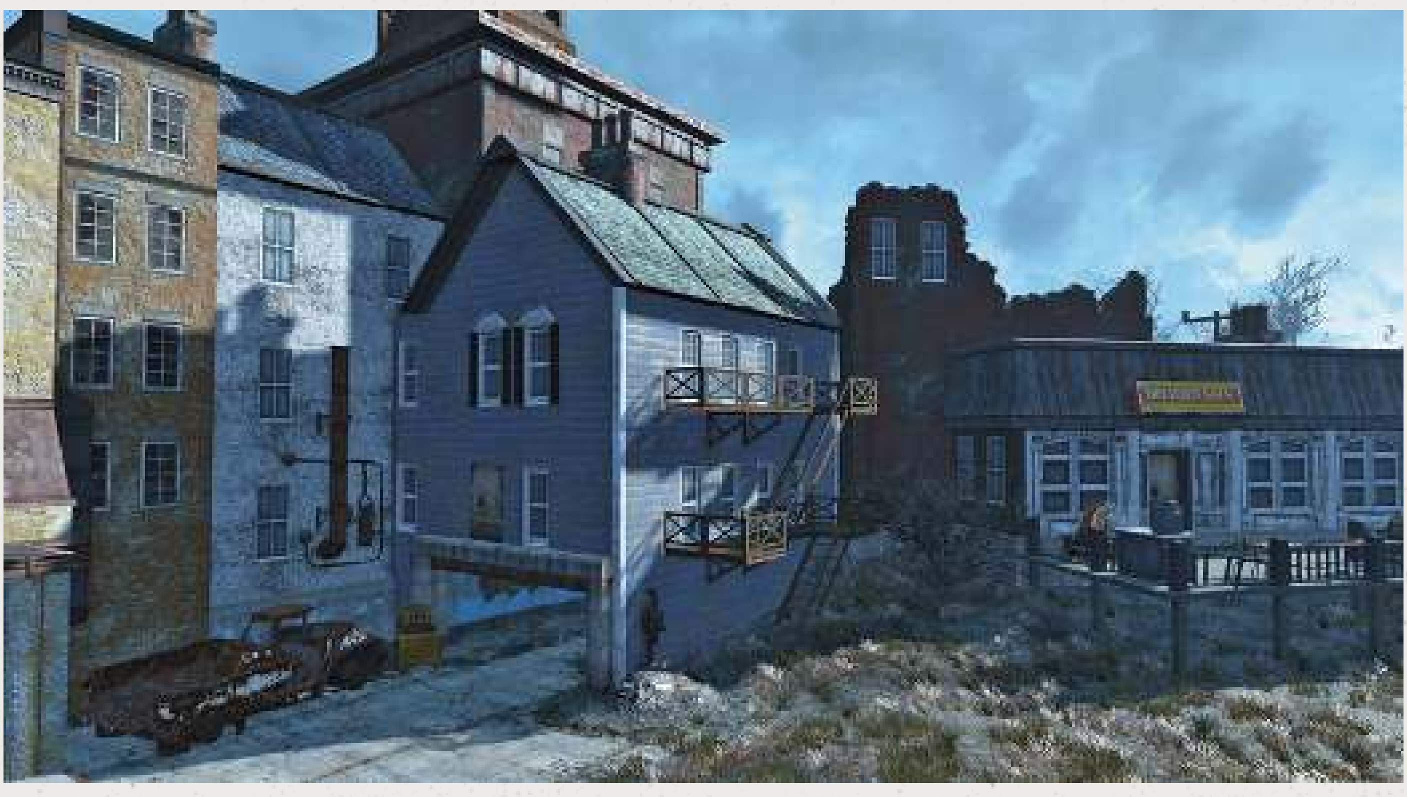
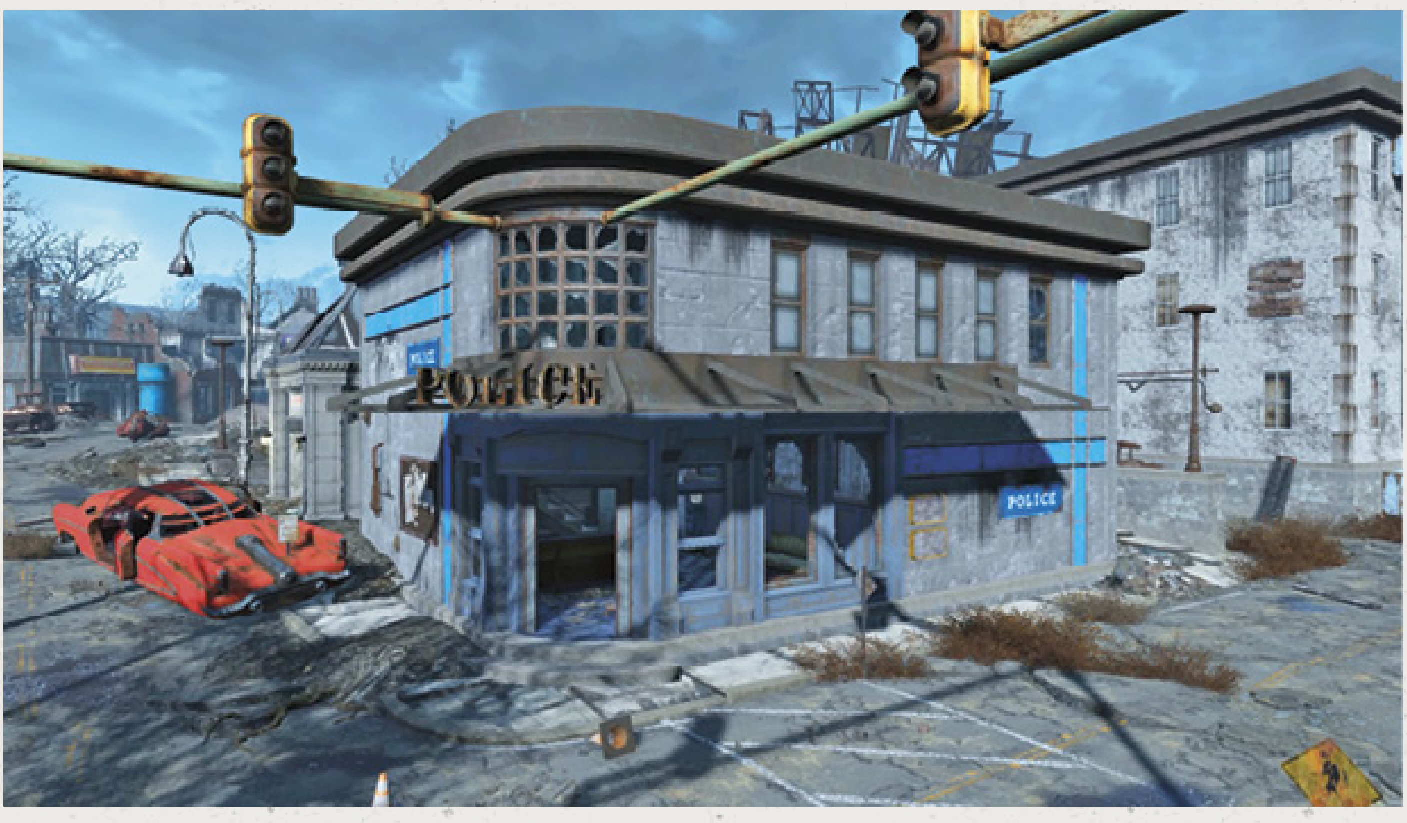
[01] Garage Alcove



- Crafting: Chemistry Station

Around the back and under the ice cream store is a small garage.

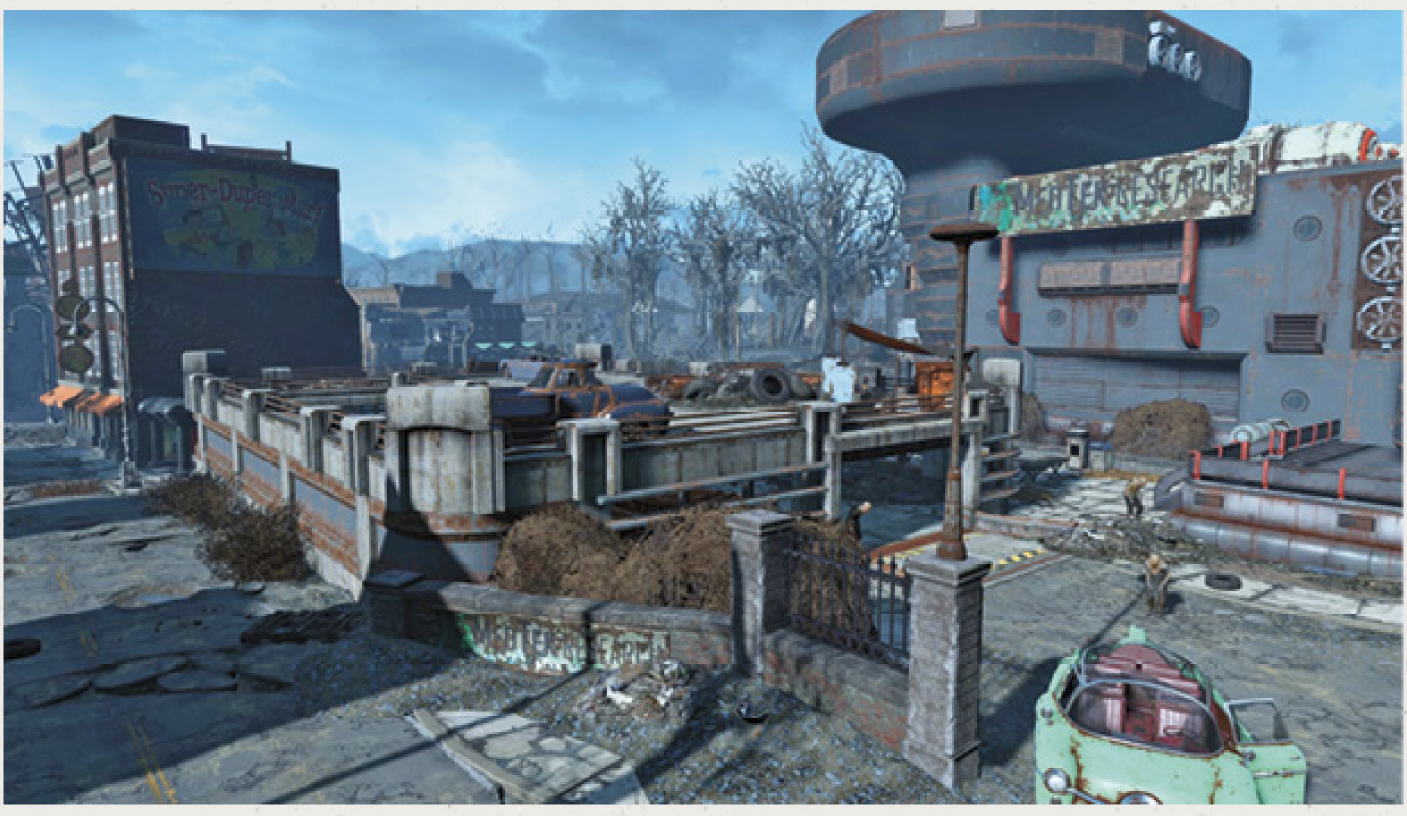
[02] Malden Police Station



- Armaments and Ammo
- Holotape: Eddie Winter Holotape
- Health or Chems
- Quest: Long Time Coming (Side Companion)

Find the quest-related Holotape by the evidence terminal, on the upper floor, southeast corner.

[03] Med-Tek Parking Garage



- Crafting: Cooking Station
- Crafting: Weapons Workbench
- Faction: Feral Ghouls

Access this two-floor parking structure from inside the perimeter of the Med-Tek Research Facility yard.

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Primary Locations

[2.25] Covenant

THREAT LEVELS 15-25

- Armaments and **Ammo**
- Armaments and **Ammo**: Trunk
- **Armor** Part: Fusion Core
- Bottlecaps++
- Collectible: Holotape: Subject 12 Testing
- **Crafting: Armor** Workbench
- **Crafting**: Chemistry Station
- Danger: Tesla Arc!
- Danger: Turrets!
- Faction: Settlers (Covenant)
- Faction: Compound Guard (Sewer)
- Faction: Character: Amelia Stockton
- Faction: Character: Blythe
- Faction: Character: Brian Fitzgerald
- Faction: Character: Deezer
- Faction: Character: Doctor Patricia
- Faction: Character: Doctor Roslyn Chambers
- Faction: Character: Dora
- Faction: Character: Honest Dan
- Faction: Character: Jacob Orden
- Faction: Character: Manny
- Faction: Character: Penny Fitzgerald
- Faction: Character: Swanson
- Faction: Character: Talia McGovern
- Faction: Character: Ted Huntley
- **Health or Chems**
- Quest Start: **Human Error** (Side)
- Services: Trader (Doctor Patricia)
- Services: Trader (Deezer)
- Services: Trader (Penny Fitzgerald)
- Services: Trader (Talia McGovern)
- Services: Workshop

VAULT-TEC RECOMMENDED LOOT

Armor Part: Fusion Core

Fig 2.25B: Sewer (Interior)

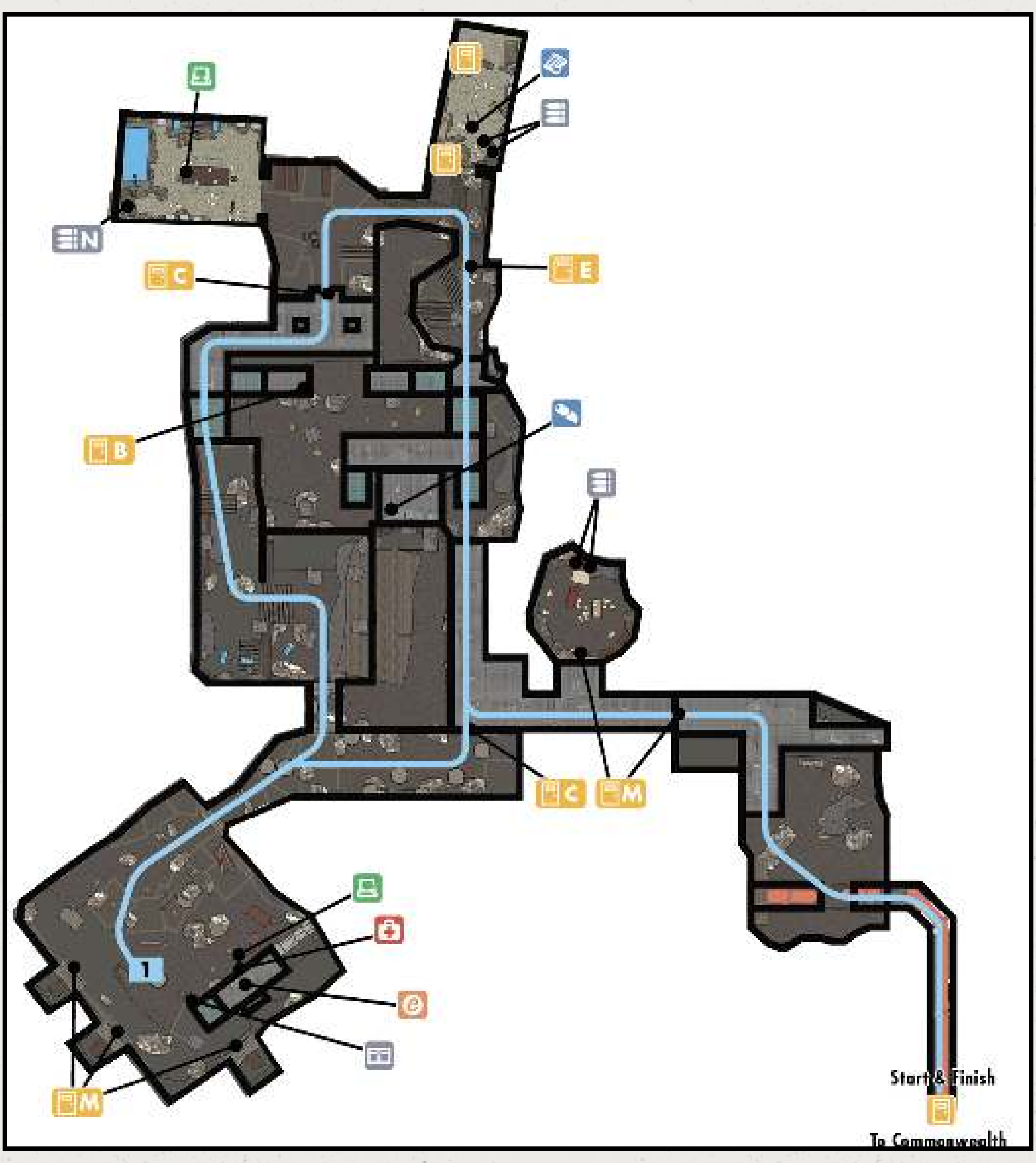
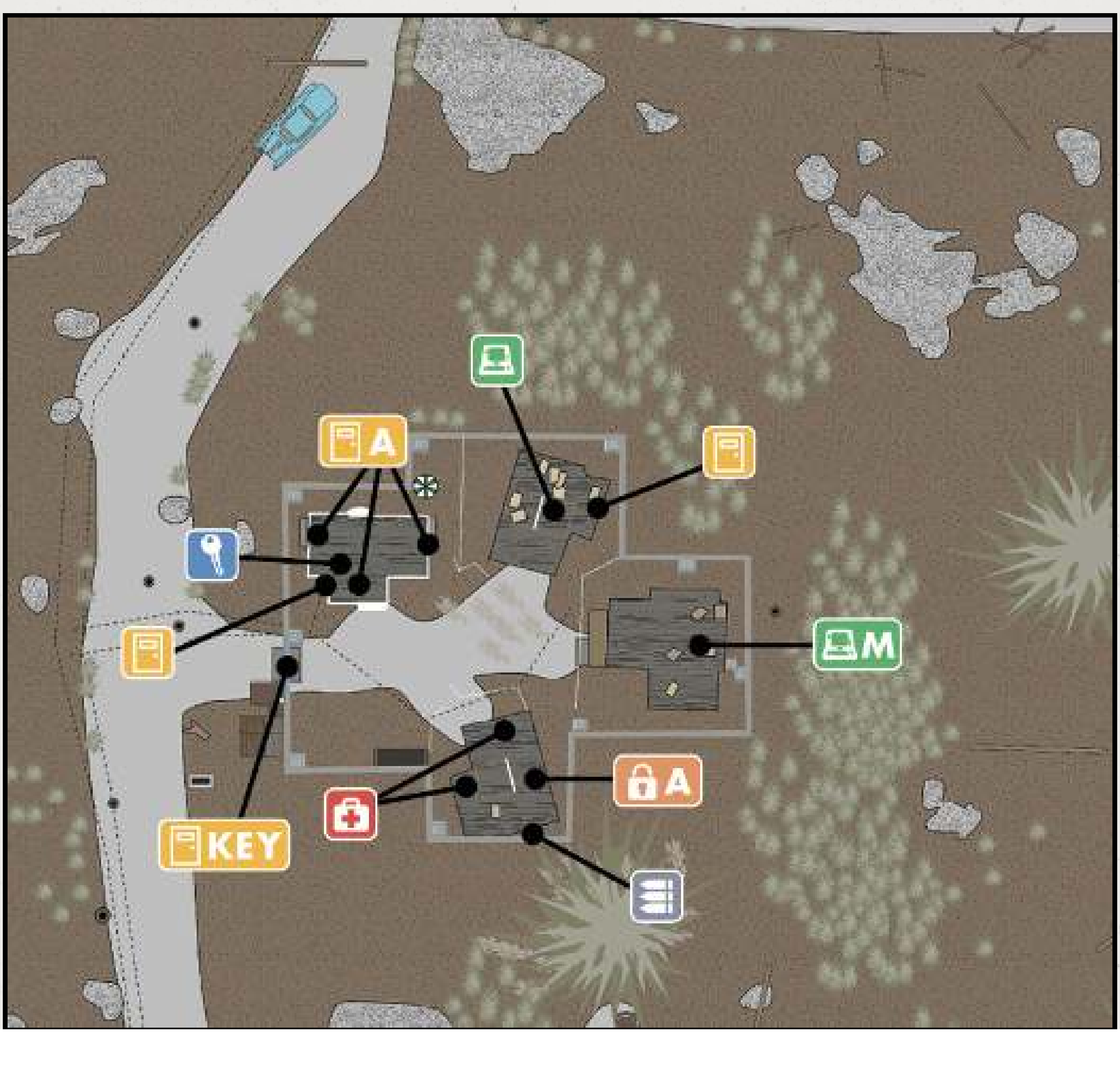
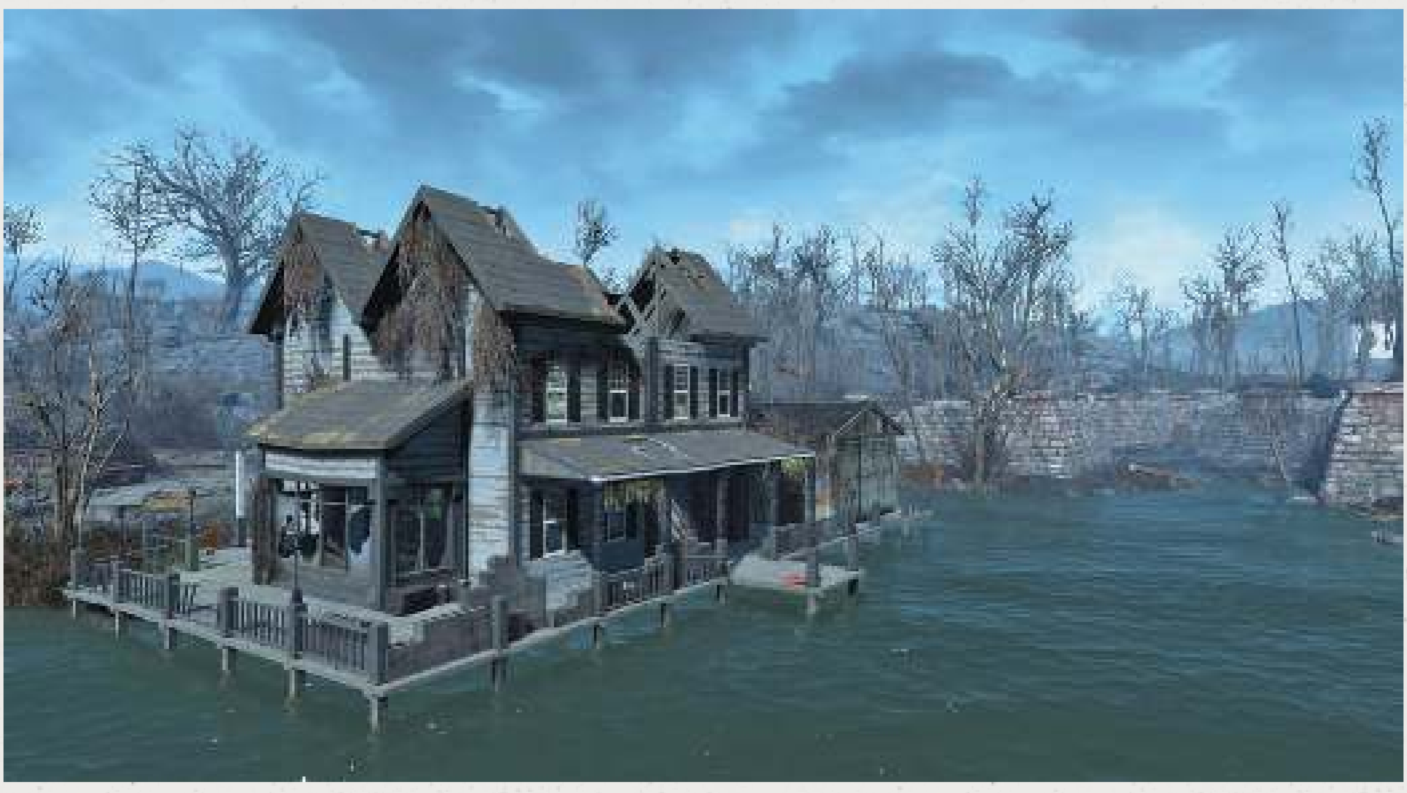


Fig 2.25A: Covenant (Exterior)



[2.26] Taffington Boat House

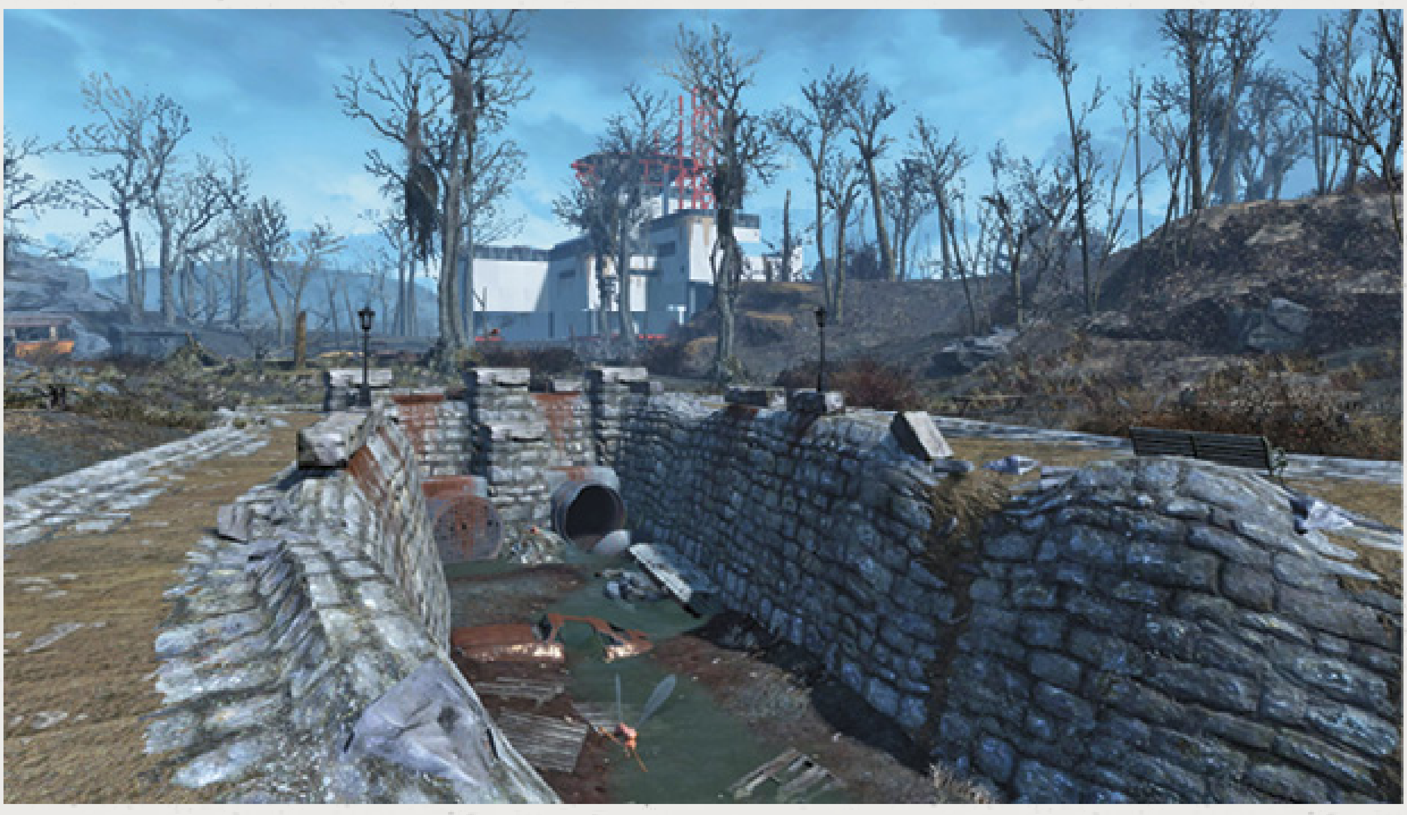
THREAT LEVELS 15-25 🟦🟦🟩☐☐☐☐☐☐



- Armaments and Ammo
- Armaments and Ammo: Trunk (2)
- Armor Part: Fusion Core
- Bottlecaps+
- Crafting: Chemistry Station
- Crafting: Cooking Station
- Danger: Mines!
- Danger: Tripwires!
- Faction: Bloodbugs
- Health or Chems
- Services: Workshop

The residence of one Mary Sutton, this location may be cleared of hostiles and used as a settlement. There's a safe (Advanced) and steamer trunk (Novice) to unlock upstairs. Circumvent the door to the boathouse (Novice) by swimming under and up, watching for tripwires. The Bloodbugs sucking these settlers dry seem to be coming from the Malden Drainage area to the north.

Malden Drainage



VAULT-TEC RECOMMENDED LOOT

Armor Part: Fusion Core

Clear this interior chem lab of its blood-sucking parasites before inspecting the area for Russell Sutton and a small security cell with a locked terminal (Advanced) and a trunk. There's a second trunk in the small upper laboratory area.

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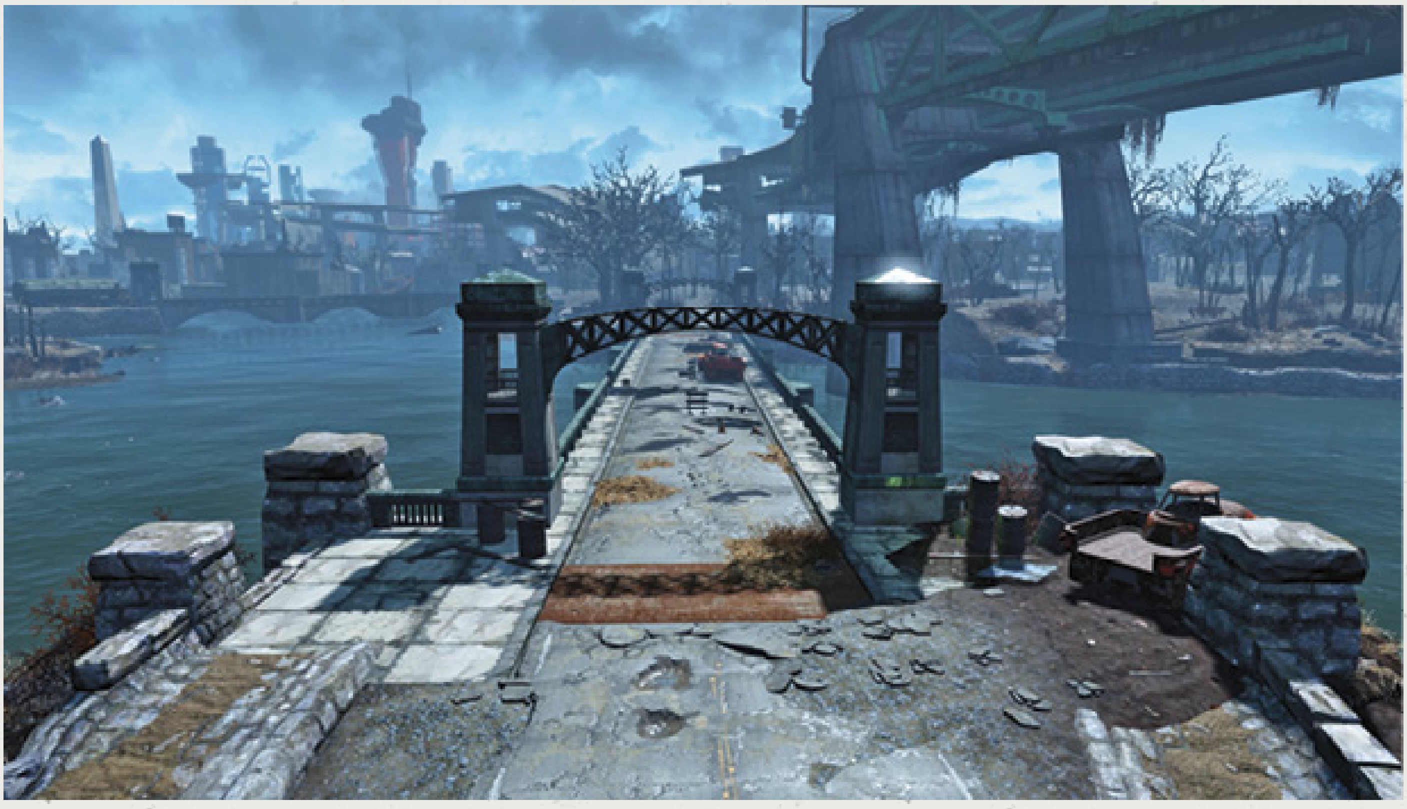
Primary Locations

[2.27] Tucker Memorial Bridge

THREAT LEVELS 15-25 🟦🟦🟩☐☐☐☐☐☐



- Danger: Explosive Barrels!
- Danger: Oil!
- Danger: Mines!

Offering an excellent thoroughfare from the Commonwealth across the river and into either Charleston (southeast) or Cambridge (southwest) Neighborhoods, this also offers less than stellar safety if you're hapless enough to set off the cascading explosive trap.

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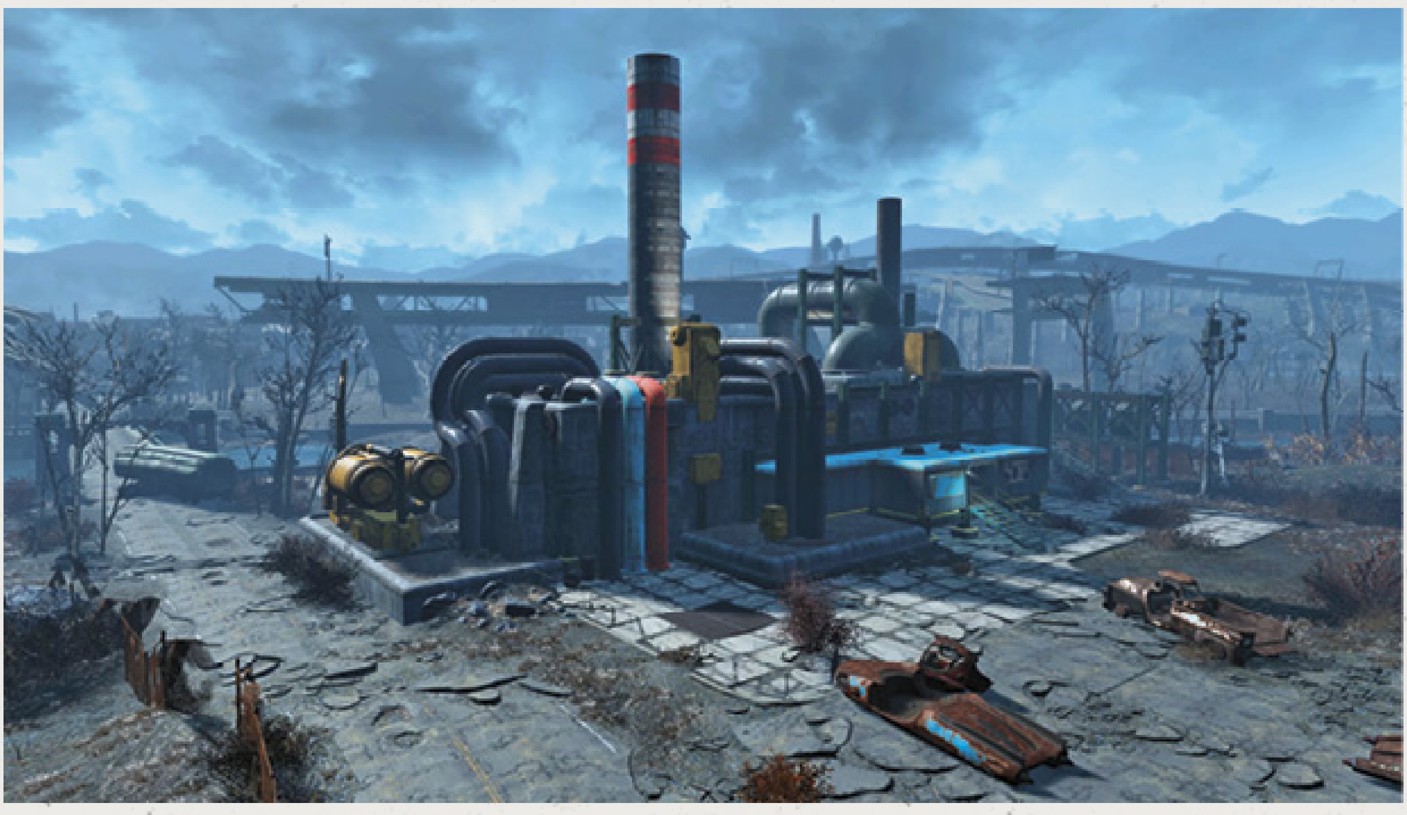
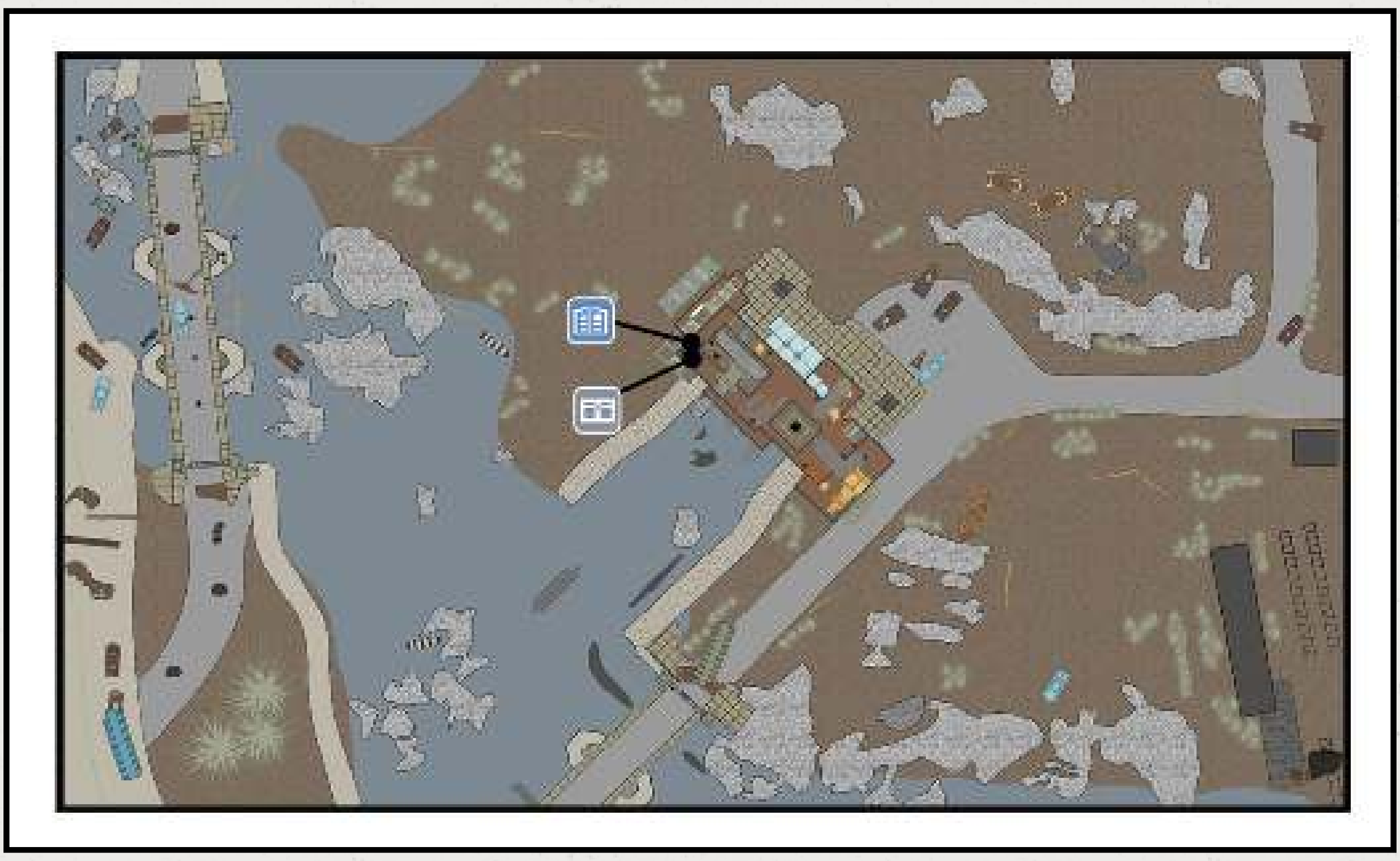
[2.28] Poseidon Energy Turbine #18-F

THREAT LEVELS 15-25 🟦🟦🟩⬜⬜⬜⬜⬜⬜⬜



- Armaments and Ammo: Trunk
- Collectible: Required Reading: Tumblers Today
- Danger: Radiation (Mild)!
- Faction: Bloatflies
- Faction: Mirelurks
- Faction: Radroaches
- Health or Chems
- Quest Visit: Last Voyage of the U.S.S. Constitution (Side)

Fig 2.28: Poseidon Energy Turbine #18-F (Exterior)



VAULT-TEC RECOMMENDED LOOT

Required Reading: Tumblers Today

This is a small nuclear turbine used to the supply energy to much of the Commonwealth. The turbine is inactive. You find a quest item here if the quest is active. Clear the interior of disgusting mutant insects. Use the exterior roof as a defensive position if necessary.

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

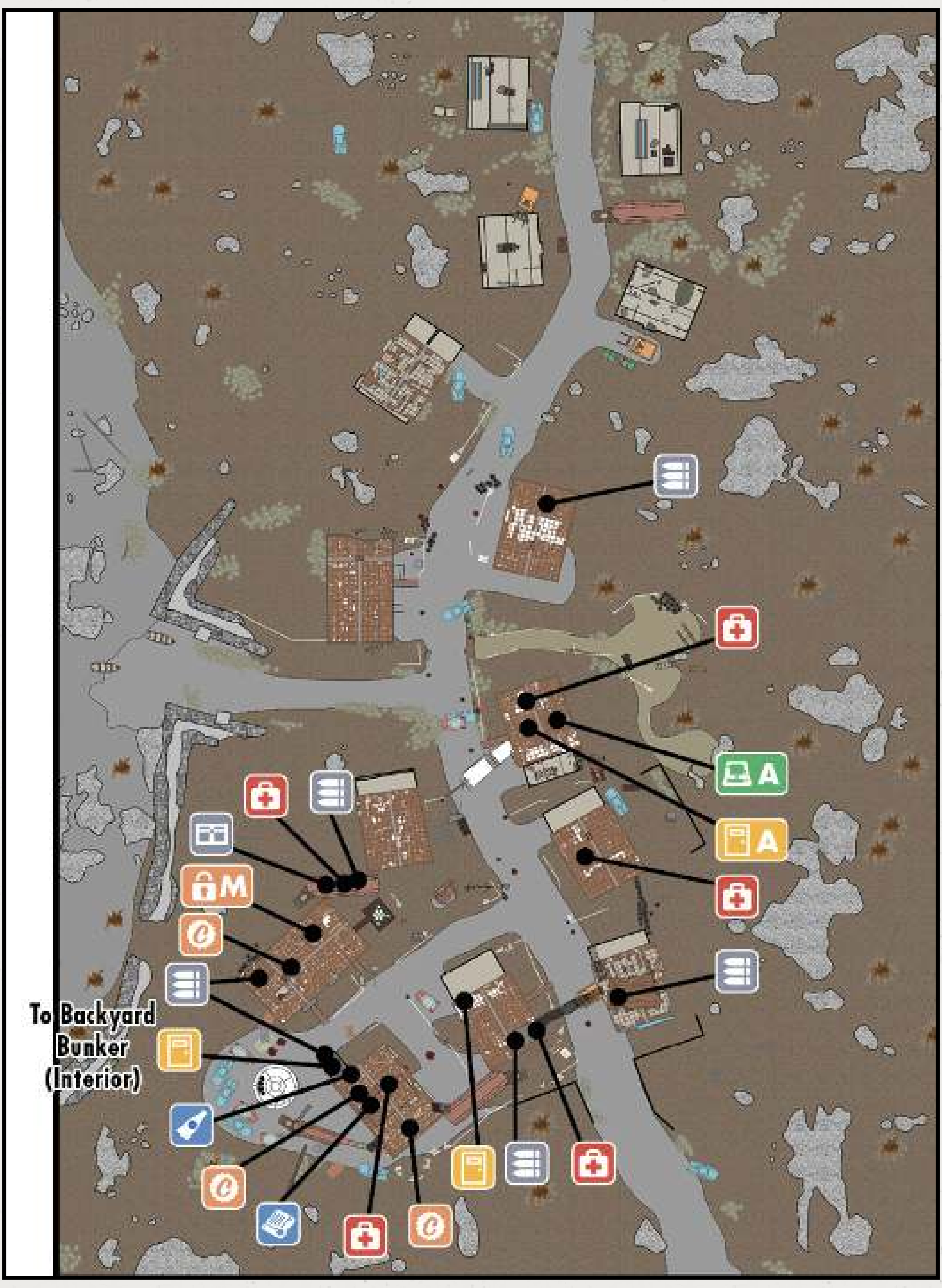
Primary Locations

[2.29] West Everett Estates

THREAT LEVELS 20+

- Armaments and Ammo
- Armaments and Ammo: Trunk (2)
- Bottlecaps
- Collectible: Nuka-Cola Quantum (2)
- Crafting: Armor Workbench
- Crafting: Cooking Station
- Crafting: Weapons Workbench
- Danger: Can Chimes!
- Danger: Grenade Trap!
- Danger: Mines!
- Danger: Oil!
- Danger: Turrets!
- Faction: Super Mutant
- Faction: Character: Hammer
- Health or Chems

Fig 2.29A: West Everett Estates (Exterior)



VAULT-TEC RECOMMENDED LOOT

Collectible: Nuka Cola Quantum (2)

This once-picturesque suburban community is similar to Sanctuary Hills. Currently, it could best be described now as a "transitional" neighborhood. Recently, a Raider gang was overrun by Super Mutants under the leadership of "Hammer." They are clustered to the south. Be sure to thoroughly inspect the area for a safe (Master) and steamer trunk (Expert), Lance's terminal (Advanced), and a nearby safe (Advanced). Enter the backyard bunker to locate Wayne's terminal, another Quantum, and one more trunk.

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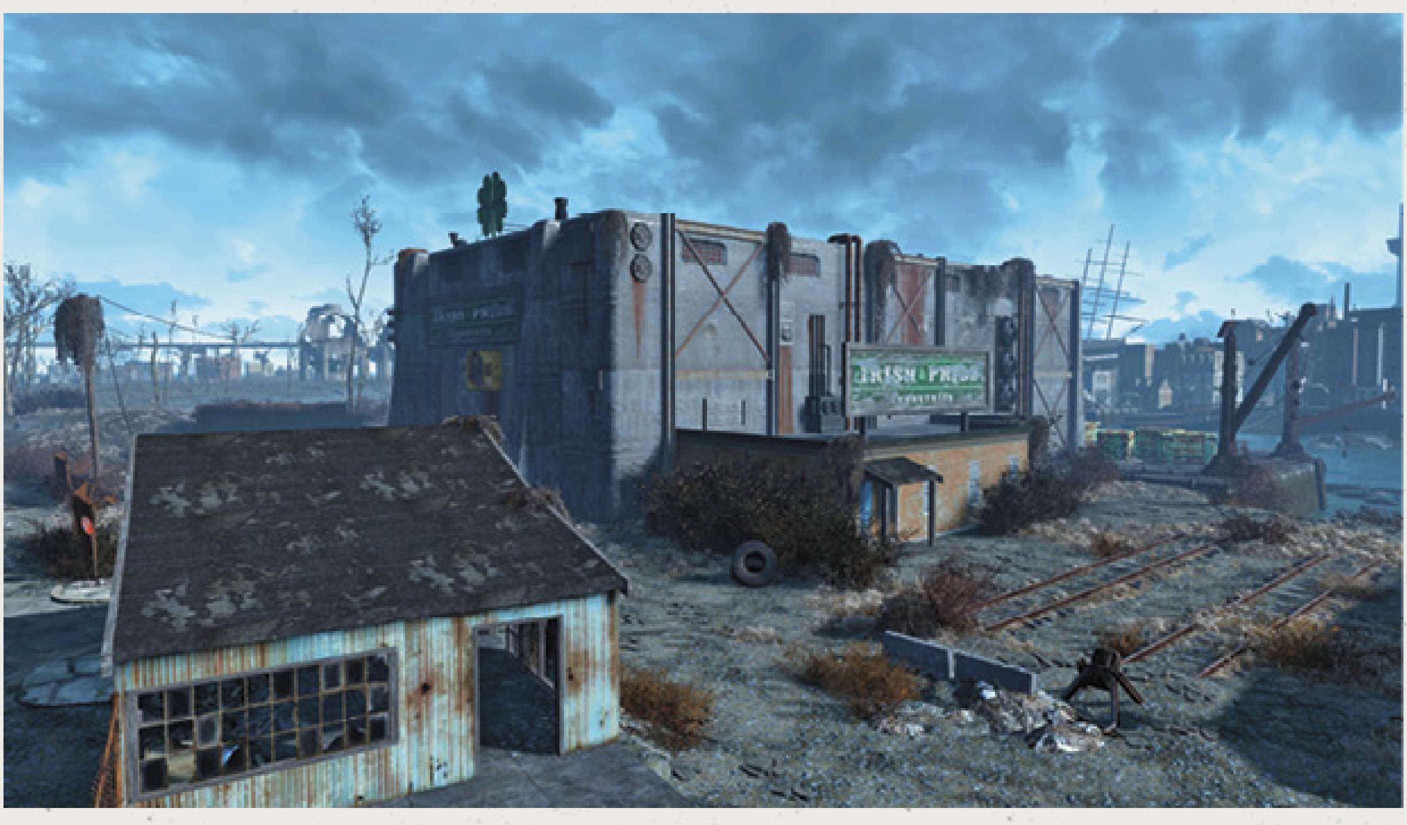
[2.30] Irish Pride Industries Shipyard

THREAT LEVELS 20+ 🟦🟦🟩🟩☐☐☐☐☐

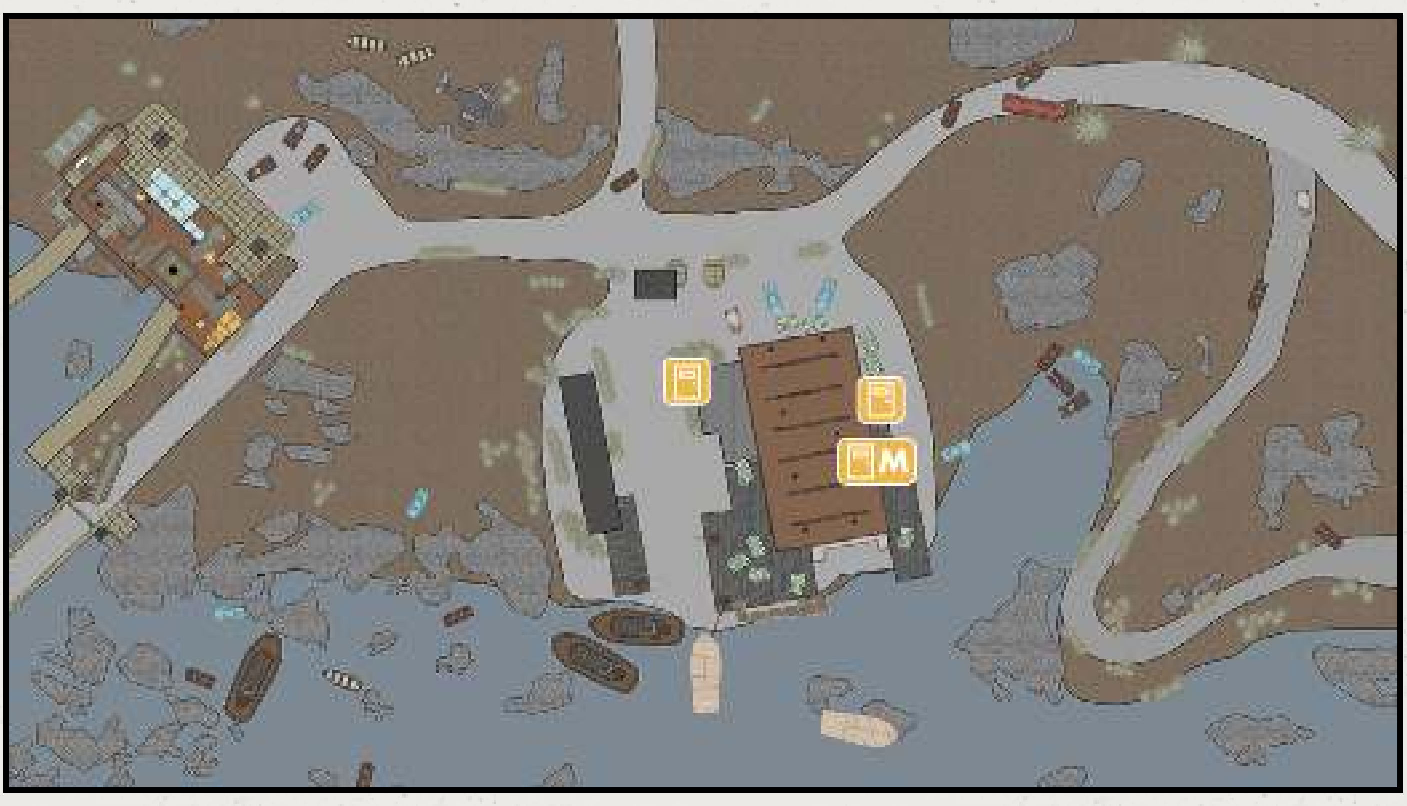


- Armaments and Ammo
- Armaments and Ammo: Trunk
- Book or Magazine: Taboo Tattoos
- Bottlecaps
- Crafting: Armor Workbench
- Crafting: Power Armor Station
- Danger: Radiation (Mild)!
- Faction: Bloodbugs
- Faction: Mirelurks
- Health or Chems

VAULT-TEC RECOMMENDED LOOT

Required Reading: Taboo Tattoos

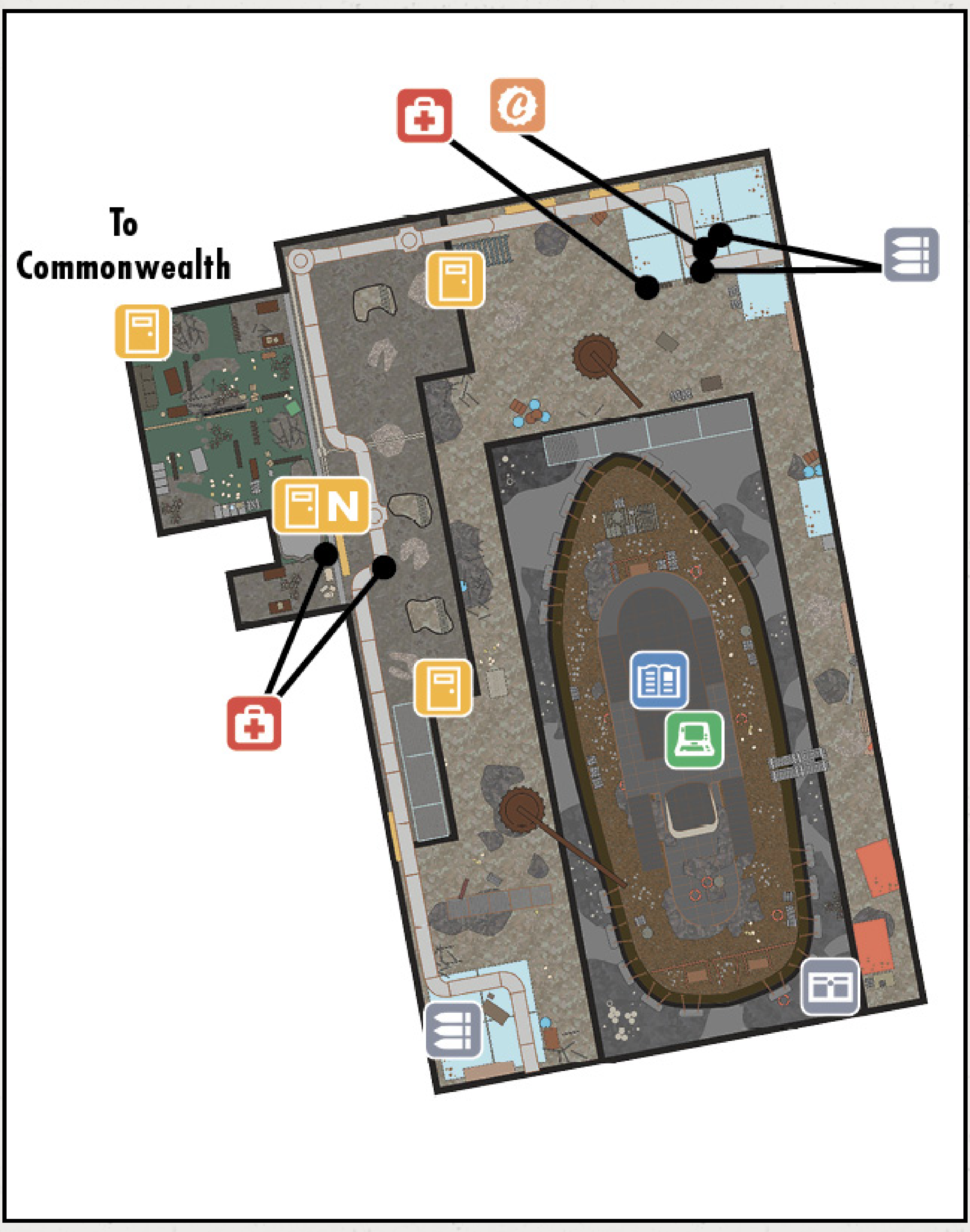
Fig 2.30A: Irish Pride Industries Shipyard (Exterior)



This small shipyard produces midsized shipping vessels. Recently, the place was taken over by Rory Rigwell, lover of Mirelurks. He believed the mutated crustaceans weren't violent, just misunderstood.

The west warehouse has a Power Armor station, and you find some caps stashed on a boat moored to the south. There are two entrances—the main doors to the northwest and a side entrance (Master).

Fig 2.30B: Irish Pride Industries Shipyard (Interior)



Through the office and locker room is a large yard where you find the remains of a rusty tugboat. The intermittent chatter of Rory can be heard (and turned off at the boat's terminal). Don't forget to check the metal roof of the workshops and the muddy base around the boat for a trunk.

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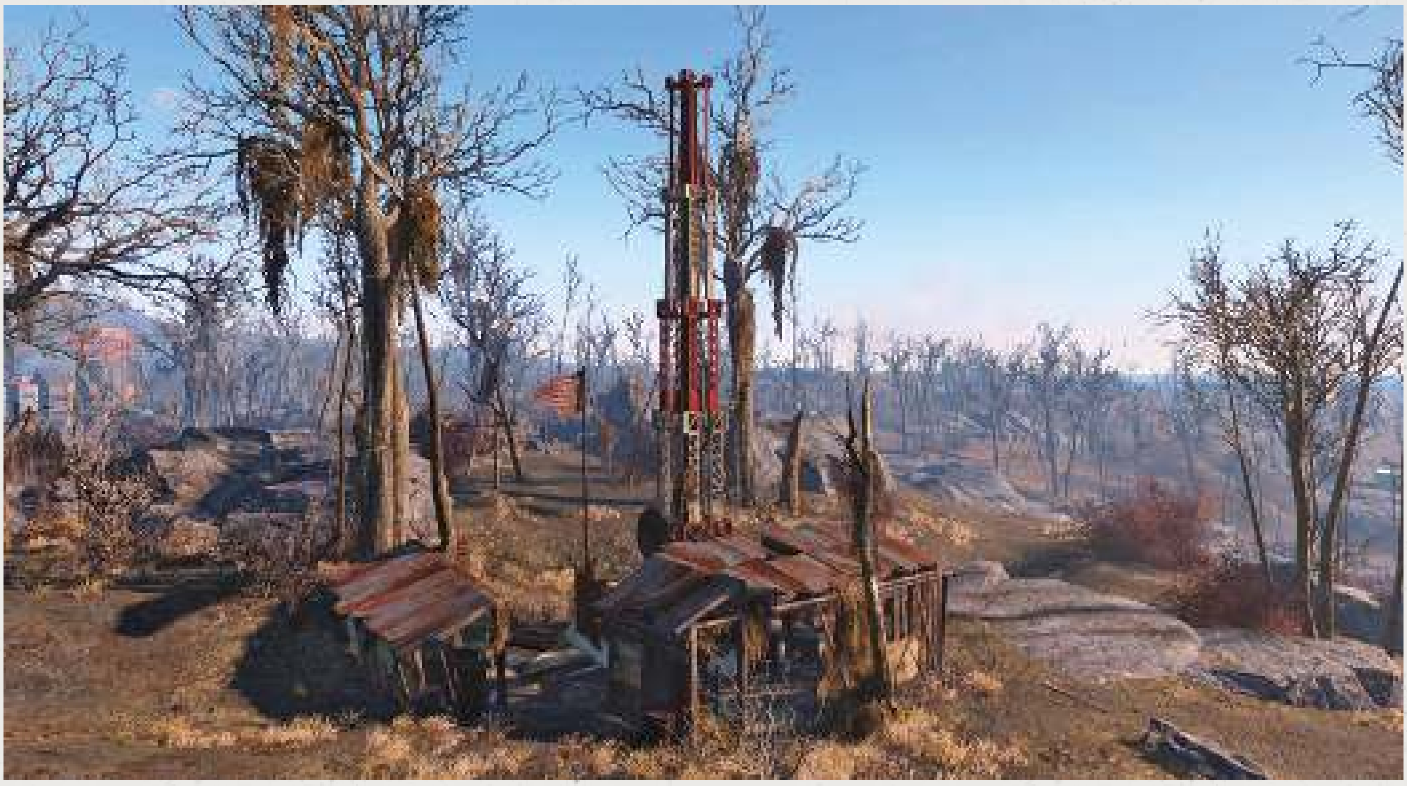
[2.31] Relay Tower OMC-810

TIP

THREAT LEVELS 20+ 🟦🟦🟩🟩⬜⬜⬜⬜⬜



- Radio: Default Radio Signal
- Radio: Separated Family Radio Signal

This is part of the Commonwealth Relay Tower Network. Authorized personnel only. Use the relay tower terminal to amplify two nearby radio signals.

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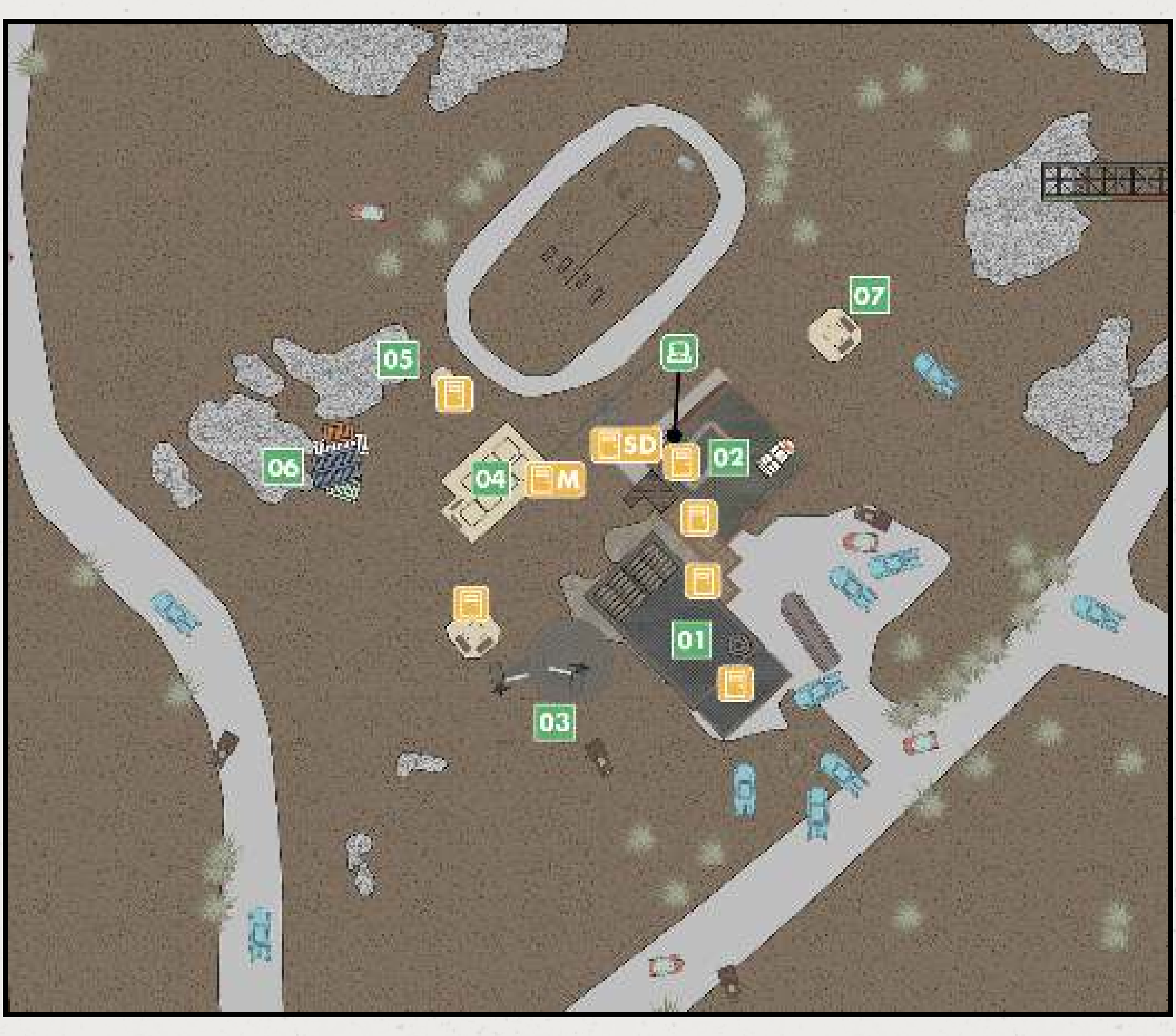
[2.32] National Guard Training Yard

THREAT LEVELS 25+ 🟦🟦🟩🟩🟨☐☐☐☐

- Armaments and Ammo+
- Armaments and Ammo: Trunk
- Armor Part: Fusion Core (2)
- Armor Part: Power Armor (leveled)
- Armor Part: Power Armor (leveled)
- Armor Part: Power Armor (leveled)
- Collectible: Holotape: Knight Astlin's Holotape
- Collectible: Holotape: National Guard Officer's Password
- Collectible: Required Reading: U.S. Covert Operations Manual
- Crafting: Armor Workbench
- Crafting: Cooking Station
- Crafting: Power Armor Station
- Crafting: Weapons Workbench
- Danger: Oil!
- Danger: Mines!
- Danger: Tripwires!
- Faction: Brotherhood of Steel
- Faction: Feral Ghouls
- Faction: Robots
- Faction: Character: Knight Astlin
- Faction: Character: Shelly Tiller
- Health or Chems
- Quest Start: The Lost Patrol (Brotherhood of Steel)
- Quest Visit: The Lost Patrol (Brotherhood of Steel)
- Quest Visit: The Silver Shroud (Side)

Fig 2.32A: National Guard Training Yard (Exterior)



VAULT-TEC RECOMMENDED LOOT

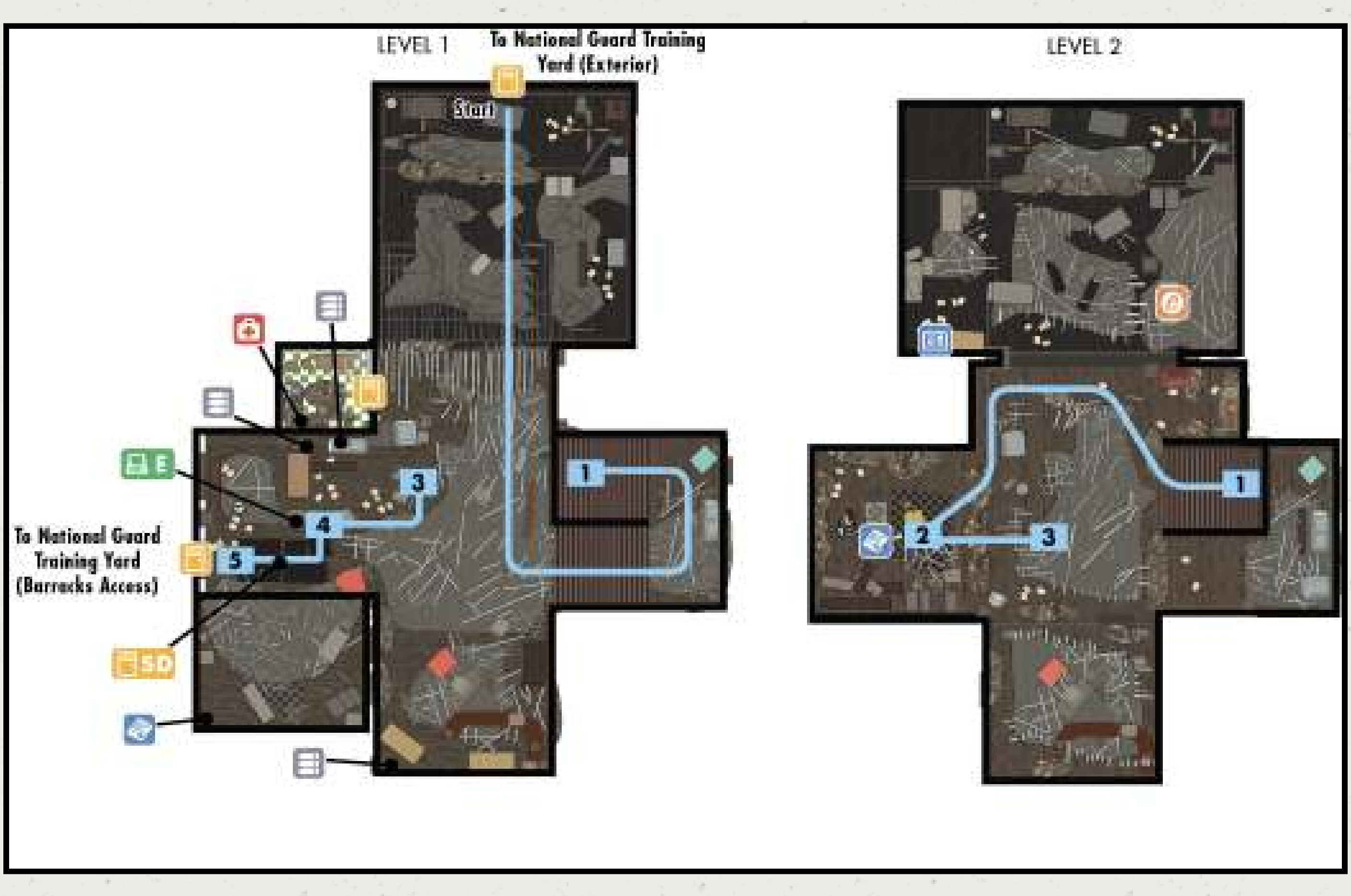
- **Armor Part: Fusion Core (2)**
- **Armor Part: Power Armor (Leveled)**
- **Required Reading: U.S. Covert Operations Manual**

Two hundred years ago, the National Guard was in higher demand than ever before. This facility was expanded just prior to the bombs falling. Currently, this location has recently been visited by the Brotherhood of Steel; they used this location to house and repair Power Armor.

[01] National Guard Recruitment Office

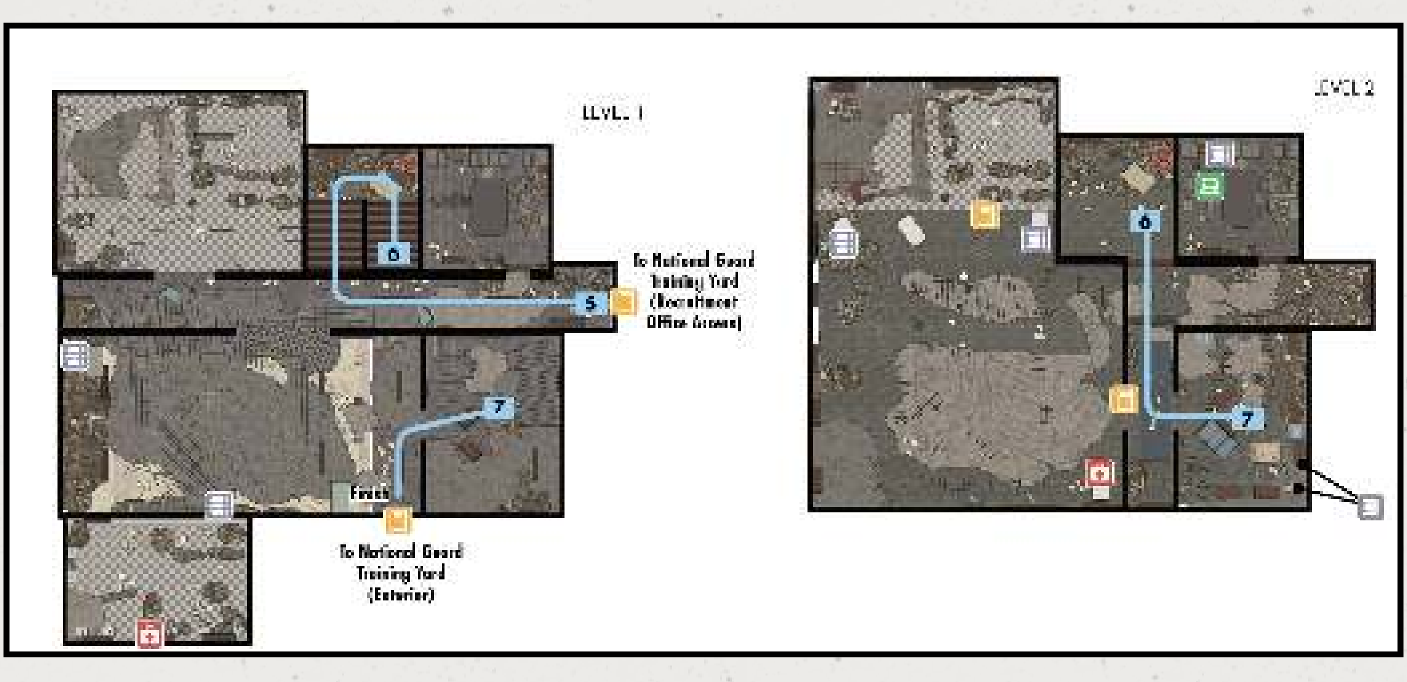
The upper floor of this office has almost completely collapsed. The Brotherhood Knight in this location begins the specified quest if you inspect her. This is also the location of Shelly Tiller if the side quest is active. There's also some required reading in the ground floor cafeteria.

Fig 2.32B: National Guard Recruitment Office (Interior)


LEVEL 1
To National Guard Training Yard (Exterior)
Start
1
3
4
5
E
To National Guard Training Yard (Barracks Access)
SD
LEVEL 2
1
2
3

[02] National Guard Barracks

Fig 2.32C: National Guard Barracks (Interior)


LEVEL 1
6
5
To National Guard Training Yard (Recruitment Office Access)
7
Finish
To National Guard Training Yard (Exterior)
LEVEL 2
6
7

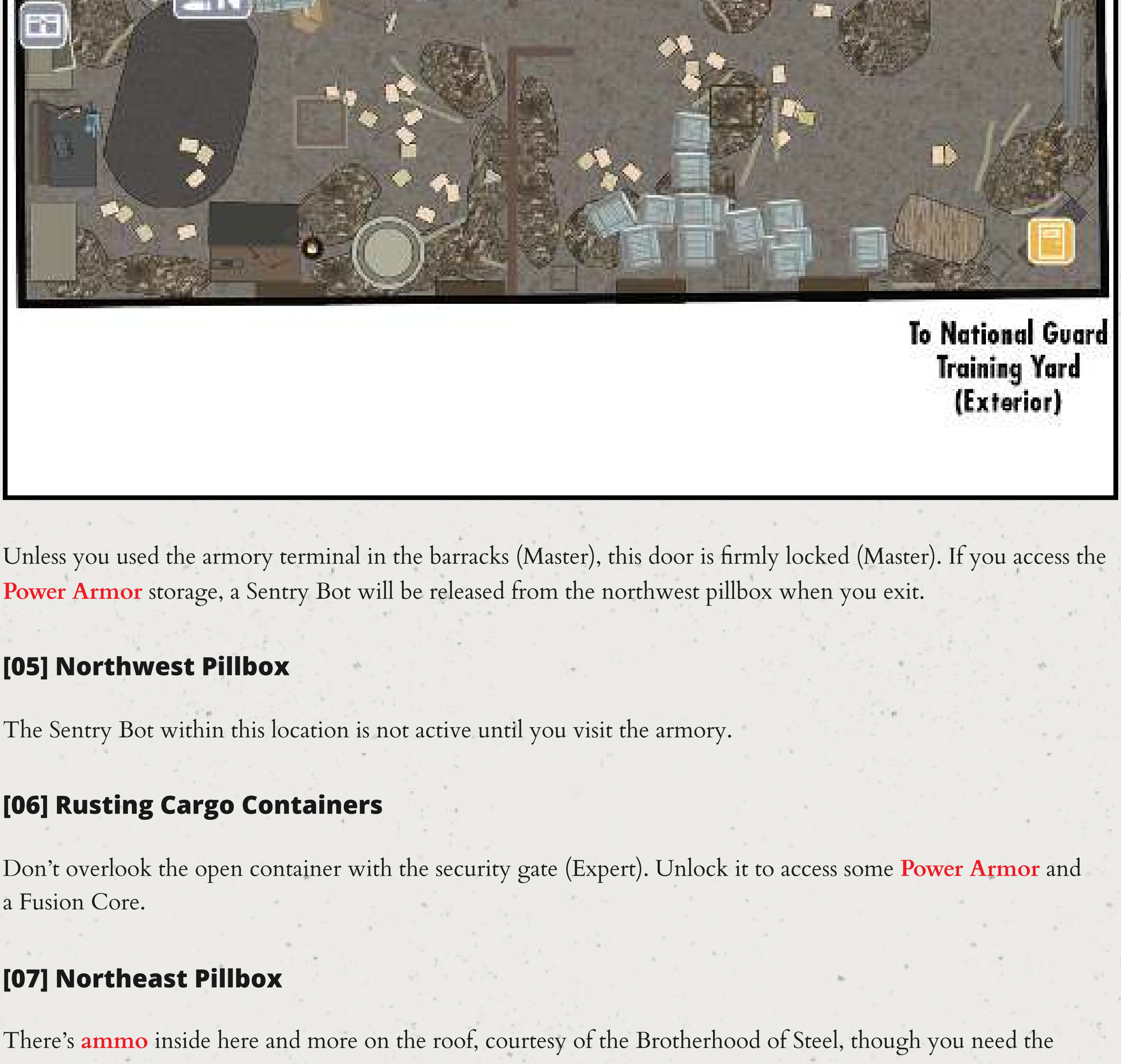
The exterior has scaffold steps to reach the roof, allowing for sniping opportunities against ferals and turrets. Once inside (accessed via the recruitment office), use the Holotape password found in the recruitment office to access the armory terminal (Master) if your hacking skills aren't up to par. Then unlock the door to the armory from here.

[03] Crashed Vertibird And West Pillbox

The building has a wooden box to crack open, and the area offers protection against wandering ferals.

[04] National Guard Armory

Fig 2.32D: National Guard Armory (Interior)



Unless you used the armory terminal in the barracks (Master), this door is firmly locked (Master). If you access the Power Armor storage, a Sentry Bot will be released from the northwest pillbox when you exit.

[05] Northwest Pillbox

The Sentry Bot within this location is not active until you visit the armory.

[06] Rusting Cargo Containers

Don't overlook the open container with the security gate (Expert). Unlock it to access some Power Armor and a Fusion Core.

[07] Northeast Pillbox

There's ammo inside here and more on the roof, courtesy of the Brotherhood of Steel, though you need the Power Armor Jetpack to land on the roof. The Jetpack is a reward given during the Brotherhood of Steel quests.

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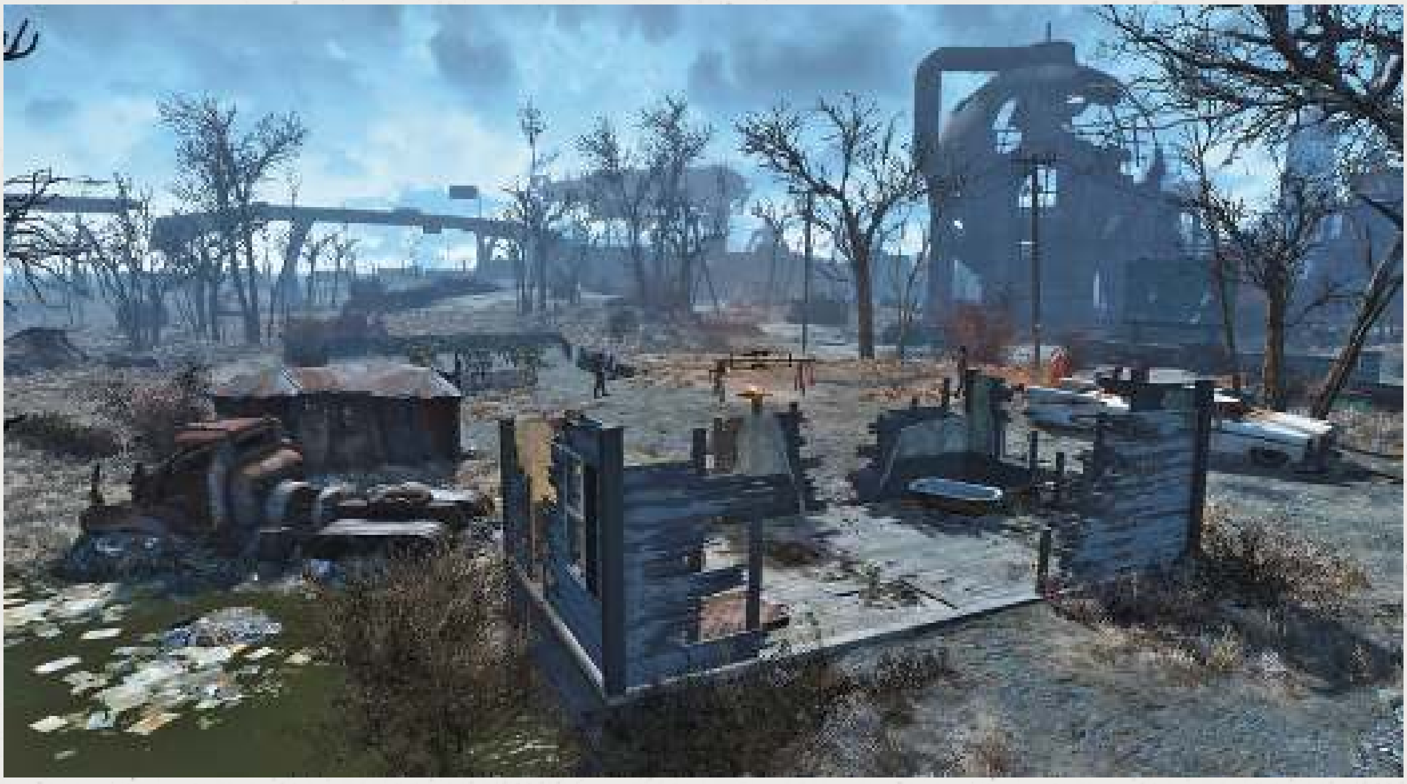
[2.33] County Crossing

THREAT LEVELS 25+ 🟦🟦🟩🟩🟨☐☐☐☐



- Crafting: Cooking Station
- Faction: Settler
- Services: Workshop

Eking out an existence in some of the least defendable arable land, two settlers and their Mutfruit orchard are ready for your help.

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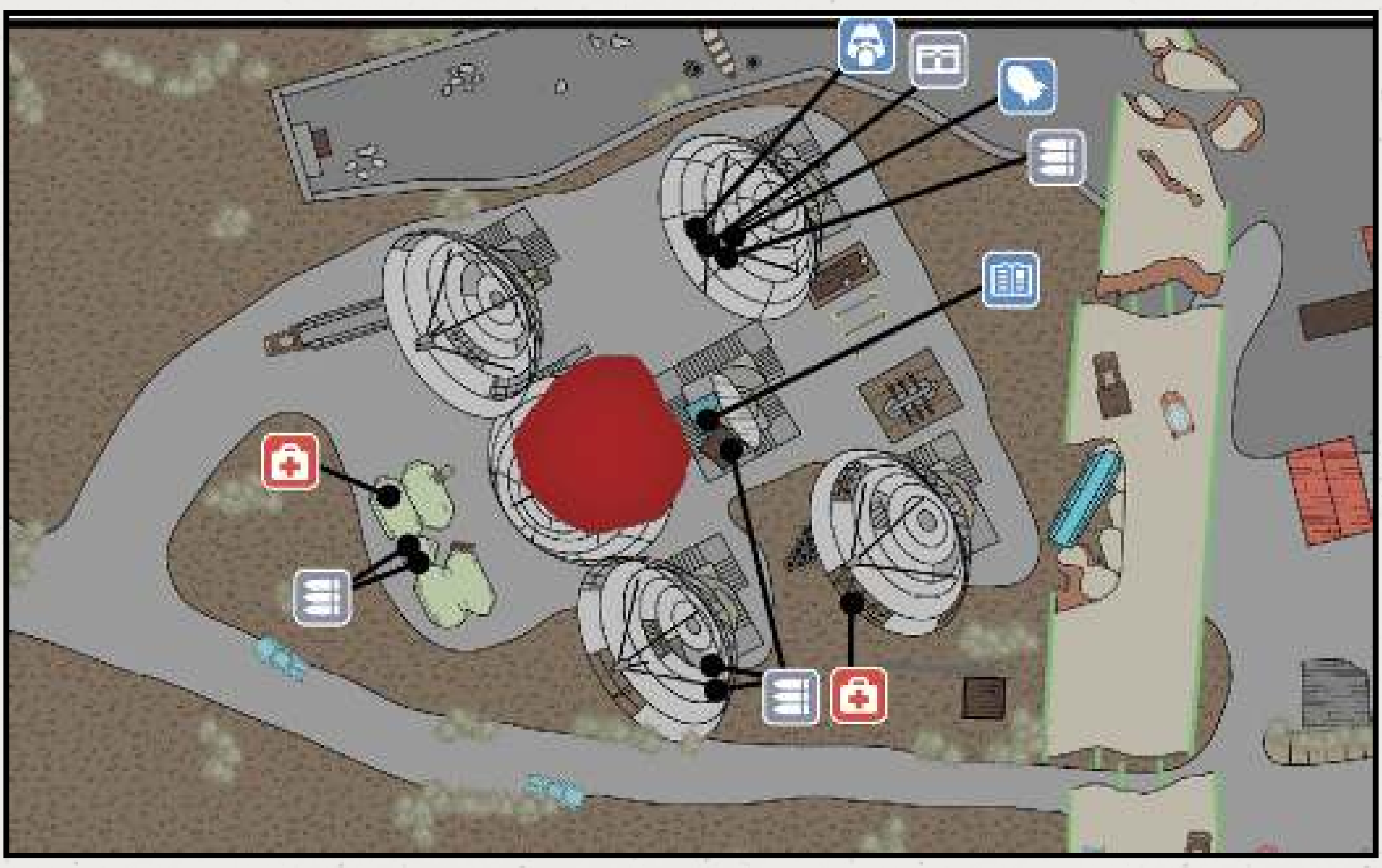
[2.34] Revere Satellite Array

THREAT LEVELS 35+

- Armaments and Ammo+
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Mini Nuke (Fat Man)
- Armaments and Ammo: Trunk
- Armor Part: Power Armor (leveled)
- Collectible: Required Reading: U.S. Covert Operations Manual
- Crafting: Armor Workbench
- Crafting: Cooking Station
- Danger: Long Fall!
- Danger: Oil!
- Faction: Brotherhood of Steel
- Faction: Super Mutant
- Faction: Character: Scribe Faris
- Health or Chems
- Quest Start: The Lost Patrol (Brotherhood of Steel)
- Quest Visit: The Lost Patrol (Brotherhood of Steel)

Fig 2.34: Revere Satellite Array (Exterior)



VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke (and Fat Man)

Armor Part: Power Armor (leveled)

Required Reading: U.S. Covert Operations Manual

Super Mutants are advancing into Raider territory throughout this zone and are using this flooded array as a bone pit. Visit the wayward Brotherhood scribe Faris here to begin a quest. Find the Fat Man after a precarious ascent and a Mini Nuke after a disgustingly bloody wade.

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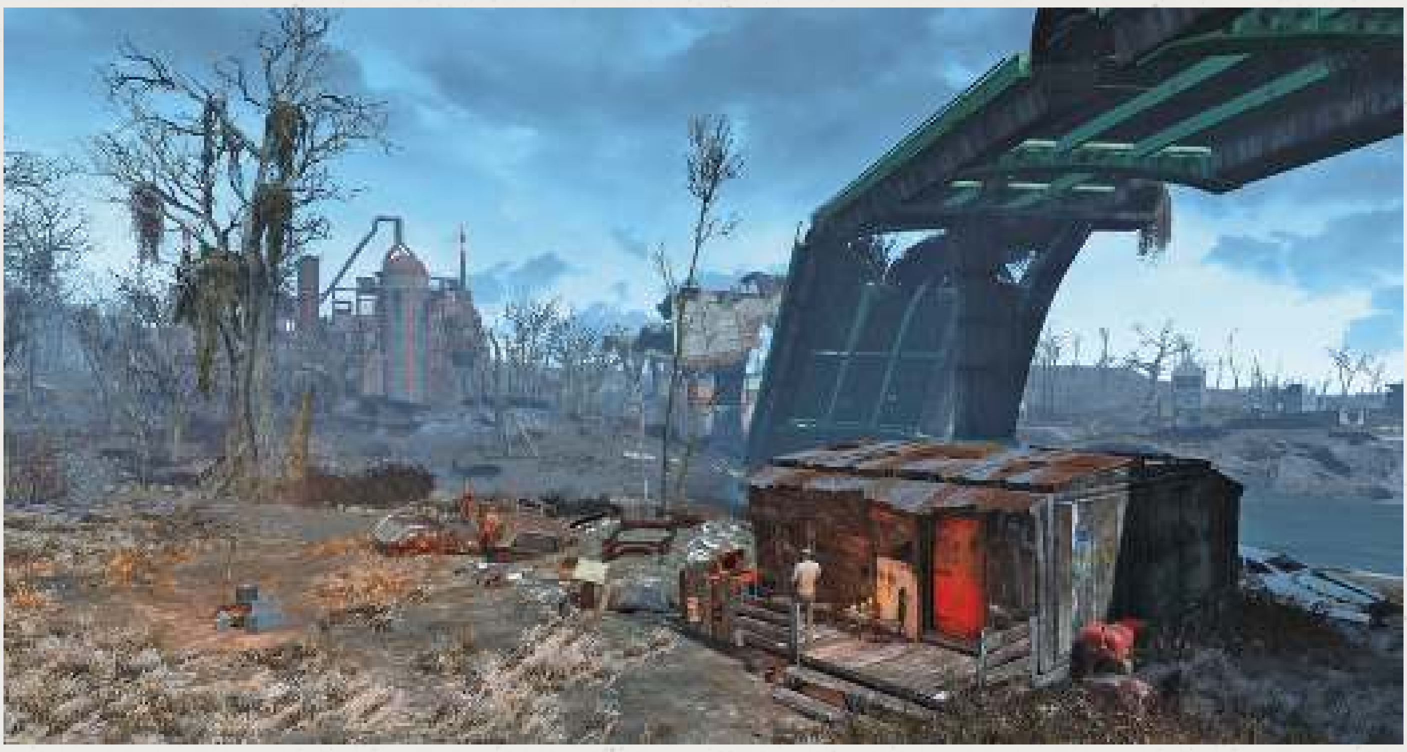
[2.35] Finch Farm

THREAT LEVELS 30+ 🟦🟦🟩🟩🟨🟨☐☐☐



- Bottlecaps+
- Crafting: Cooking Station
- Faction: Settler
- Faction: Character: Abraham Finch
- Faction: Character: Abigal Finch
- Faction: Character: Daniel Finch
- Quest Start: Out of the Fire (location quest)
- Services: Trader (Finch)
- Services: Workshop

The Finch family farm this grim scrubland, and their youngest, Jake, has disappeared. Offer to help, complete the quest, and you may add this Mutfruit settlement to your burgeoning empire.

Out Of The Fire

1. Retrieve Abraham Finch's sword from Saugus Ironworks

2. Return Abraham Finch's sword to him at Finch Farm

Speak to Abraham Finch and agree to help him.

CHARISMA

(Easy) Ask for more Caps.

Visit Saugus Ironworks and prepare for protracted combat with a Raider gang known as the Forged. Enter the blast furnace, slay the Raider leader Slag, then return to Finch (with or without Jake) for your reward; you get to keep the sword (Unique Weapon: Shishkebab, located at Saugus Ironworks).

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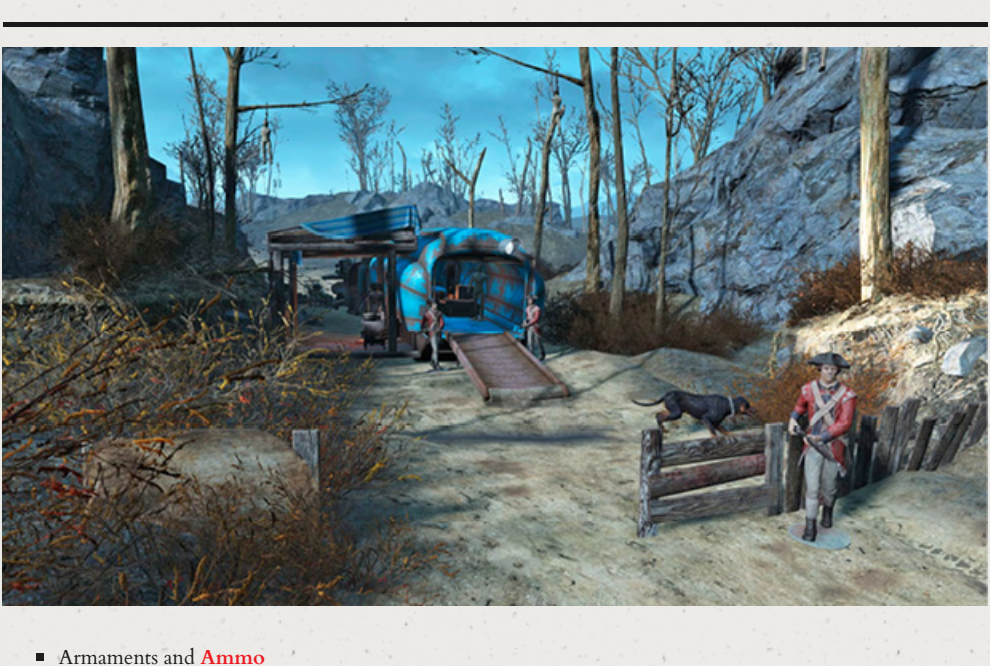
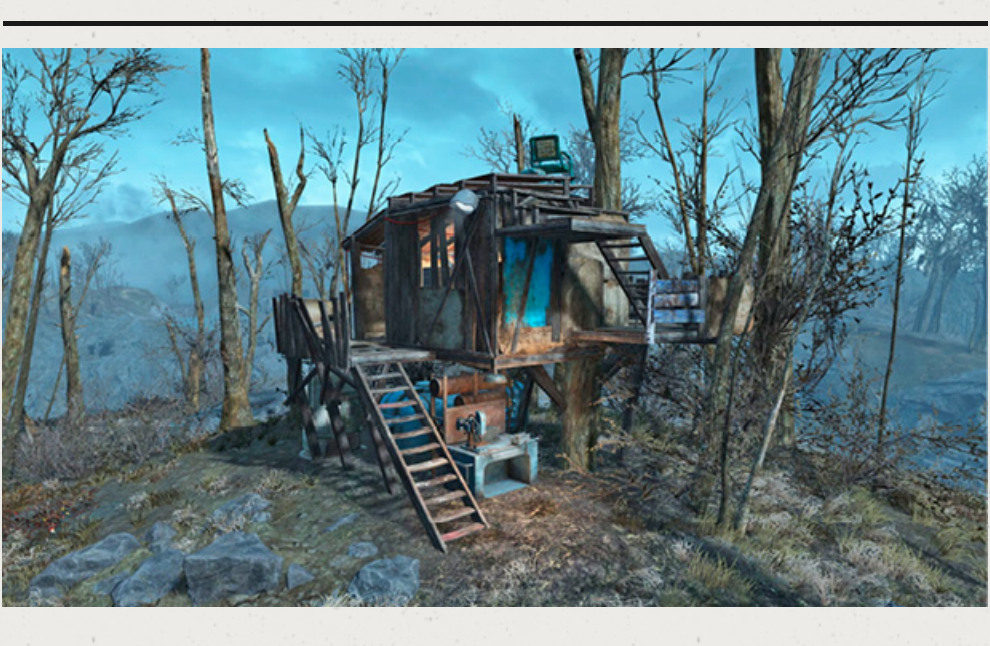
[2.01] CONTAINER TRUCK CAMP



- Armaments and Ammo
- Crafting: Cooking Station
- Danger: Turrets!
- Faction: Raider
- Health or Chems

On the road south of Outpost Zimonja is a parked trailer guarded by two Redcoat mannequins. The real threat is the Raider and his dog. Search the trailer for an explosives box (Novice) and other ammo.

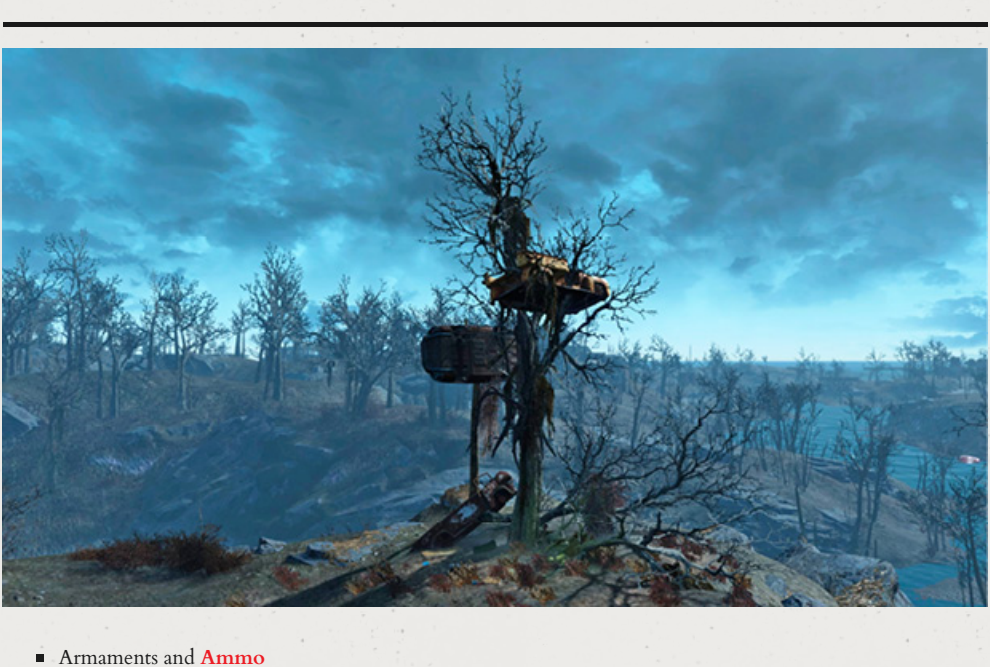
[2.02] HILLTOP HUT



- Crafting: Weapons Workbench
- Faction: Robot

A small stilt shack with a commanding view of the area has a locked terminal (Expert) to hack, if you want a spot of Protectron remote-controlling.

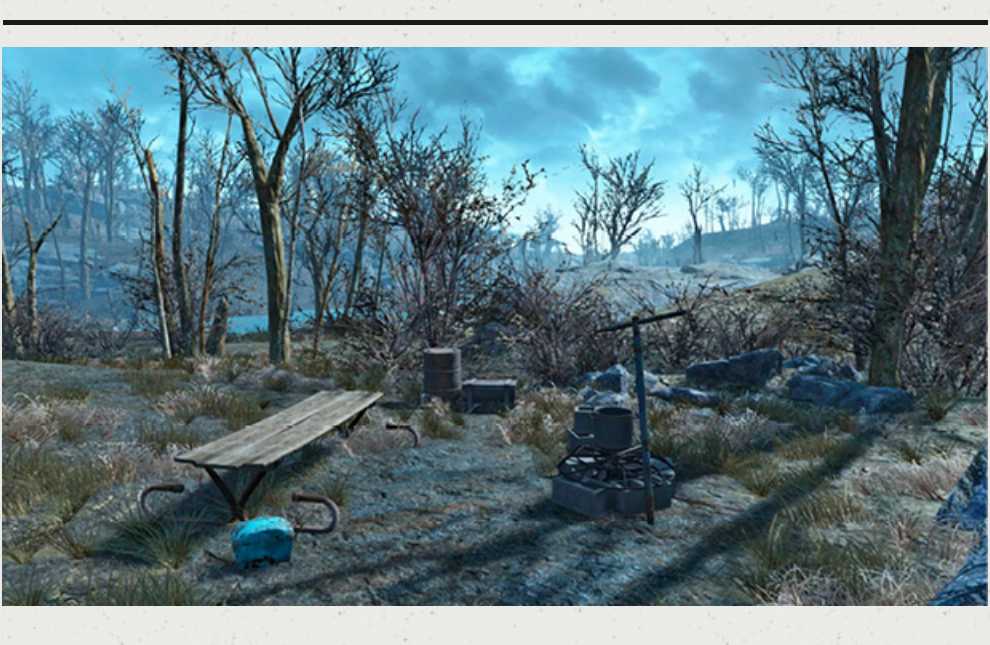
[2.03] CAR TREE CAMP



- Armaments and Ammo
- Bottlecaps+
- Crafting: Cooking Station
- Faction: Radscorpions

Three settlers used this landmark as a camp. The Radscorpions use this as a feeding ground. Grab some caps from the settlers, and inspect their duffel bag.

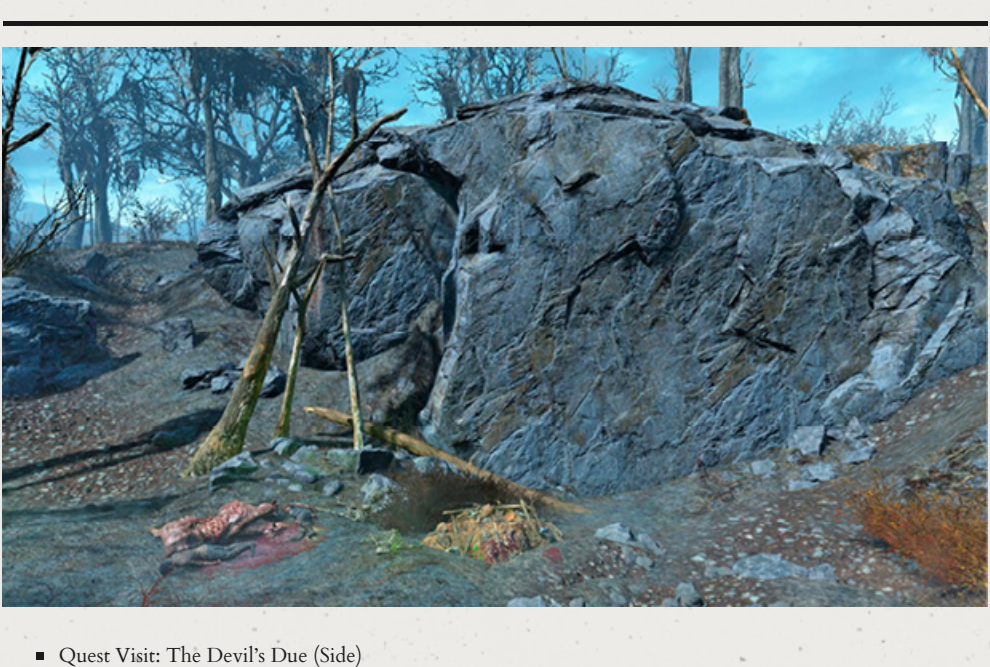
[2.04] DESERTED PICNIC AREA



- Crafting: Cooking Station

This was once a picturesque rest stop for day-tripping picnickers. Now there's a rusty cooler (Novice) to scavenge from as you view the desolate scrub.

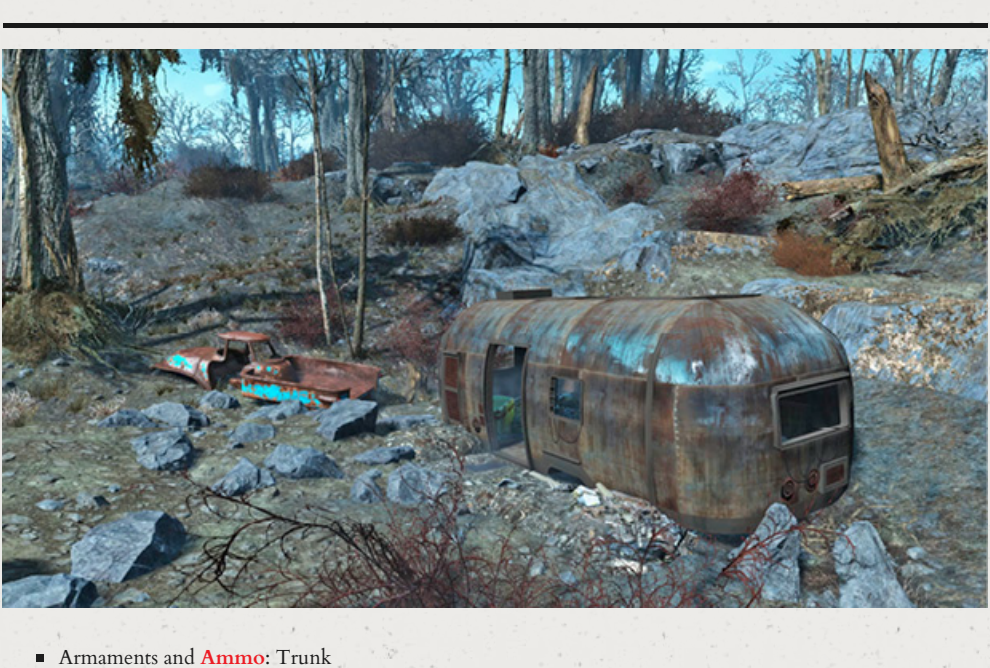
[2.05] DEATHCLAW NEST (LYNN WOODS)



- Quest Visit: The Devil's Due (Side)

A small collection of kills and a large nest indicates the presence of Deathclaws. Drop in an egg-shaped present so you're not mauled.

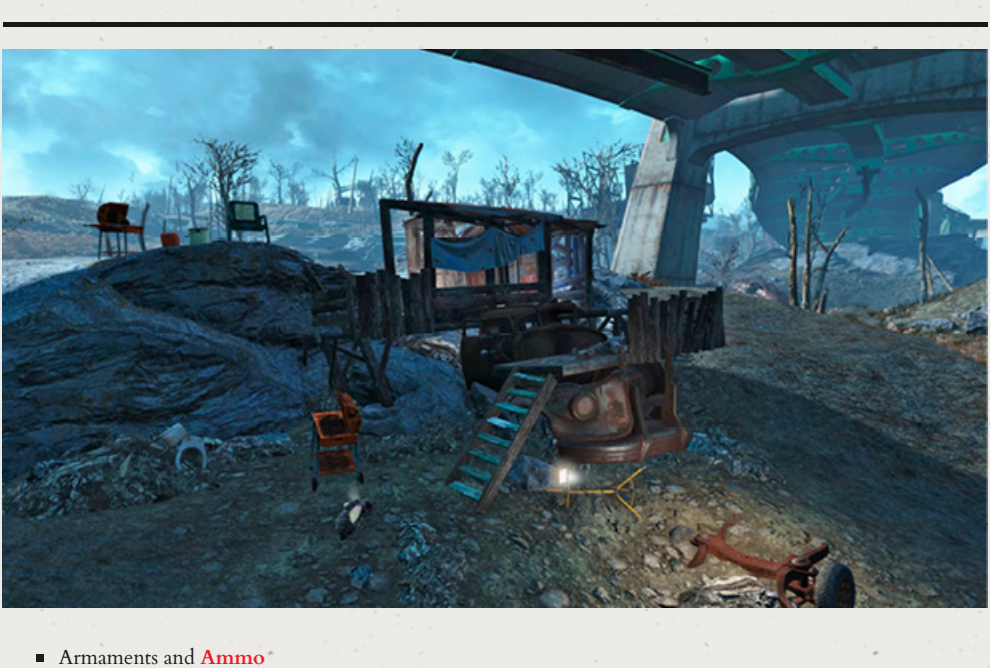
[2.06] RUSTY TRAILER



- Armaments and Ammo: Trunk

Long ago, vacationers didn't get far. Look inside the rusting trailer for a steamer trunk.

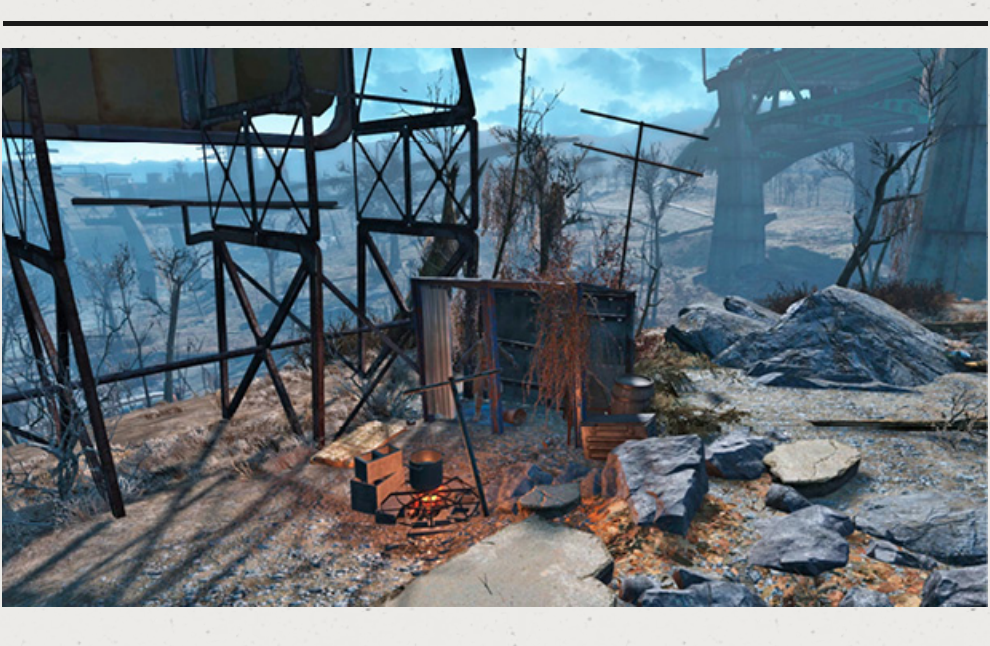
[2.07] BLOATFLY CAMP



- Armaments and Ammo
- Faction: Bloatflies

A shack under the elevated freeway houses a wooden crate, a settler, and a small swarm of Bloatflies.

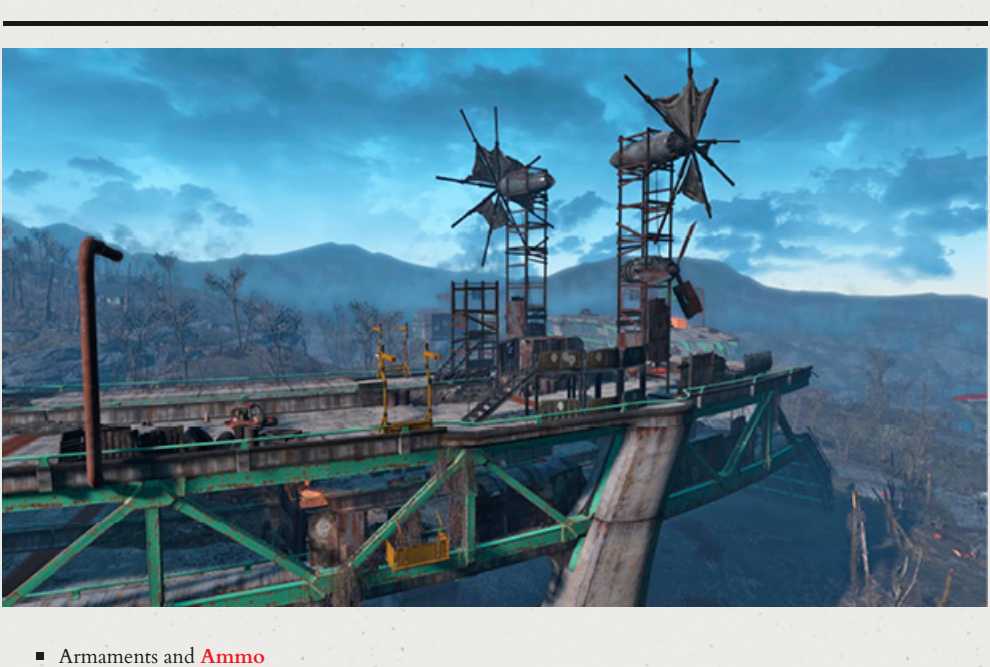
[2.08] BILLBOARD SCAVENGER SHACK



- Crafting: Cooking Station

Beneath the large rusting billboard is a small shack with a cooking fire.

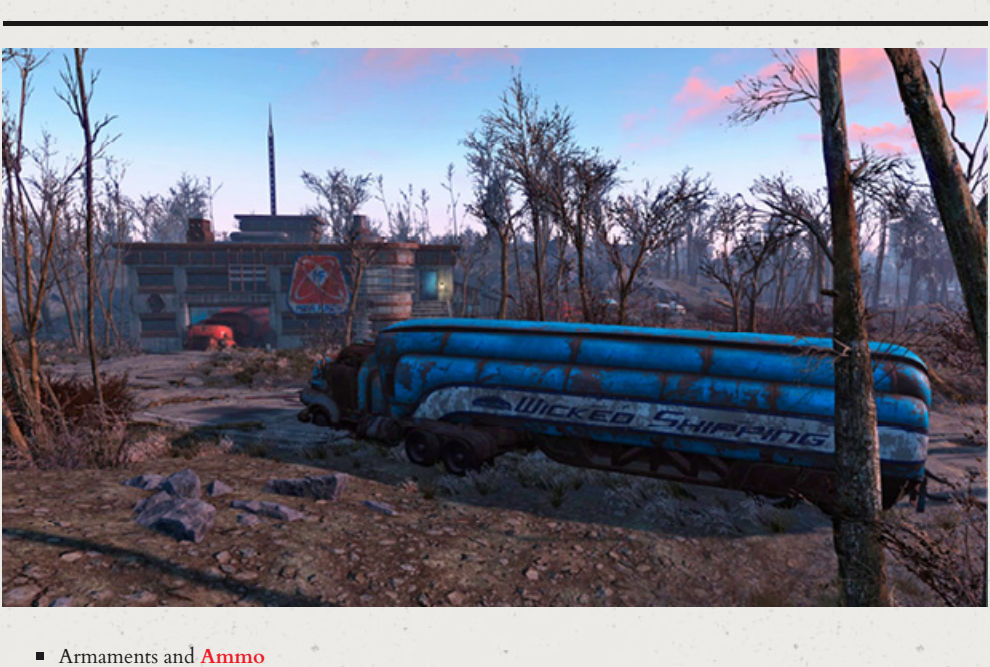
[2.09] ELEVATED GUNNER CAMP



- Armaments and Ammo
- Crafting: Power Armor Station
- Danger: Long Drop!
- Health or Chems

This Gunner camp has a construction lift to the south, but it is raised, meaning you need to approach from the fallen freeway section to the north. Gather chems, unlock the wooden crate, and ride the other construction lift to the upper part of the camp. There's usually a good weapon between the two large windmills.

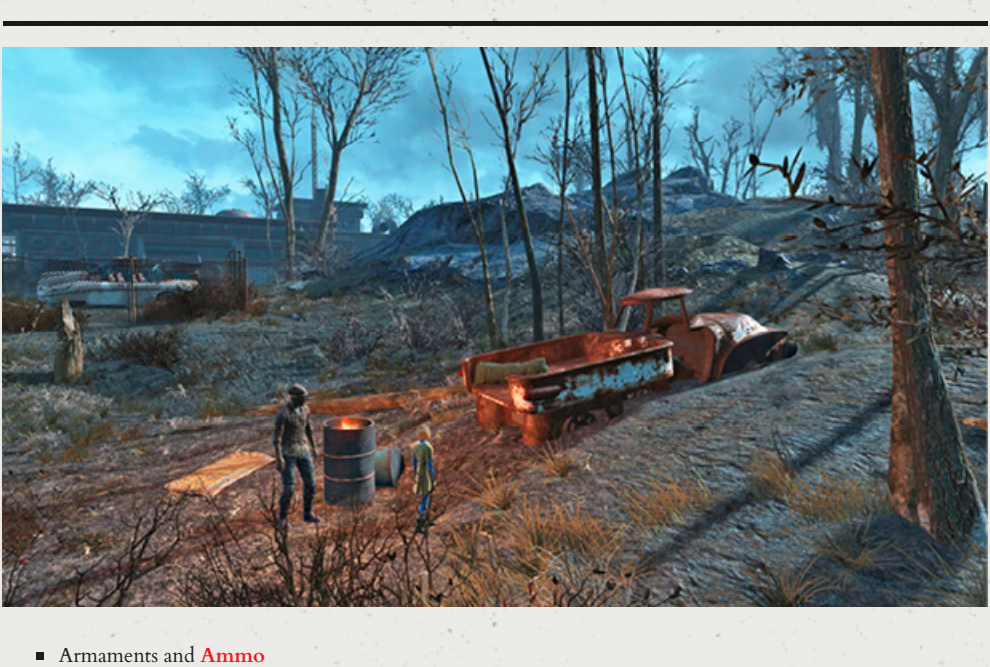
[2.10] WICKED SHIPPING CONTAINER TRUCK #3



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Quest Visit: Wicked Shipments (location miscellaneous)

This is one of Wicked Shipping's trailers; the hatch is unlocked. Access the trunk and explosives box inside.

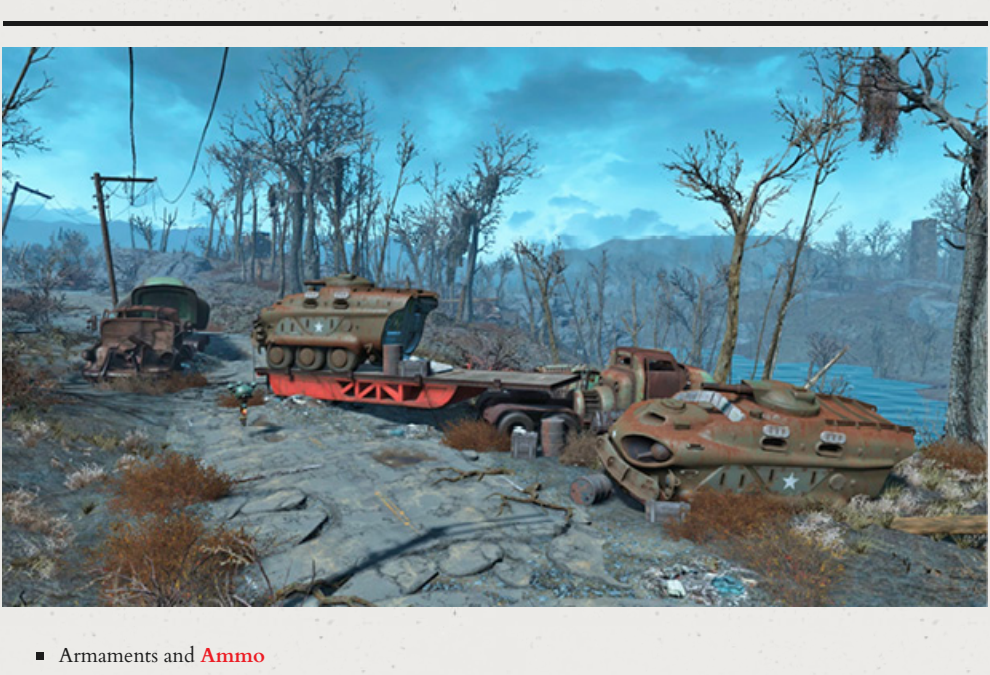
[2.11] SCAVENGER CAMP



- Armaments and Ammo
- Faction: Yao Guai

A wild Yao Guai has interrupted a group of scavengers. Pick through the remains after anything violent attempts to gnaw on you.

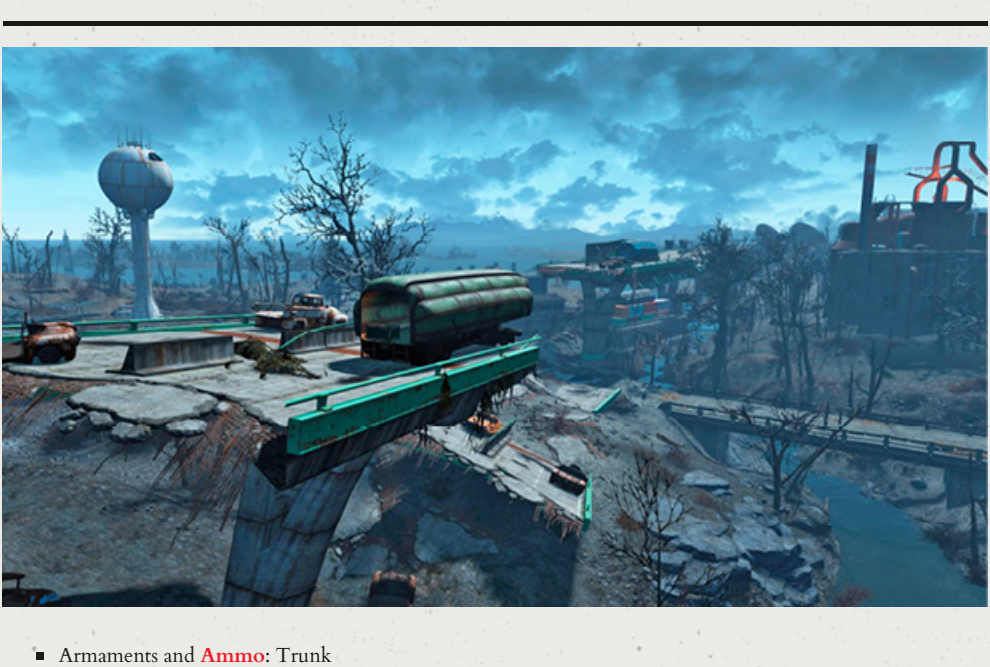
[2.12] MILITARY CONVOY (APCS AND TRAILER)



- Armaments and Ammo
- Armaments and Ammo: Trunk

A rusting convoy of APCs and two big-rigs. The APC holds some ammunition and explosives, but the larger reward is in the green container trailer—a trunk.

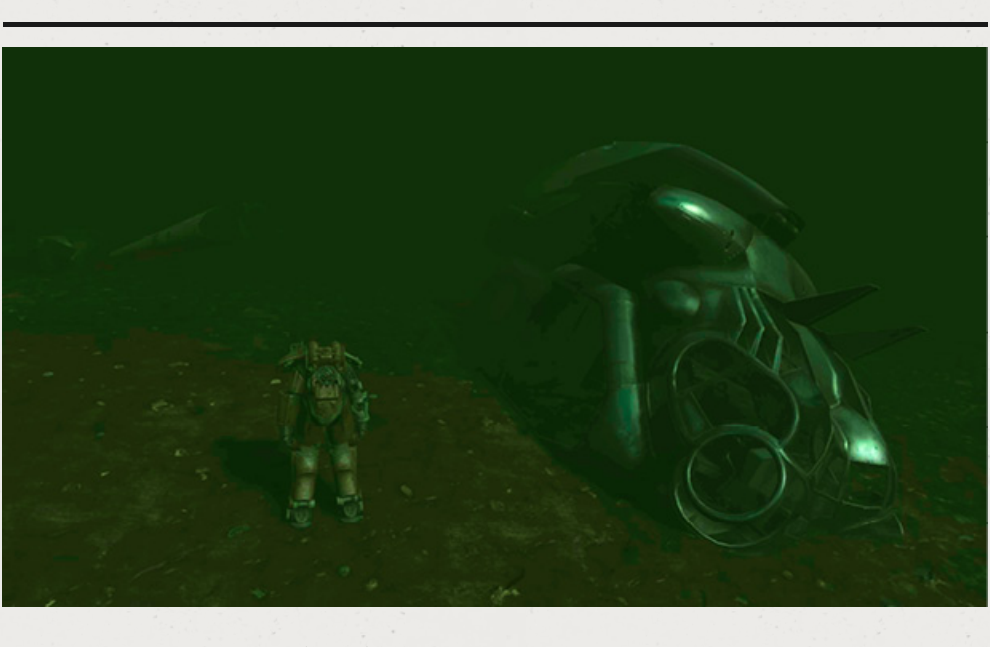
[2.13] ELEVATED FREEWAY: ELEVATED TRAILER



- Armaments and Ammo: Trunk

A green container trailer is attached to the big-rig, which is delicately balanced on a seemingly inaccessible "island" of elevated freeway. Jump here with a Brotherhood of Steel jetpack, and claim the trunk from inside the trailer.

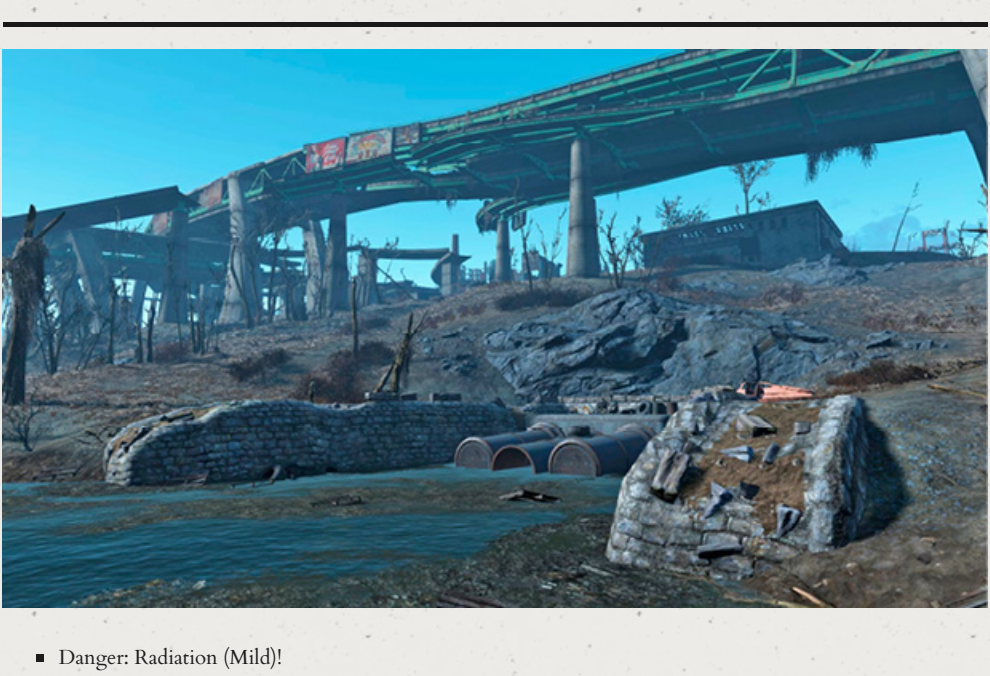
[2.14] CRASHED VERTIBIRD (COVENANT LAKE)



- Armor Part: Power Armor (leveled)
- Danger: Radiation (Mild)

The remains of a Vertibird are sticking out of the north end of this lake. Swim by the vessel to scavenge the suit of Power Armor, fully submerged next to the craft.

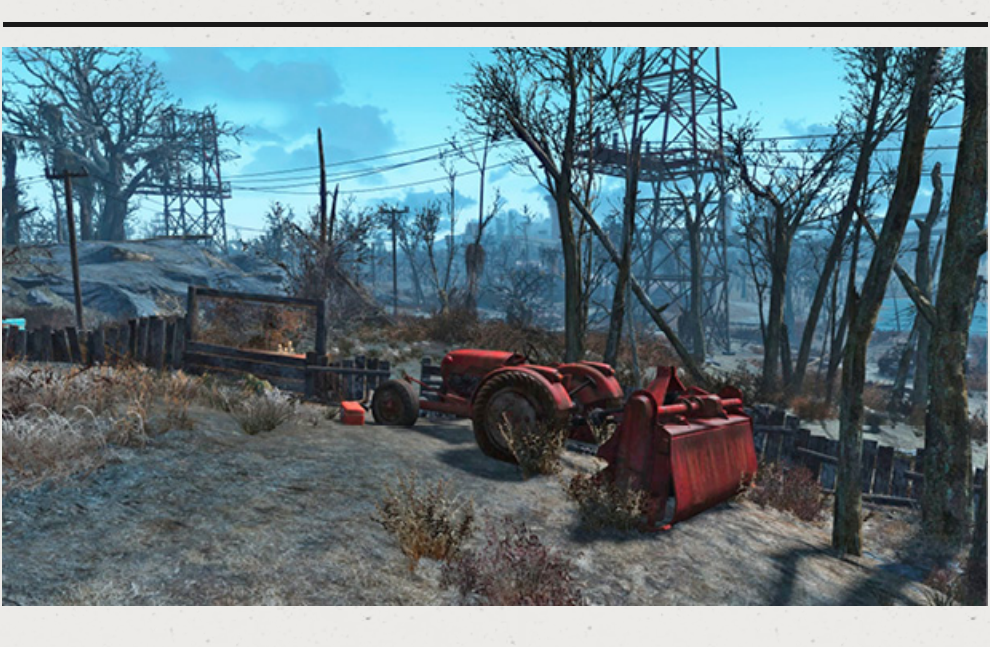
[2.15] THE FISHING SPOT (COVENANT COMPOUND)



- Danger: Radiation (Mild)!
- Danger: Turrets!
- Faction: Covenant
- Faction: Character: Blythe
- Faction: Character: Manny
- Quest Visit: Human Error (Side)

A grumpy fisherman sits on this sewer outlet. Investigate the sewer pipe and you stumble upon a strange compound allied to the Covenant (on the east side of the lake). Do not disturb Manny and Blythe unless you wish to get on their bad side. Instead, why not investigate Covenant first? The map to the sewers is listed in Primary Location 2.25.

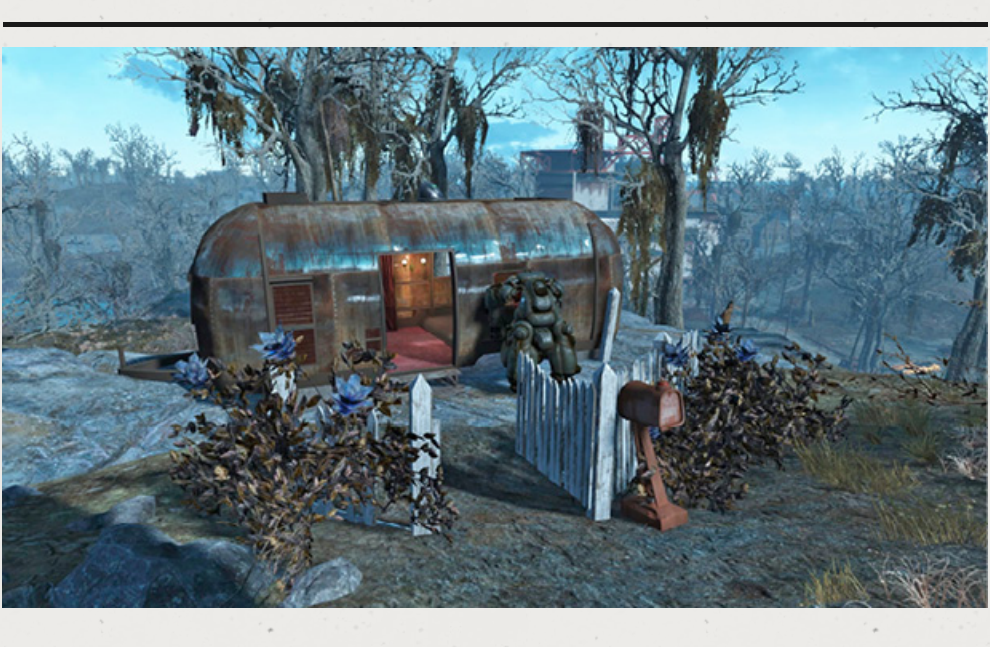
[2.16] RUSTY TRACTOR



- Bottlecaps
- Faction: Feral Ghoul

This is a pile of corpses and farm equipment. Though one of the corpses isn't quite dead. Find the caps on the tractor seat.

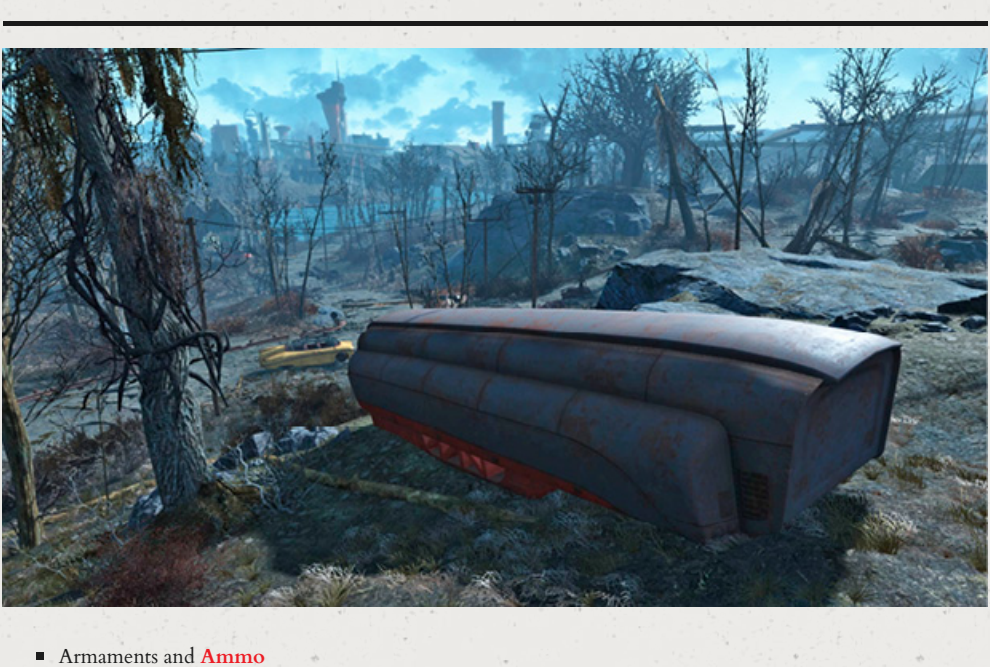
[2.17] OLD CARAVAN TRAILER



- Bottlecaps
- Danger: Turret!
- Faction: Robots

A rather antisocial dame (who isn't home at the moment) has left her caravan with a turret and Sentry Bot on guard. Make it through to claim the caps inside.

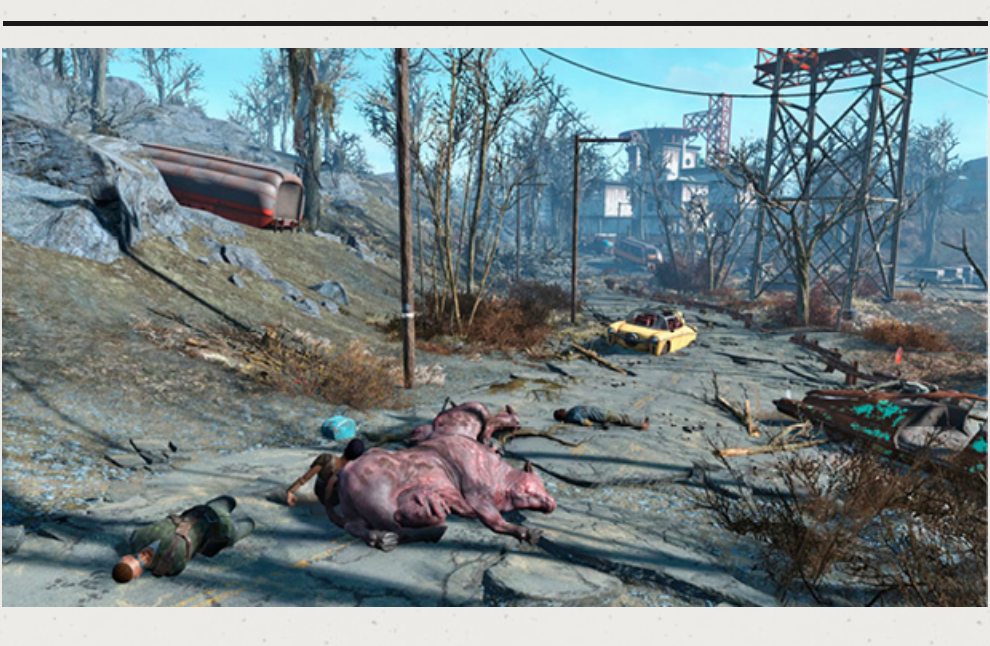
[2.18] THE LOCKED TRAILER



- Armaments and Ammo

Open the trailer (Advanced) and discover a surprise inside.

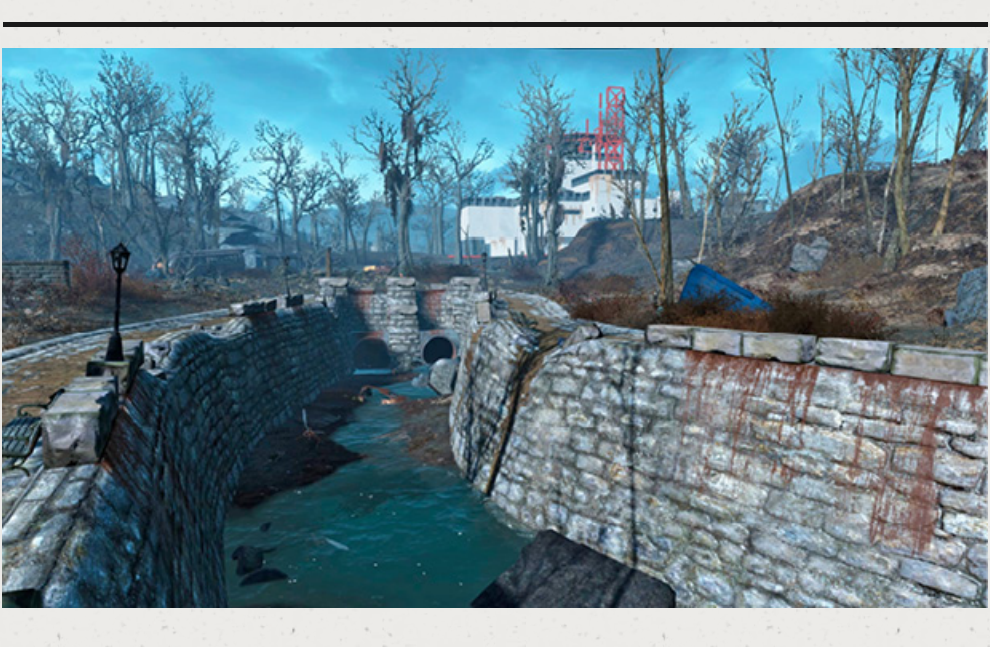
[2.19] CARAVAN CROSSROADS



- Bottlecaps
- Character: Fred O'Connell

The last known position of the O'Connell Caravan, which last stopped at Covenant.

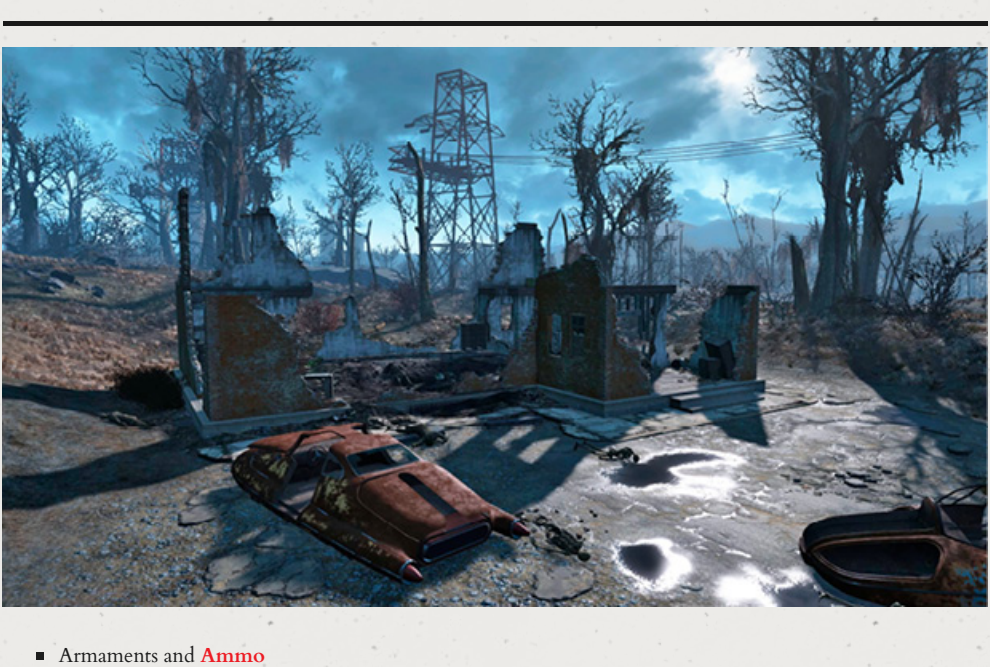
[2.20] MALDEN DRAINAGE



- Faction: Bloodbugs

This sewer drain entrance is populated by Bloodbugs. Related to Taffington Boathouse, south of here. Investigate there first, looking for information on Malden Drainage.

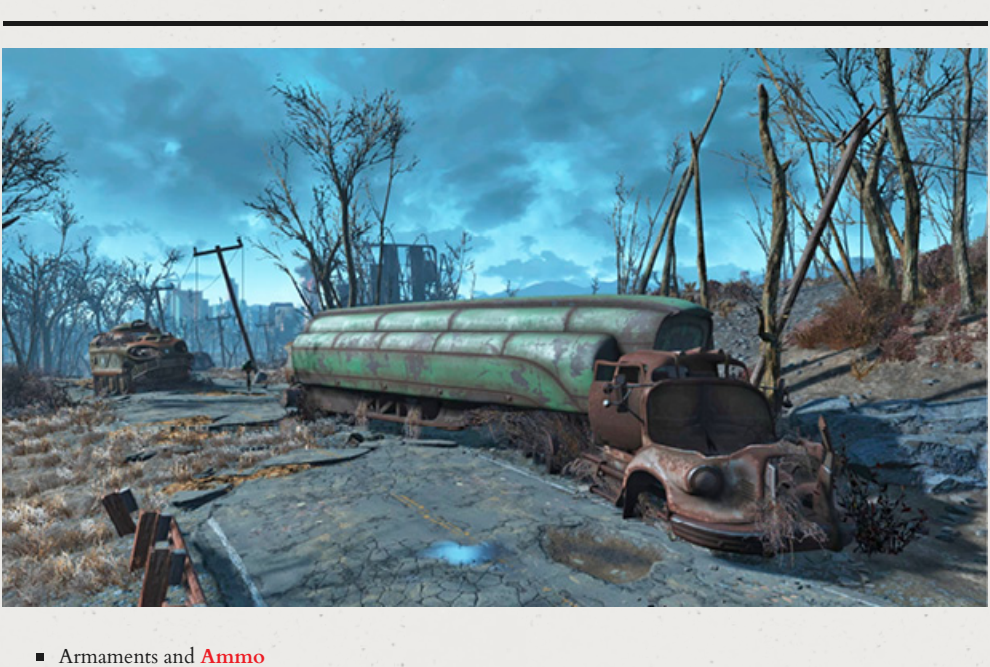
[2.21] BROTHERHOOD OF STEEL BATTLE SITE



- Armaments and Ammo
- Faction: Brotherhood of Steel
- Faction: Character: Knight Varham
- Quest Start: The Lost Patrol (Brotherhood of Steel)
- Quest Visit: The Lost Patrol (Brotherhood of Steel)

An explosion tore this building apart. Knight Varham's body may hold the clue to what happened here. There's a safe to unlock (Advanced) and a duffel bag to inspect.

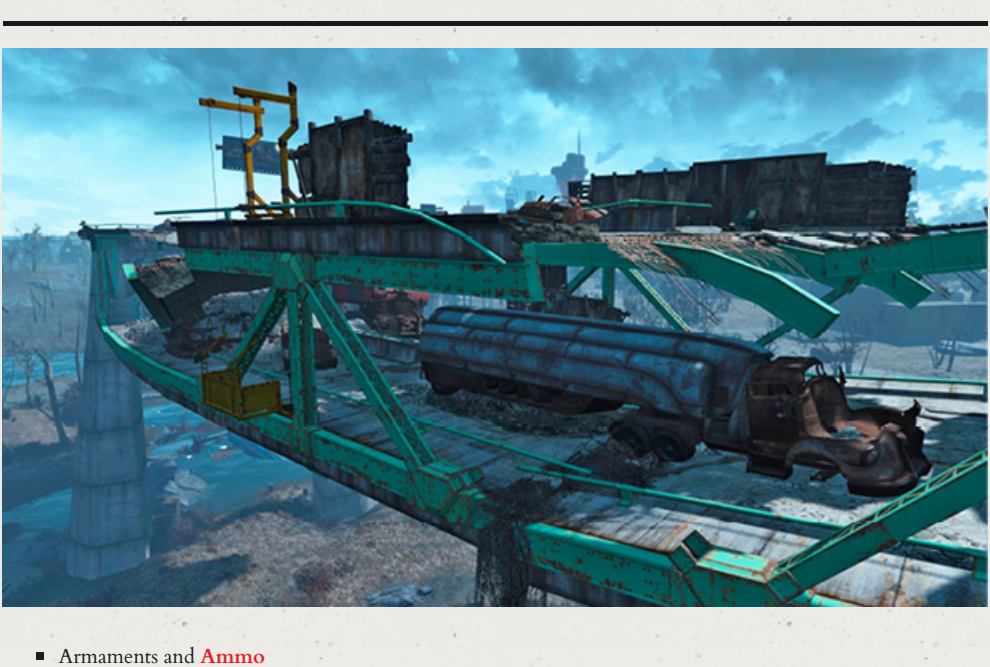
[2.22] MILITARY CONVOY (TRAINING YARD)



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Armor Part: Fusion Core
- Armor Part: Power Armor (leveled)
- Faction: Robots
- Faction: Stingwings

A convoy of two APCs and a trailer didn't make it too far from the training yard; find it on the road to the north. There's a trunk inside the APC and Power Armor in the trailer.

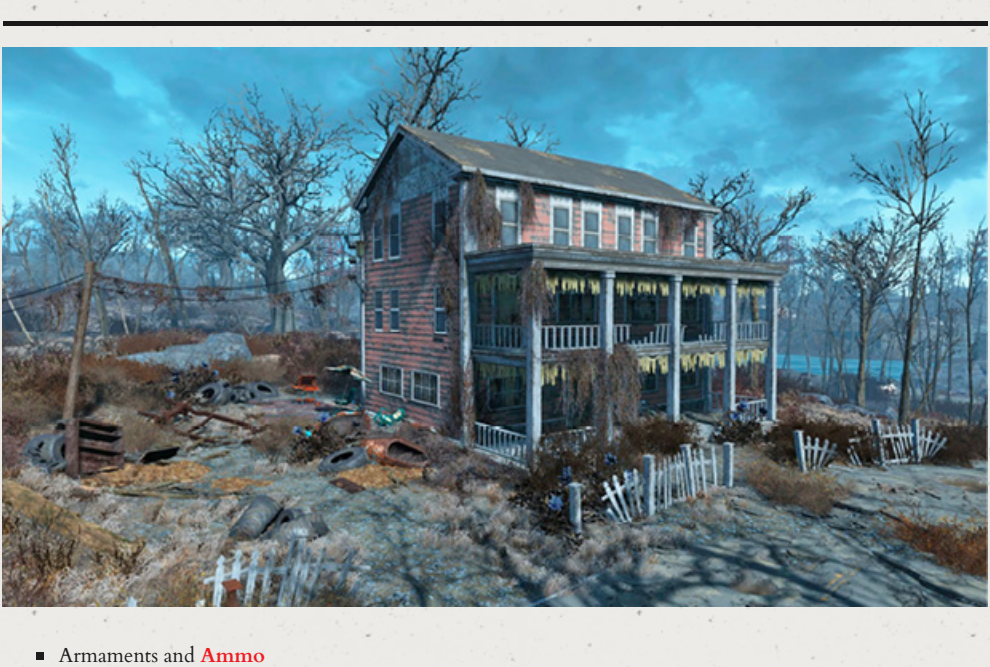
[2.23] ABANDONED RAIDER CAMP (ELEVATED FREEWAY)



- Armaments and Ammo
- Danger: Long Drop!
- Faction: Raiders

Access is available from the interchange above Lexington to the west or by using the construction lift from the ground. This two-level Raider camp has some ammo to scavenge, and not a soul about.

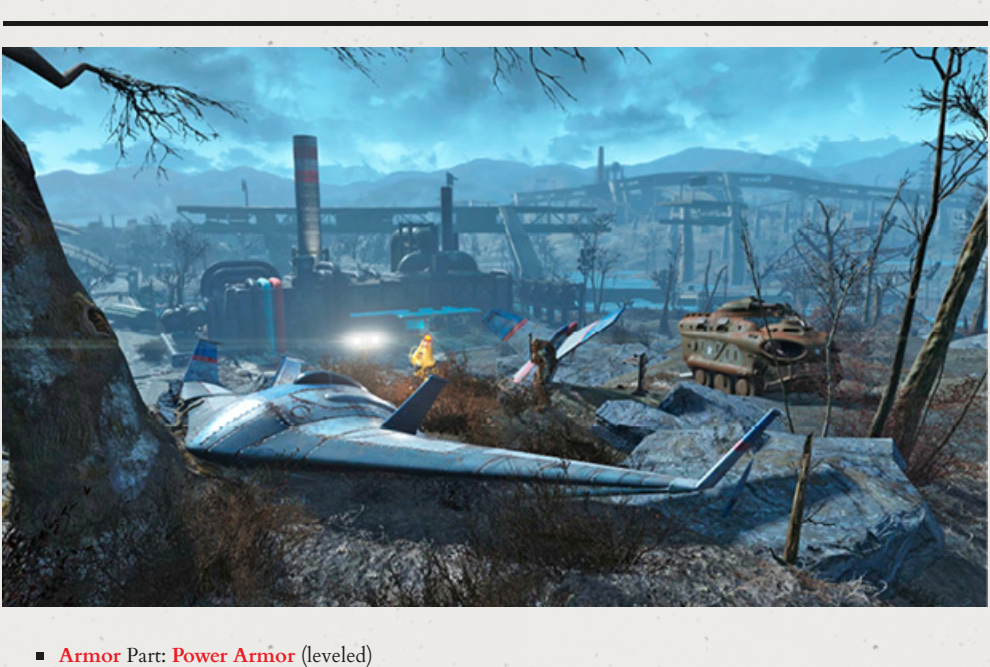
[2.24] DERELICT MANSION



- Armaments and Ammo
- Health or Chems

The attractively hued mansion on this desolate stretch of road is uninhabited, but there's a suitcase and wooden box to scavenge.

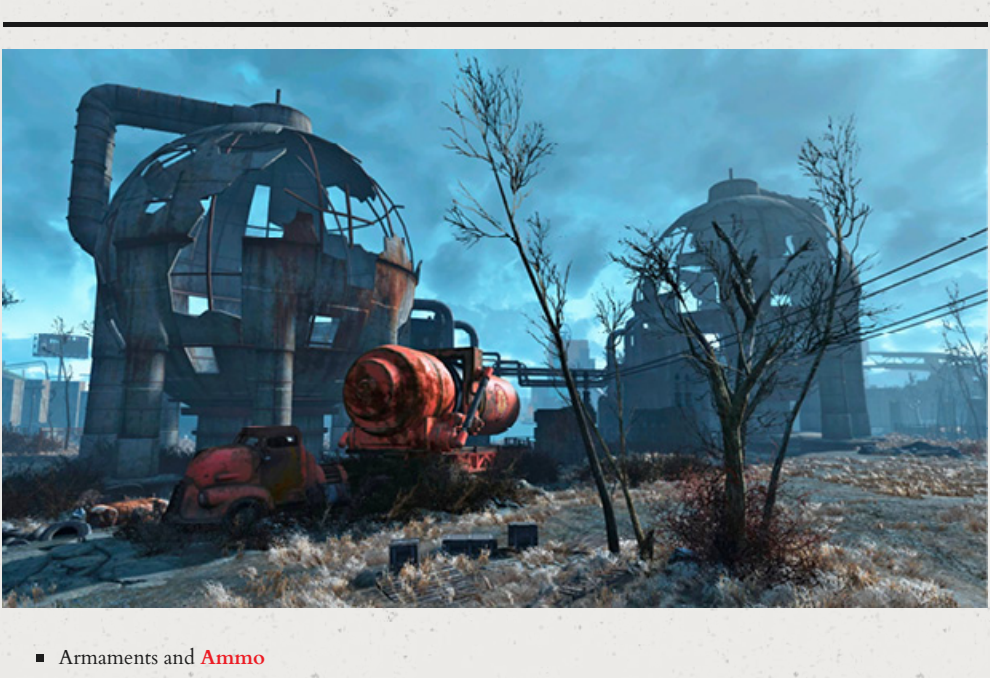
[2.25] MILITARY APCS



- Armor Part: Power Armor (leveled)
- Faction: Robots
- Health or Chems

Two parked APCs near a downed aircraft is where you'll find a patrolling utility Protectron. Check the back of the APC for health.

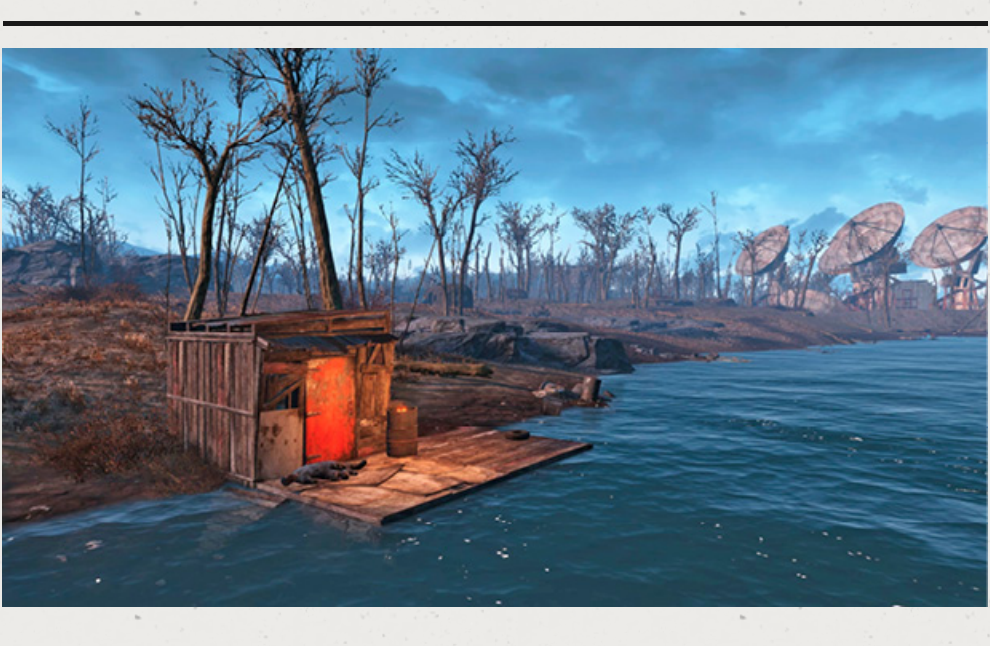
[2.26] COOLING VATS



- Armaments and Ammo
- Faction: Bloodbugs

A wooden crate and a workman with a leisurely disregard for fire safety can be found between these two giant globelike cooling vats, now in complete disrepair.

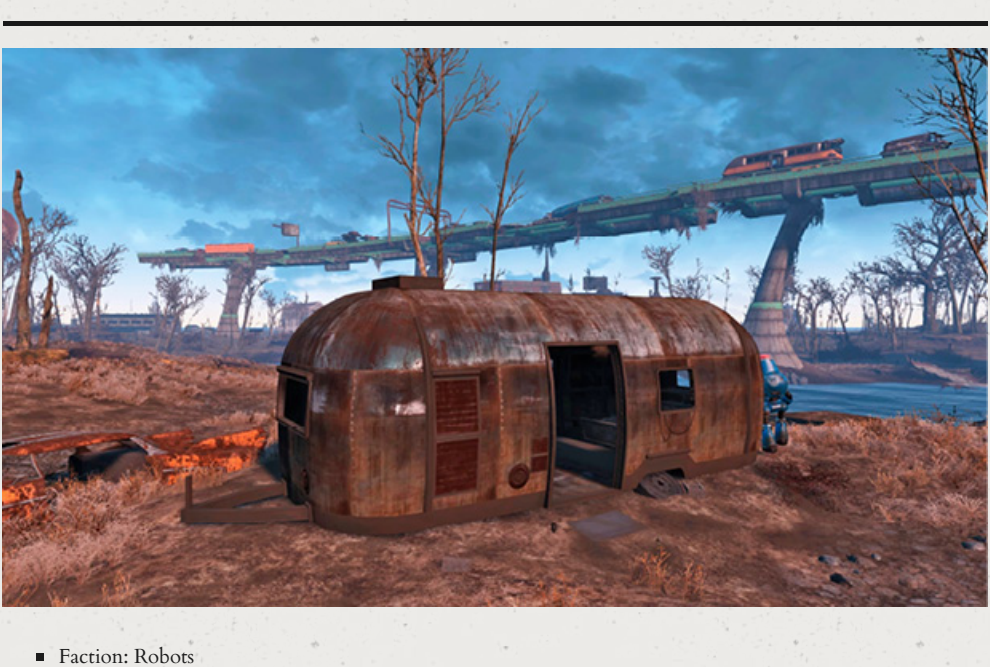
[2.27] RIVER'S END SHACK



- Crafting: Weapons Workbench
- Faction: Feral Ghouls

A small locked shack (Novice) can be opened, if you want to interrupt a meal.

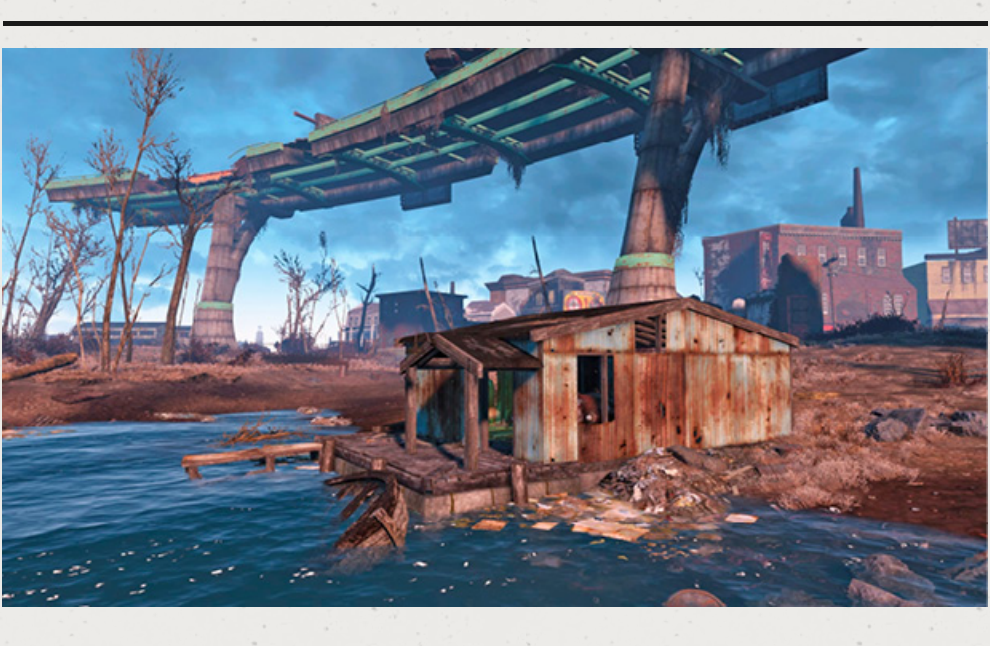
[2.28] PROTECTRON TRAILER



- Faction: Robots

A police Protectron is still serving its masters, who are inside this rusty old trailer.

[2.29] RIVER'S END WAREHOUSE



- Crafting: Power Armor Station

A small rusting warehouse close to the elevated freeway, this also was used as a boat dock. Now it sits in quiet decay.

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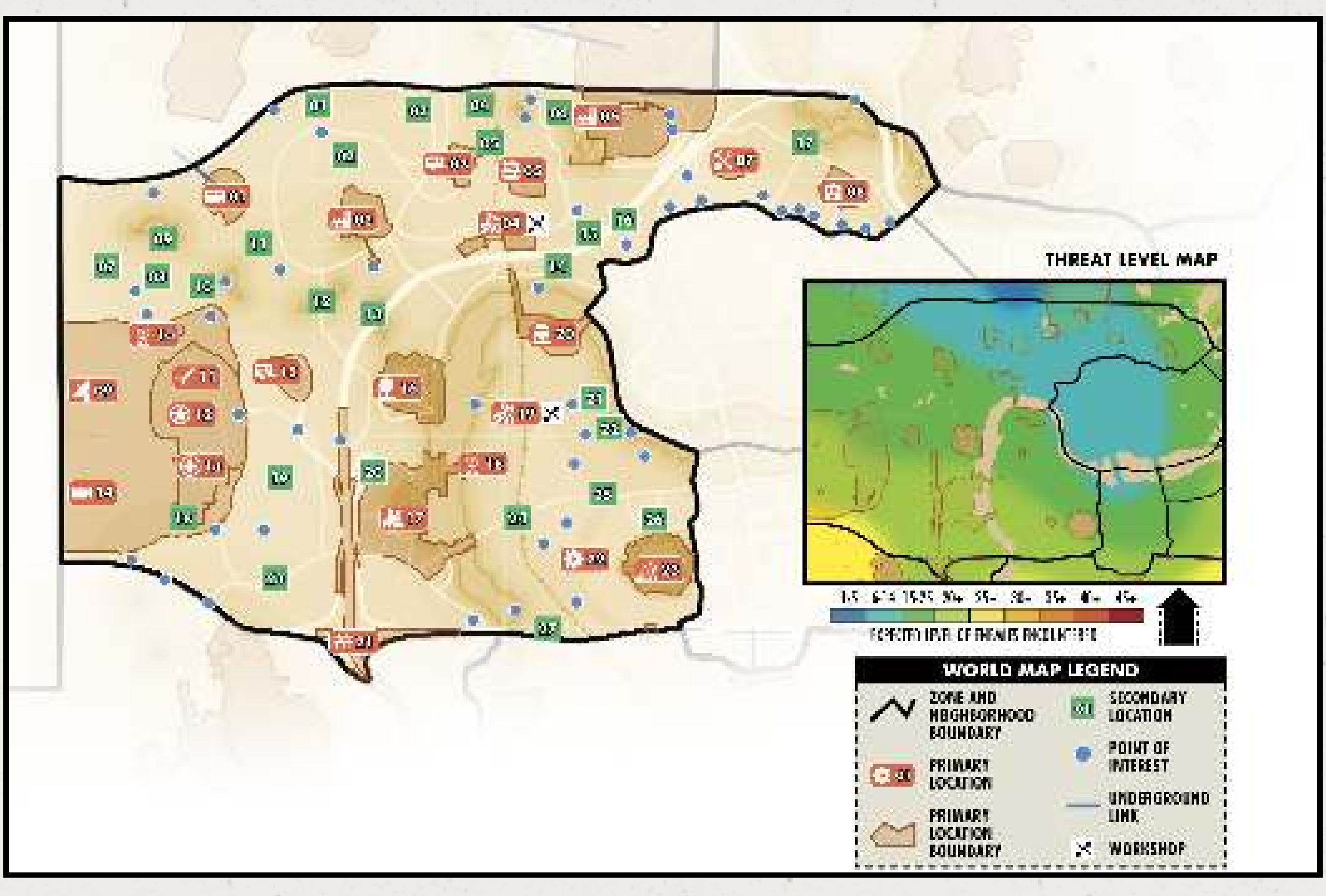
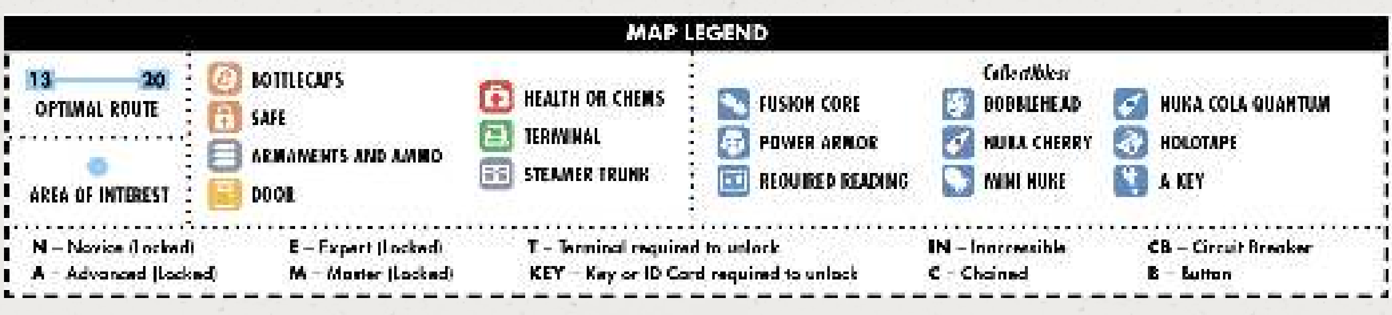
Overview


THREAT LEVEL MAP
1-5 6-14 15-25 26+ 35+ 30+ 35+ 40+ 45+
EXPECTED LEVEL OF THREATS ENCOUNTERED
WORLD MAP LEGEND
ZONE AND NEIGHBORHOOD BOUNDARY
PRIMARY LOCATION
PRIMARY LOCATION BOUNDARY
SECONDARY LOCATION
POINT OF INTEREST
UNDERGROUND LINK
WORKSHOP


MAP LEGEND
13 20
OPTIMAL ROUTE
AREA OF INTEREST
BOTTLECAPS
SAFE
ARMAMENTS AND AMMO
DOOR
HEALTH OR CHEMS
TERMINAL
STEAMER TRUNK
Collectibles
FUSION CORE
POWER ARMOR
REQUIRED READING
BOBBLEHEAD
NUKA CHERRY
MINI NUKE
NUKA COLA QUANTUM
HOLOTAPE
A KEY
N – Novice (Locked)
A – Advanced (Locked)
E – Expert (Locked)
M – Master (Locked)
T – Terminal required to unlock
KEY – Key or ID Card required to unlock
IN – Inaccessible
C – Chained
CB – Circuit Breaker
B – Button

Dominated by Fort Hagen to the west and the Greater **Boston Neighborhoods** to the east, this zone is mostly wilderness, with its inhabitants getting increasingly tough and unpleasant the farther south you venture. As you reach Fort Hagen relatively early in your Main Quest adventuring, it is worth exploring the locations north and east of the fort, venturing to the more soggy southern Charles River and back into Boston when you're ready for a breather at Diamond City. Follow the roads and the rail tracks to avoid getting lost. For the settlement wrangler, there's only two possible alliances to make, and one of those is with some gardening robots.

Primary Locations

[3.01] Federal Ration Stockpile

[3.02] ArcJet Systems

[3.03] Rocky Narrows Park

[3.04] Graygarden

[3.05] Jalbert Brothers Disposal

[3.06] Corvega Assembly Plant

[3.07] Mass Gravel & Sand

[3.08] Wattz Consumer Electronics

[3.09] Fort Hagen Satellite Array

[3.10] Relay Tower 0BB-915

[3.11] Fort Hagen Filling Station

[3.12] Fort Hagen

[3.13] Greater Mass Blood Clinic

[3.14] Boston Mayoral Shelter

[3.15] Fiddler's Green Trailer Estates

[3.16] Weston Water Treatment Plant

[3.17] Forest Grove Marsh

[3.18] Relay Tower 1DL-109

[3.19] Oberland Station

[3.20] Beantown Brewery

[3.21] Mass Pike Interchange

[3.22] Vault 81

[3.23] Chestnut Hillock Reservoir

Secondary Locations

[3.01] Car Wreckage

[3.02] Tractor Warehouse

[3.03] Gunner Camp On-ramp

[3.04] Raider Graves

[3.05] Carriage Den

[3.06] Ruined Brick Warehouse

[3.07] Scavenger's Trailer

[3.08] Rusting APC

[3.09] Mirelurk Pond

[3.10] Canister Launch Shack

[3.11] Schoelt Propane Store

[3.12] Bridge (South of ArcJet Systems)

[3.13] Elevated Freeway Access

[3.14] Pulowski Preservation Shelter Cluster

[3.15] Crashed Vertibird (Elevated Freeway)

[3.16] Construction Lift

[3.17] Military Checkpoint (Cambridge Outskirts)

[3.18] Power Armor Warehouse

[3.19] ArcJet Engine Transport

[3.20] Scrap Merchant

[3.21] Cave

[3.22] Crash Site

[3.23] Military Checkpoint (South Zone 3)

[3.24] Waystation

[3.25] Roadside Store

[3.26] Joe's Spuckies Coffee Shop (Fens Outskirts)

[3.27] Raider Lookout Camp (Elevated Freeway)

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Primary Locations

[3.01] Federal Ration Stockpile

THREAT LEVELS 6-14

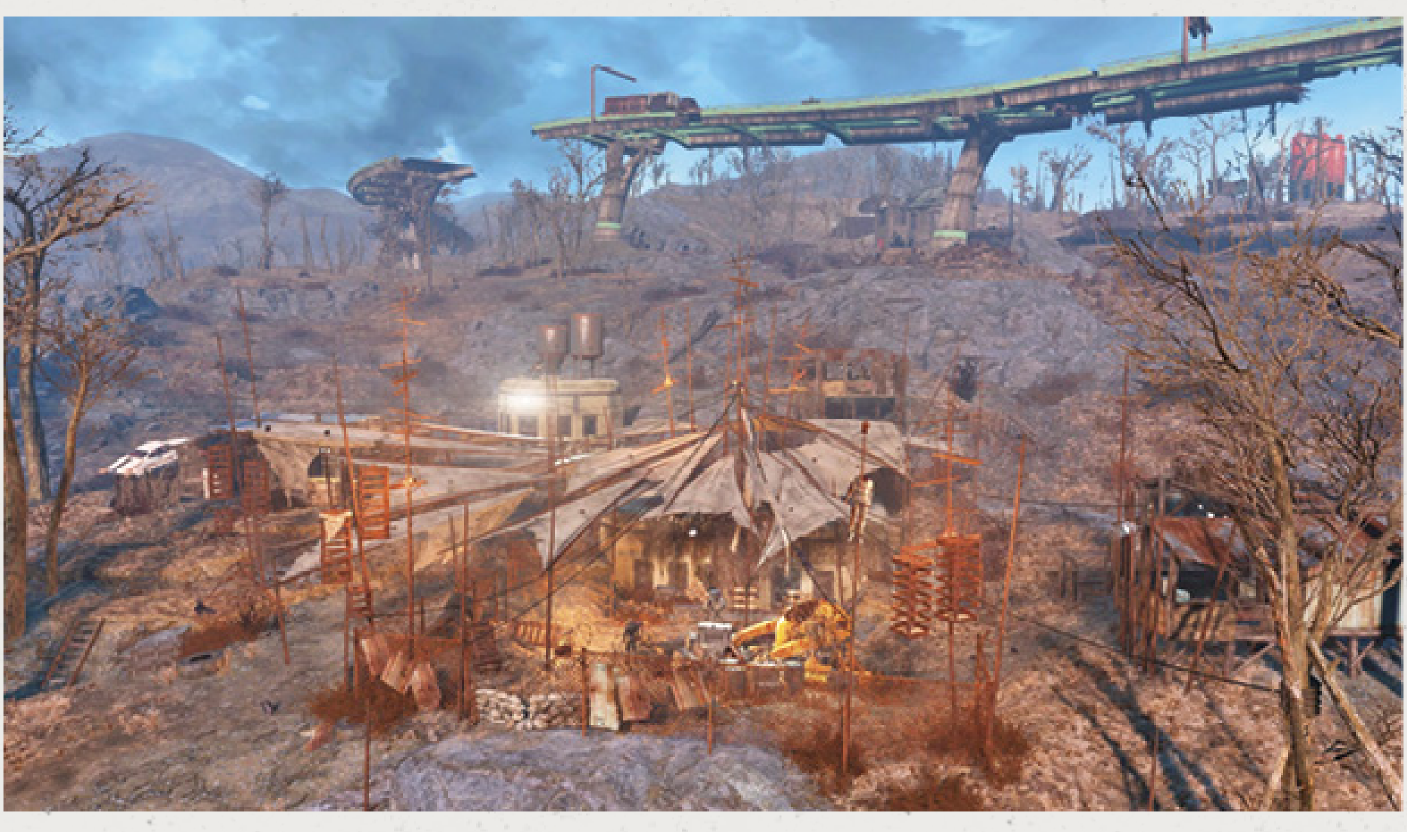
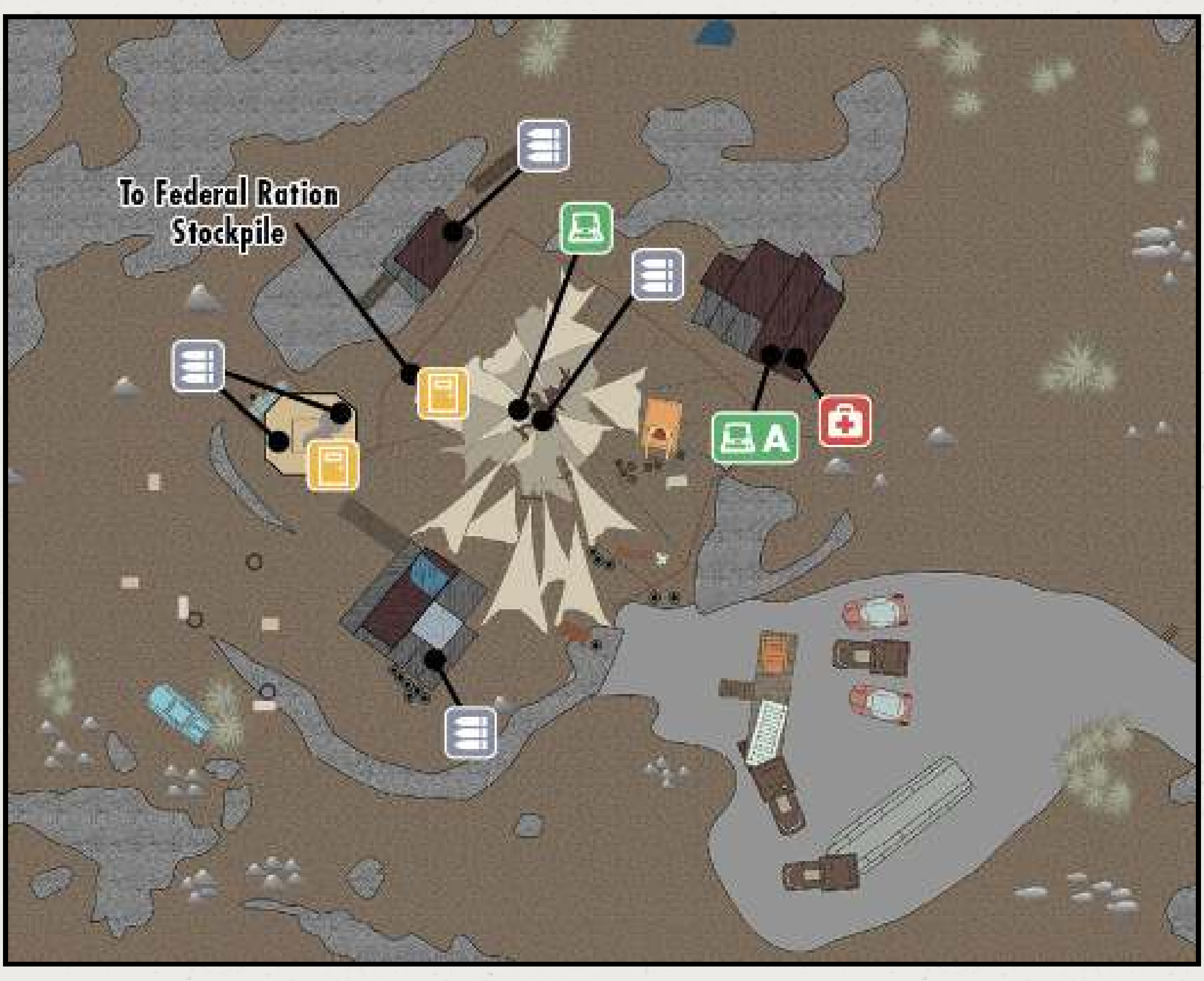


Fig 3.01A: Federal Ration Stockpile (Exterior)



- Armaments and Ammo
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Mini Nuke (Fat Man)
- Armaments and Ammo: Trunk
- Armor Part: Fusion Core
- Armor Part: Power Armor
- Bottlecaps
- Collectible: Nuka Cherry
- Collectible: Nuka Cola Quantum (2)
- Collectible: Required Reading: U.S.
- Covert Operations Manual
- Crafting: Armor Workbench
- Crafting: Cooking Station
- Crafting: Weapons Workbench
- Danger: Can Chimes!
- Danger: Mines!
- Danger: Turrets!
- Faction: Raiders
- Faction: Character: Red Tourette
- Health or Chems

VAULT-TEC RECOMMENDED LOOT

Armor Part: Fusion Core

Collectible: Nuka Cherry

Collectible: Nuka Cola Quantum

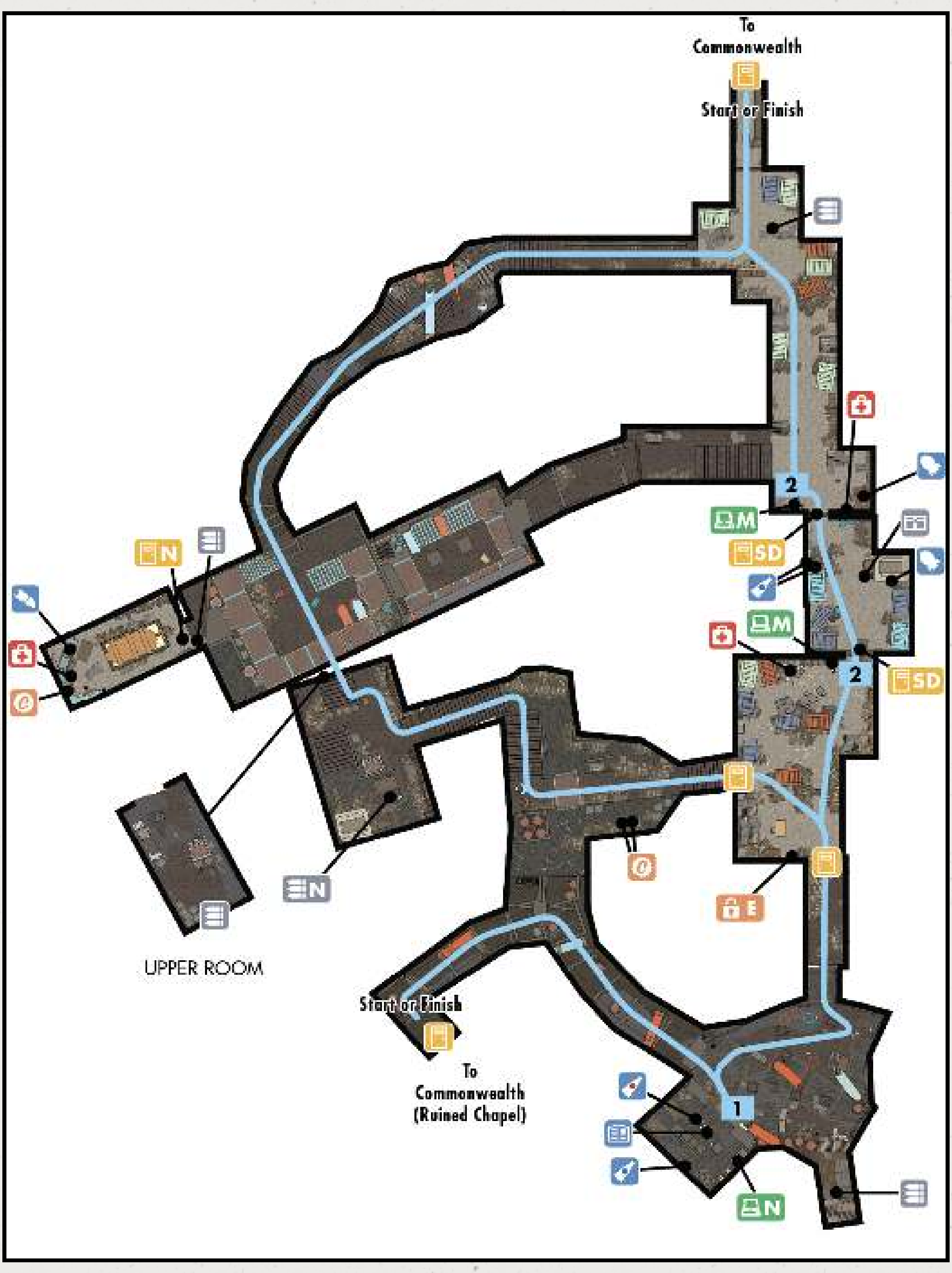
Required Reading: U.S. CovertOperations Manual

Armor Part: power armor (leveled)

An old Federal bunker and tunnel system that links northwest to Zone 1 Primary Location: Lonely Chapel (it can also be approached from this direction if you wish to face Red Tourette first). It is the base for a gang of Raiders. The group underwent a recent change in leadership. Or was it mutiny? The exterior is a sprawling camp with a bunker and various shanty outbuildings. Check the container truck for power armor, and the generator at the back of the bunker for a Fusion Core.

Red Tourette's hideout in the southern part of the tunnels holds some choice items, as well as the federal ration stockpile password—the key to unlocking either of those two troublesome terminals (Master).

Fig 3.01B: Federal Ration Stockpile (Interior)



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Primary Locations

[3.01] Federal Ration Stockpile

THREAT LEVELS 6-14

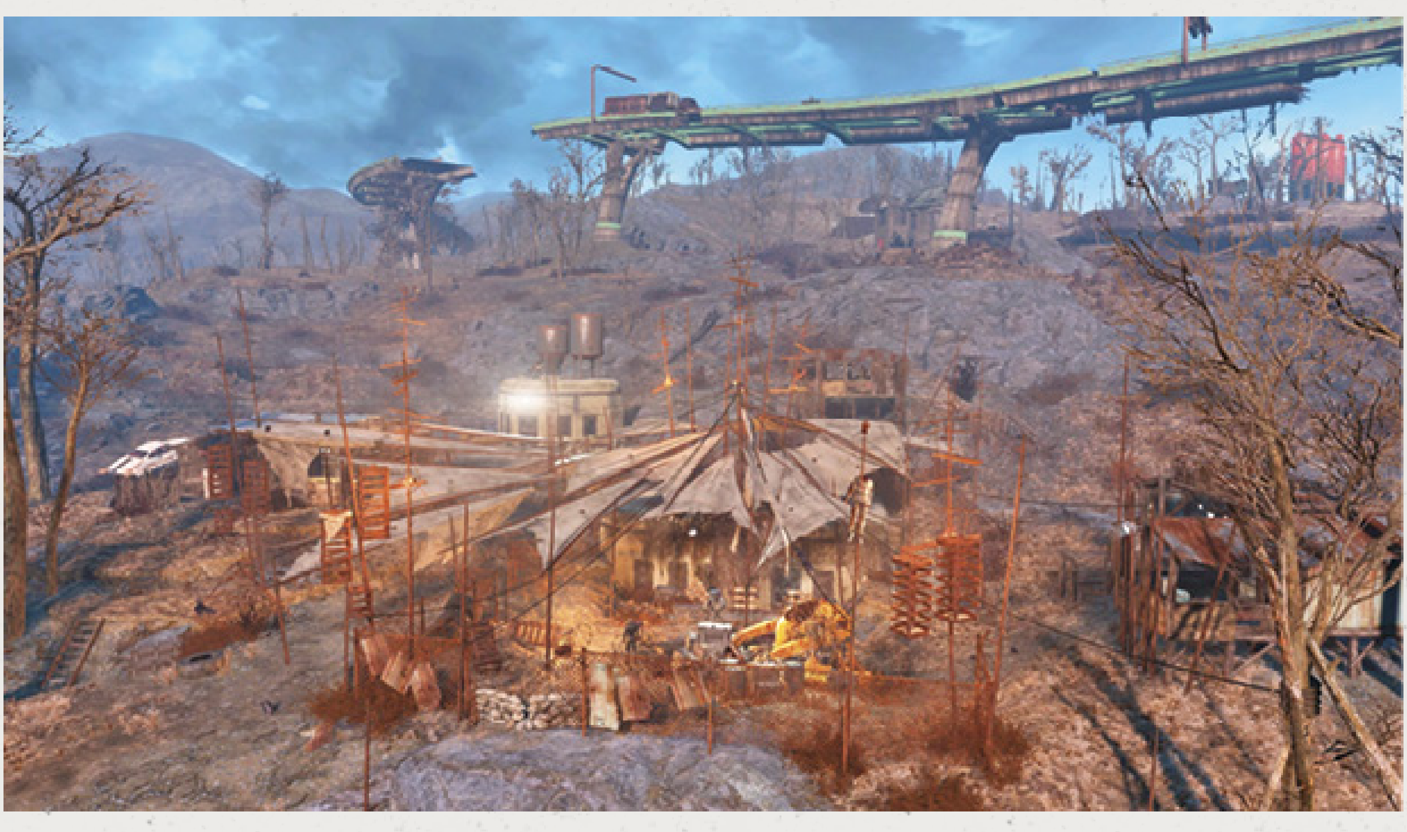
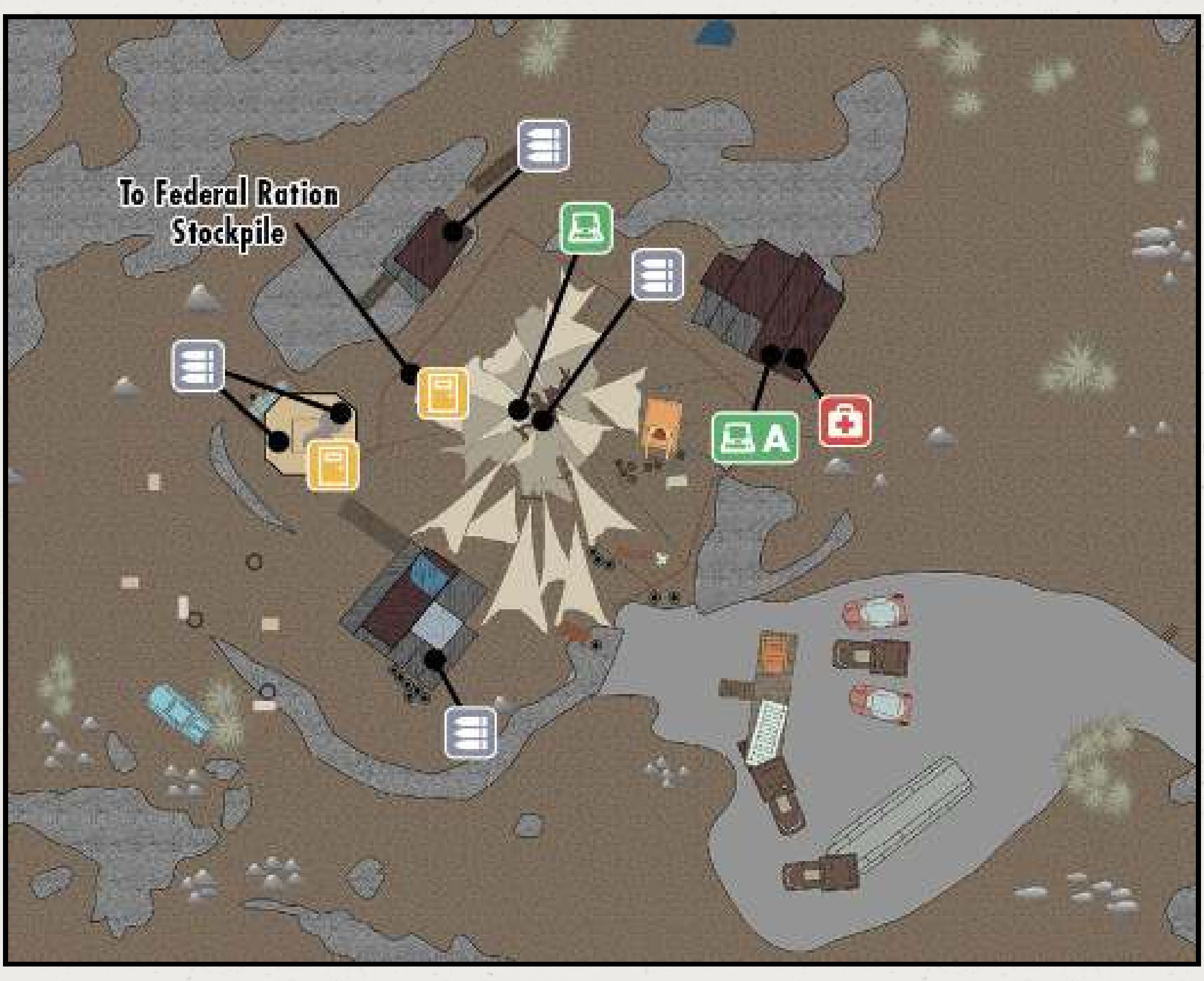


Fig 3.01A: Federal Ration Stockpile (Exterior)



- Armaments and Ammo
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Mini Nuke (Fat Man)
- Armaments and Ammo: Trunk
- Armor Part: Fusion Core
- Armor Part: Power Armor
- Bottlecaps
- Collectible: Nuka Cherry
- Collectible: Nuka Cola Quantum (2)
- Collectible: Required Reading: U.S.
- Covert Operations Manual
- Crafting: Armor Workbench
- Crafting: Cooking Station
- Crafting: Weapons Workbench
- Danger: Can Chimes!
- Danger: Mines!
- Danger: Turrets!
- Faction: Raiders
- Faction: Character: Red Tourette
- Health or Chems

VAULT-TEC RECOMMENDED LOOT

Armor Part: Fusion Core

Collectible: Nuka Cherry

Collectible: Nuka Cola Quantum

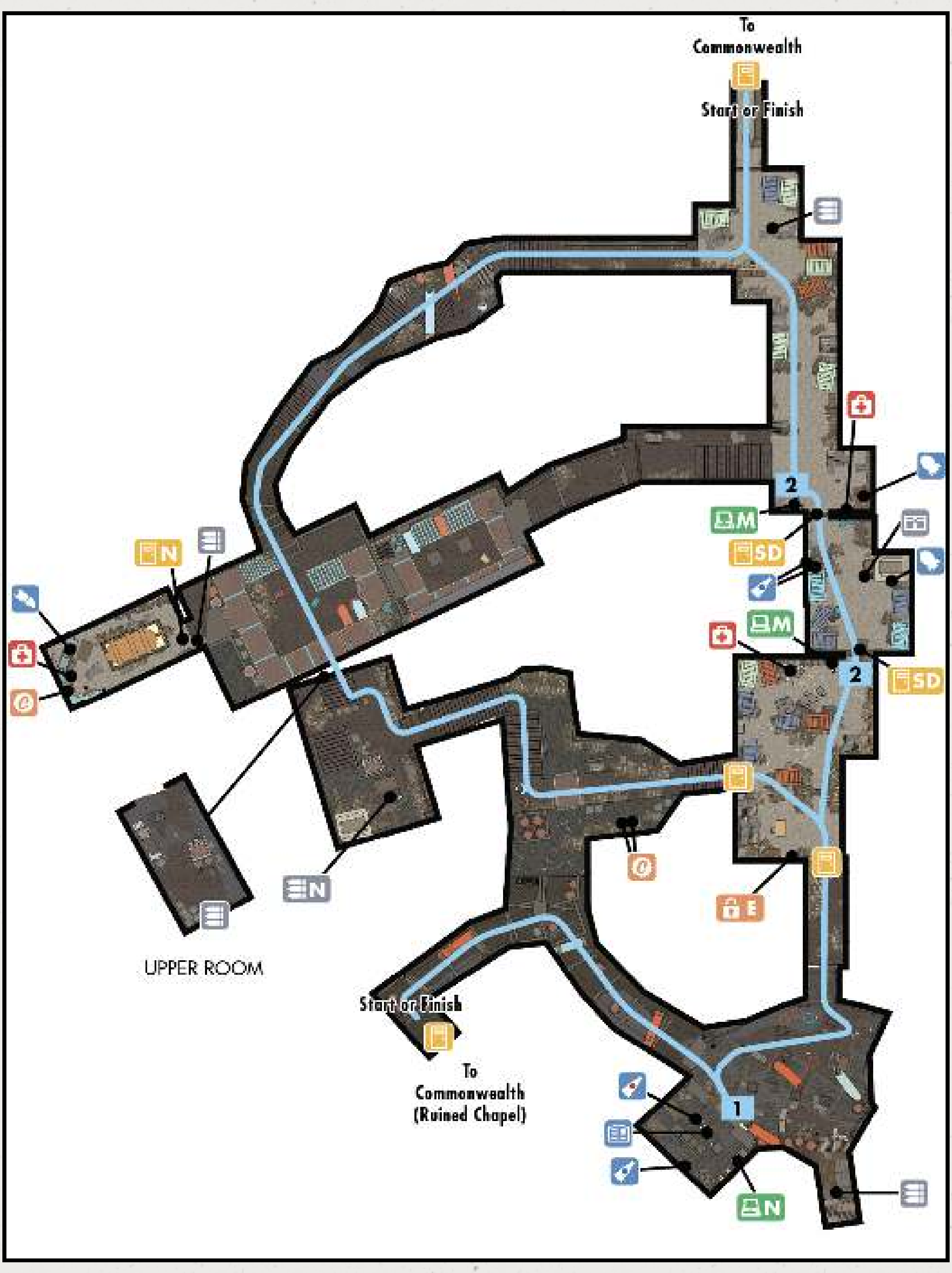
Required Reading: U.S. CovertOperations Manual

Armor Part: power armor (leveled)

An old Federal bunker and tunnel system that links northwest to Zone 1 Primary Location: Lonely Chapel (it can also be approached from this direction if you wish to face Red Tourette first). It is the base for a gang of Raiders. The group underwent a recent change in leadership. Or was it mutiny? The exterior is a sprawling camp with a bunker and various shanty outbuildings. Check the container truck for power armor, and the generator at the back of the bunker for a Fusion Core.

Red Tourette's hideout in the southern part of the tunnels holds some choice items, as well as the federal ration stockpile password—the key to unlocking either of those two troublesome terminals (Master).

Fig 3.01B: Federal Ration Stockpile (Interior)



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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

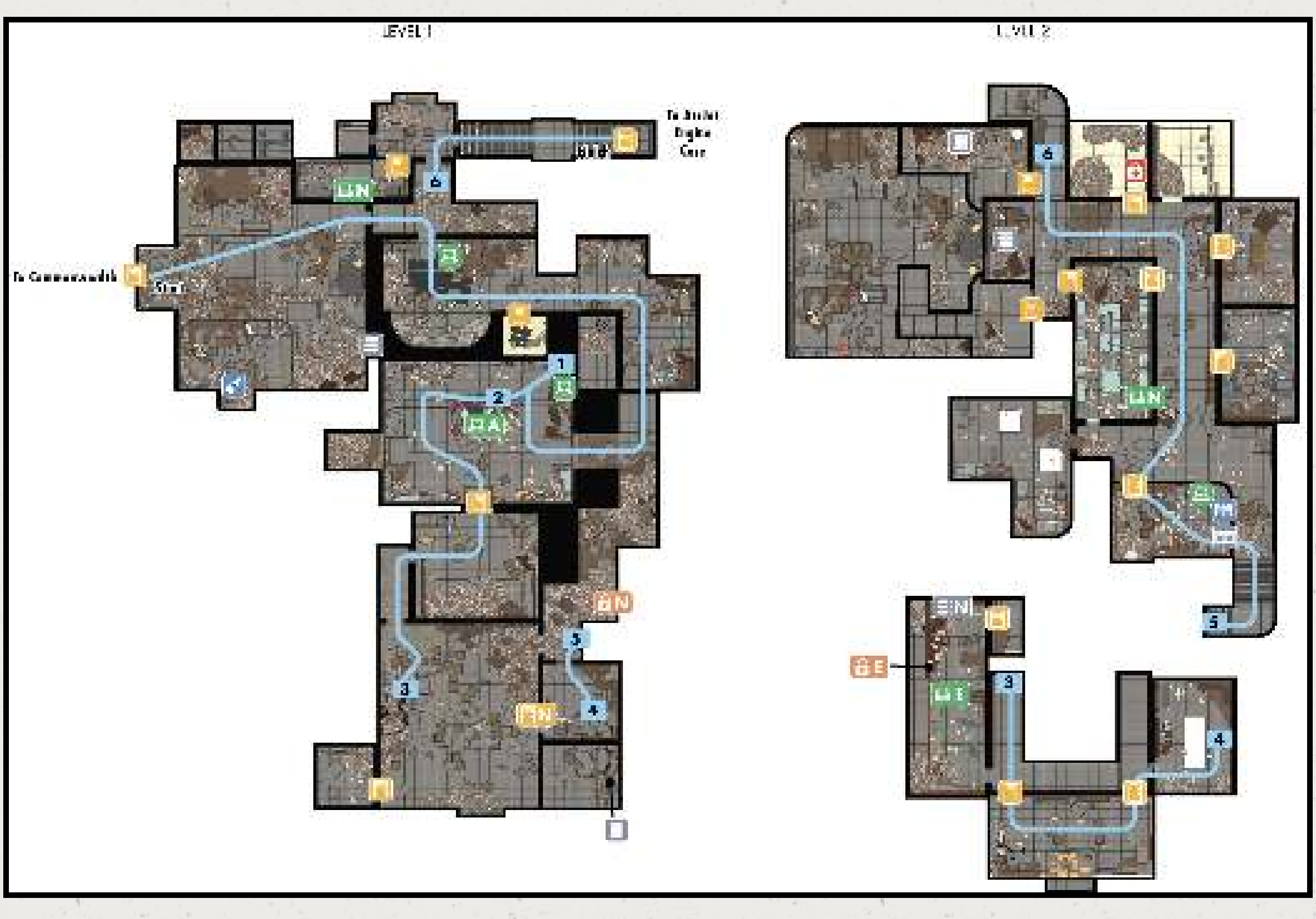
Primary Locations

[3.02] ArcJet Systems

THREAT LEVELS 6-14

- Armaments and Ammo++
- Armaments and Ammo: Mini Nuke (Fat Man)
- Armaments and Ammo: Trunk (2)
- Armor Part: Fusion Core
- Collectible: Required Reading: Tesla Science
- Collectible: Holotape: Technician's Personal Log
- Bottlecaps
- Crafting: Armor Workbench
- Crafting: Weapons Workbench
- Danger: Explosive Barrels!
- Danger: Oil!
- Danger: Radiation (Mild)!
- Danger: Tesla Arc!
- Danger: Tripwire!
- Danger: Turrets!
- Faction: Synths (Institute—quest only)
- Health or Chems
- Quest Visit: Call to Arms (Brotherhood of Steel)
- Unique Item: Junk Jet
- Unique Item: Righteous Authority

Fig 3.02A: ArcJet Systems (Interior)



VAULT-TEC RECOMMENDED LOOT

- **Armaments and Ammo: Mini Nuke (Fat Man)**
- **Required Reading: Tesla Science**
- **Unique Item: Junk Jet**
- **Unique Item: Righteous Authority**

Fig 3.02: ArcJet Systems (Exterior)

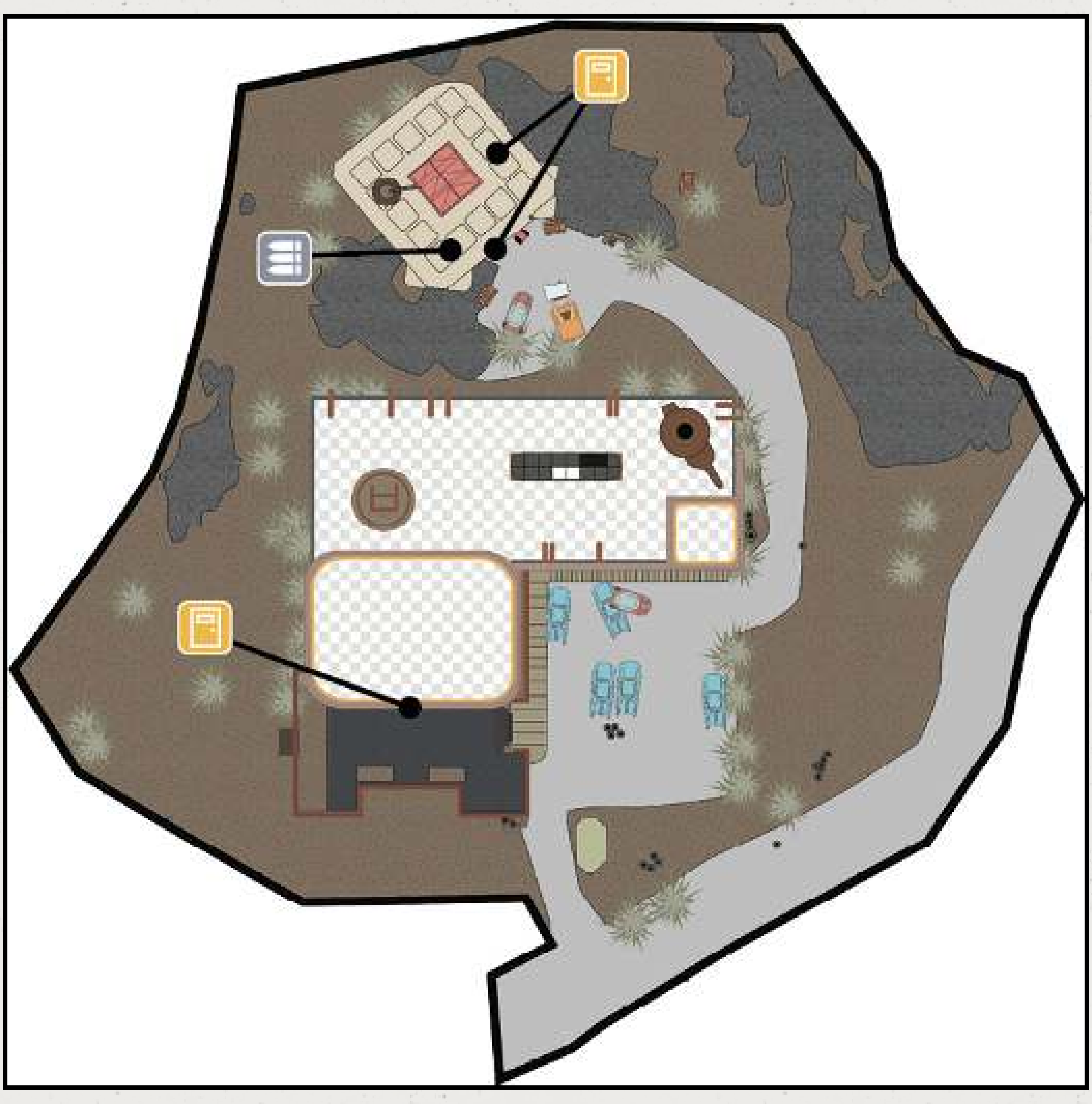
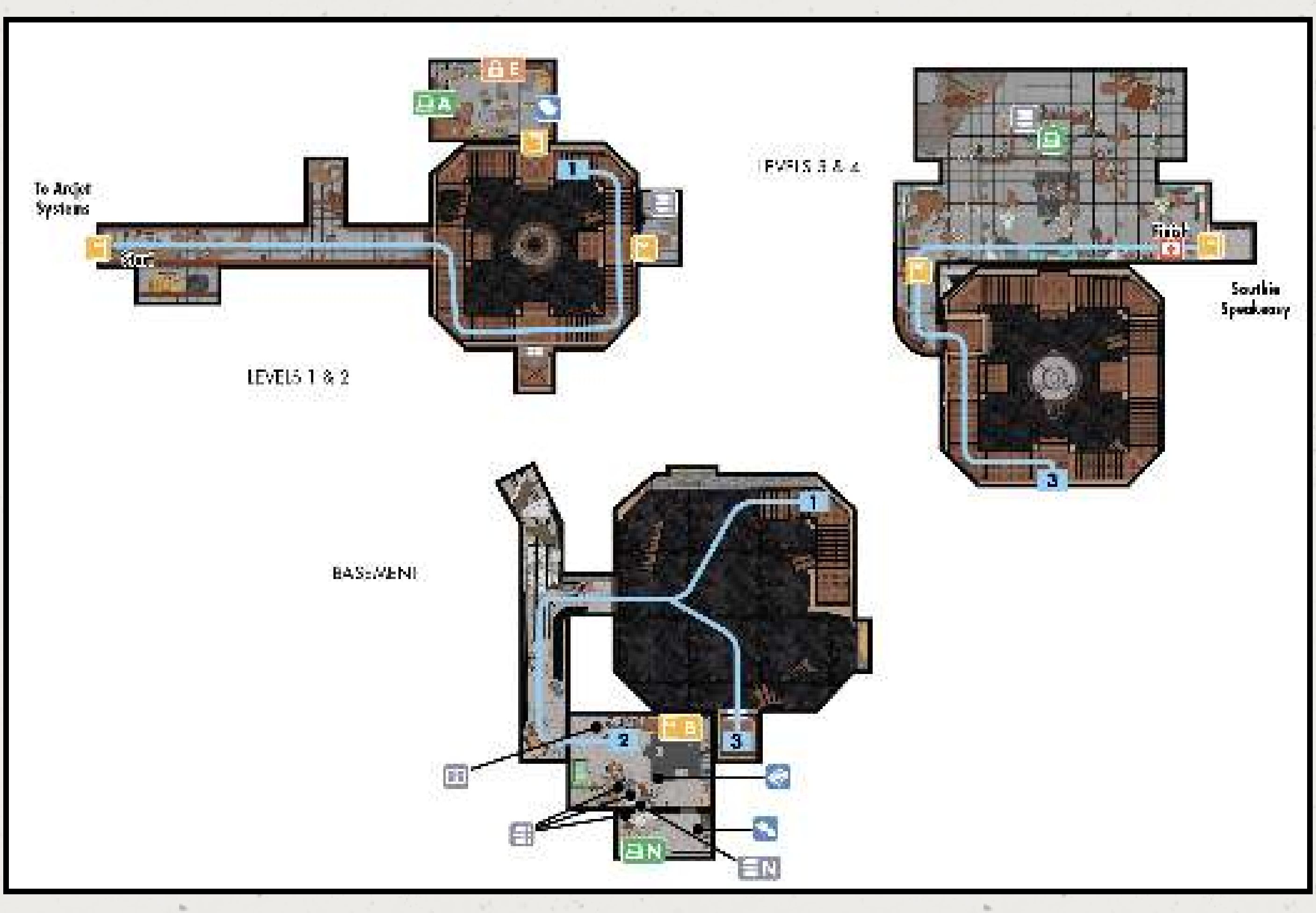


Fig 3.02B: ArcJet Engine Core (Interior)



ArcJet was a contractor specializing in the design and development of custom-built high-tech aviation equipment. This particular facility included offices and labs for their staff, as well as a secure test chamber for new products in development. It has largely been abandoned since the war. Its security system, including turrets and Protectrons, was more than enough to fend off any Raiders.

Most of this facility is closed off prior to the specified quest. In particular, the Engine Core can only be accessed during the quest.

Before you enter, the workshop bunker behind the main structure has some first aid and an elevator, but the power is out. It can only be powered during the specified quest. The other unique weapon (the Junk Jet) is found in the engine core area.

Inside, the main offices and laboratories are set out on two sprawling floors you weave between, along with elevator access down to the engine core. Check every room so you don't miss some quality items, including a Fat Man and two steamer trunks (one in the main building, the other in the engine core area, though only one is available each time you visit)! If you're completing the Brotherhood of Steel quest, expect some righteous authority as you exit.

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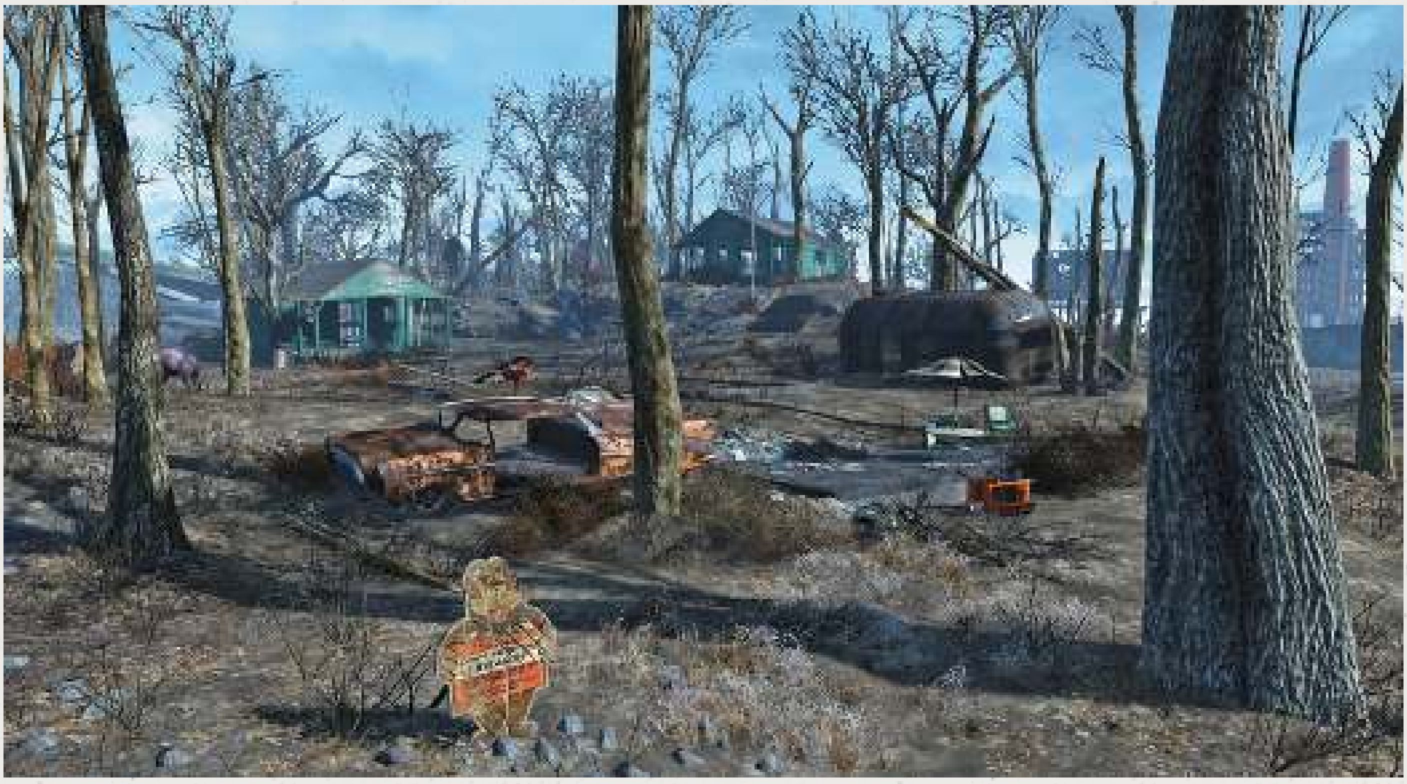
Primary Locations

[3.03] Rocky Narrows Park

THREAT LEVELS 6-14



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Crafting: Cooking Station
- Faction: Yao Guai
- Faction: Radstag Doe

A small park and sad, bittersweet reminder of a world long gone. Please don't feed the bears. Check the eastern trailer for a trunk.

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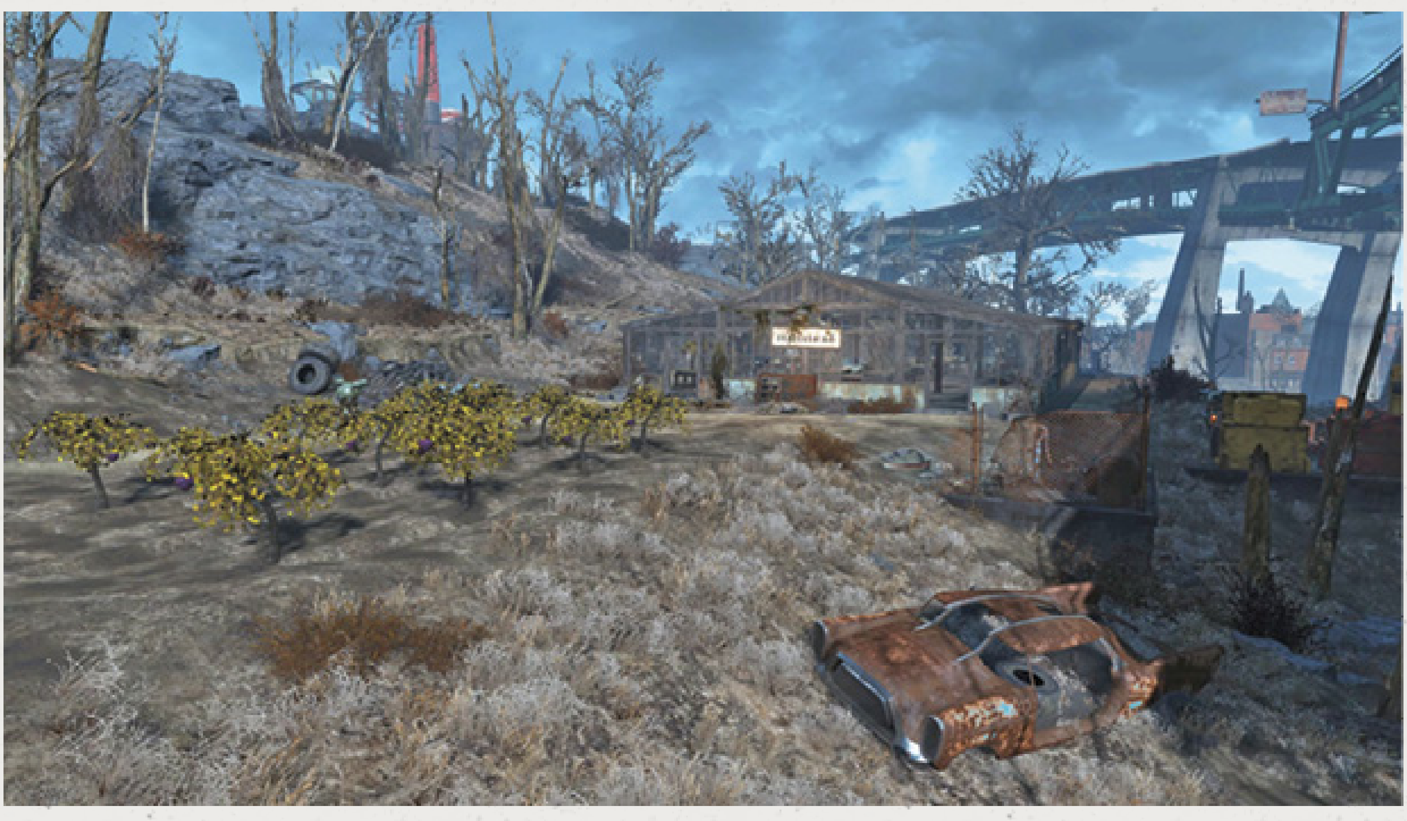
[3.04] Graygarden

THREAT LEVELS 6-14



- Bottlecaps+
- Crafting: Chemistry Station
- Faction: Settler (Robots)
- Faction: Character: Supervisor Greene
- Faction: Character: Supervisor Brown
- Faction: Character: Supervisor White
- Health or Chems
- Quest Start: Miscellaneous (Supervisor Green)
- Quest Start: Miscellaneous (Supervisor Brown)
- Quest Start: Troubled Waters (Supervisor White)
- Quest Visit: Pinned (the Institute)
- Services: Trader (Robots)
- Services: Workshop

VAULT-TEC RECOMMENDED LOOT

Bottlecaps

A fully automated hydroponic garden run by robots, this is the brainchild of Doctor Edward Gray. Even today, this is a remarkable example of self-sufficiency and features almost every crop: Mutfruit, tato, corn, melon, and gourd are growing here.

Miscellaneous Quest (Supervisor Green)

Play along with Supervisor Greene for a fabulous cash prize.

Miscellaneous Quest (Supervisor Brown)

Locate Mutfruit Seeds for Supervisor Brown for caps.

Troubled Waters

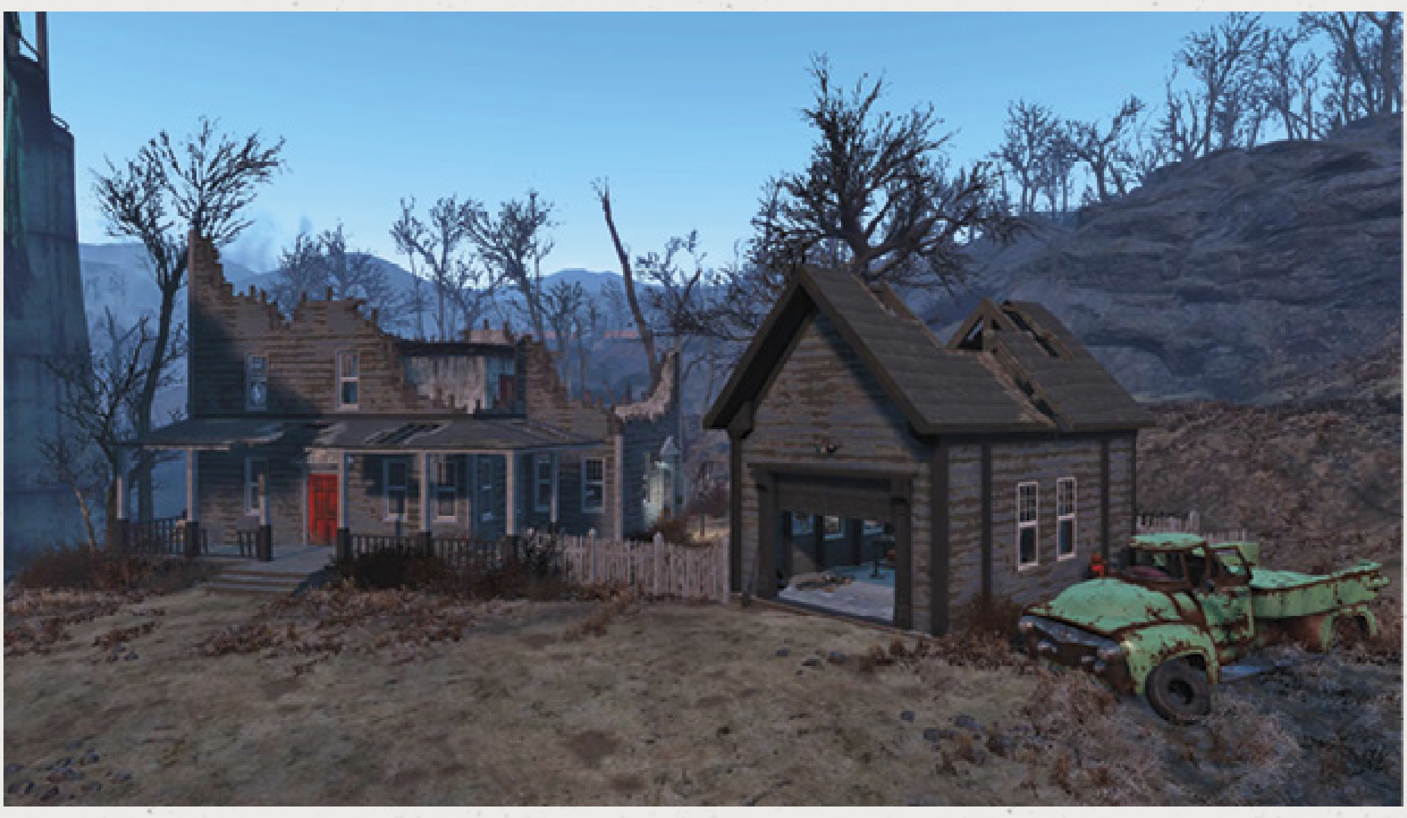
1. Investigate the water treatment plant

2. Drain the flooded water treatment plant

3. Restart the main pump

4. Return to Supervisor White

Speak to Supervisor White and agree to help her. Visit the water treatment facility she indicates. Optionally remove all threats and enter the facility, flipping the breaker to bring all four pumps online. Once you restart the main pump, retreat and return to Supervisor White for caps, produce, an alliance, and a discount with Green when trading.



A ruined homestead sits to the west. Head inside and unlock the basement door (Expert) to explore a root cellar with a chemistry station and slightly more impressive salvage.

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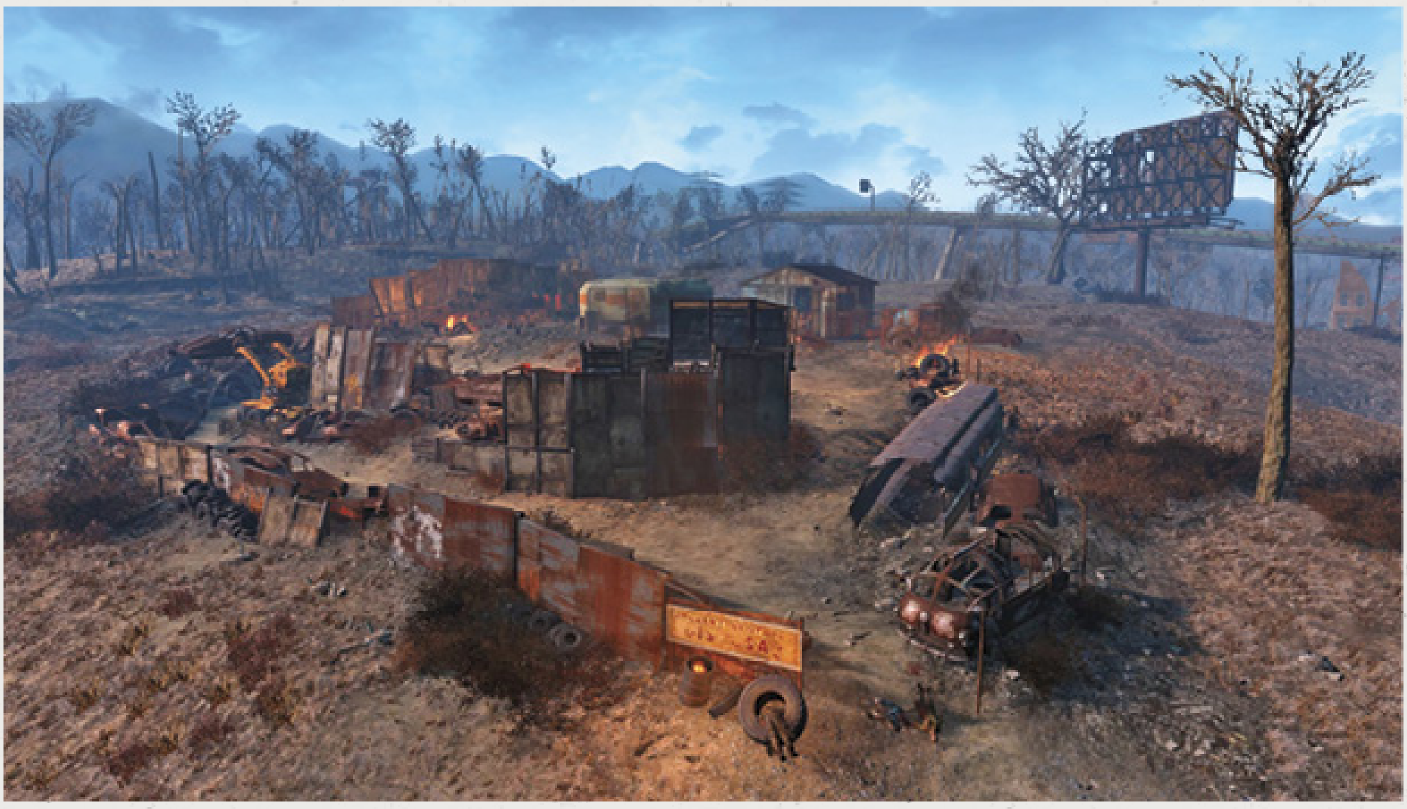
[3.05] Jalbert Brothers Disposal

THREAT LEVELS 6-14



VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke

- Armaments and Ammo
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Trunk
- Crafting: Armor Workbench
- Danger: Tripwire!
- Danger: Radiation (Severe)!
- Faction: Mole Rats
- Faction: Children of the Atom
- Health or Chems

When wandering the Commonwealth, a follower of the Atom may find themselves in need of meditation and a chance to reflect. Or in the case of the cultists here, a pack of Mole Rats. The cultists have joined the Great Atom. You may, too, if you stay long enough in the irradiated garage. It is here you can read Brother Edmund's Journals (Advanced), unlock his floor safe (Expert), and locate the trunk and Mini Nuke.

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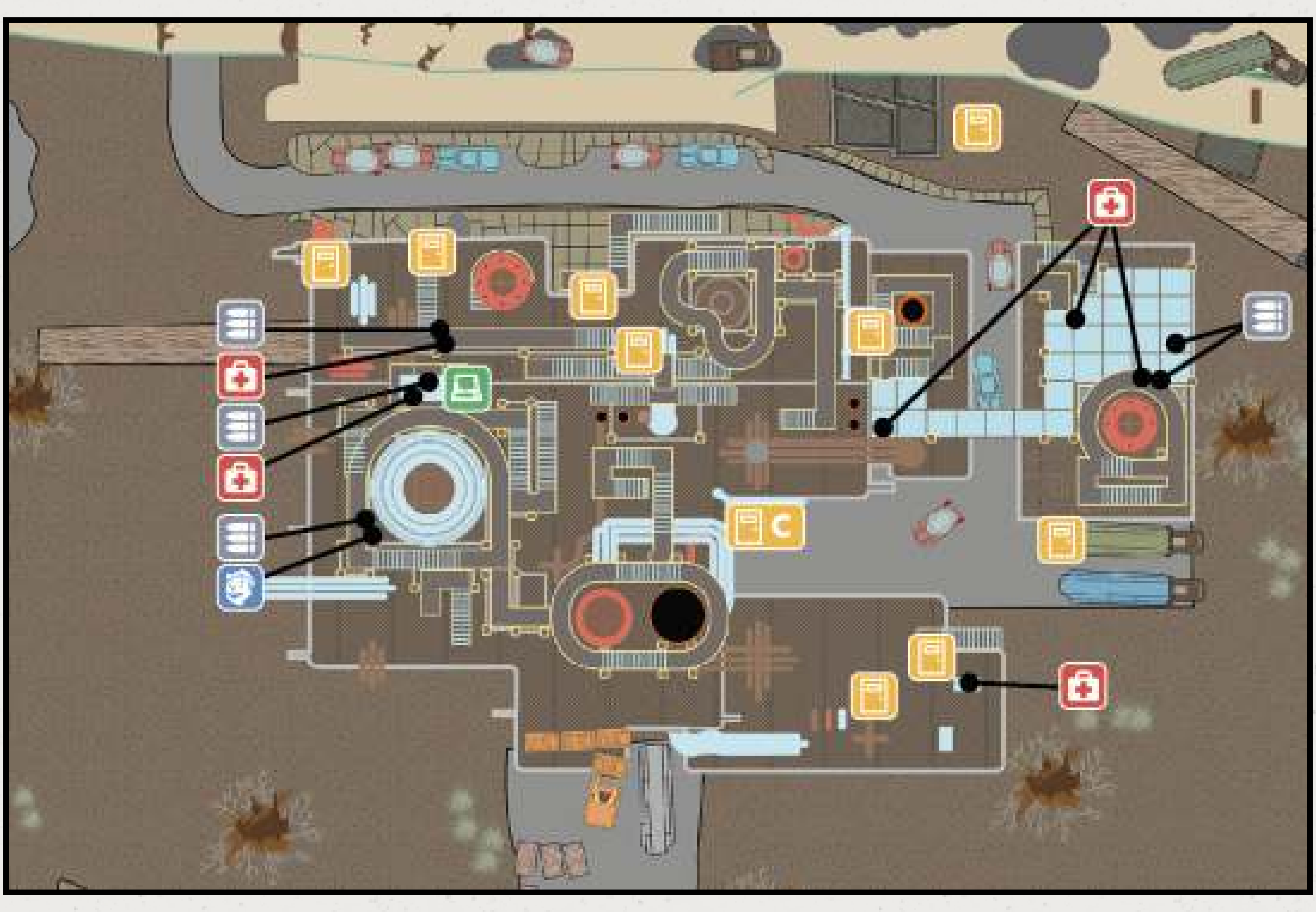
[3.06] Corvega Assembly Plant

THREAT LEVELS 1-5 ■□□□□□□□□

THREAT LEVELS 6-14 ■■□□□□□□□

- Armaments and Ammo+
- Armaments and Ammo: Trunk
- Collectible: Bobblehead: Repair
- Collectible: Required Reading: Grognak the Barbarian
- Collectible: Nuka Cherry
- Crafting: Power Armor Station
- Danger: Can Chimes!
- Danger: Explosive Barrels!
- Danger: Oil!
- Danger: Makeshift Bombs!
- Danger: Radiation (Mild)!
- Danger: Tripwires!
- Danger: Turrets!
- Faction: Feral Ghouls
- Faction: Raiders
- Faction: Character: Jared
- Health or Chems
- Quest Visit: Weathervane (the Railroad)

Fig 3.06A: Corvega Assembly Plant (Exterior)

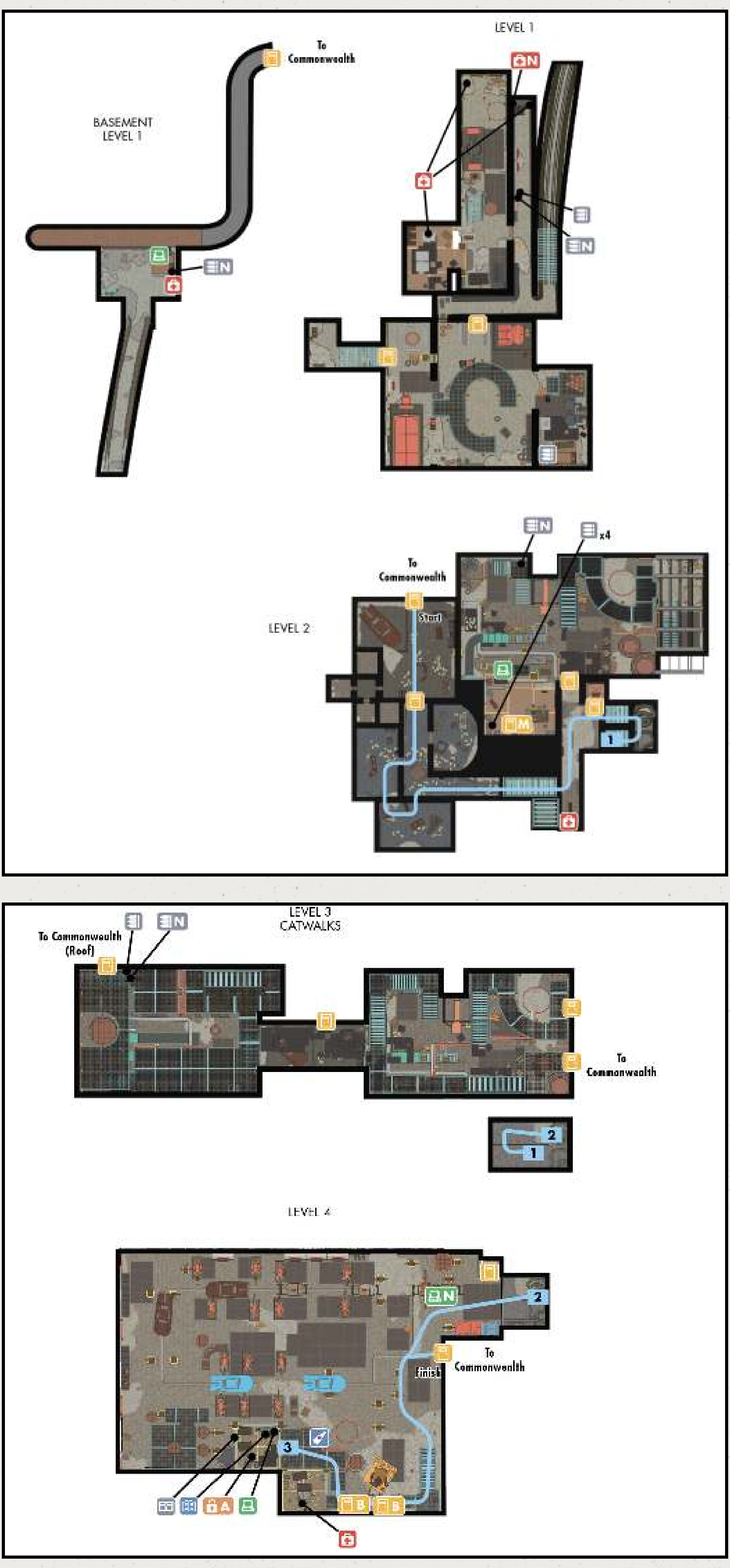


VAULT-TEC RECOMMENDED LOOT

Bobblehead: Repair

Required Reading: Grognak the Barbarian

Fig 3.06b: Corvega Assembly Plant (Interior)



This was the pride of Lexington until the tourists departed. Now the south of the township is comprised of a sprawling assembly plant where the main bulk of the Raiders lurk, ready to push back the ferals that have swarmed the streets to the north.

There are four ground-level entrances into the factory. Of the three doors, the one on the eastern side is chained and an exit only. Choose either door on the north side (one is above the other). Or, look for the crack in the large sewer pipe to the northeast; head in here to access the basement level first.

To reach the roof, use the gantry to the east. There's an upper entrance into the plant just west of the covered bridge and road ramp (northeast). You can climb all the walkways to the top of the huge chimneys; the gantry around the massive cooling vat with the Corvega sign (to the southwest) has a place to put MILA (see quest), and there's a Bobblehead to snag. Finally, move to a hatch on the roof's northwestern corner—another way to enter this plant.

Inside, the plant is very easy to get lost in, so carefully follow the map. The Raider Jared is on the upper assembly floor where Corvega vehicles used to be assembled. He holds the safe key, which opens his hidden safe (Advanced) located on the ground beneath the pod with his terminal, hidden behind a board.

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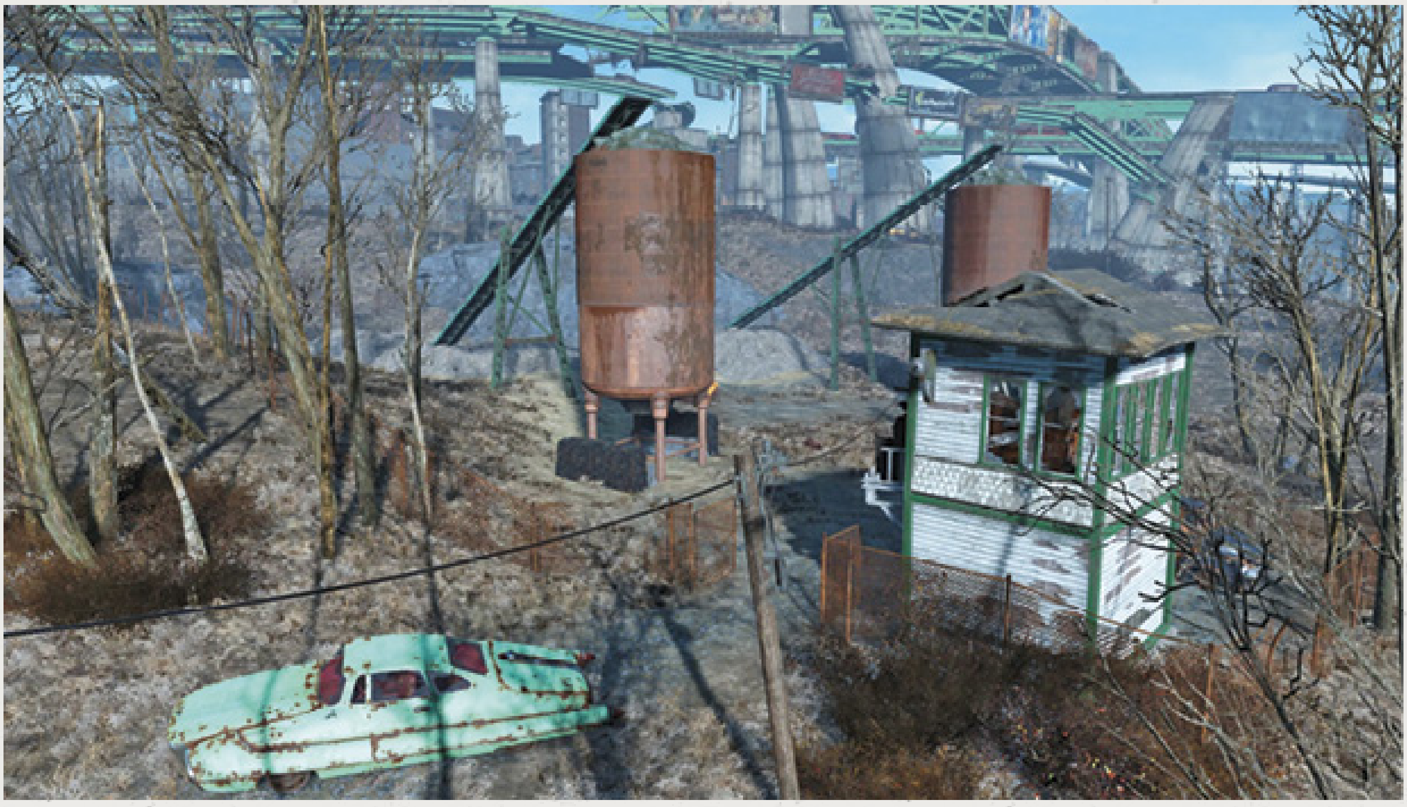
Primary Locations

[3.07] Mass Gravel & Sand

THREAT LEVELS 6-14



- Crafting: Weapons Workbench
- Danger: Long Drop!
- Faction: Mole Rats
- Faction: Raider

Just north of Charleston is a small quarry serving as a lookout point for Raiders and a burrowing point for Mole Rats. Eradicating both will brighten your day.

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[3.08] Wattz Consumer Electronics

THREAT LEVELS 6-14

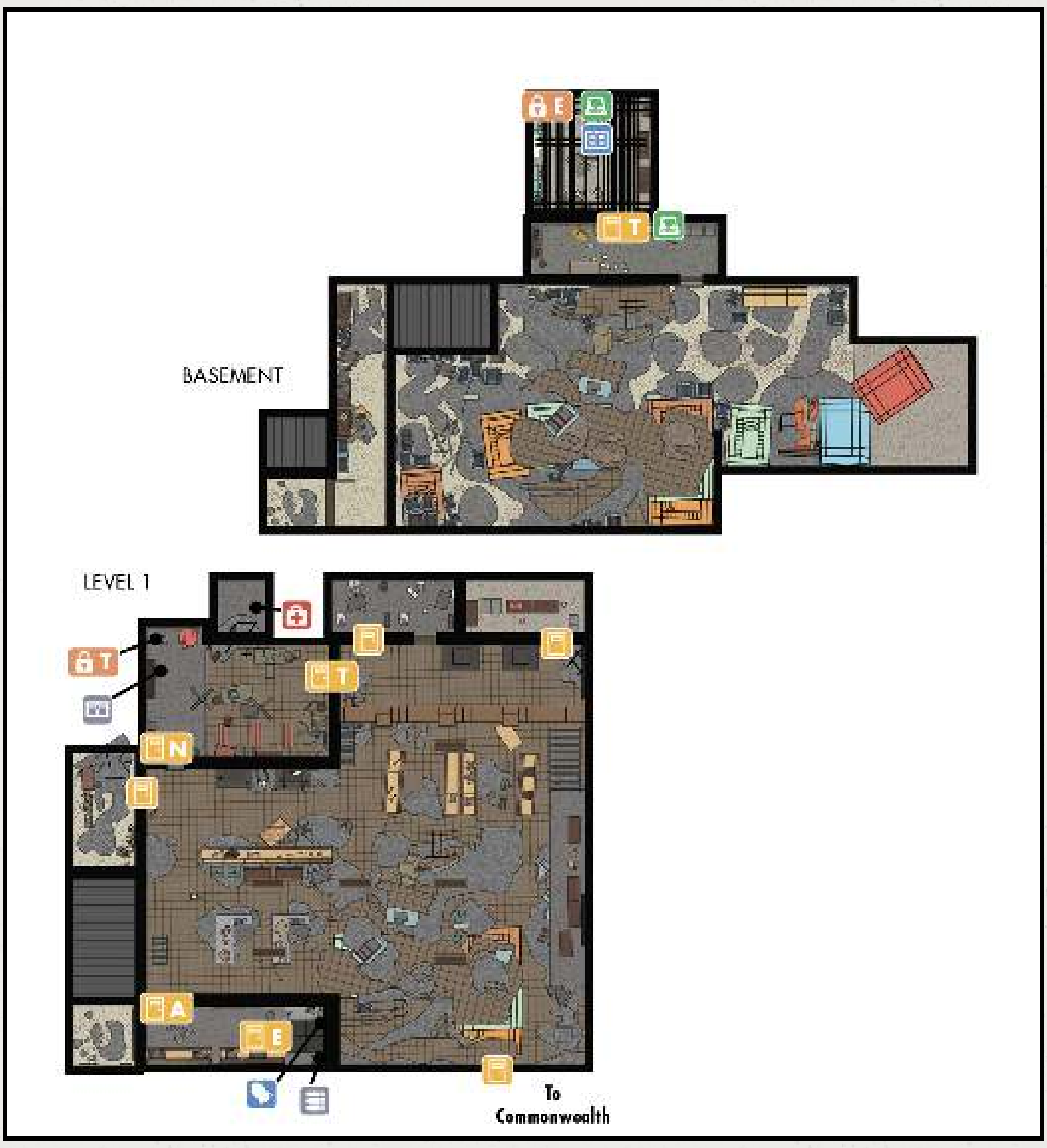
- Armaments and Ammo
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Trunk
- Collectible: Required Reading: Total Hack
- Crafting: Armor Workbench
- Faction: Radroaches
- Faction: Robots
- Health or Chems

VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke

Required Reading: Total Hack

Fig 3.08: Wattz Electronics (Interior)



With the large electromagnetic pulse sent out by the nuclear bombs, many of the robots at this store have reactivated in Demo Mode, leaving them wandering around, showing off their best features. Fair warning: tinkering with the terminals or safes at this location may cause these robots to turn hostile. Be sure you tinker with the basement terminal, though, if only to grab the magazine there.

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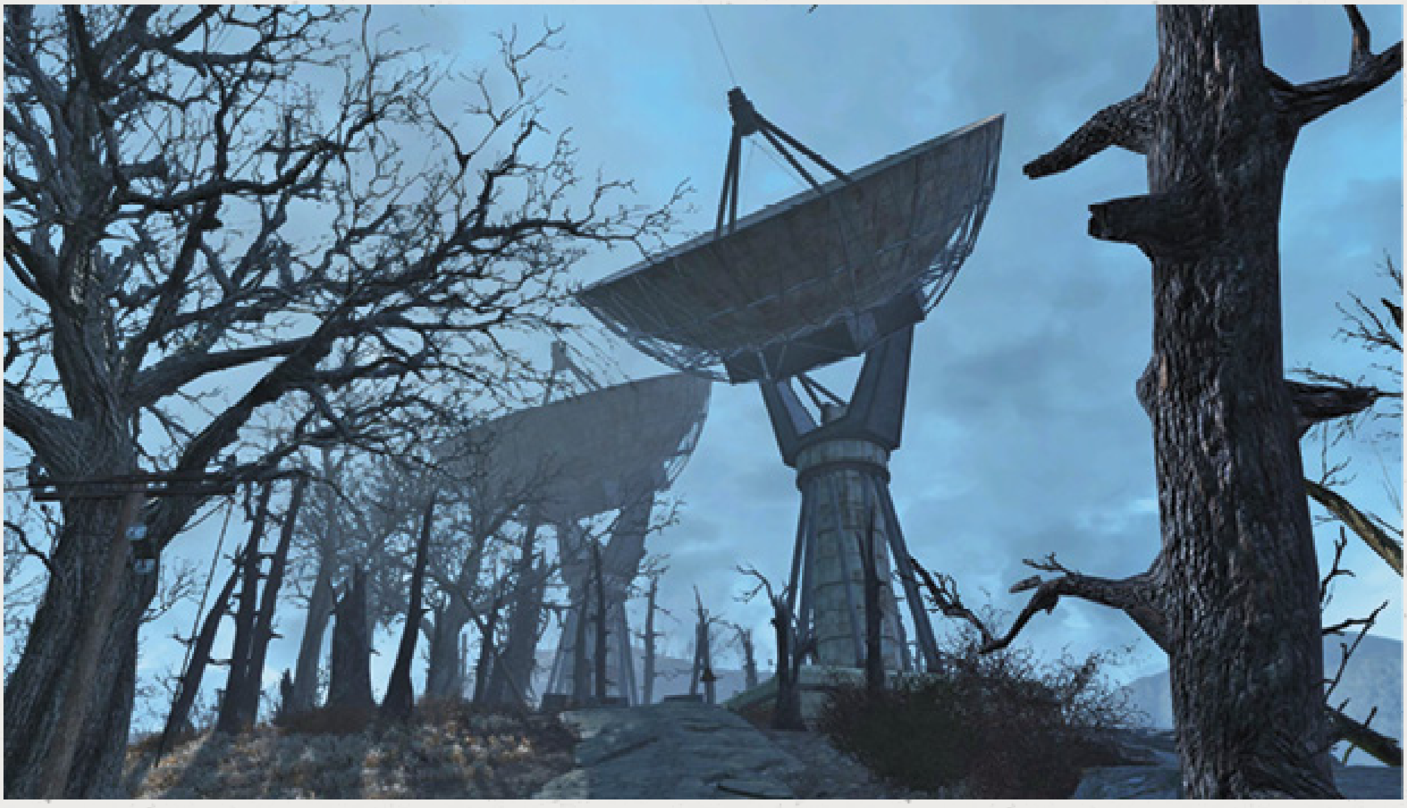
Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Primary Locations

[3.09] Fort Hagen Satellite Array (Fort Hagen Township)

THREAT LEVELS 15-25 🟦🟦🟩⬜⬜⬜⬜⬜⬜



- Armaments and Ammo

Two large radar dishes and a small interior bunker (accessed via the metal trapdoor at the base of the south dish) stand ominously above Fort Hagen. There's little else here but desiccated woodland.

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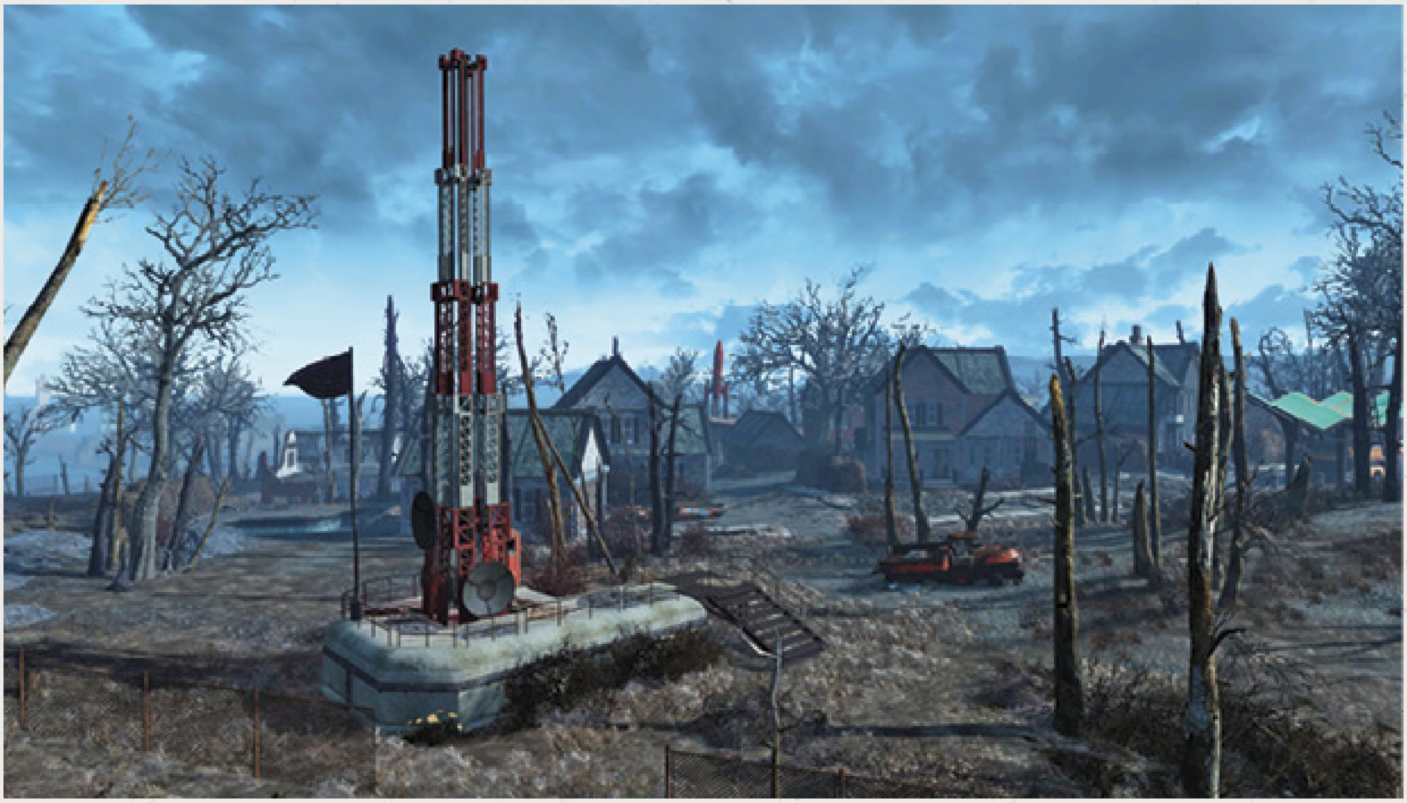
Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Primary Locations

[3.10] Relay Tower 0BB-915 (Fort Hagen Township)

THREAT LEVELS 15-25 🟦🟦🟩⬜⬜⬜⬜⬜⬜



- Radio: Distress Signal
- Radio: Raider Radio Signal
- Radio: Civil Alert System Broadcast

This is part of the Commonwealth Relay Tower Network. Authorized personnel only. Use the relay tower terminal to amplify three nearby radio signals.

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[3.11] Fort Hagen Filling Station (Fort Hagen Township)

THREAT LEVELS 15-25 🟦🟦🟩☐☐☐☐☐☐

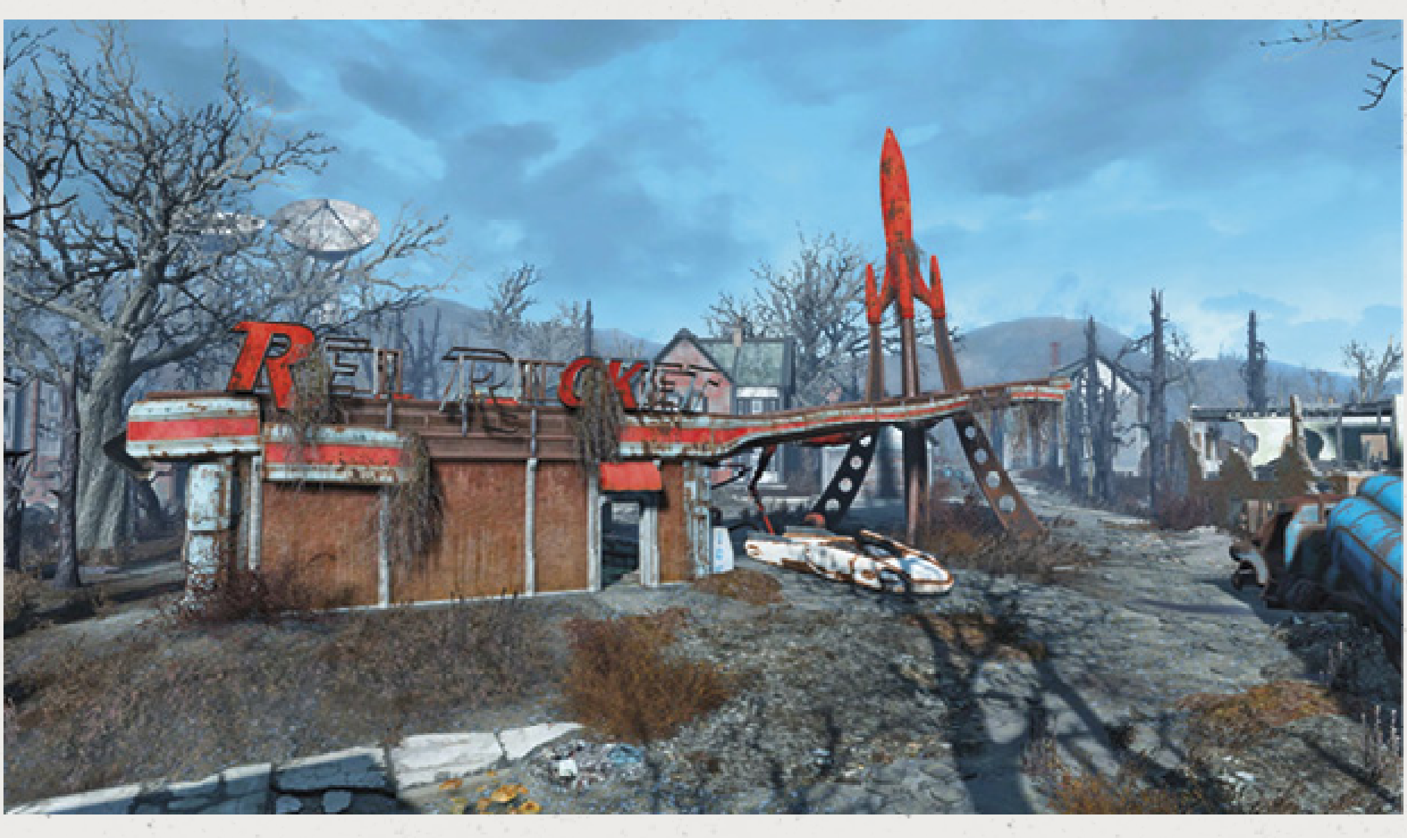
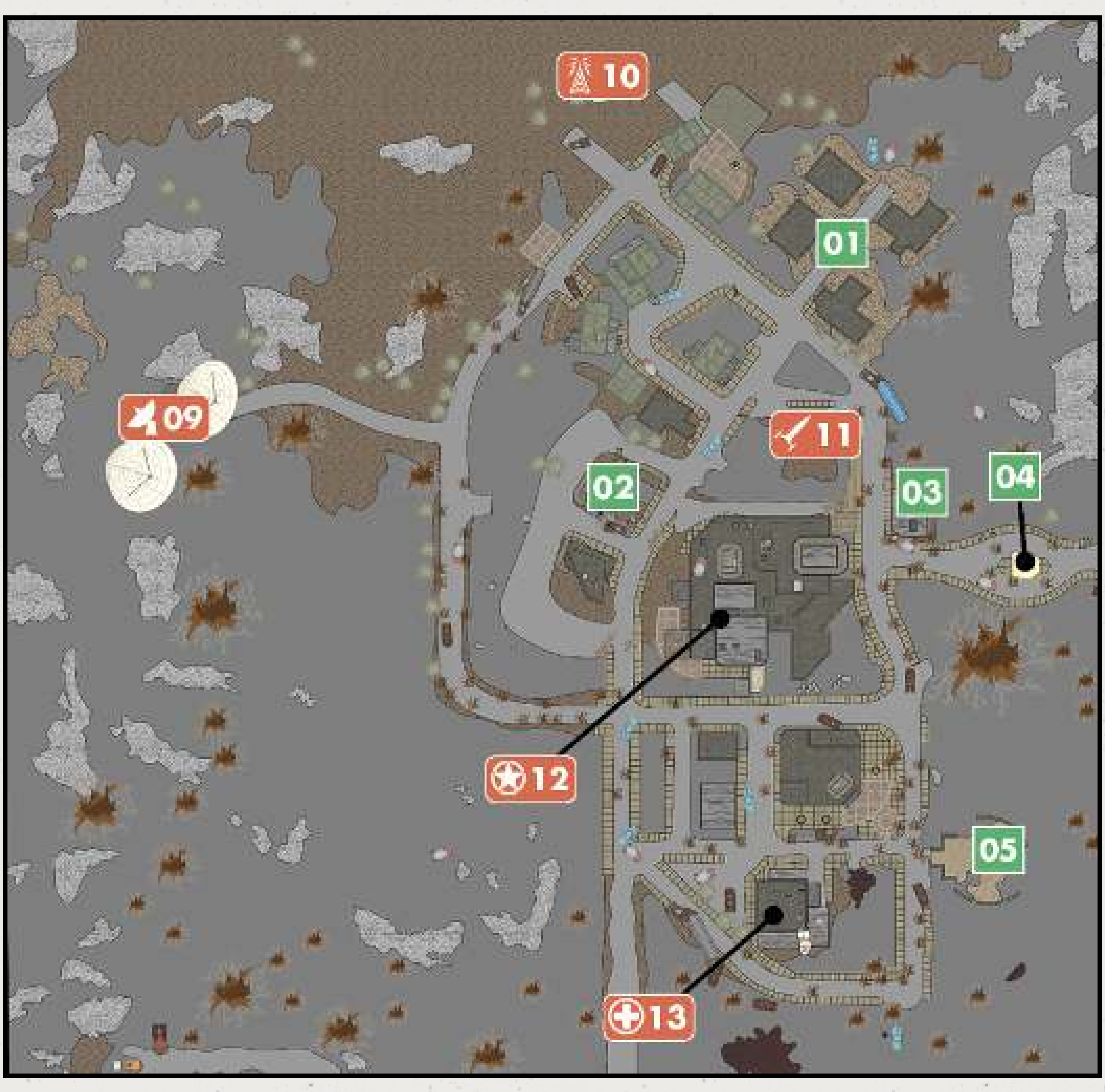


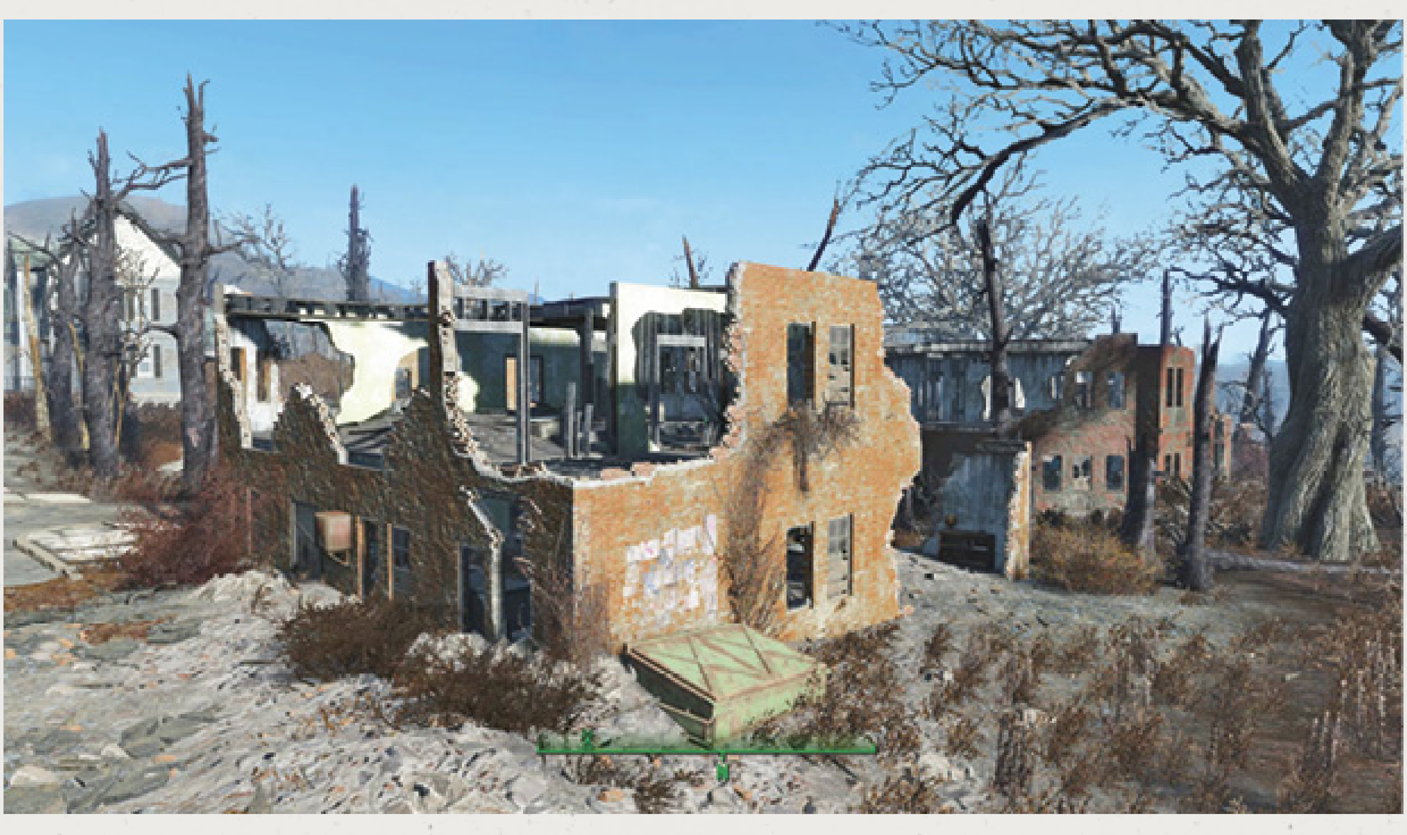
Fig 3.11: Fort Hagen (Exterior)



- **Crafting**: **Armor** Workbench
- **Crafting**: Cooking Station
- **Crafting**: **Power Armor** Station
- **Crafting**: **Weapons** Workbench
- Faction: Bloatflies

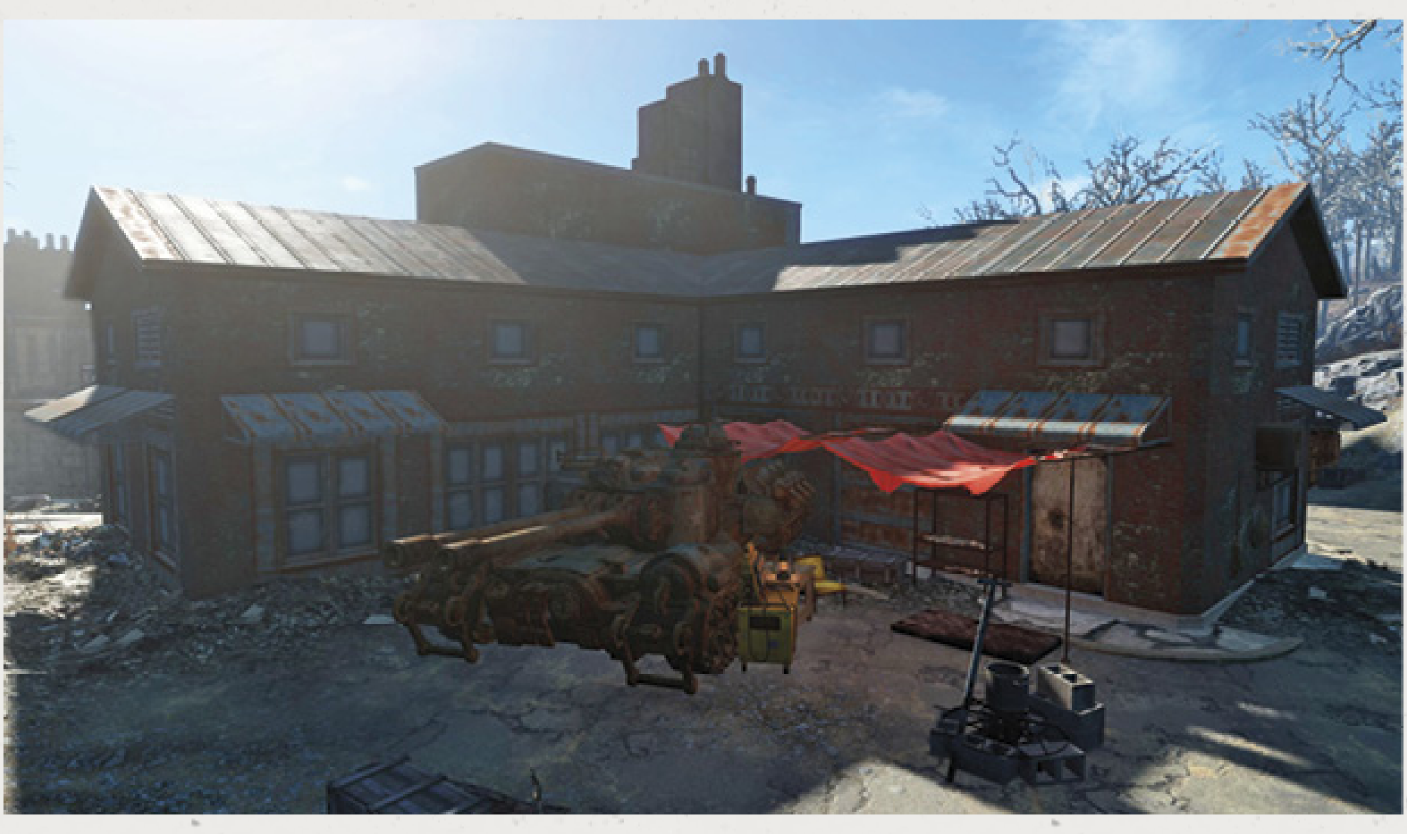
Red Rocket has all your automotive needs covered, though it has little of your post-apocalyptic necessities; the place has been thoroughly scavenged, aside from the workbenches. Use the Red Rocket awning as a landmark when situating yourself. The following **Secondary Locations** are within the boundary of this township:

[01] Barracks And Administration Buildings



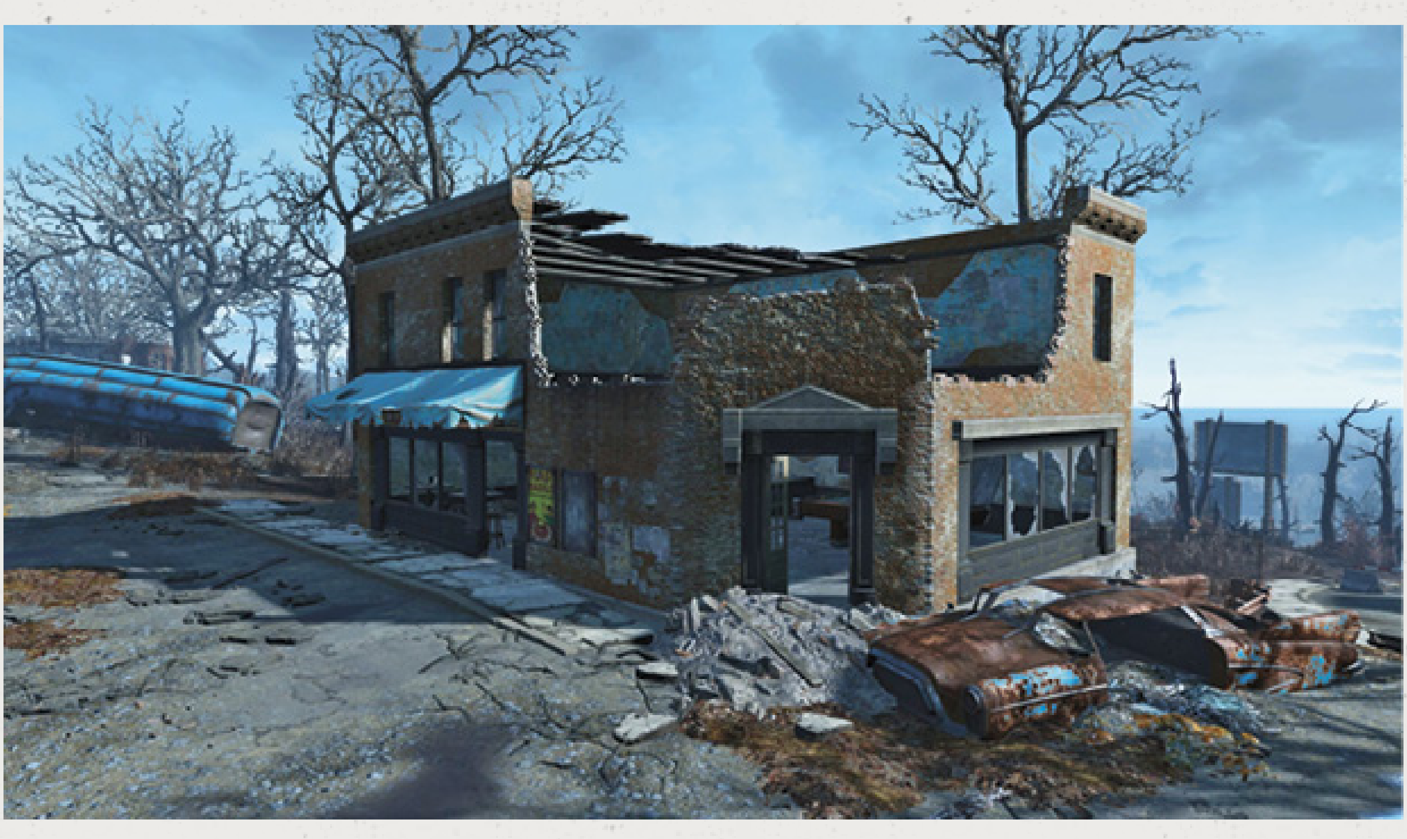
These have been almost completely demolished. The barracks has some footlockers to scavenge, but the four buildings have little but the wind whistling through them.

[02] Parked Tank



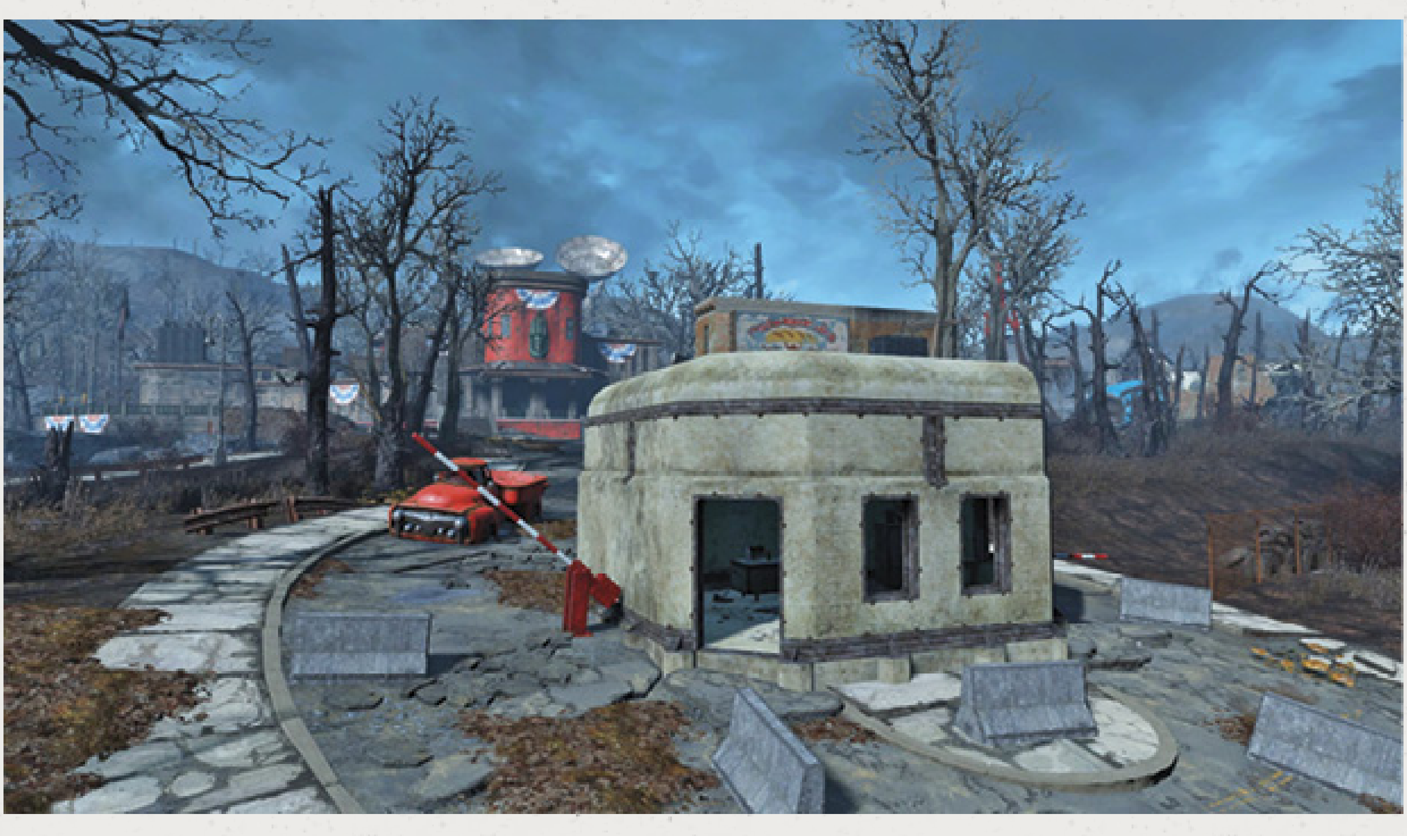
Alas, the tank isn't functional, but the cooking station is.

[03] The Fort Hagen Bar



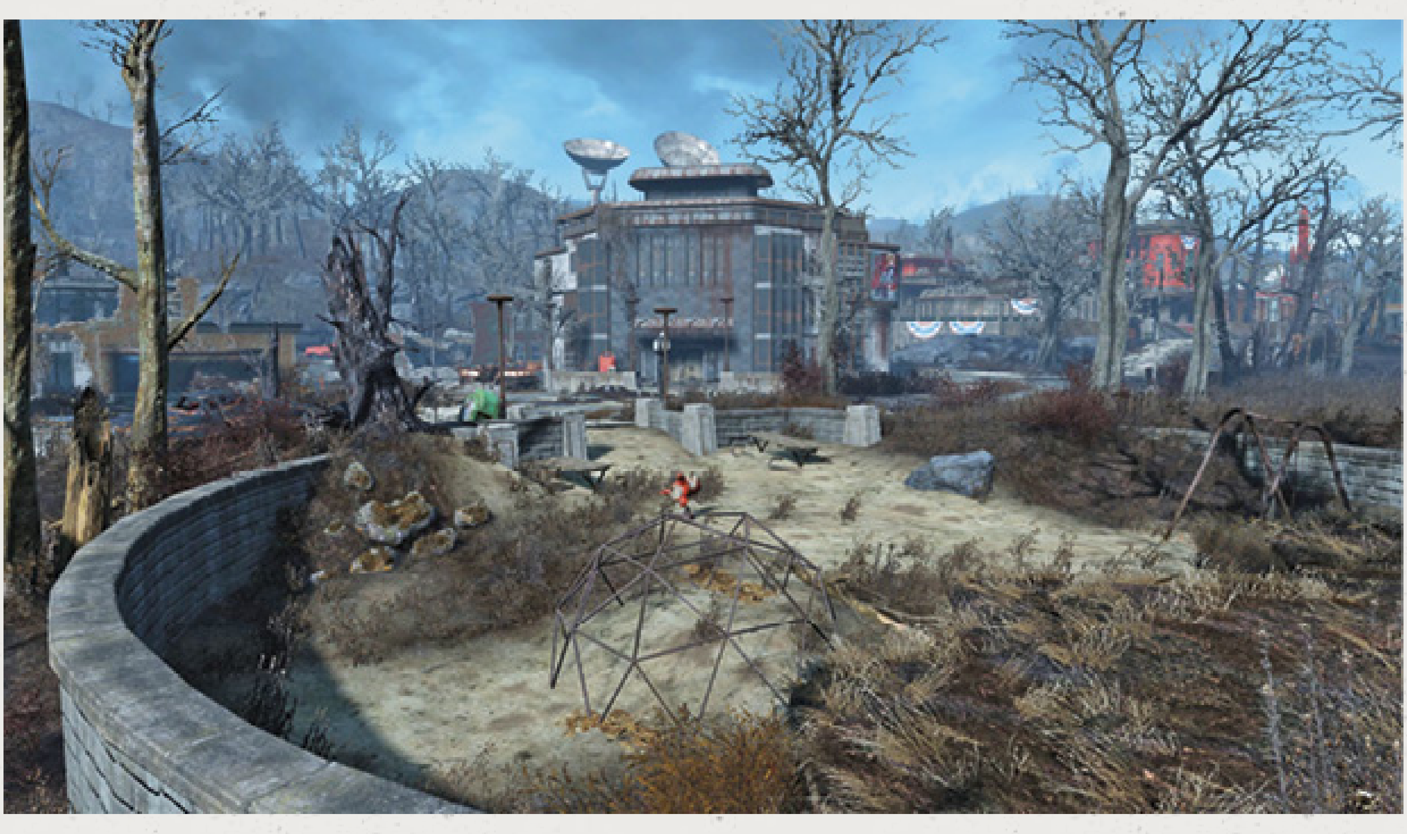
Half collapsed, with some scattered objet d'art and **ammo** on the upper floor.

[04] Entrance Checkpoint



Scavenge some **items** from the pillbox on the road into the fort.

[05] Playground



The only game you'll be playing is "dodge the Bloatfly spittle."

HELPFUL HINT FROM VAULT BOY!

Don't forget to check the large warehouses to the south for a large display of prewar might and now a row of **Power Armor** stations. Secondary Location [3.18]: **Power Armor Warehouse** is worth the trip.

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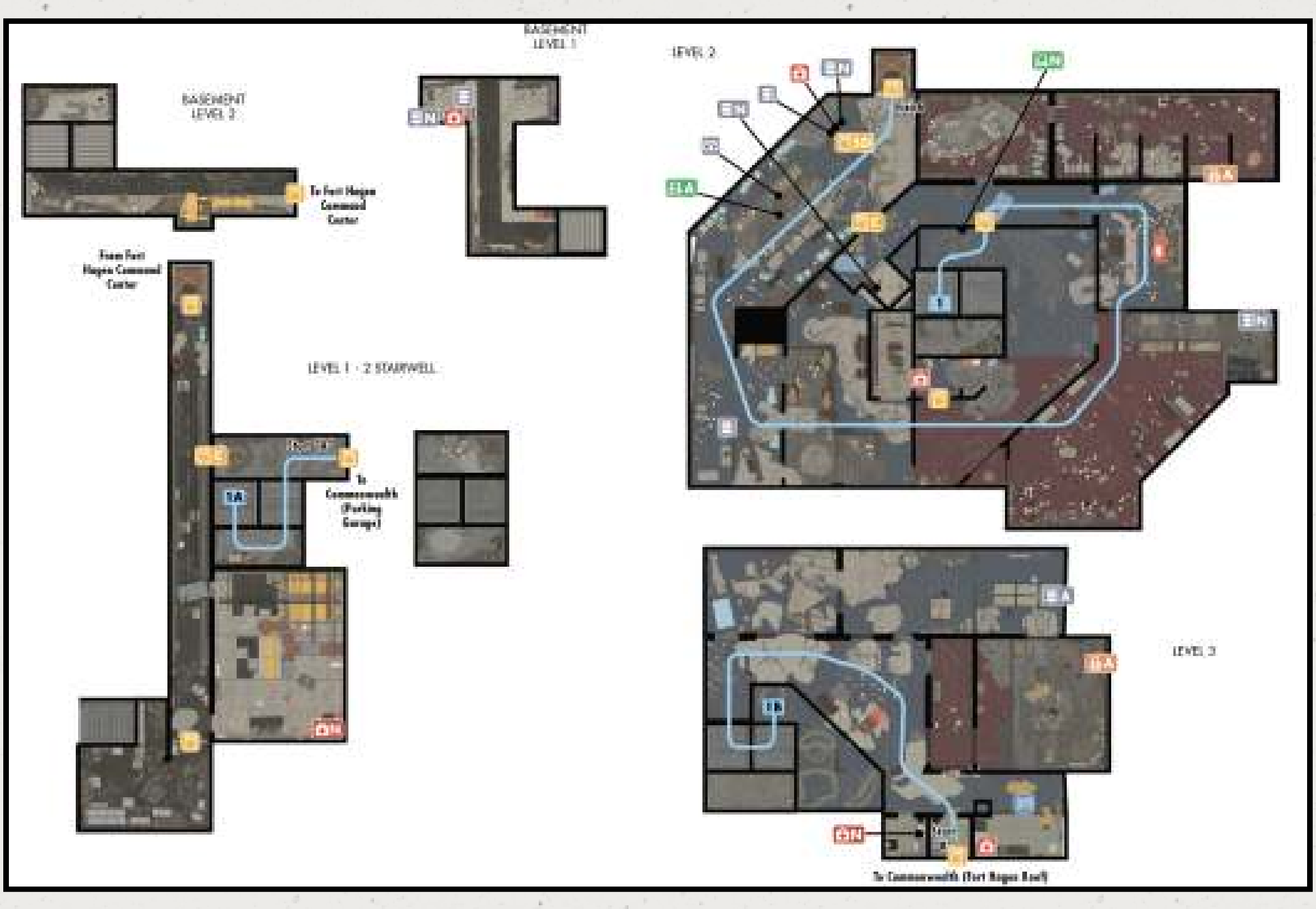
[3.12] Fort Hagen (Fort Hagen Township)

THREAT LEVELS 15-25 🟦🟦🟩☐☐☐☐☐☐

- Armaments and Ammo+++
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Mini Nuke (Fat Man)
- Armaments and Ammo: Trunk (2)
- Armor Part: Fusion Core
- Bottlecaps
- Collectible: Bobblehead: Energy Weapons
- Collectible: Required Reading: U.S. Covert Operations Manual 6
- Collectible: Required Reading: Guns and Bullets 2
- Collectible: Required Reading: RobCo Fun!
- Collectible: Holotape: Pipfall
- Collectible: Nuka Cola Quantum
- Crafting: Armor Workbench
- Crafting: Chemistry Workbench (2)
- Crafting: Cooking Station
- Crafting: Weapons Workbench
- Danger: Oil!
- Danger: Mines!
- Danger: Tesla Arc!
- Danger: Tension Trigger!
- Danger: Turrets!
- Faction: Synths (Institute)
- Faction: Character: Kellogg
- Health or Chems+++
- Quest Start: Reveille (Brotherhood of Steel)
- Quest Visit: Reunions (Main)
- Quest Visit: Dangerous Minds (Main)
- Quest Visit: Shadow of Steel (Brotherhood of Steel)
- Quest Visit: Last Voyage of the U.S.S. Constitution (Side)
- Unique Item: Kellogg's Pistol

Fig 3.12A: Fort Hagen (Interior)


BASEMENT LEVEL 2
BASEMENT LEVEL 1
LEVEL 2
To Fort Hagen Command Center
From Fort Hagen Command Center
LEVEL 1 - 2 STAIRWELL
To Commonwealth (Parking Garage)
1A
1B
1
LEVEL 3
To Commonwealth (Fort Hagen Roof)

VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke and Fat Man

Bobblehead: Energy Weapons

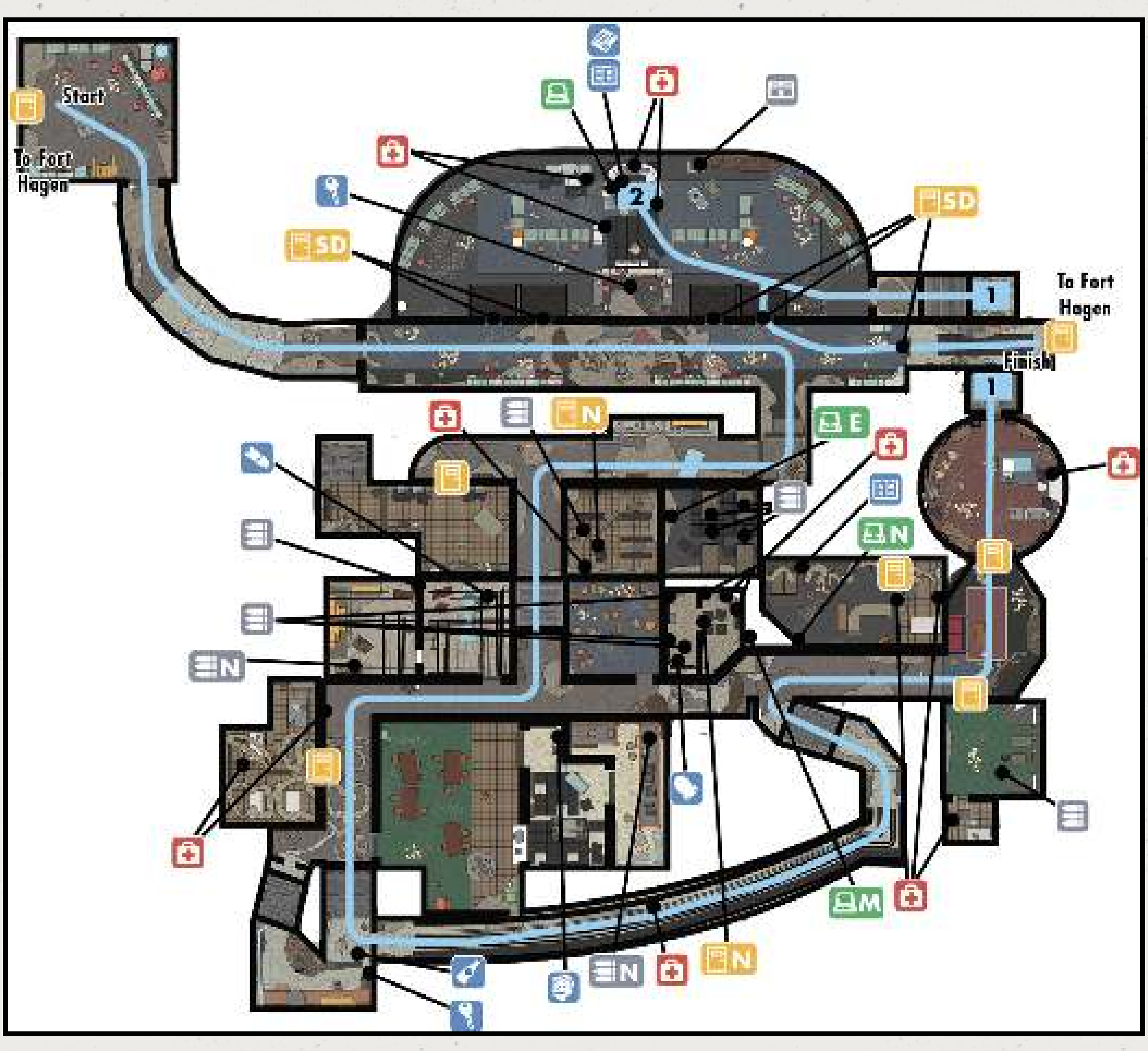
Required Reading: Guns and Bullets

Required Reading: U.S. Covert Operations Manual

Required Reading: RobCo Fun!

Holotape: Pip Fall

Fig 3.12B: Fort Hagen Command Center (Interior)



This location is not fully accessible unless Main Quest: Reunions is active.

An old army base with a small surrounding town and medical hospital, Fort Hagen is now firmly sealed away from scavengers. Inspect the exterior and locate the parking structure under the building, with the entrance to the south. The first level down has a chemistry station and some health.

It is the hideout of a man named Kellogg. The main entrance is blocked, so seek entry from a roof hatch or a door from the lower parking garage. Either entrance allows access to the ruined interior and elevator down to the command center. Before you head there, check the upper floor kitchen for a magazine.

Command center: If you want an easier time unlocking the terminal and security gate to the armory (Master) that contains the Mini Nuke and Fatman, locate the toolbox in the pipe duct (southwest); it has the Fort Hagen Armory password in it. Look for the Fusion Core in the machine room here, along with RobCo Fun! (and the latest Holotape game) in the command room. The Bobblehead is in the kitchens, and there's yet another magazine in one of the bedrooms. What a haul!

The Main Quests require you to find Kellogg and obtain the Cybernetic Brain Augmenter from him. The Brotherhood of Steel quests occur automatically as you leave Fort Hagen (look to the skies!). The Side Quest requires you to obtain an item for Captain Ironsides, which is inside the military chest close to the elevator on floor L2.

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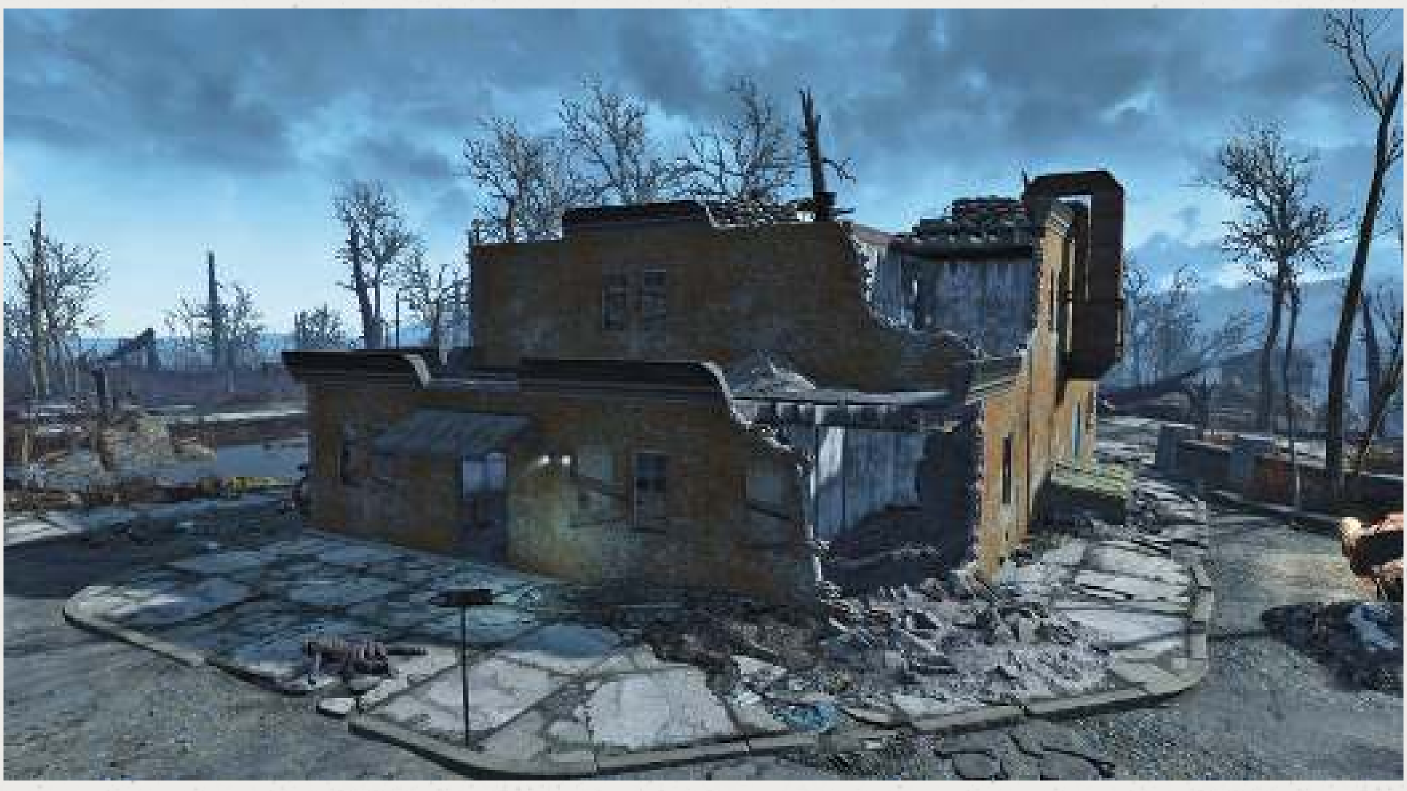
[3.13] Greater Mass Blood Clinic (Fort Hagen Township)

THREAT LEVELS 20+ ■■■■□□□□□



VAULT-TEC RECOMMENDED LOOT

Required Reading: Massachusetts Surgical Journal

Health or Chems

- Armaments and Ammo
- Armaments and Ammo: Trunk
- Bottlecaps
- Collectible: Required Reading: Massachusetts Surgical Journal
- Crafting: Chemistry Station
- Danger: Oil!
- Danger: Radiation (Mild)!
- Faction: Bloatflies
- Faction: Bloodbugs
- Health or Chems++

This is a small, heavily damaged outpatient clinic that once performed blood tests for the military base. The mutated wildlife has taken a liking to the blood packs here.

There are four levels to this ruin, including the remains of the roof, where you can gather a Caps stash and ammo from a duffel bag and container. Take the blood clinic key from a desk in the southwest upper area of this ruin.

Access the lab terminal (Advanced) to enter a tiny analysis room with a terminal (Novice) and a magazine to grab. There's also health and blood packs, a chemistry station, and a safe (Expert).

In the west part of the ground floor (which you can reach by dropping down through a hole in the second floor, or by unlocking the door (Expert) in the parking lot) are the remains of an office with a terminal (Novice) and some health. Next to it is a locked door (Expert) with a skeleton slumped by it. There's another blood clinic key here.

Down in the basement is a control room with yet another blood clinic key and a button opening a security gate. Beyond the gate is a steamer trunk and a large stash of chems and blood packs. The blood clinic key opens the safe in the tiny analysis room and the exit door (Expert) on the west perimeter wall.

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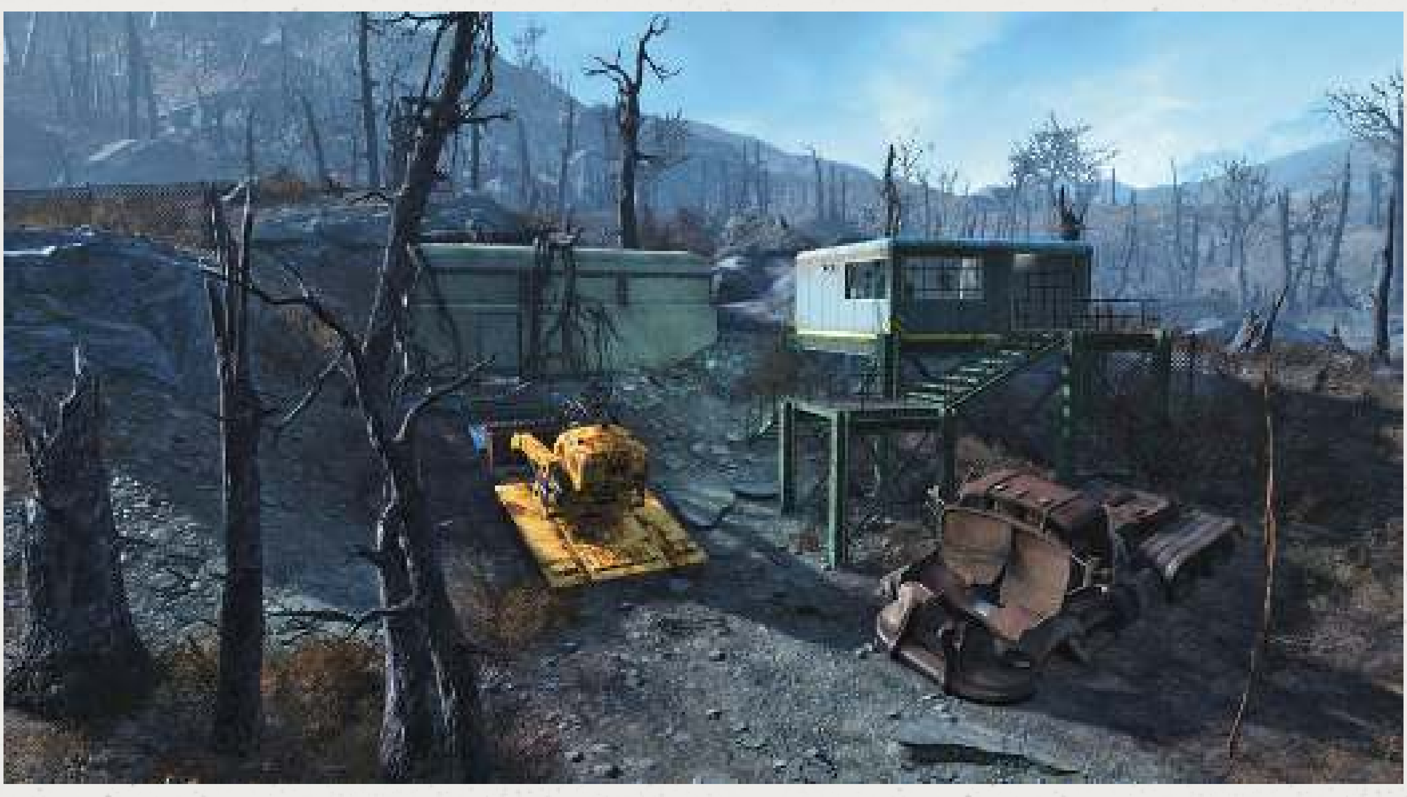
[3.14] Boston Mayoral Shelter

THREAT LEVELS 20+



- Armaments and Ammo++
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Mini Nuke (Fat Man)
- Armor Part: Fusion Core
- Bottlecaps
- collectible: robot model kit (mr. gutsy)
- Collectible: Holotape: Boston Shelter—Guard Update
- Collectible: Holotape: Boston Shelter—Mayor's Goodbye
- Collectible: Holotape: Boston Shelter—Where Are You?
- Collectible: Nuka Cherry (2)
- Collectible: Required Reading: Astoundingly Awesome Tales
- Crafting: Armor Workbench
- Crafting: Weapons Workbench
- Danger: Escaping Gas!
- Danger: Oil!
- Faction: Deathclaw
- Faction: Synths (Institute)
- Health or Chems+++

VAULT-TEC RECOMMENDED LOOT

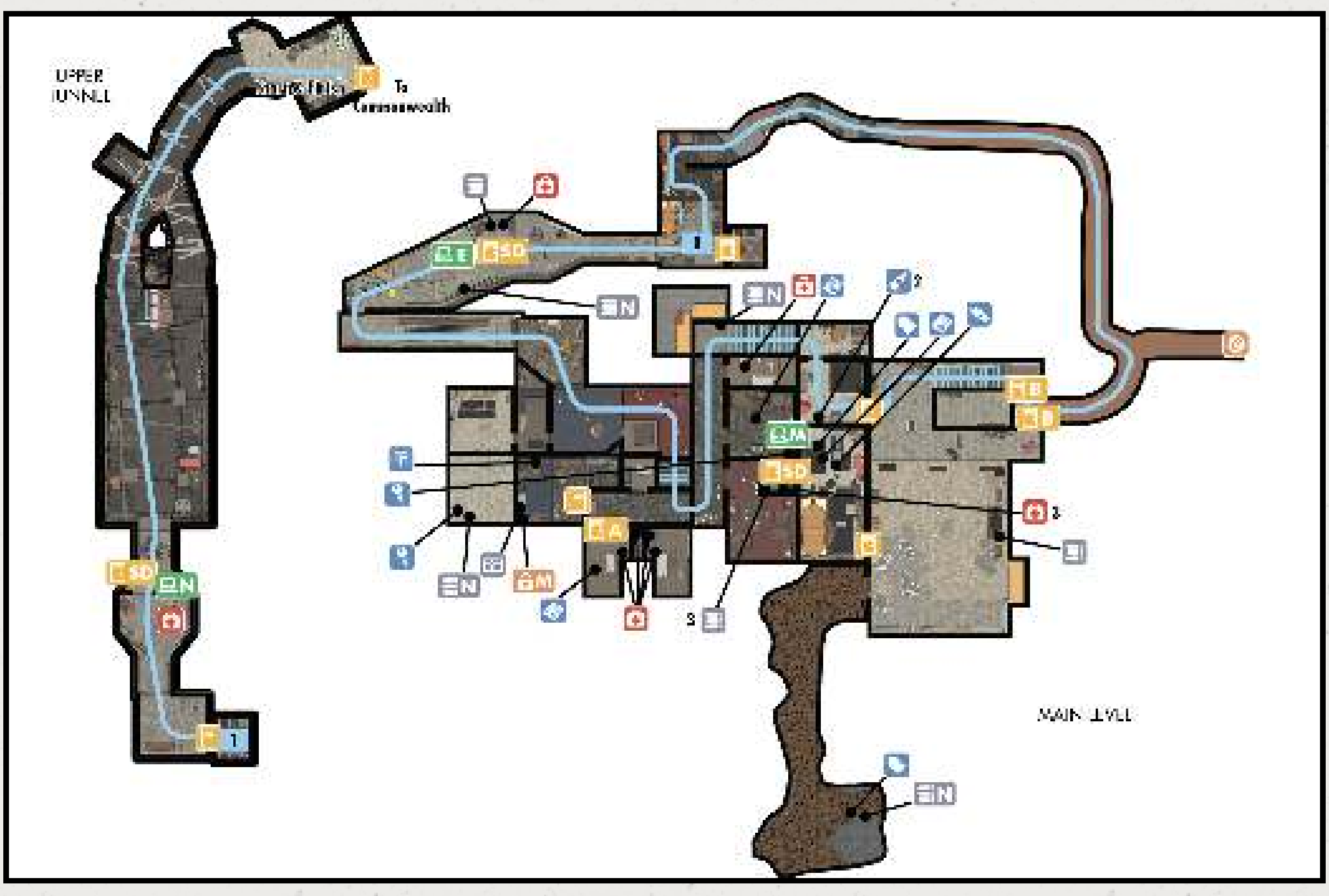
- **Armaments and Ammo: Mini Nuke (and Fat Man)**
- **collectible: mr. gutsy model kit**
- **Required Reading: Astoundingly Awesome Tales**

When the bombs fell, the mayor of Boston and his wife were bundled into this hidden subterranean shelter. Though the bunker is sealed up tight, the wall terminal in the guard pod next door opens it without any problems. There's an explosives box here, too. Head inside and either enter the large pipe or take the corridors and find out what happened to Boston's mayor.

The Boston mayoral shelter bathroom key is inside the dresser in the bunk bed storeroom with the terminal (Master). The Boston mayoral shelter key is in the suitcase in the storeroom's southwest corner. It opens the safe.

Don't forget to check the blue wallpapered bedroom opposite the cigarette machine, east of the stairs (and the laundry room) and down from the bar; there's a rare robot model kit to snag!

Fig 3.14: Boston Mayoral Shelter (Interior)



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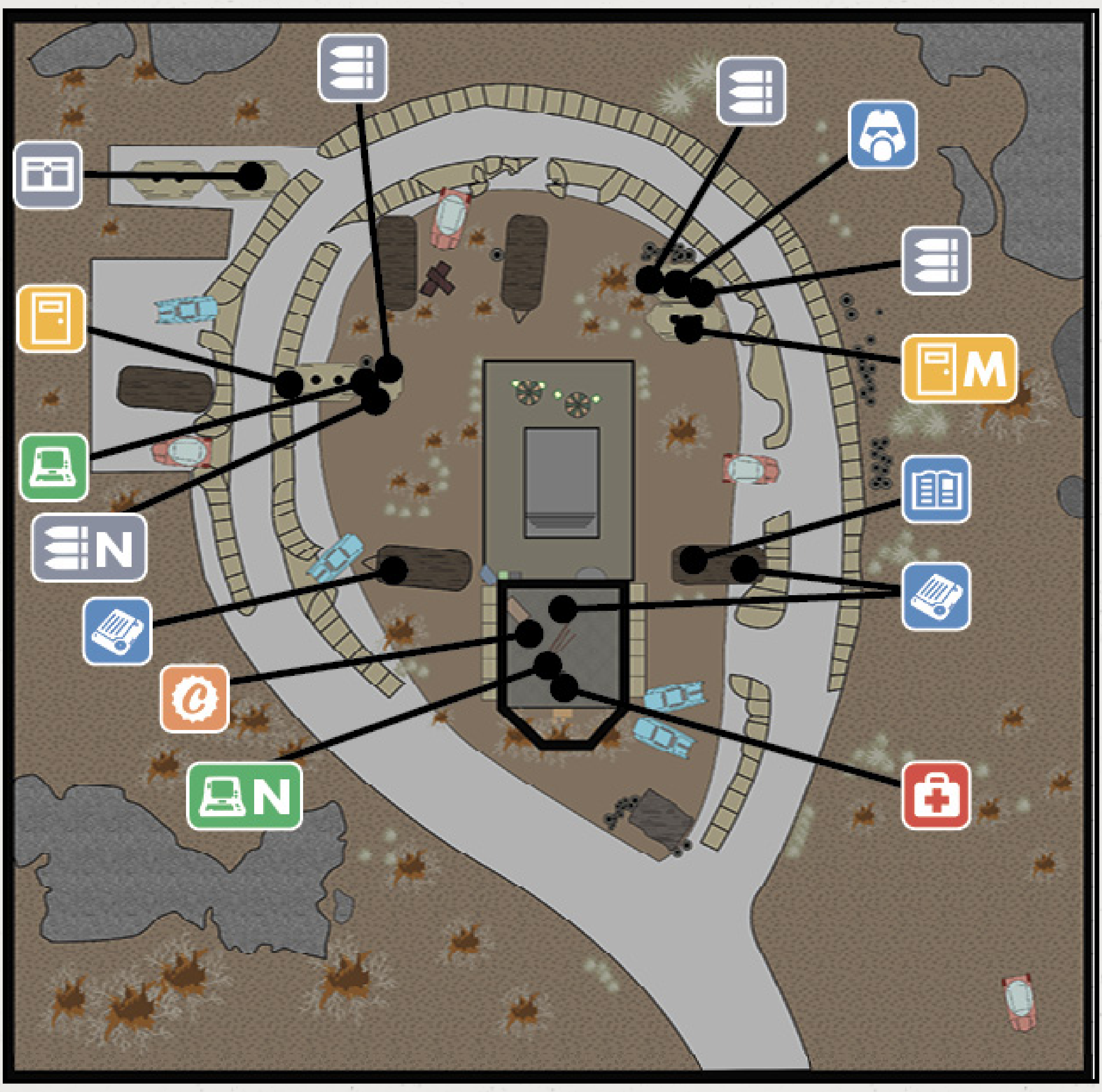
[3.15] Fiddlers Green Trailer Estates

THREAT LEVELS 15-25

- Armaments and Ammo
- Armaments and Ammo: Trunk
- Armor Part: Power Armor (Leveled)
- Collectible: Holotape: The New Squirrel Tape 1
- Collectible: Holotape: The New Squirrel Tape 2
- Collectible: Holotape: The New Squirrel Tape 3
- Collectible: Required Reading: Live & Love
- Crafting: Chemistry Station
- Crafting: Cooking Station
- Danger: Mines!
- Danger: Radiation (Mild)!
- Faction: Feral Ghouls

Fig 3.15: Fiddler's Green Trailer Estates (Exterior)



This is a "retirement community" in every sense. Most of the residents had no family to speak of and ended up here due to improper financial planning. Now the residents are more of an infestation.

VAULT-TEC RECOMMENDED LOOT

Armor Part: Power Armor (Leveled)

Required Reading: Live & Love

Harvest tarberries from the swimming pool. Hack the leasing office terminal (Novice) to access the wall safe (Novice). One of the caravans (Master) holds some Power Armor and ammo.

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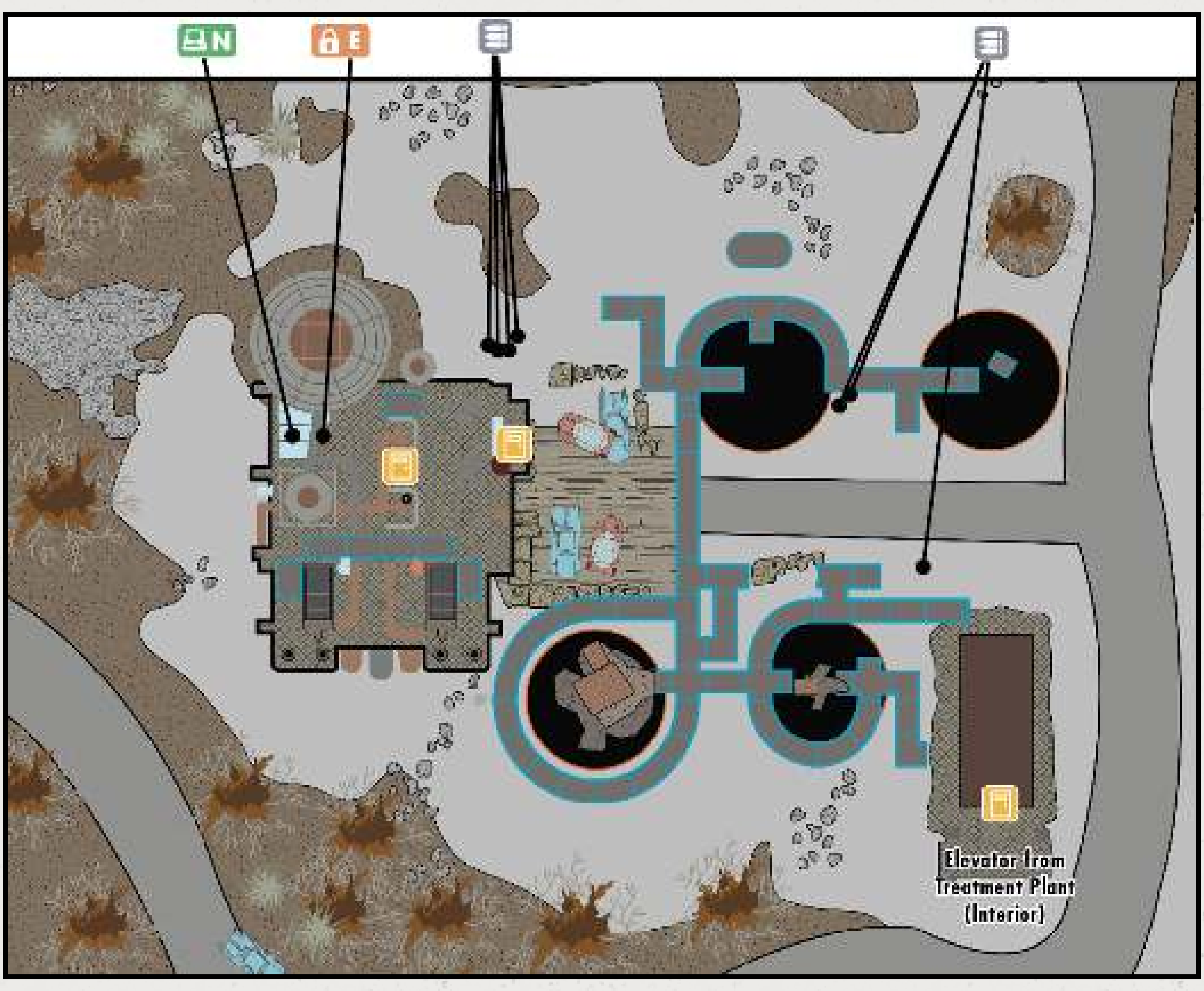
[3.16] Weston Water Treatment Plant

THREAT LEVELS 6-14

- Armaments and Ammo
- Armaments and Ammo: Trunk
- Collectible: Required Reading: Picket Fences 5
- Crafting: Chemistry Station
- Danger: Can Chimes!
- Danger: Explosive Barrels!
- Danger: Grenades!
- Danger: Oil!
- Danger: Radiation (Mild)!
- Danger: Tripwire!
- Faction: Mirelurks
- Faction: Super Mutants
- Health or Chems
- Quest Visit: Troubled Waters (Miscellaneous)

Fig 3.16A: Weston Water Treatment Plant (Exterior)


N
E
Elevator from Treatment Plant (Interior)

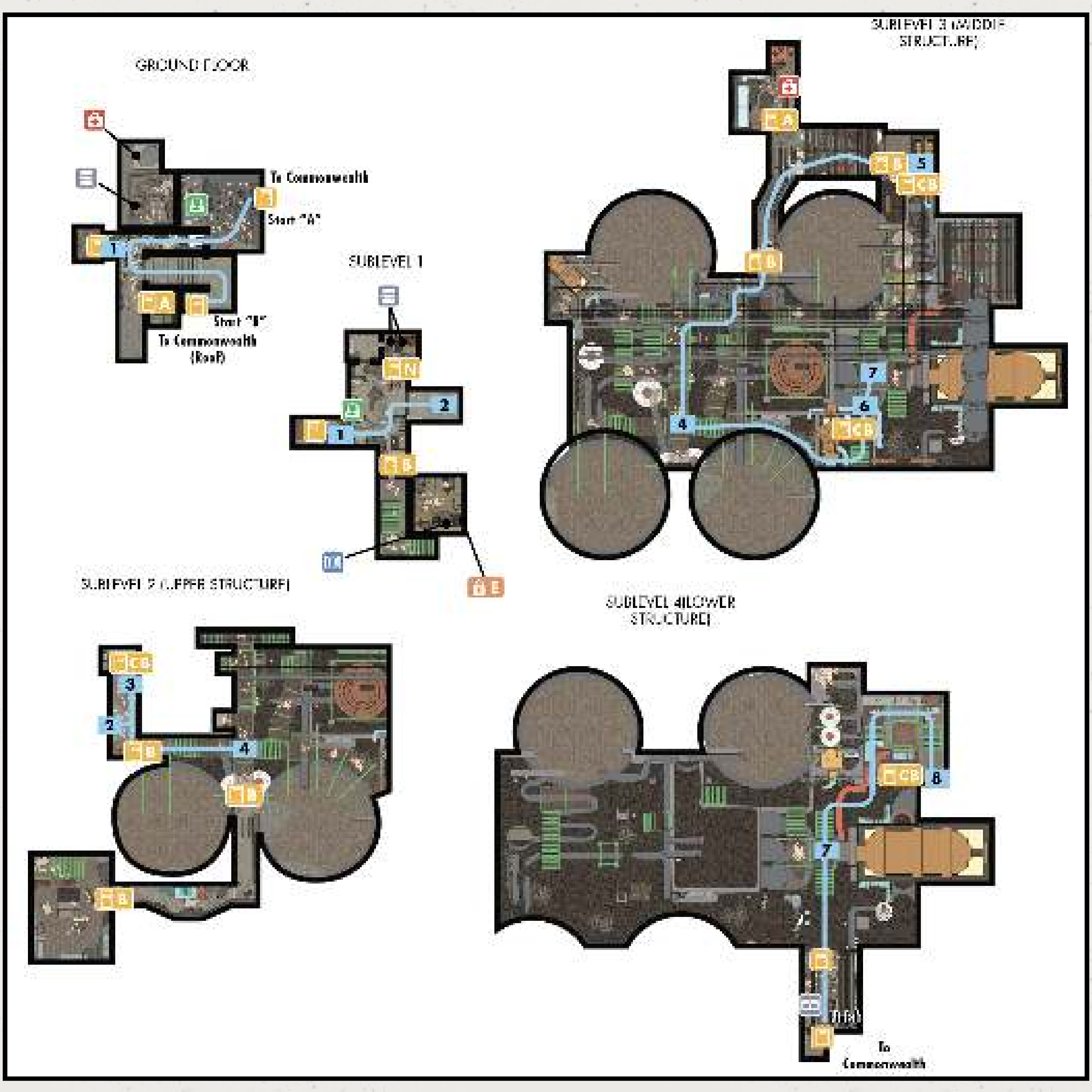
VAULT-TEC RECOMMENDED LOOT

Required Reading: Picket Fences

This plant was built in 2051 as part of a decade-long plan to modernize the city's aging sanitation systems. In the decades after the bombs fell, the rising sea levels eventually overwhelmed the plant's retaining wall and began to flood the facility. As the pumps lost power, shorted out, and began to fail, the water output fell and grew more contaminated.

The exterior features a number of Super Mutant shacks dotted throughout the containment pools and some devious traps to wound the unwary. The roof of the structure, which has a terminal (Novice) and a safe (Expert) to hack, can only be accessed from a hatch inside.

Fig 3.16B: Weston Water Treatment Plant (Interior)


GROUND FLOOR
To Commonwealth
Start "A"
Start "B"
To Commonwealth (Roof)
A
1
SUBLEVEL 1
N
1
2
B
K
E
SUBLEVEL 2 (UPPER STRUCTURE)
CB
3
2
B
4
B
B
SUBLEVEL 3 (MIDDLE STRUCTURE)
A
B
5
CB
B
4
7
6
CB
SUBLEVEL 4 (LOWER STRUCTURE)
CB
8
7
To Commonwealth

The lower levels of the plant are flooded, prompting you to take the elevator down to a series of button-operated doors. Open these to advance to pump control switches, and activate each one. Advance onward and downward after each one, fending off Mirelurks. Then locate the lowest-level elevator that takes you back up to the surface.

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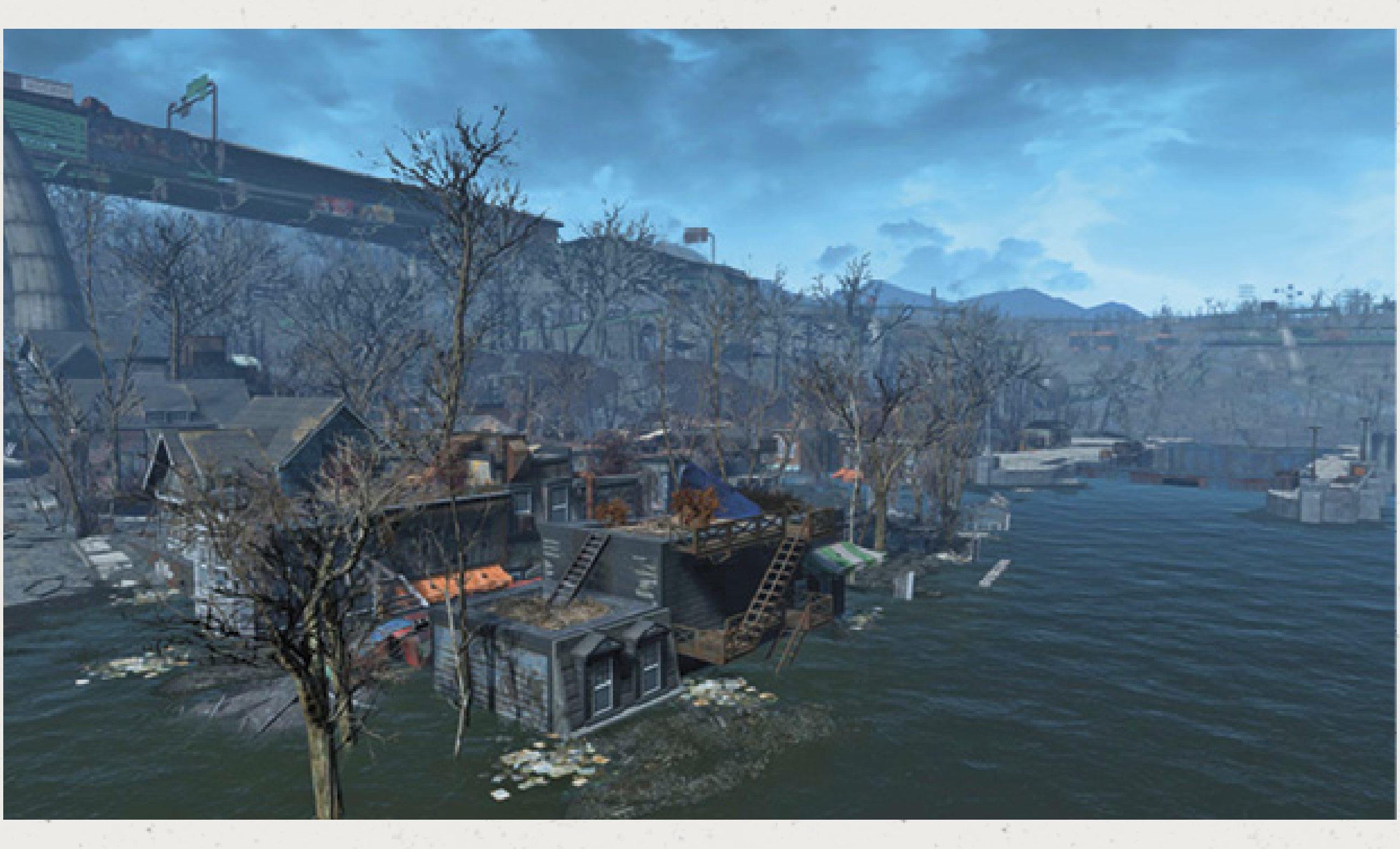
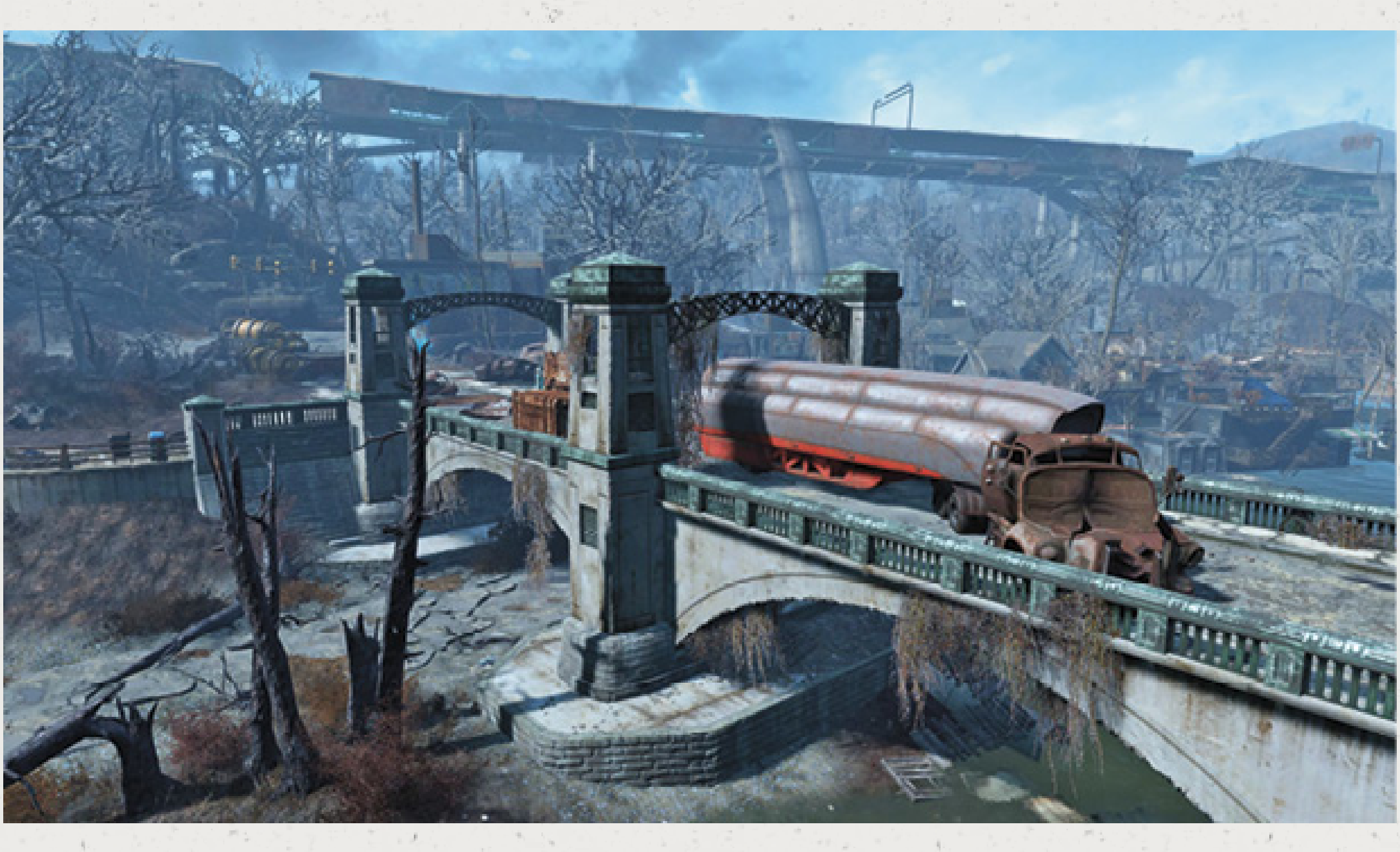
[3.17] Forest Grove Marsh

THREAT LEVELS 15-25



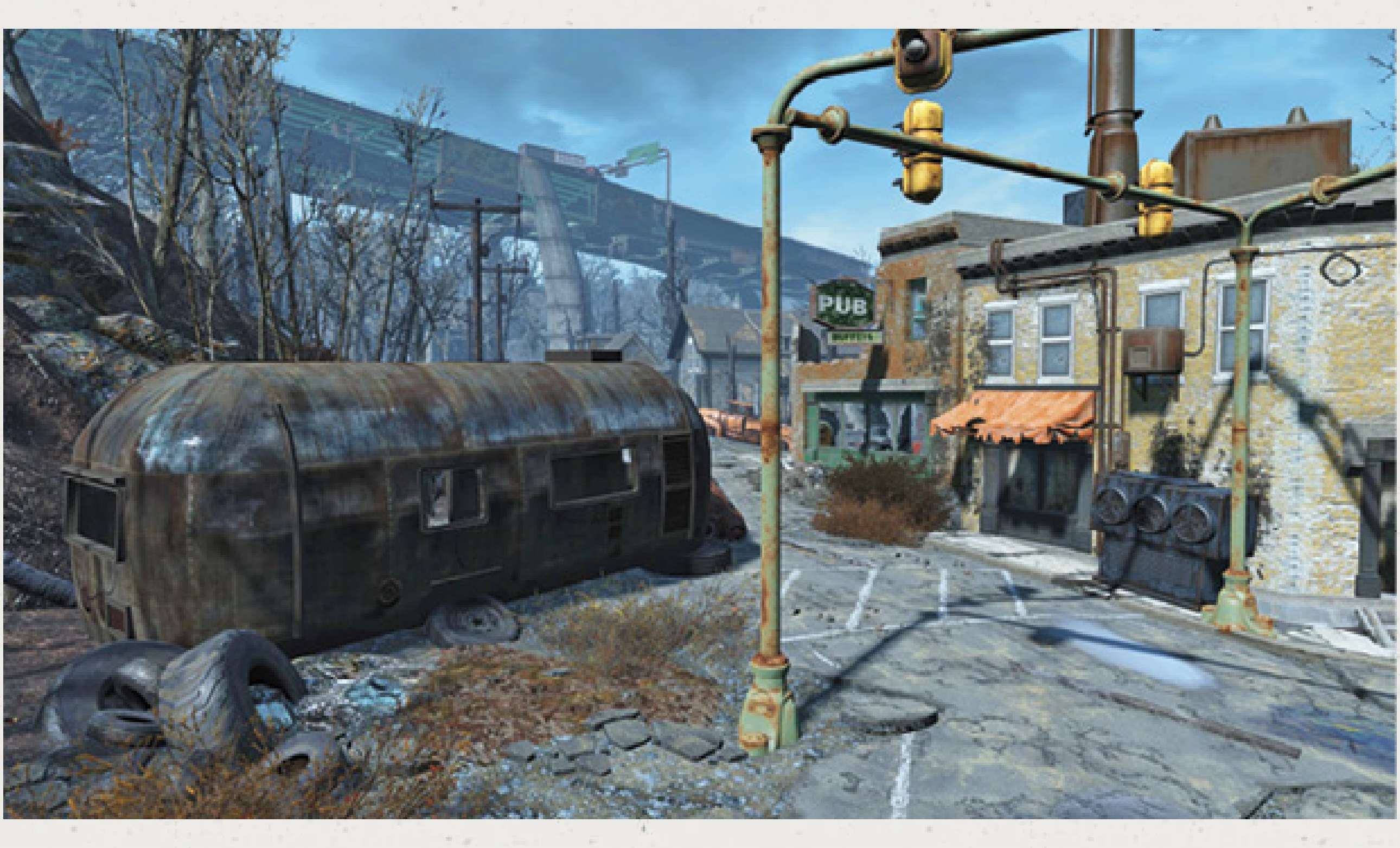
- Armaments and **Ammo**+
- Armaments and **Ammo**: Trunk
- Bottlecaps
- Collectible: Holotape: Sheila's Holotape
- **Crafting**: **Armor** Workbench
- **Crafting**: **Weapons** Workbench
- Danger: Radiation (Mild)!
- Danger: Tension Trigger!
- Faction: Feral Ghouls
- **Health or Chems**
- Quest Visit: Botany Class (Diamond City Freeform)

[01] South Bridge



Aside from the rusting remains of an accident, expect a few lurking ferals but little else. Enter town by heading north at the pub.

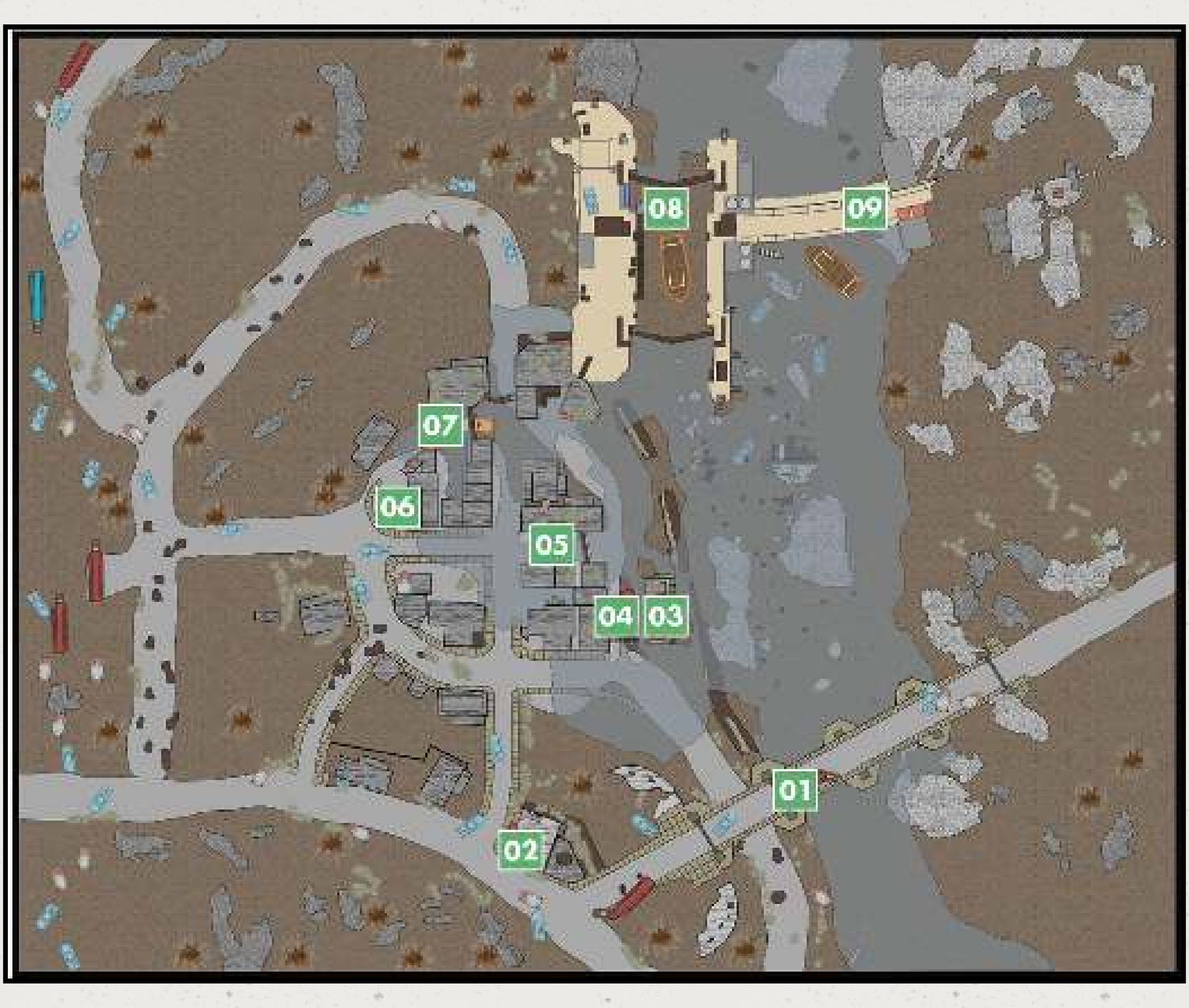
[02] Pub And Buffet



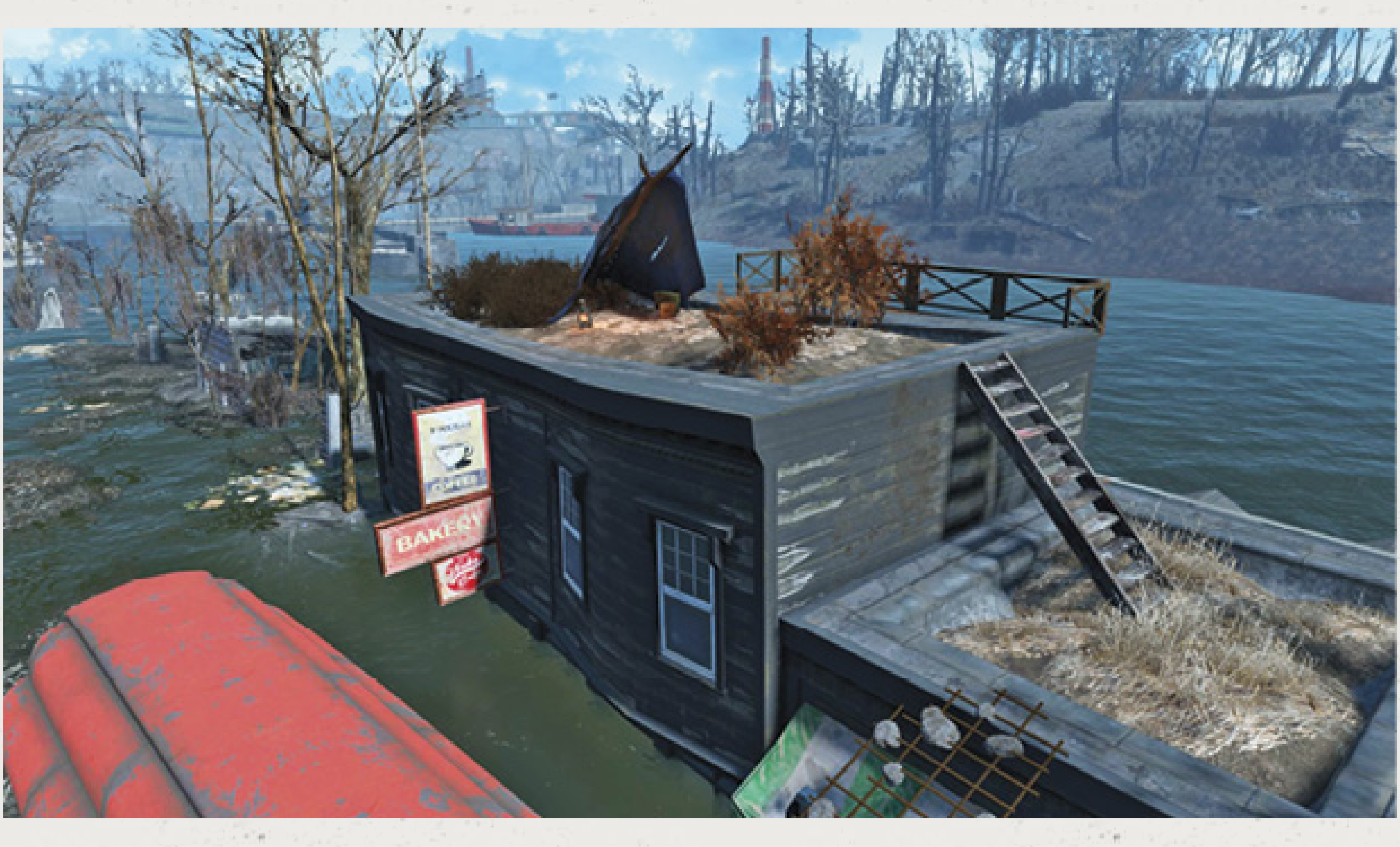
South of town, this mostly dilapidated structure has a storeroom door with a tension trigger to investigate. Inside are health and **chems**. Upstairs is a chem cooler and an occupied couch.

Forest Grove Marsh is a series of residential and other small buildings that have sunken and been flooded by the river. Some radioactive leak below the area has irradiated the water, and though scavengers have tried to put up walkways across the rooftops of the buildings to explore the houses, the numerous Ghouls in the area have stopped all but the most inquisitive or reckless scavengers. Proceed at your own risk.

Fig 3.17: Forest Grove Marsh (Exterior)

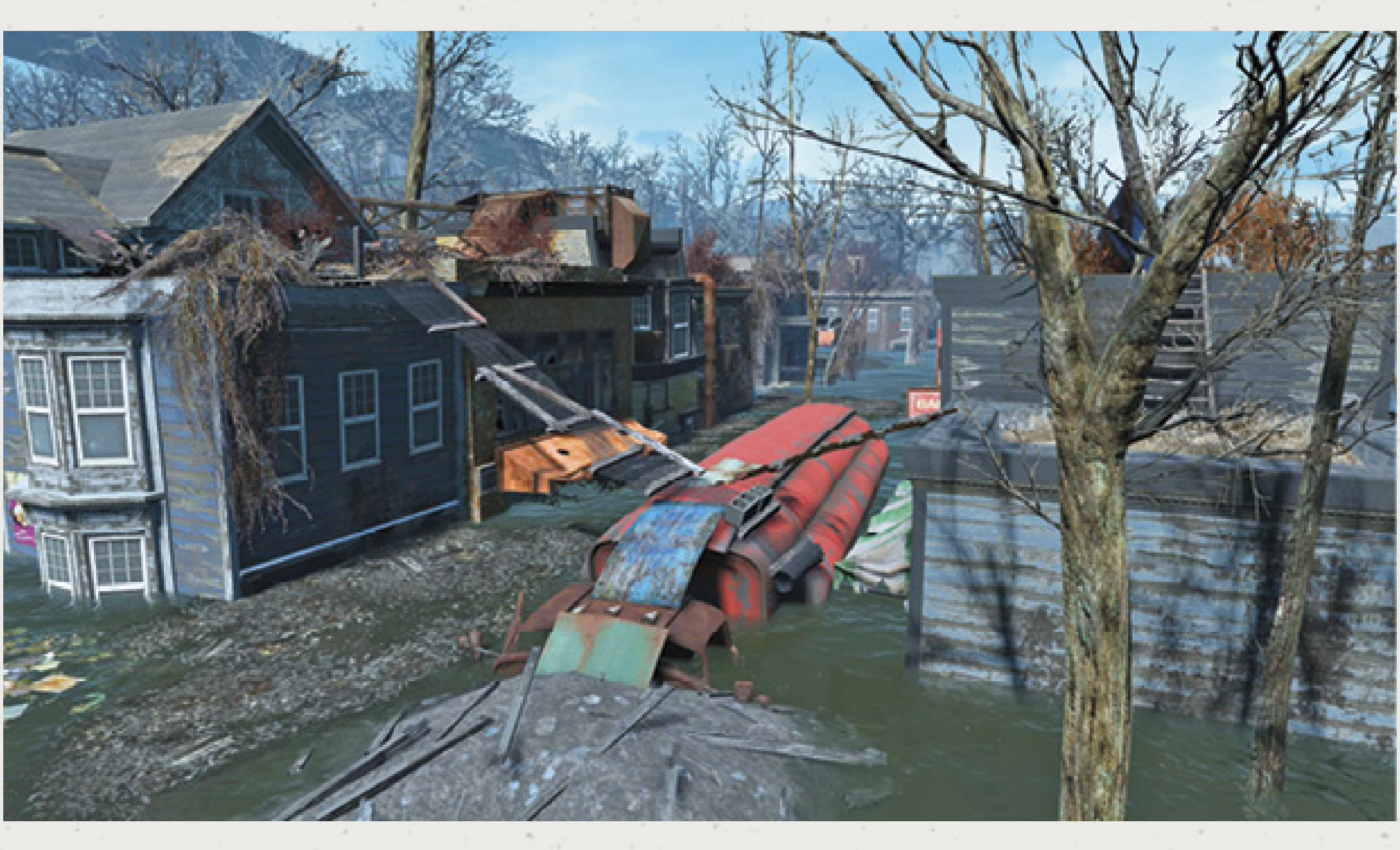


[03] Bakery Roof Tent



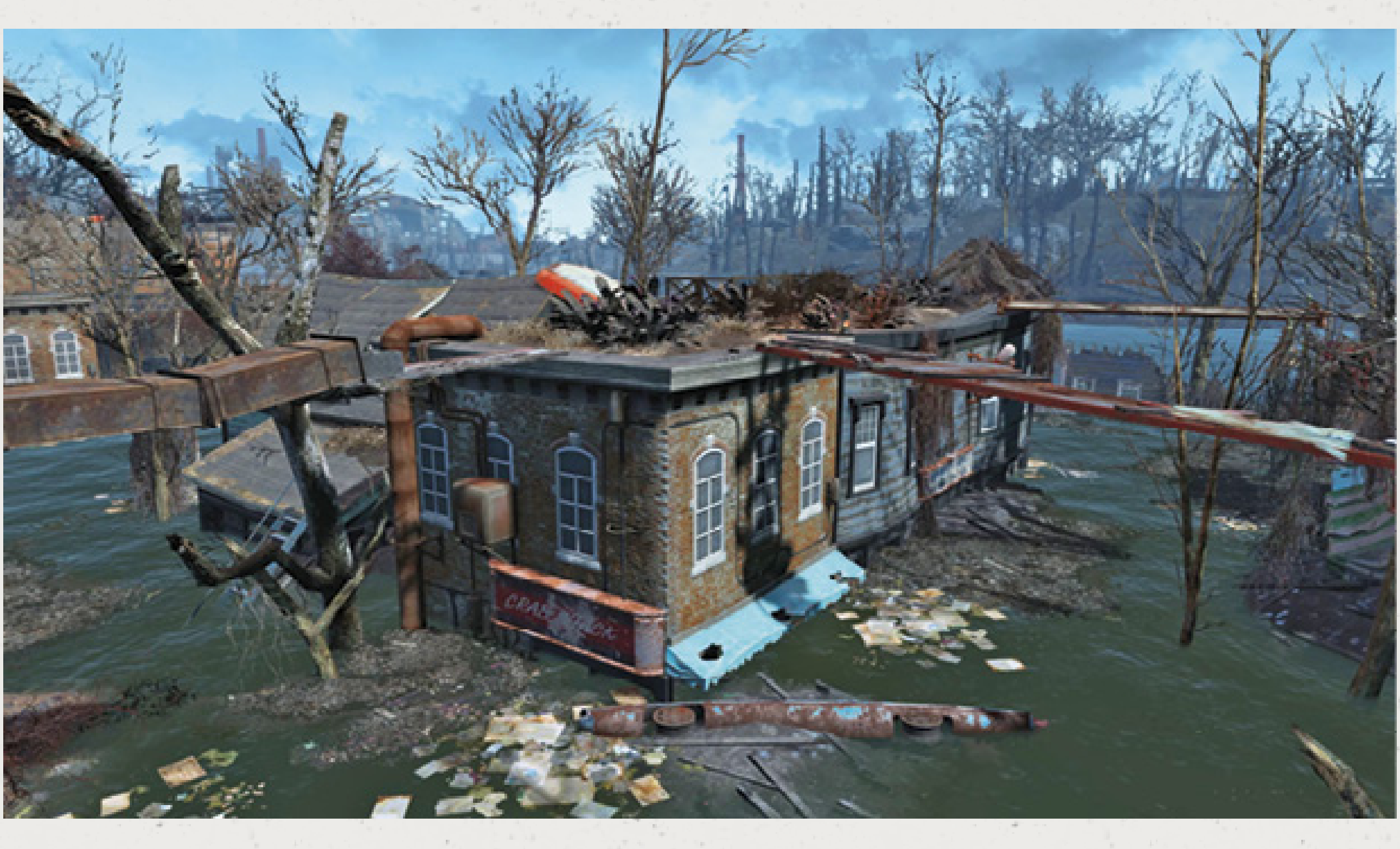
This structure has been flooded with irradiated water; enterprising scavengers have made a series of rickety bridges connecting many of the town's **structures**. Use them to navigate the area so you're not caught by advancing ferals. This blue tent has some **chems** and **ammo** to grab.

[04] Red Tanker Trailer



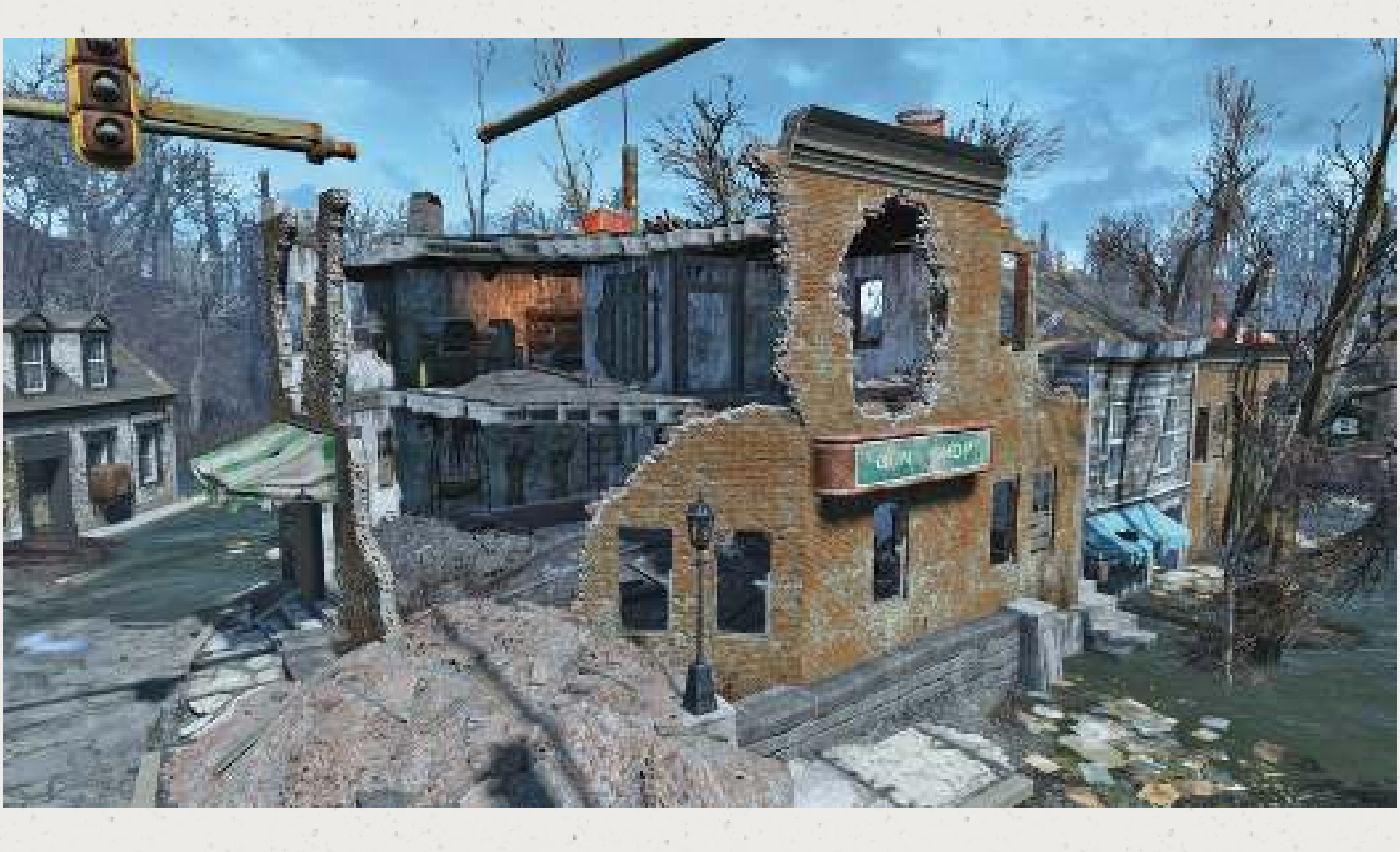
You can break into the remains of a big-rig trailer (Advanced) and can gather some health and the contents of a toolbox.

[05] Crab Shack And Pharmacy Roof



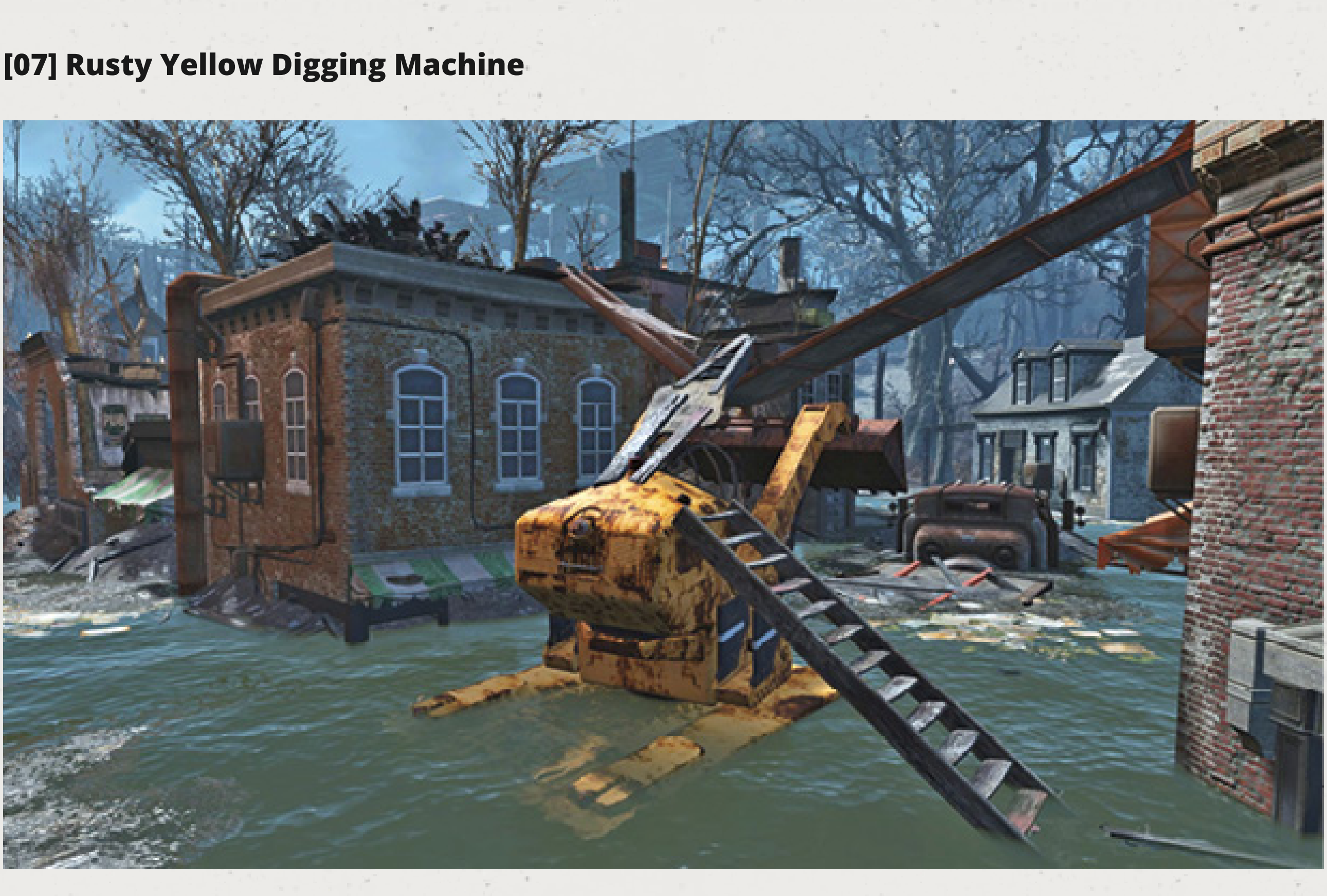
There's some strange mutated ferns growing here. Gather as many as you can; the specified quest depends on it. There are other buildings with this fern growing too.

[06] The Gun Shop



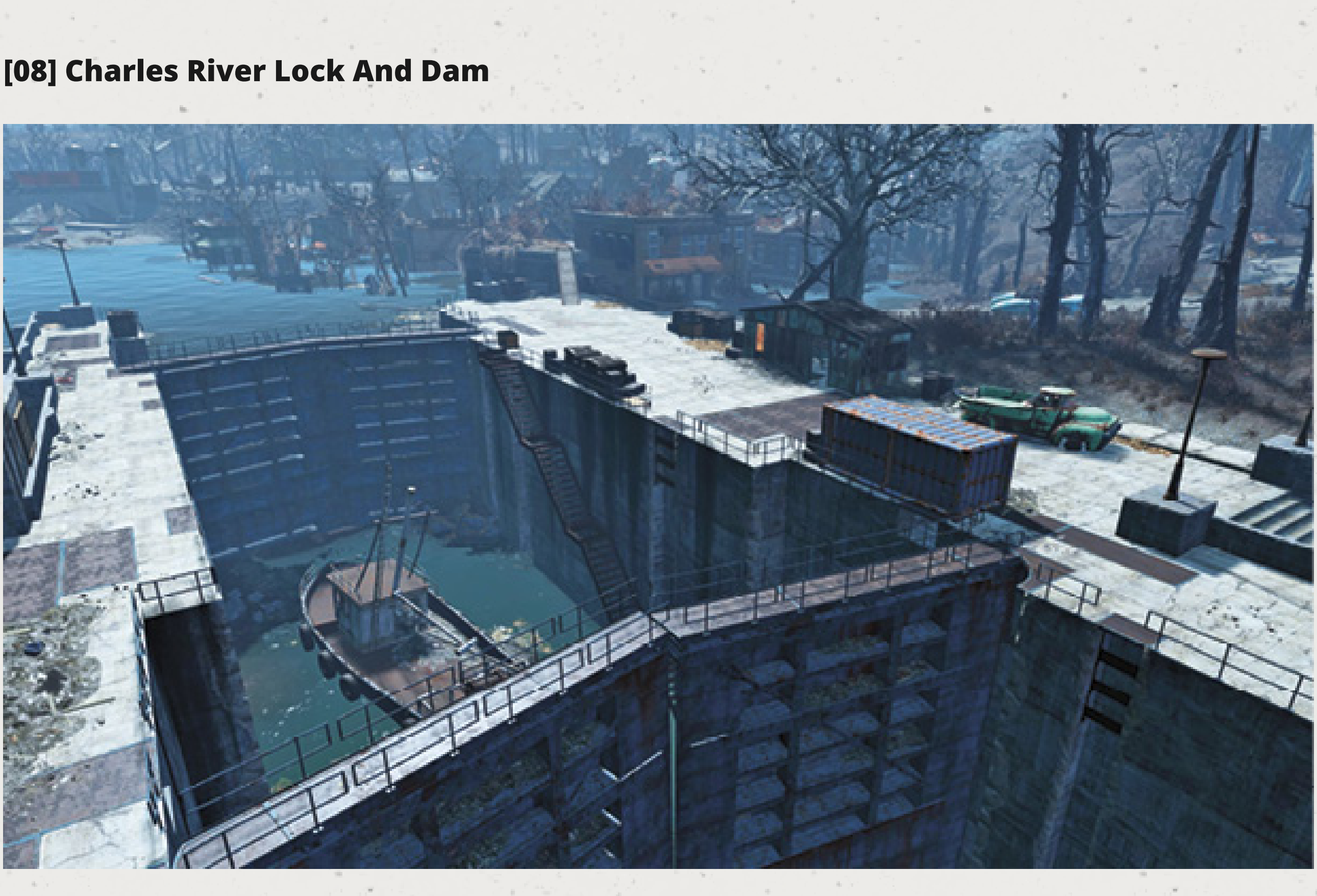
This is one of the few buildings whose interior you can access. The badly damaged structure still has a functioning floor safe (Advanced) and cash register (Novice). Open some cabinets and grab any remaining hardware; there's a few rounds of each type and a **weapons** workbench upstairs with more **ammo** nearby. Don't forget the roof—there's a steamer trunk, Caps stash, more **ammo** and **chems**, a partly hidden **explosives** box, and a Holotape from Sheila.

[07] Rusty Yellow Digging Machine



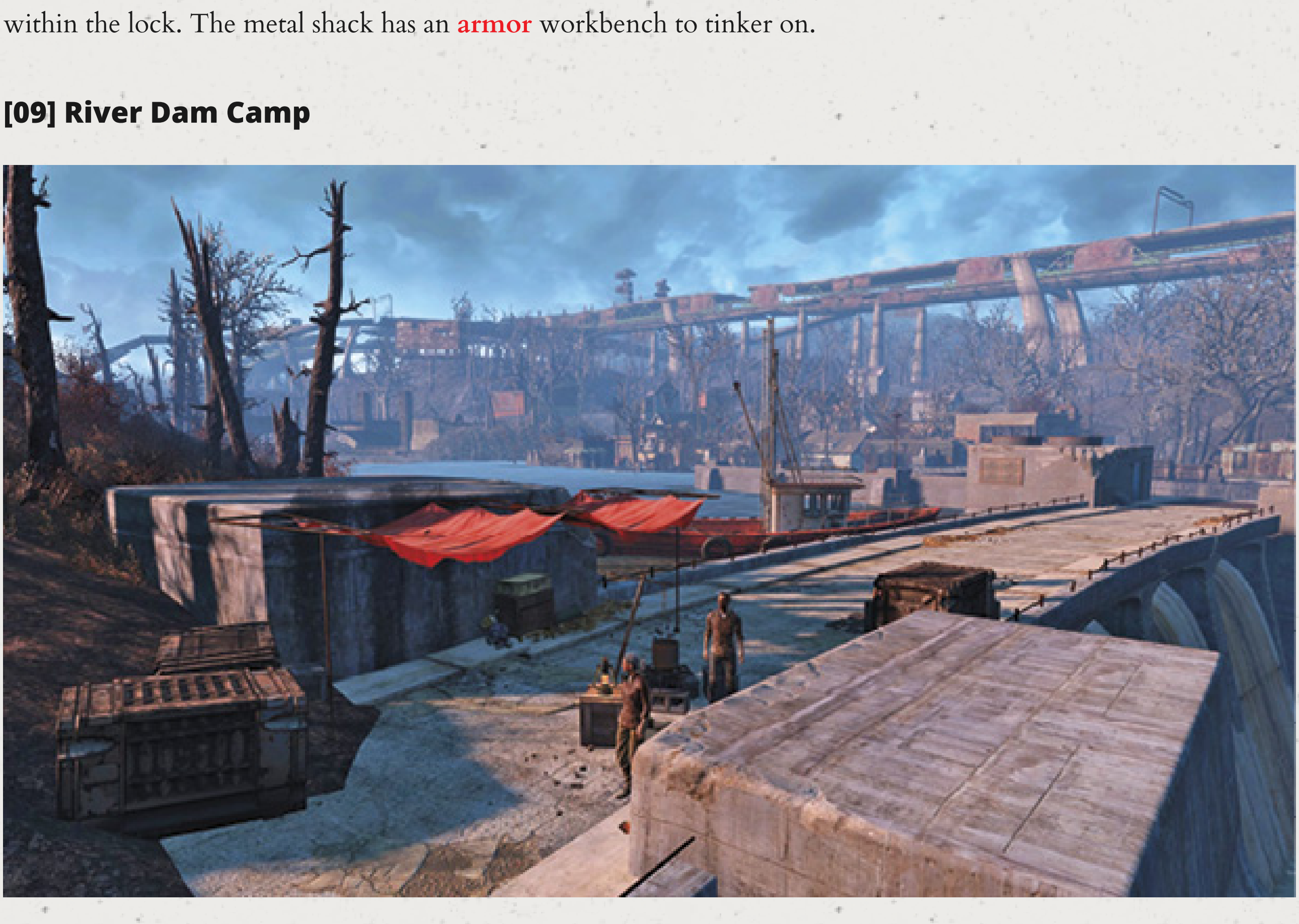
Search for this brightly colored machine holding up a plank bridge; this is a good place to return to the rooftops if you fall. The adjacent structure has more mutated ferns to harvest.

[08] Charles River Lock And Dam



With the river waters rising to the south, the nonfunctioning river lock is at the root of the problems Forest Grove Marsh is experiencing. There's little you can do about it, save scavenging some health from the moored boat within the lock. The metal shack has an **armor** workbench to tinker on.

[09] River Dam Camp



A small scavenger camp with a cooking station, this is occasionally used by scavengers and others passing through. The only permanent resident is a large stuffed space monkey.

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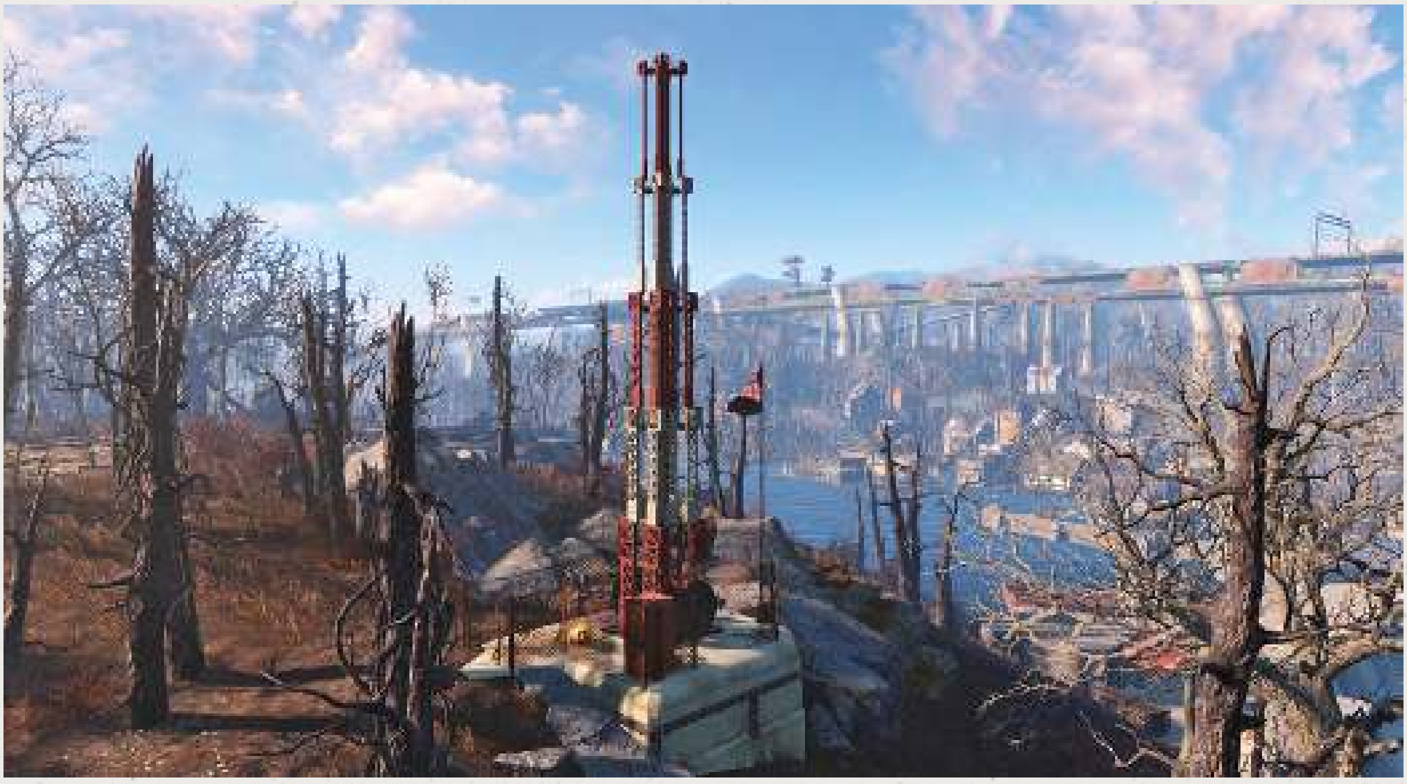
[3.18] Relay Tower 1DL-109

THREAT LEVELS 15-25



- Danger: Oil!
- Radio: Distress Signal
- Radio: Boston City Works Beacon

This is part of the Commonwealth Relay Tower Network. Authorized personnel only. Use the relay tower terminal to amplify both nearby radio signals.

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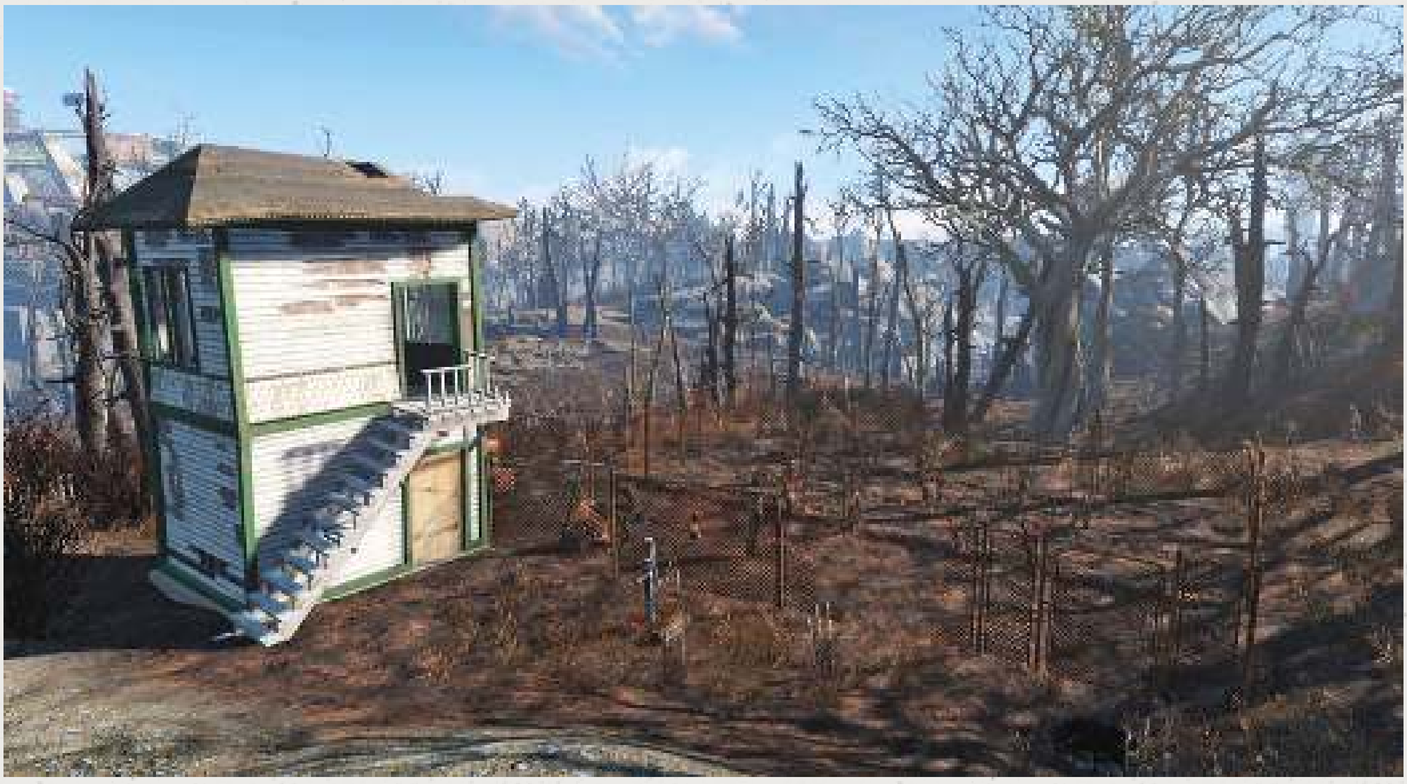
[3.19] Oberland Station

THREAT LEVELS 6-14



- Crafting: Cooking Station
- Faction: Settler
- Quest: Minutemen Radiant
- Services: Workshop

This small settlement is eking out an existence adjacent to the railroad. Tatos are the crop of choice here. Both the settlers and fruit are ripe for either exploiting or tending with care.

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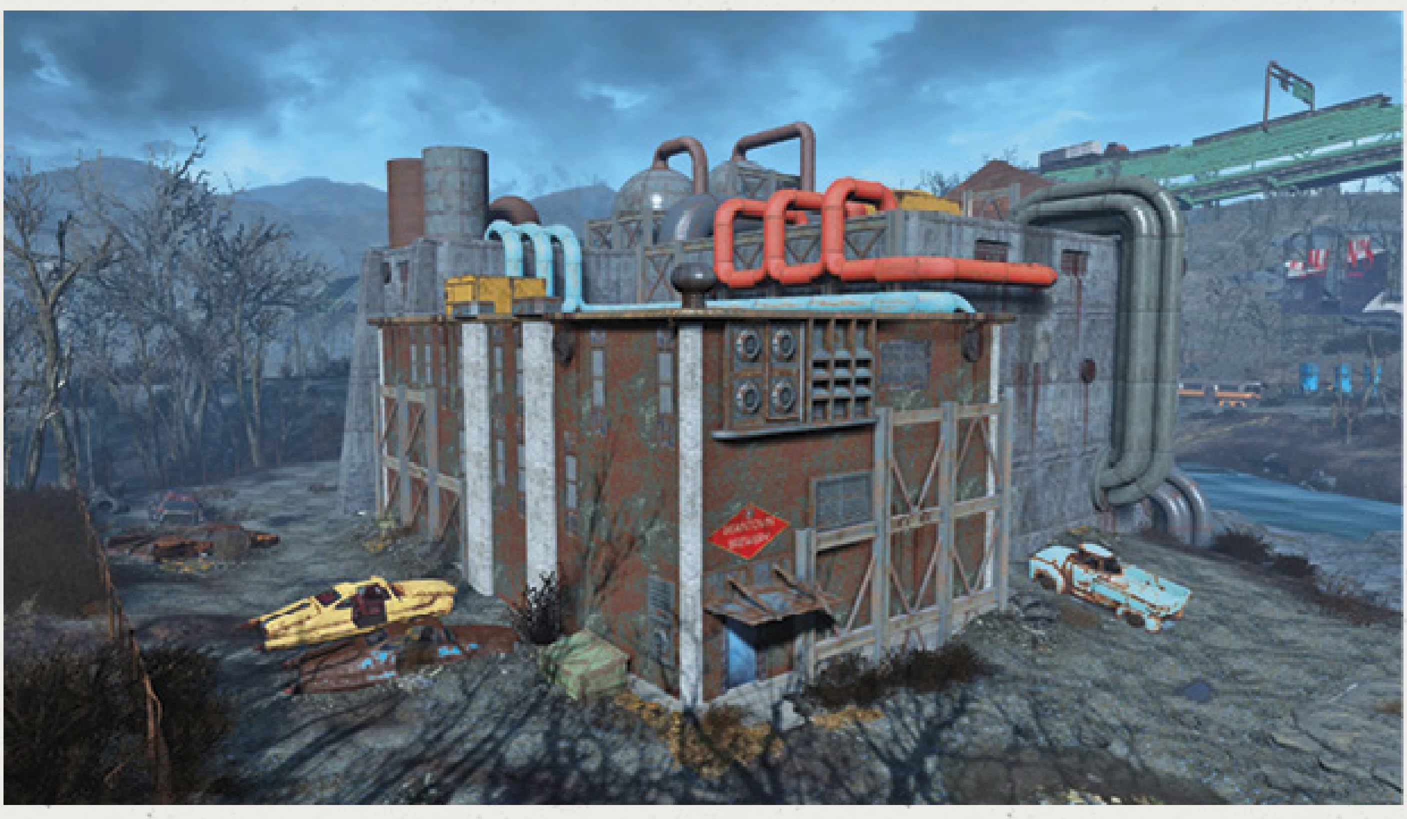
GAME OF THE YEAR EDITION

[3.20] Beantown Brewery

THREAT LEVELS 6-14



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Collectible: Required Reading: Picket Fences
- Collectible: Holotape: Gwinnett Brew Recipe
- Bottlecaps
- Crafting: Chemistry Station
- Crafting: Cooking Station
- Crafting: Weapons Workbench
- Danger: Can Chimes!
- Danger: Tripwire!
- Faction: Raiders
- Faction: Character: Tower Tom
- Quest Visit: Confidence Man (Side)

VAULT-TEC RECOMMENDED LOOT

Required Reading: Picket Fences

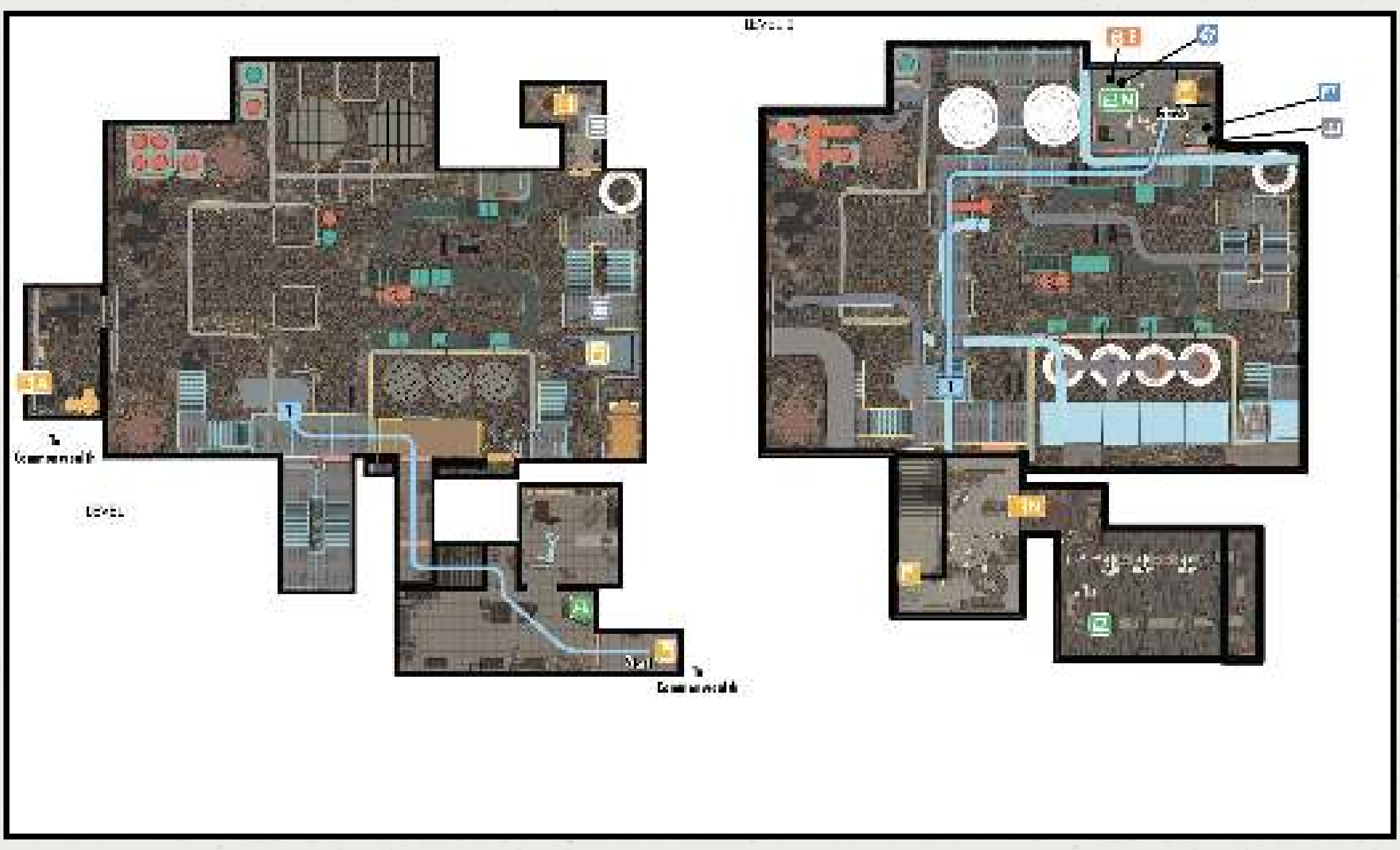
Holotape: Gwinnett Brew Recipe

There are additional entities here if the quest is active.

Renowned throughout the Commonwealth for its higher than normal alcohol content and lower than normal cost, Beantown Brown Beer was the favored drink among blue-collar workers after a long day on the job. Looked down upon by most discerning beer drinkers, the Beantown Brewery catered more to the "common man," which led to one of its more popular slogans, "Beantown Brown, because no one likes a snob." The beer was produced here. Currently, Raiders have taken over the location. They are here for the beer.

The main doors of this structure are locked up and require a little jimmying to open the main door (Advanced). Or, you can enter via the tasting room and store. Inside is more Gwinnett beer and lager than you'll ever need, as well as some Raiders to quiet down.

Fig 3.20: Beantown Brewery (Interior)



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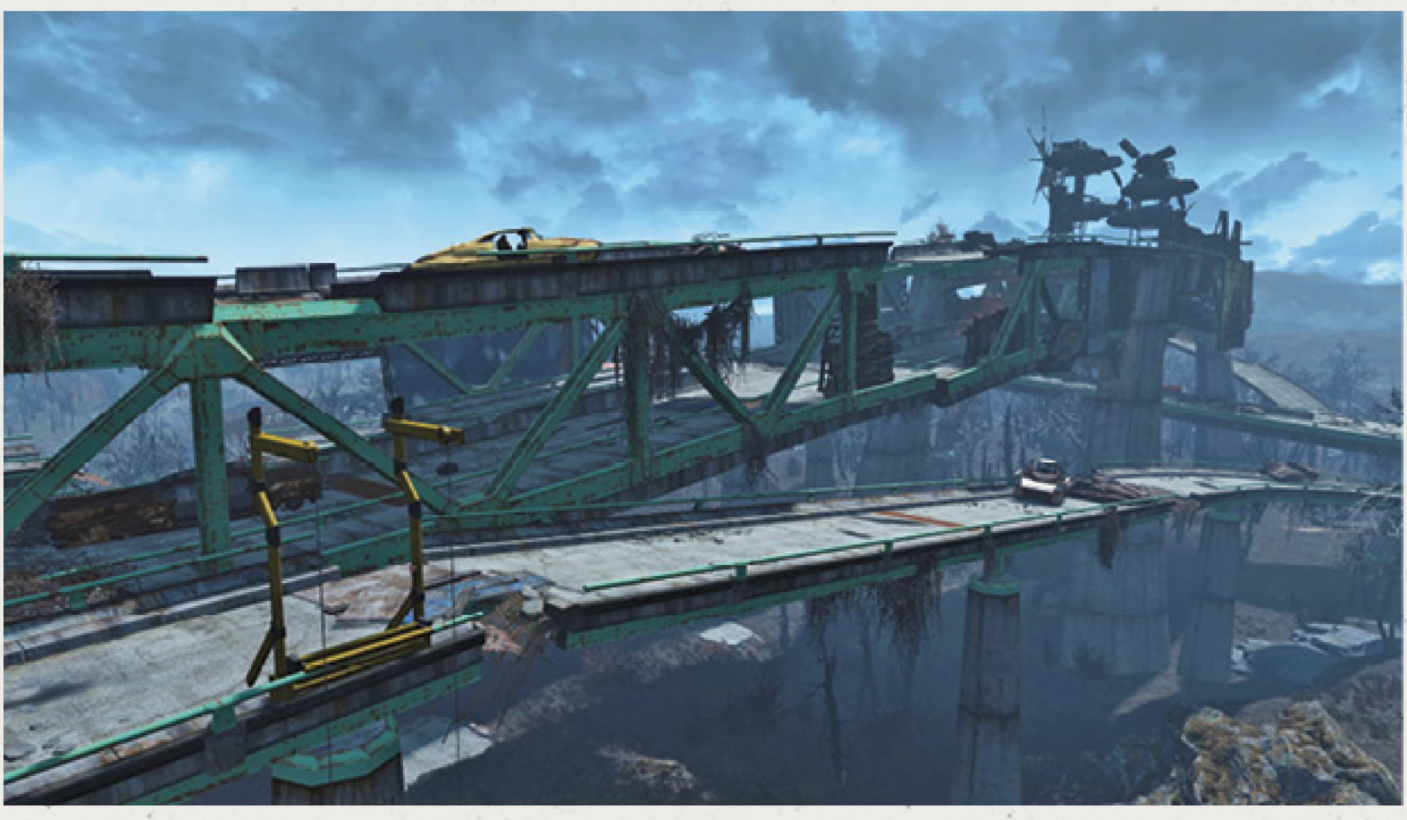
[3.21] Mass Pike Interchange

THREAT LEVELS 20+



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Armor Part: Fusion Core
- Armor Part: Power Armor (leveled)
- Armor Part: Power Armor (leveled)
- Collectible: Required Reading: Grognak the Barbarian
- Bottlecaps
- Crafting: Power Armor Station
- Crafting: Weapons Workbench
- Danger: Long Drop!
- Danger: Turrets!
- Faction: Gunners
- Quest Visit: Long Road Ahead (Side Companion)

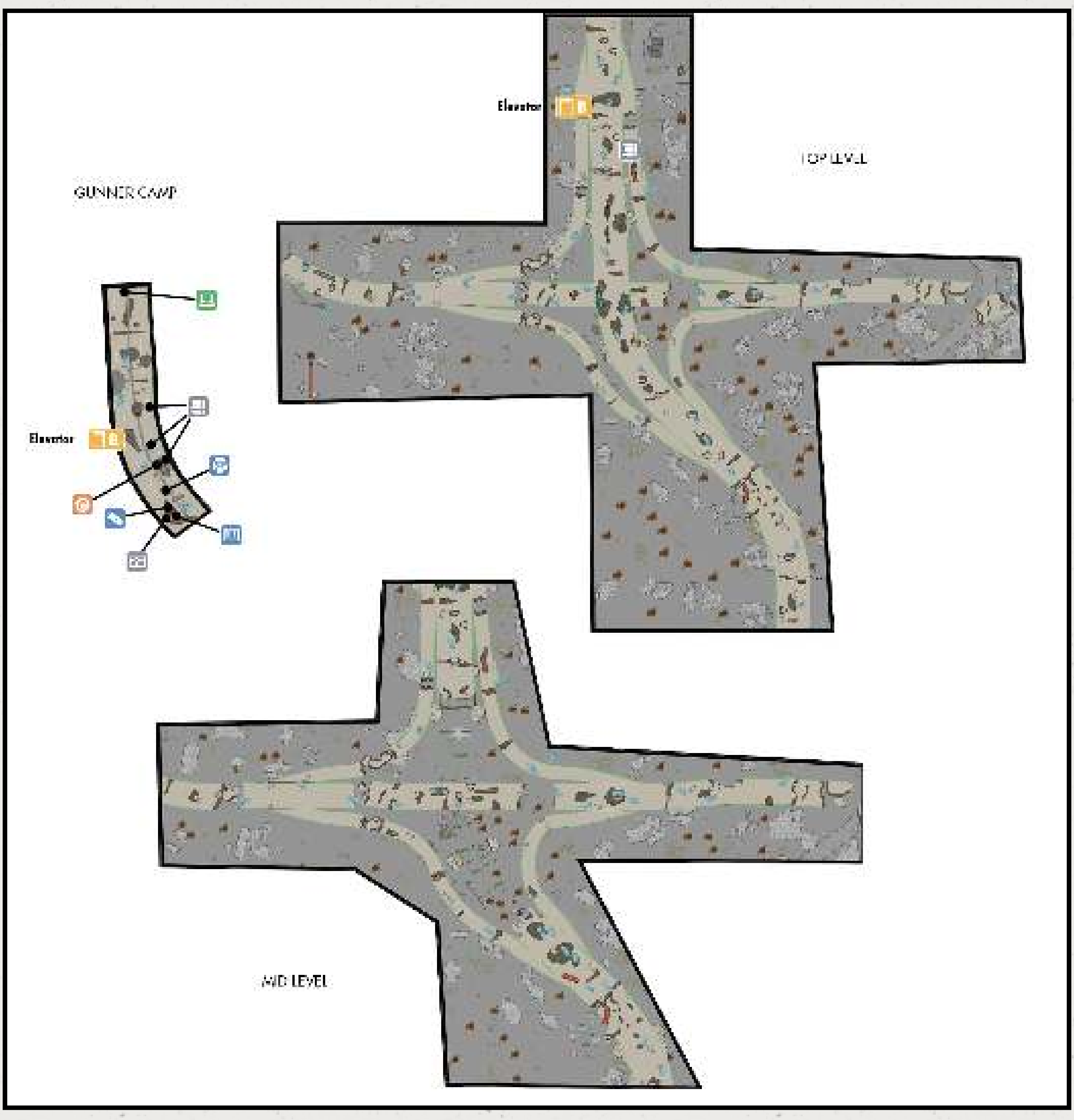
VAULT-TEC RECOMMENDED LOOT

Armor Part: Power Armor (leveled)

Required Reading: Grognak the Barbarian

This elevated highway interchange is now a well-defended and extremely defensible Gunner camp. There are two elevators to use; the one to the north has no nearby adversaries, whereas the one under the main central structure has a hut with Gunners waiting. The camp is behind the billboard signs, under the upper north-south freeway. However, by heading south and doubling back, you can climb and sneak above the camp. With careful maneuvering (and use of the curved elevated ramps), you can trek along the east-west freeway all the way to Mass Pike Tunnel West. A must for snipers.

Fig 3.21: Mass Pike Interchange (Exterior)



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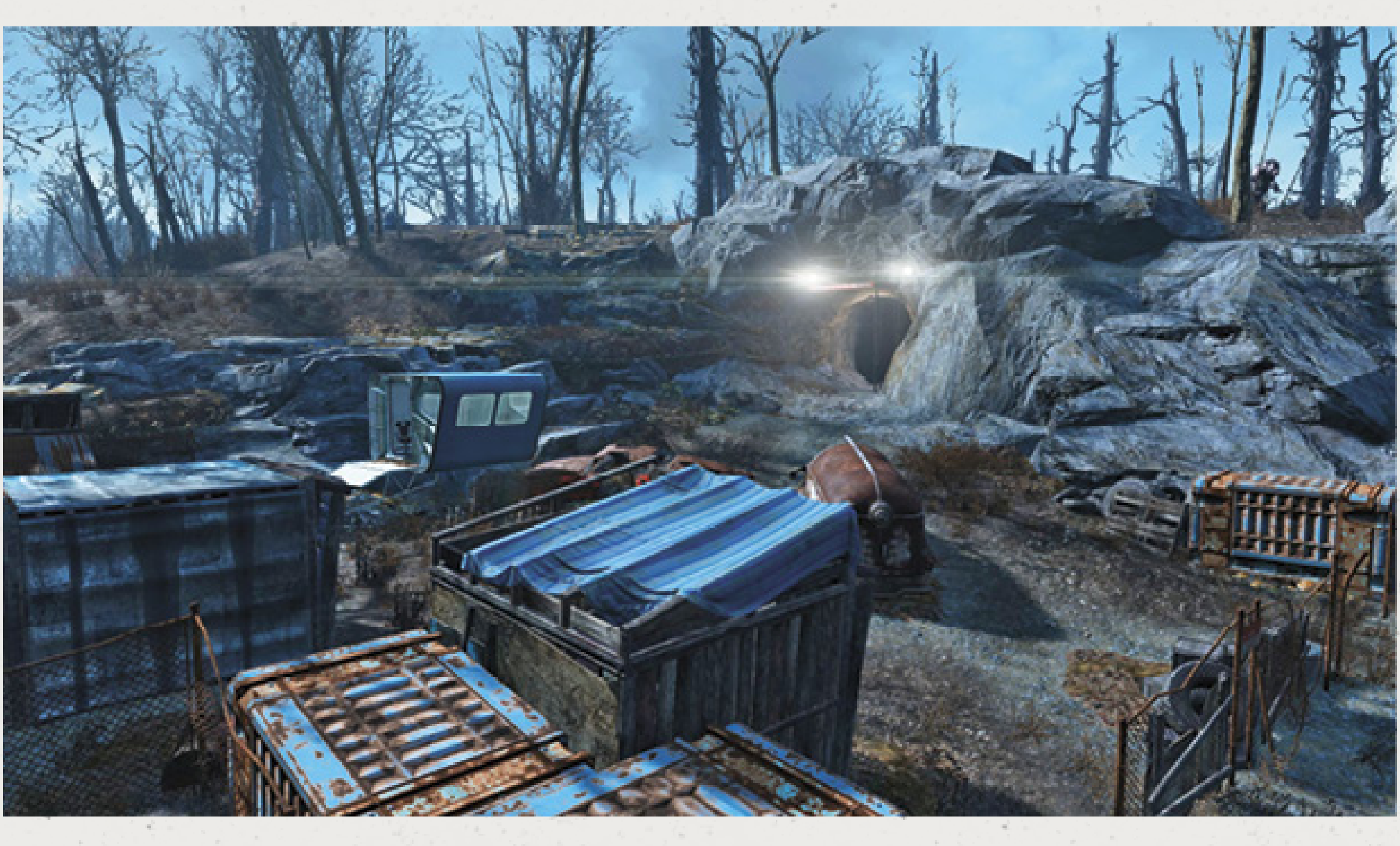
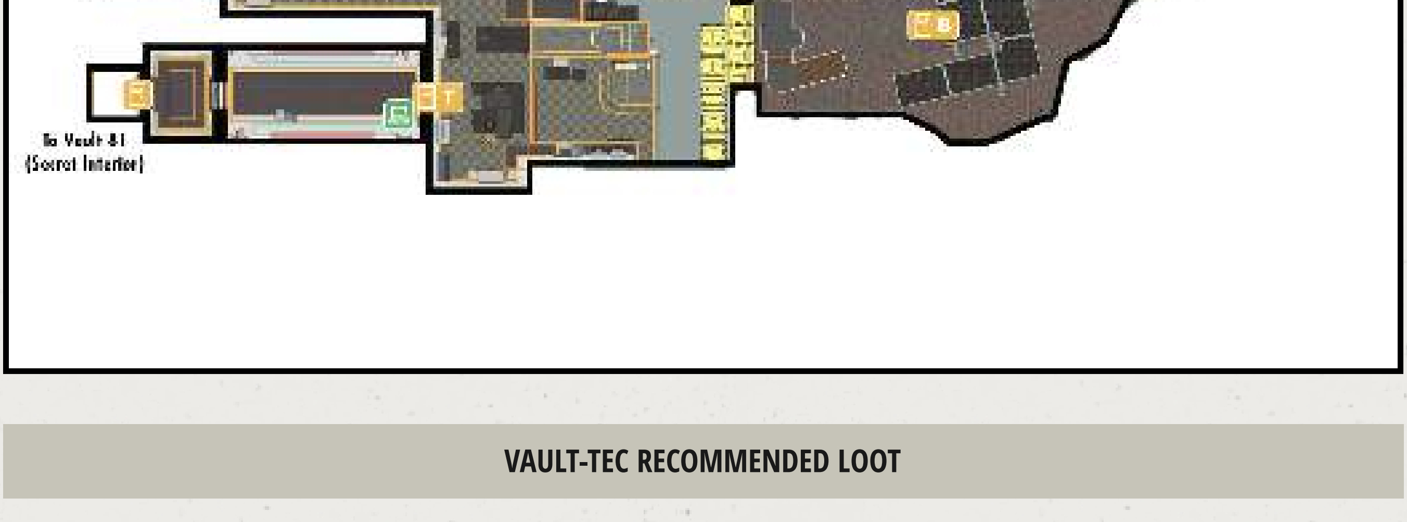
[3.22] Vault 81

THREAT LEVELS 15-25



- Armaments and Ammo++
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Trunk
- Bottlecaps+++
- Collectible: Bobblehead: Medicine
- Collectible: Required Reading: Grognak the Barbarian
- Collectible: Required Reading: Taboo Tattoos
- Collectible: Holotape: Vault 81 Tech Password
- Collectible: Nuka Cherry (4)
- Companion: Curie
- Danger: Turrets!
- Faction: Settler (Vault Dweller)
- Faction: Vault 81 Lab Mole Rats
- Faction: Character: Miranda
- Faction: Character: Neil
- Faction: Character: Calvin
- Faction: Character: Overseer McNamara
- Faction: Character: Officer Edwards
- Faction: Character: Holt Combes
- Faction: Character: Alexis Combes
- Faction: Character: Erin Combes
- Faction: Character: Austin Engill
- Faction: Character: Mark Summerset
- Faction: Character: Maria Summerset
- Faction: Character: Horatio
- Faction: Character: Dr. Penske
- Faction: Character: Katy
- Faction: Character: Old Rusty
- Faction: Character: Tina De Luca
- Faction: Character: Bobby De Luca
- Faction: Character: Doctor Forsythe
- Faction: Character: Rachel
- Faction: Character: Curie
- Faction: Character: Ashes
- Health or Chems+++
- Quest Start: Vault 81 (Side)
- Quest Start: Hole in the Wall (Side)
- Quest Start: Vault 81 Tour (Vault 81 Freeform)
- Quest Start: Here Kitty, Kitty (Vault 81 Freeform)
- Quest Start: Maintenance Man (Vault 81 Freeform)
- Quest Start: Fertilizer Woman (Vault 81 Freeform)
- Quest Start: Dependency (Vault 81 Freeform)
- Quest Start: Short Stories (Vault 81 Freeform)
- Quest Visit: Emergent Behavior (Side Companion)
- Services: Trader (Alexis Combes)
- Services: Trader (Maria Summerset)
- Services: Trader (Horatio)
- Services: Trader (Dr. Penske)
- Unique Item: Short Syringer Rifle
- Unique Item: Vault Room

Fig 3.22A: Vault 81 Entry (Interior)



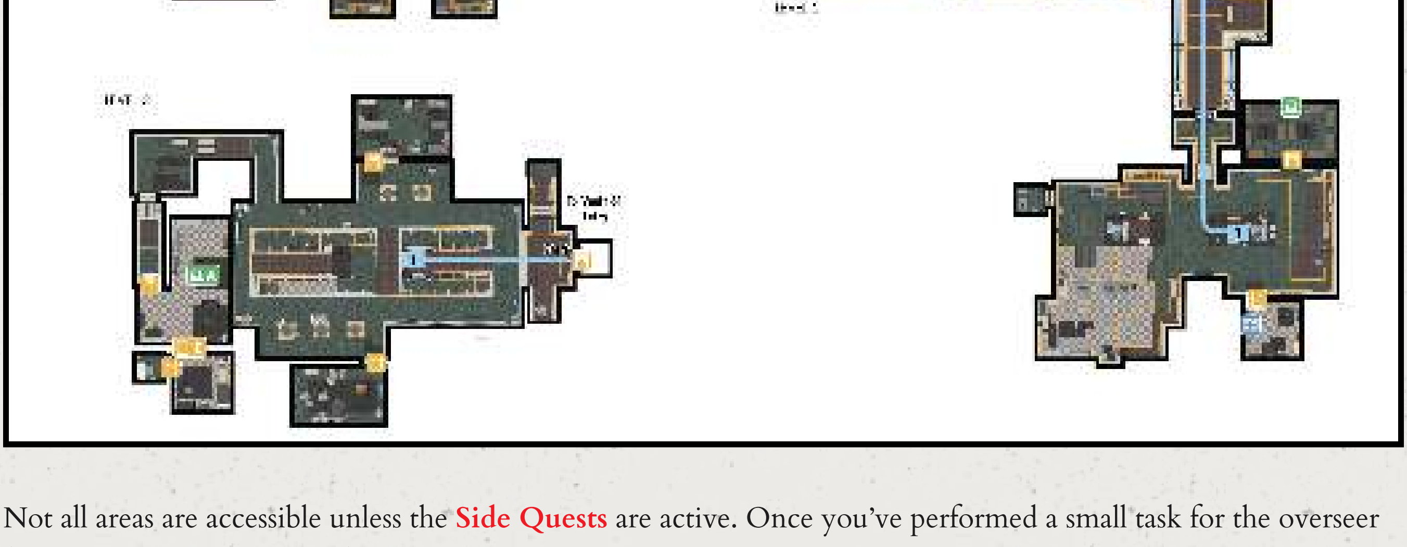
VAULT-TEC RECOMMENDED LOOT

- **Armaments and Ammo: Mini Nuke**
- **Bobblehead: Medicine**
- **Required Reading: Grognak the Barbarian**
- **Required Reading: Taboo Tattoos**
- **Collectible: Nuka Cherry (4)**
- **Unique Item: Syringer Rifle**
- **Unique Item: Vault Room**

Somewhere in the Commonwealth is a vault that never fulfilled its secret purpose. The people just lived normal lives for generation after generation. They are aware of the outside world but choose to remain within the safety of the vault rather than brave the dangers of the Commonwealth. They do trade with the outside world since they aren't entirely self sufficient, so the people are used to seeing outsiders every couple of weeks or so. What secrets does Vault 81 contain?

Find the entrance to Vault 81 cut into the rocks inside a small shanty trading camp due west of the Fens Neighborhood.

Fig 3.22B: Vault 81 (Interior)



Not all areas are accessible unless the Side Quests are active. Once you've performed a small task for the overseer (bringing her a Fusion Core), you're free to move about the vault. Visit the different locations starting at the atrium:

- Alexis Combes runs the Vault 81 Depot and trades with you.
- Horatio runs a barbershop where you can go for a quick haircut or something more involved.
- Maria Summerset runs the Sunshine Diner and trades with you.
- The hydroponics laboratory is run by Doctor Penske and is focused on solving long-term food and water supply problems.
- Katy runs the learning center, teaching the vault's children.
- Gwen McNamara is the overseer of this vault and has been for over a decade.
- Fraternal twins Bobby and Tina De Luca maintain the reactor.
- Doctor Forsythe runs the medical facility with his assistant Rachel.

In addition to the more involved quest in Vault 81, the following smaller tasks are available:

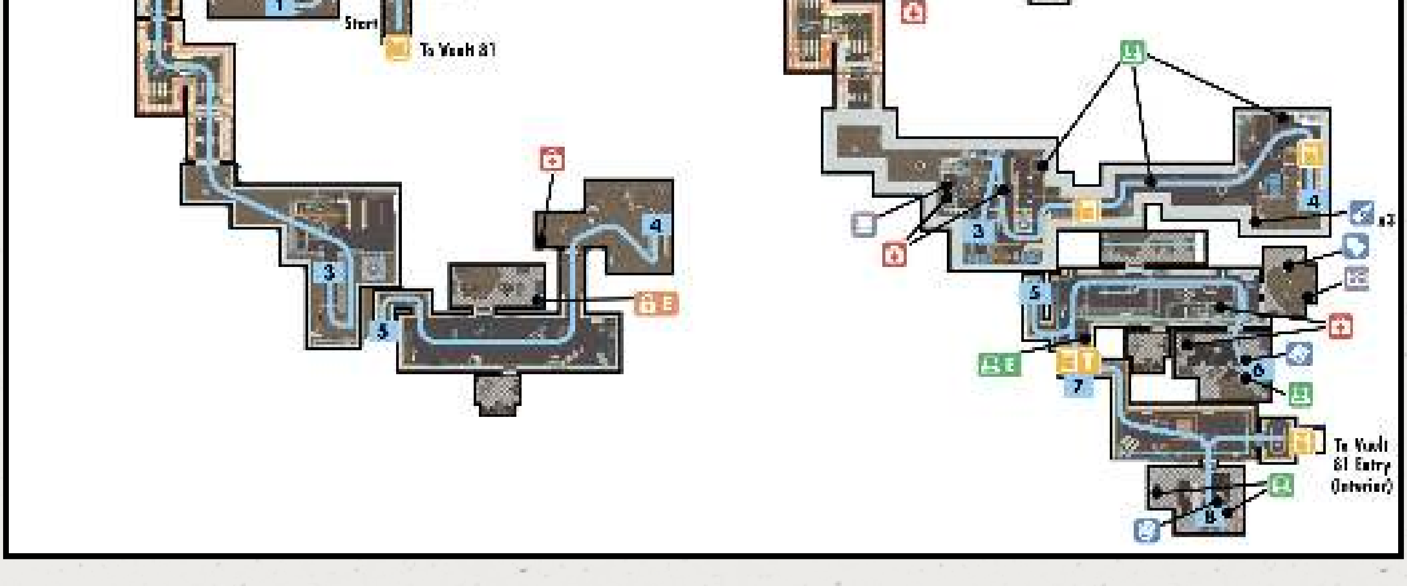
Freeform Quest: Vault 81 Tour

When you first enter the vault, Austin hopes you'll pay him for a tour. You can accept, ask for a free tour, or ignore him. Break off the tour at any point and the quest fails. Continue, and you receive a reasonably adept understanding of this facility.

Freeform Quest: Maintenance Man

Calvin the maintenance man needs any tools you scavenge and will pay you for any you bring back to him.

Fig 3.22C: Secret Vault 81 (Interior)



Freeform Quest: Fertilizer Woman

Doctor Penske runs the hydroponics lab. She asks you to taste a Mutfruit for her. Answer how you wish. She needs fertilizer you scavenge and will pay you for any you bring back.

Freeform Quest: Here Kitty, Kitty

Speak to Erin Combes and agree to help her find her lost cat. Find the wayward kitty at the Chestnut Hillock Reservoir, and let Erin Combes know afterward for a small reward.

Freeform Quest: Dependency

Bobby and Tina DeLuca are in the reactor area. Bobby will buy chems off you. Tina wants Bobby off the Jet and Buffout. You can use your Charisma and challenge him to quit, or speak to Rachel in Doctor Forsythe's medical bay to help. Or encourage Bobby to continue using Jet, with quest (and heart) failure in mind.

Freeform Quest: Short Stories

Katy is the teacher in the classroom. Complete Miscellaneous Quest: Short Stories here for a copy of Grognak the Barbarian.

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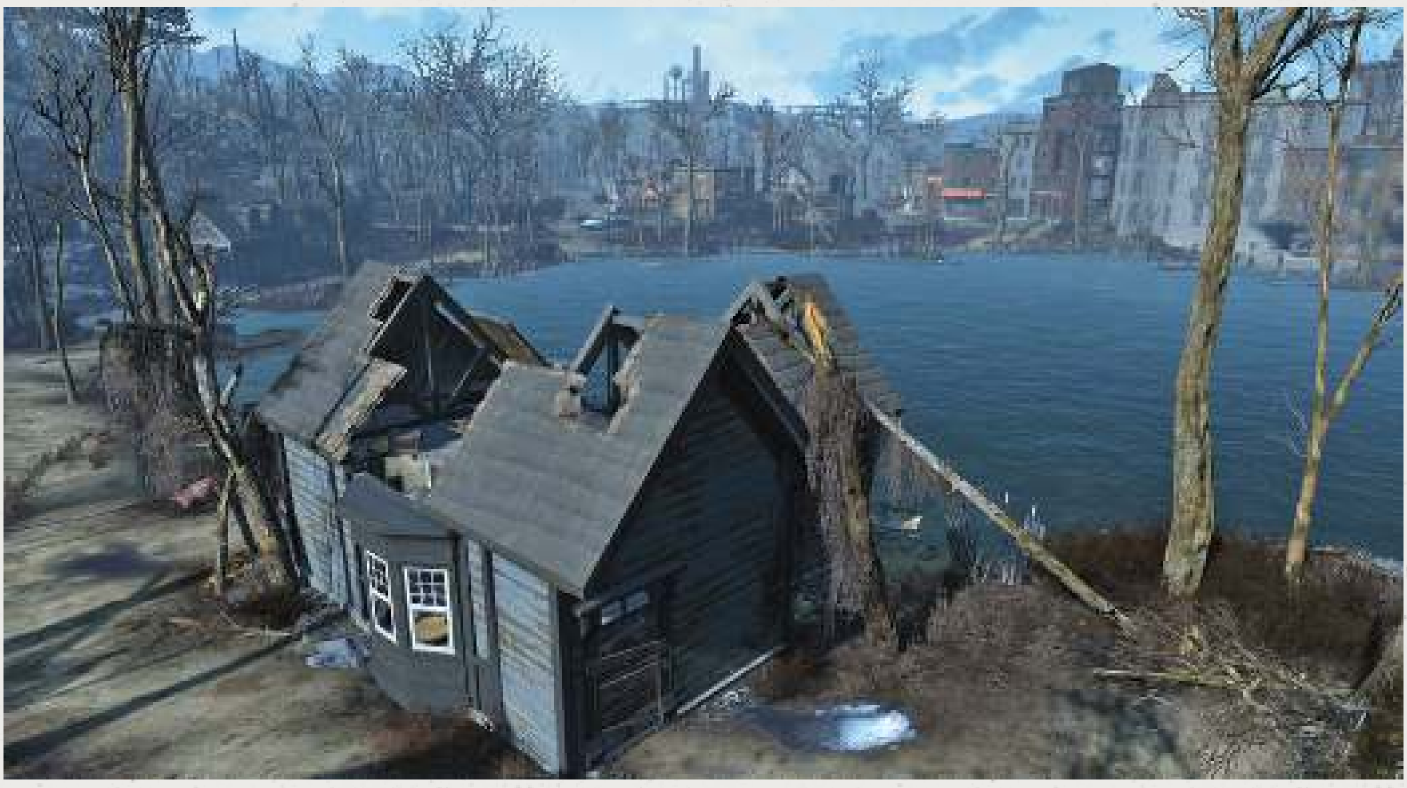
[3.23] Chestnut Hillock Reservoir

THREAT LEVELS 15-25



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Bottlecaps
- Collectible: Nuka-Cola Quantum
- Faction: Bloatflies
- Faction: Bloodbugs
- Faction: Radroaches
- Faction: Stingwings
- Health or Chems
- Quest Start: Miscellaneous (Edwin's Terminal)

VAULT-TEC RECOMMENDED LOOT

Collectible: Nuka Cola Quantum

This is a once-picturesque lake on the edge of the Fens, west of Diamond City. Find a Moon Monkey on the porch of the southeast house. Locate a Quantum clutched by a skeleton in a bathtub, on the east shore. Dive into the water to the southeast for a steamer trunk in a sunken trailer.

Miscellaneous Quest (Edwin's Terminal)

Access Edwin's terminal inside the house on the east shore. Dive into the water under the capsized boat. Claim the key from the cooler on the lake bed. Use it to open the otherwise tricky-to-unlock safe (Master). Beware of Stingwings.

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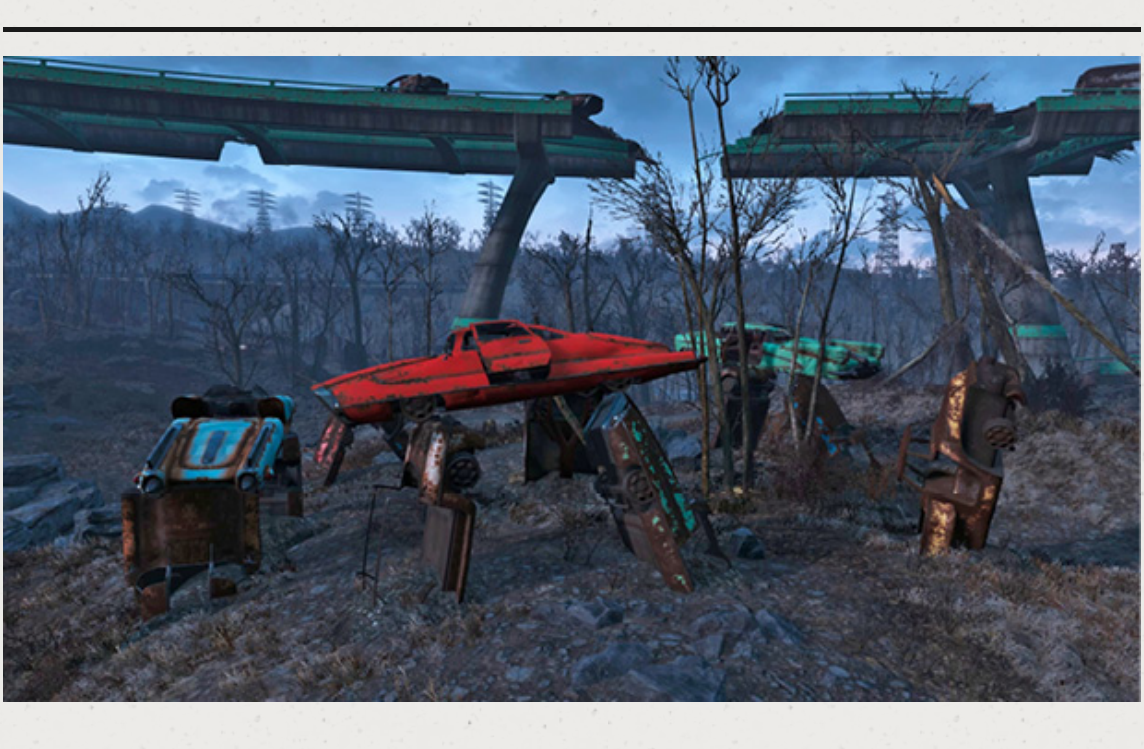
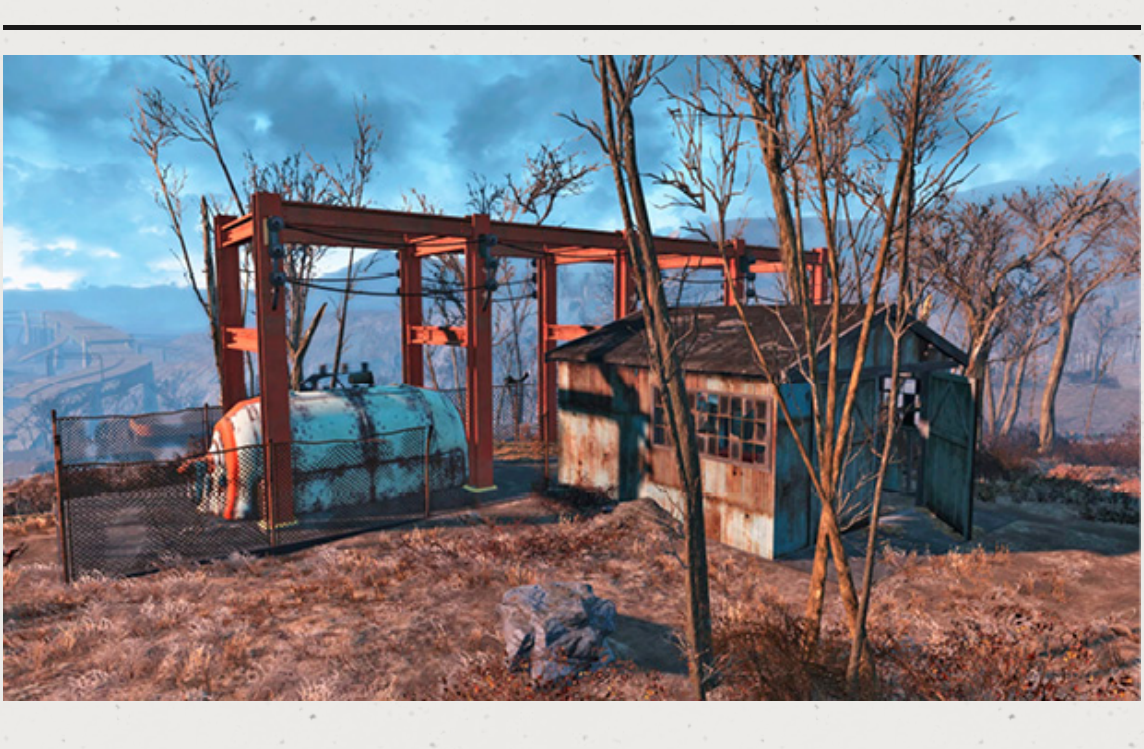
[3.01] CAR WRECKAGE



- Armaments and Ammo
- Faction: Super Mutant

A rusting collection of cars, placed in a strangely primitive circle.

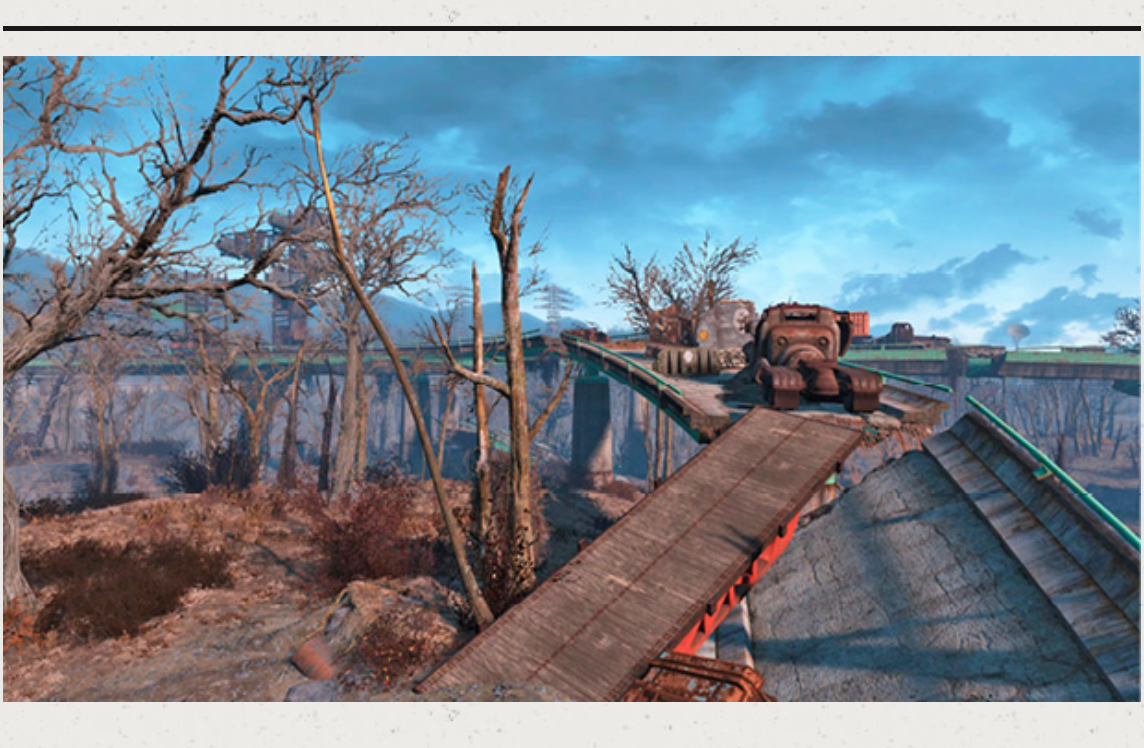
[3.02] TRACTOR WAREHOUSE



- Armor Part: Fusion Core
- Danger: Mines!
- Faction: Stingwings

Farm equipment is stored here, with a small generator out back. Watch your step.

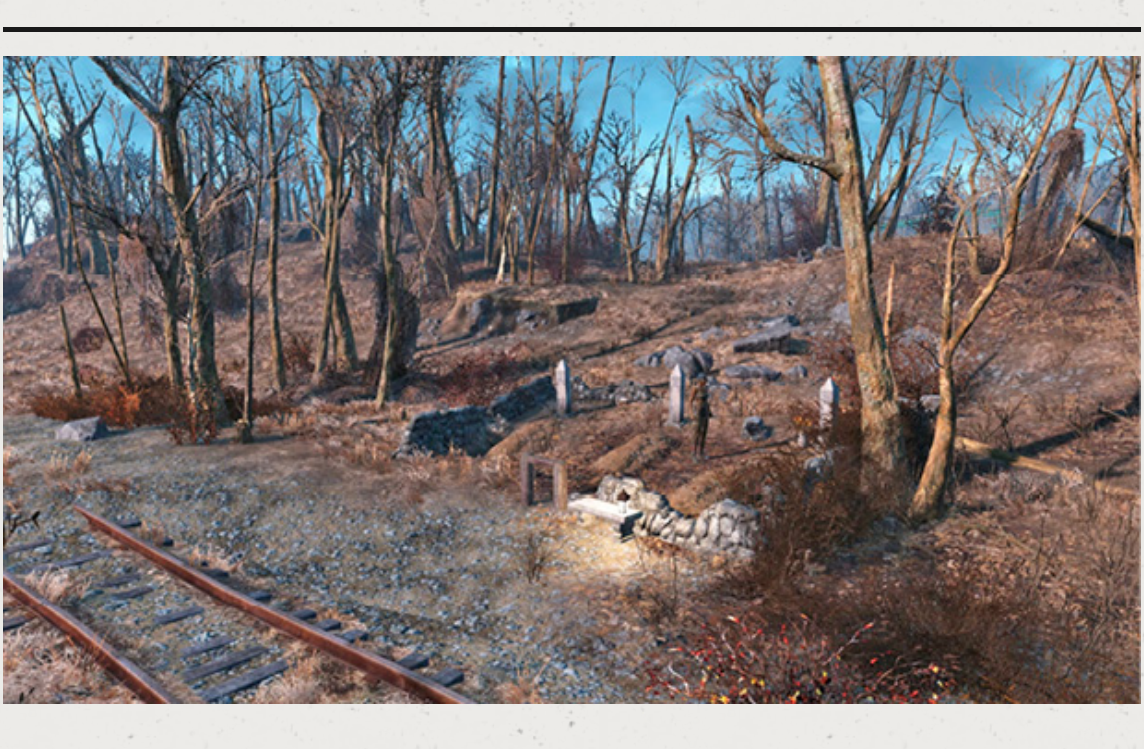
[3.03] GUNNER CAMP ON-RAMP



- Armaments and Ammo
- Danger: Turrets!
- Faction: Gunners

This metal shack has an entrance to the elevated Gunner camp with the windmills, on the freeway, over in Zone 1.

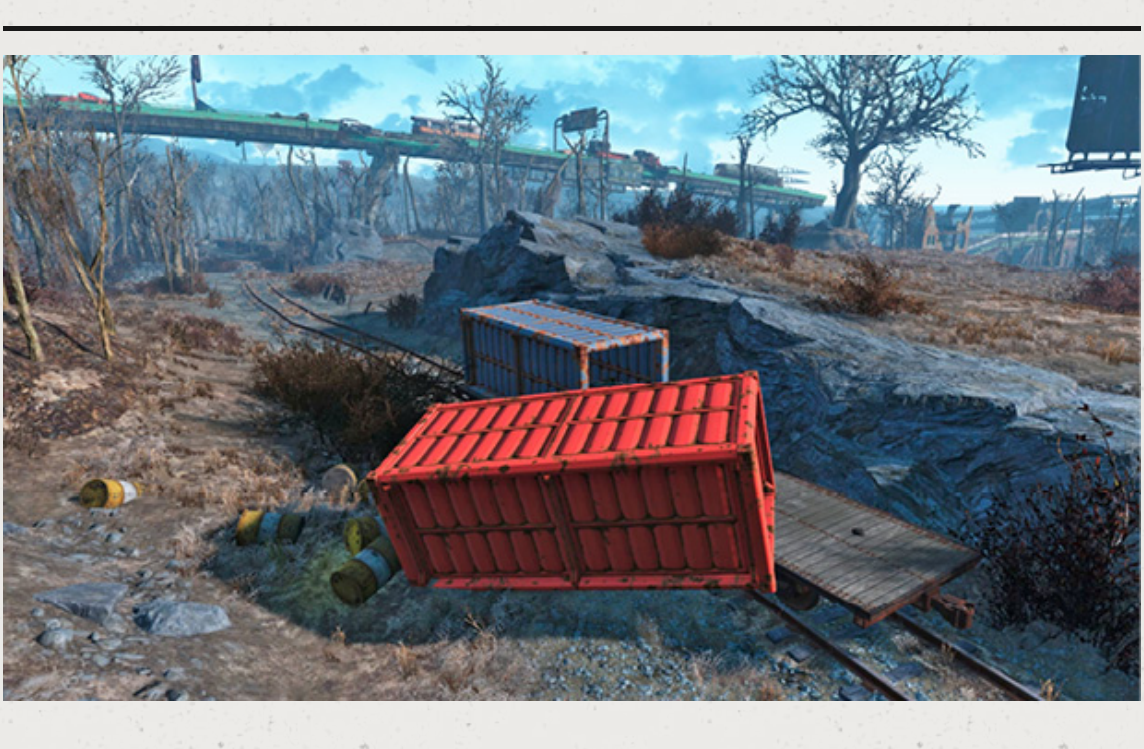
[3.04] RAIDER GRAVES



- Faction: Raiders

A Raider is laying their brethren to rest. Time to finish the job.

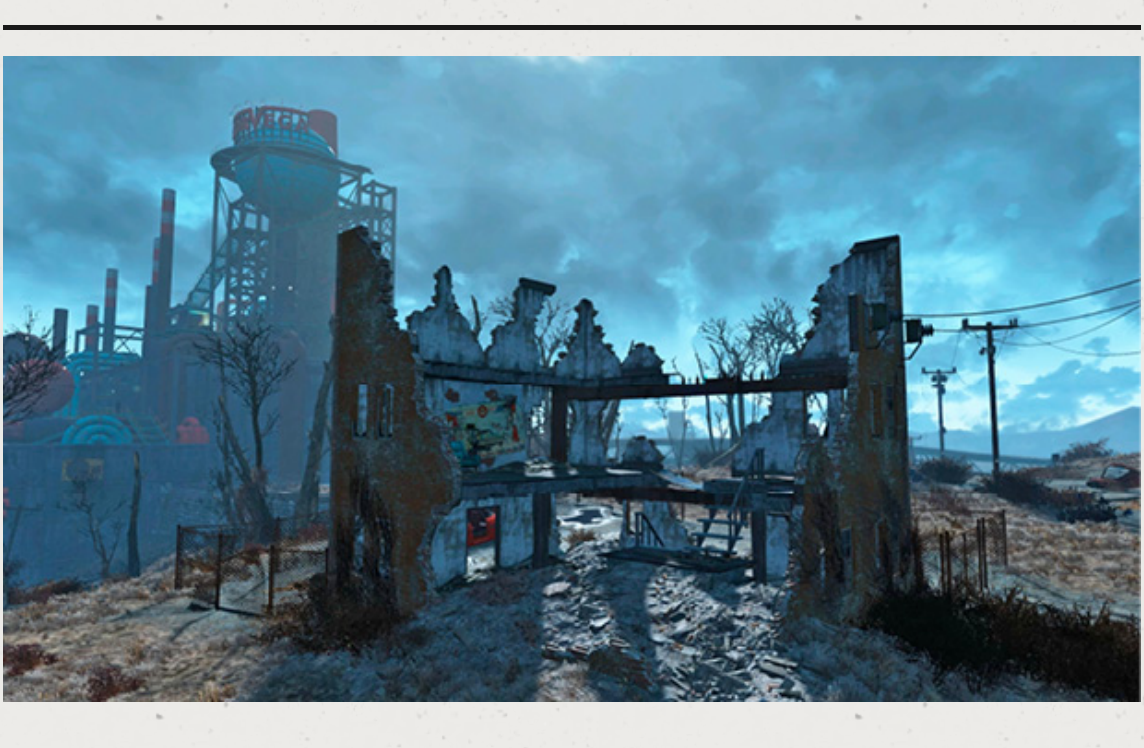
[3.05] CARRIAGE DEN



- Danger: Mines!
- Armaments and Ammo

A rusting railcar with mines and a safe (Expert).

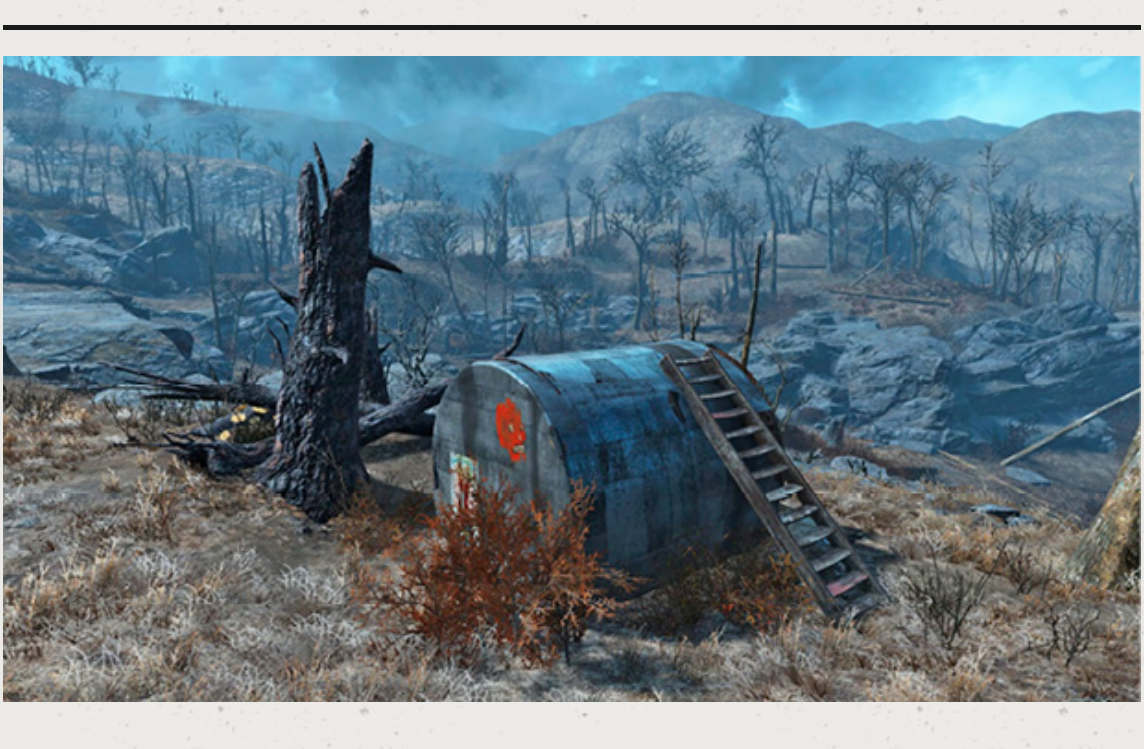
[3.06] RUINED BRICK WAREHOUSE



- Armaments and Ammo
- Collectible: Nuka Cola Quantum

The blown-out remains of a small brick warehouse have a collection of bottles on the rusting air-conditioning duct, including a Quantum.

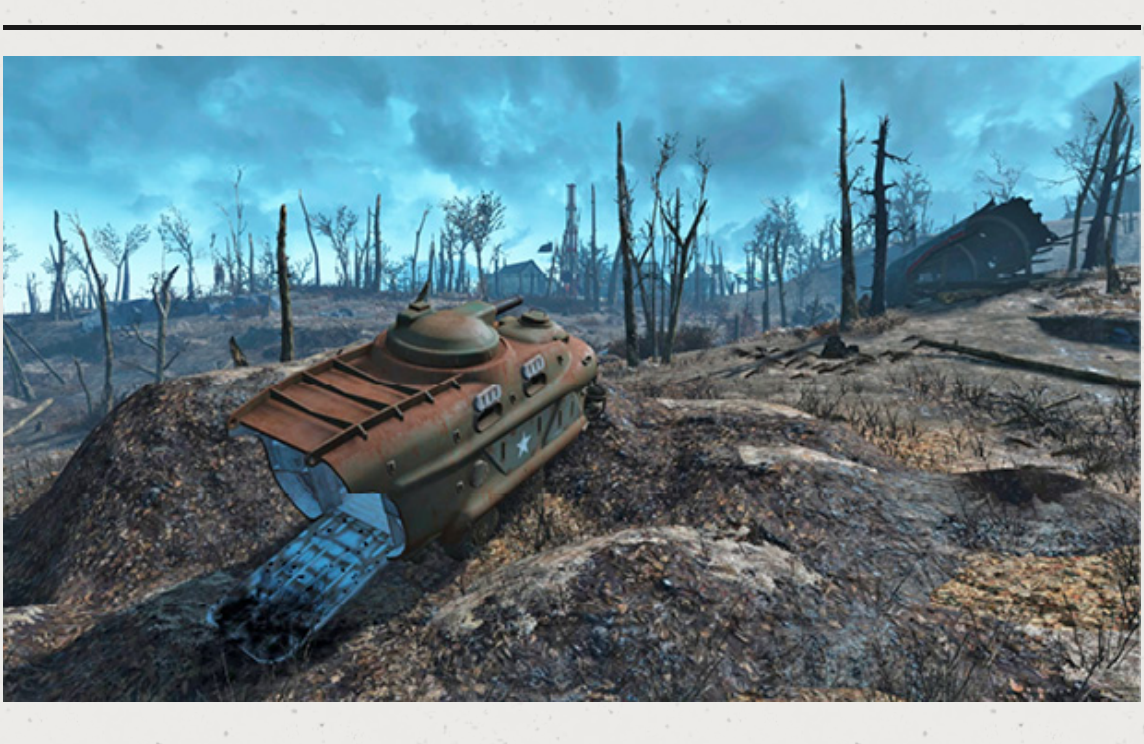
[3.07] SCAVENGER'S TRAILER



- Faction: Scavenger

A scavenger doesn't take kindly to your arrival. Are you here for his wild carrot flowers?

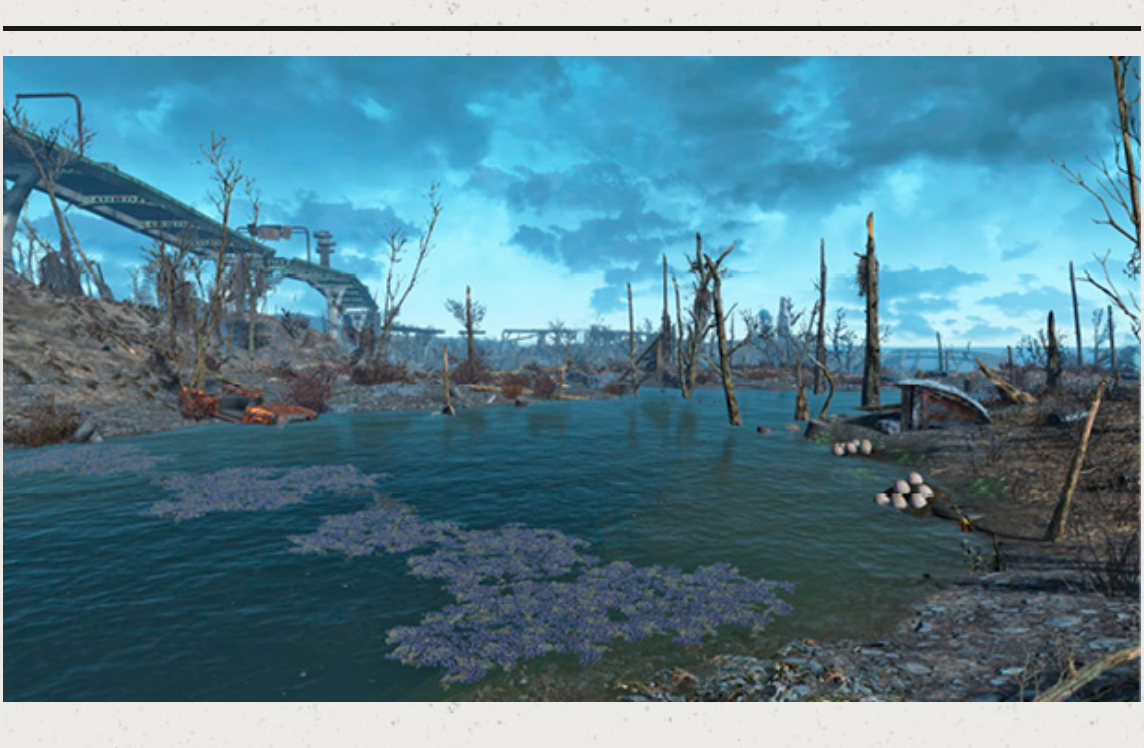
[3.08] RUSTING APC



- Armaments and Ammo
- Danger: Mines!

A rusting tank north of Fort Hagen township. Scavenge for mines and other ammo here.

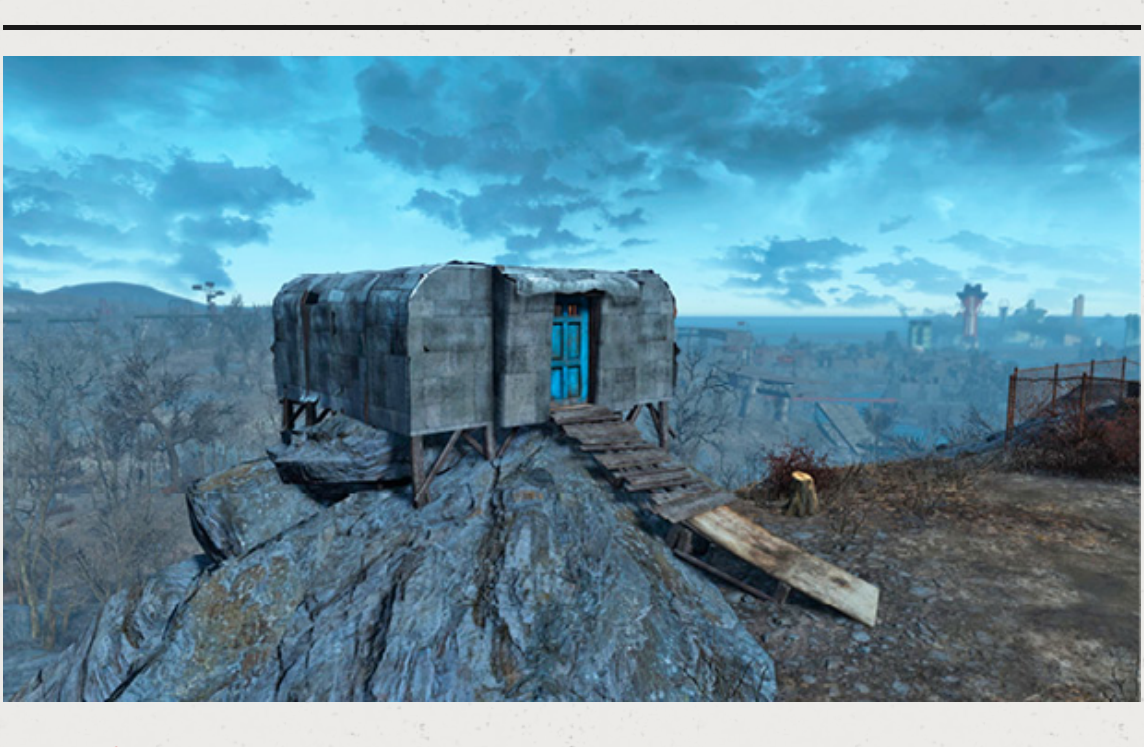
[3.09] MIRELURK POND



- Crafting: Cooking Station
- Danger: Radiation (Mild)!
- Faction: Mirelurks

A small pond on an upper rocky promontory, with a small camp and cooking stove.

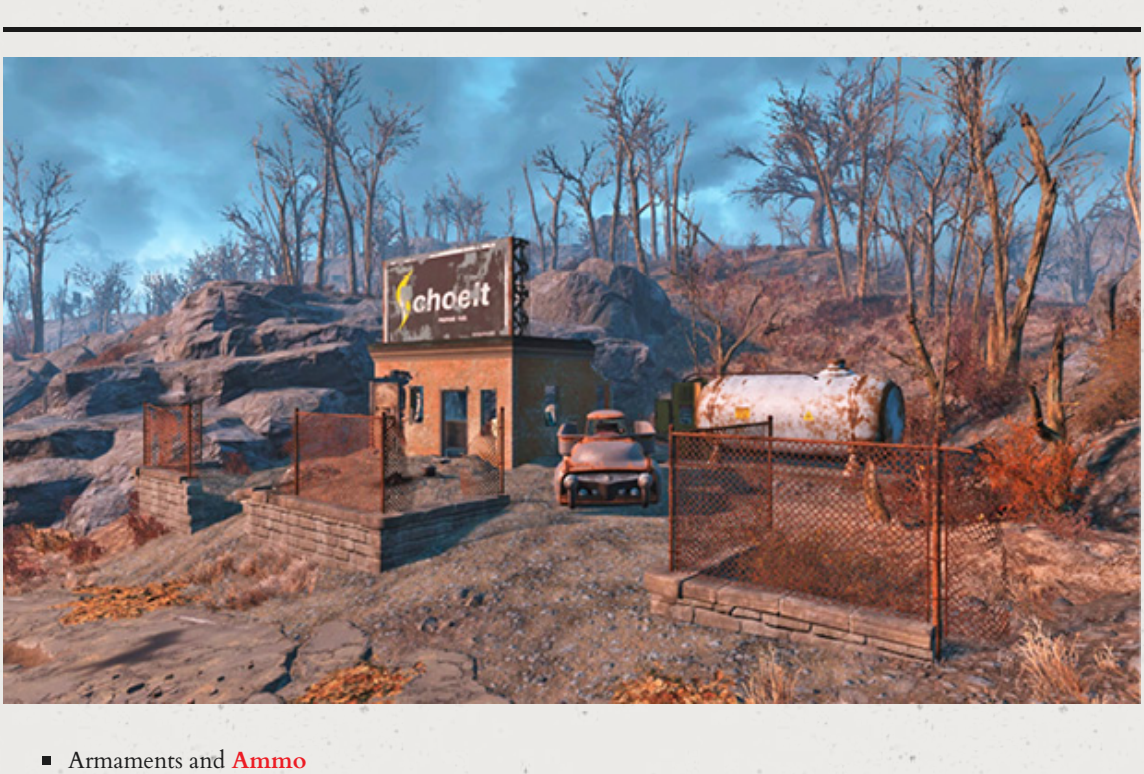
[3.10] CANISTER LAUNCH SHACK



- Crafting: Cooking Station
- Danger: Explosive Barrels!

A shack perched atop a rocky cliff with massive explosive potential.

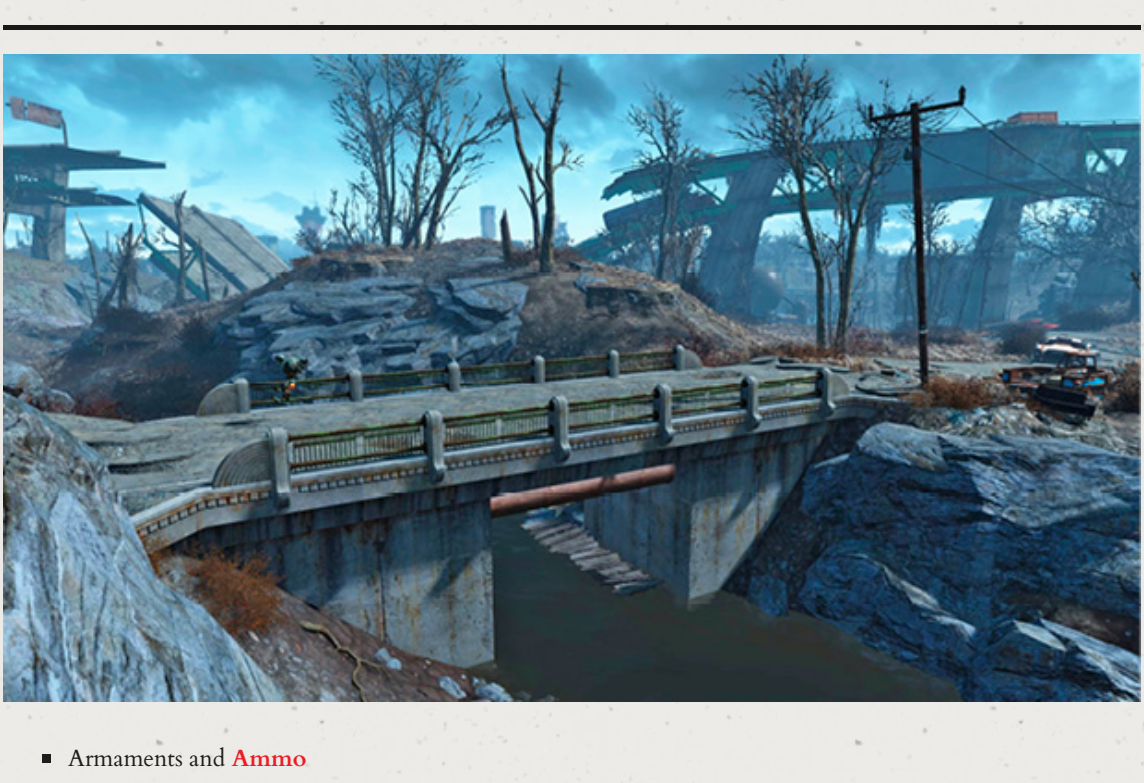
[3.11] SCHOELT PROPANE STORE



- Armaments and Ammo

The remains of a propane refueling store. There's a floor safe that still hasn't been pillaged yet (Expert).

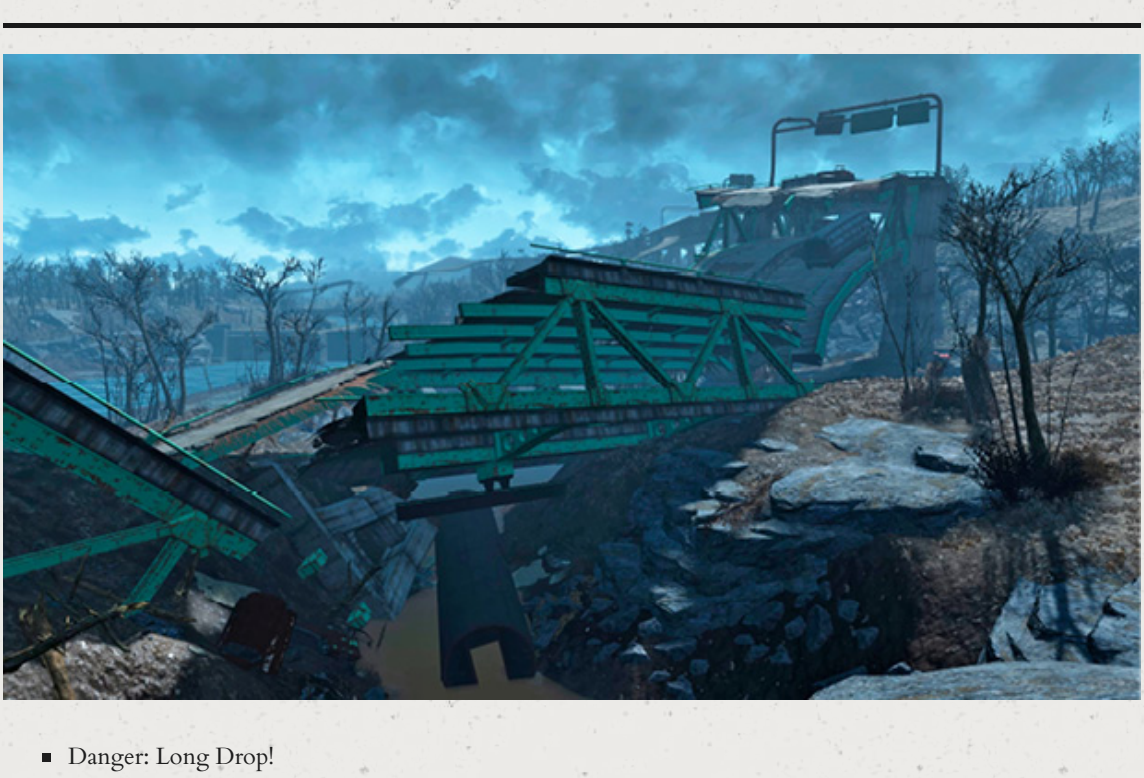
[3.12] BRIDGE (SOUTH OF ARCJET SYSTEMS)



- Armaments and Ammo
- Danger: Grenades!

This bridge has a secret stash below the concrete span but above the wooden raft planks.

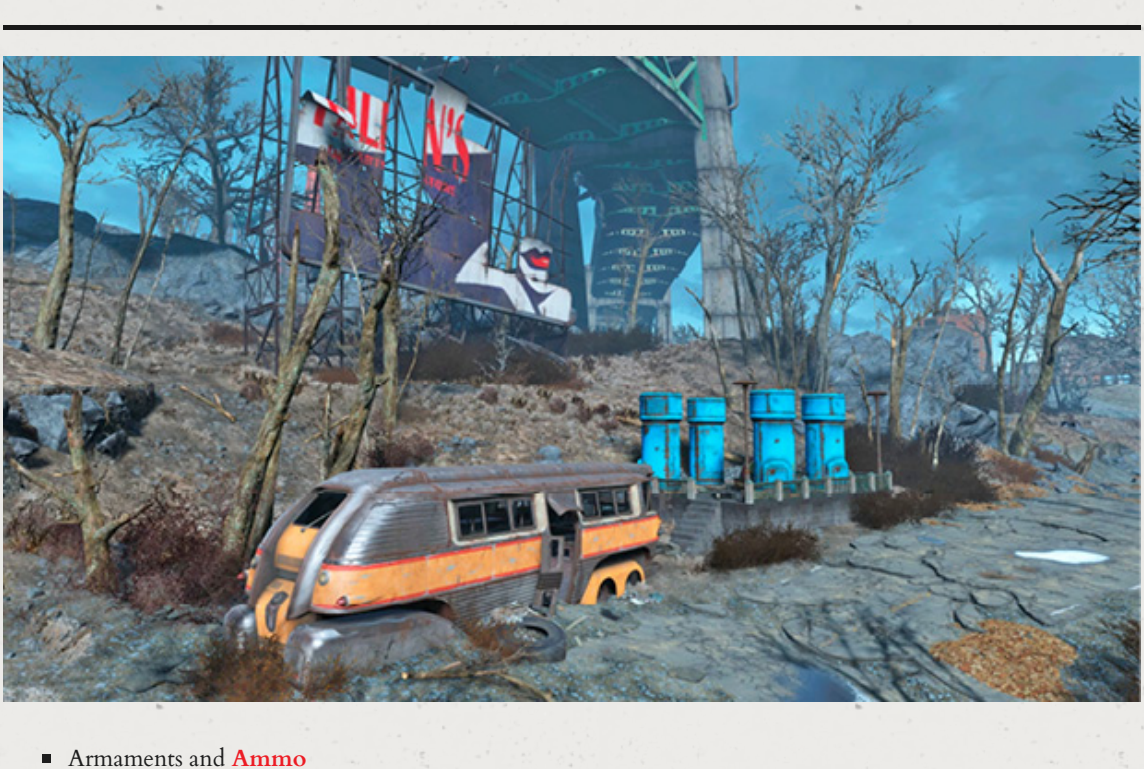
[3.13] ELEVATED FREEWAY ACCESS



- Danger: Long Drop!
- Danger: Radiation (Mild)!

The remains of a train carriage lie under the freeway rubble. Scavenge here, then climb onto and follow the freeway south, all the way to Mass Pike Interchange. A great route for snipers!

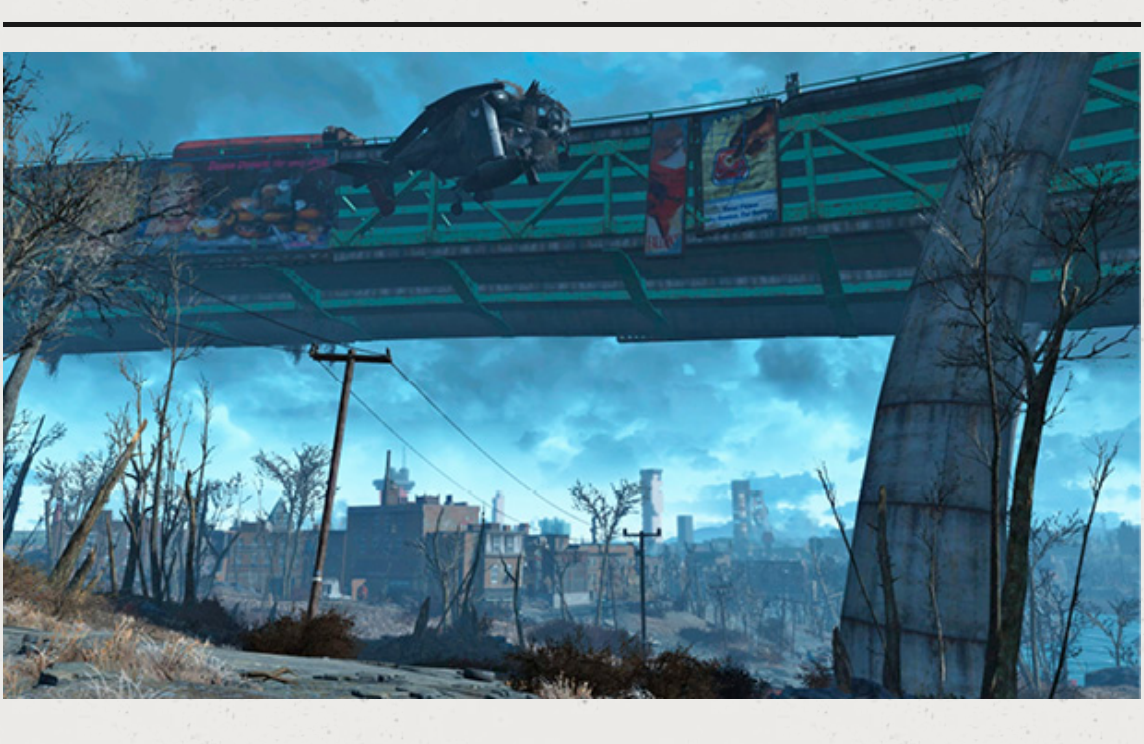
[3.14] PULOWSKI PRESERVATION SHELTER CLUSTER



- Armaments and Ammo
- Faction: Raiders

Beware of this cluster of cut-rate fallout shelters; they aren't a patch on the quality and protection of the post-apocalyptic homesteads offered by Vault-Tec. Check the nearby bus for items.

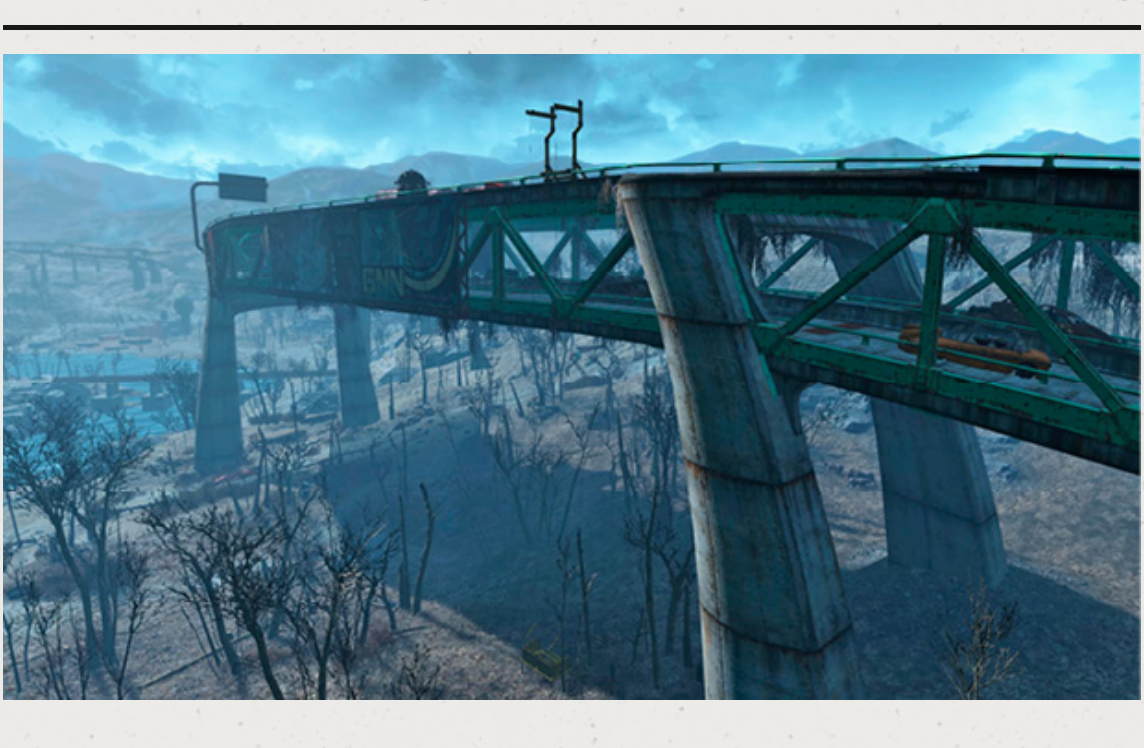
[3.15] CRASHED VERTIBIRD (ELEVATED FREEWAY)



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Armor Part: Power Armor (leveled)
- Danger: Long Drop!

Check the ground directly below the remains of the Vertibird for ammo and a trunk. Appears at random. Access the construction lift to the east to reach the Vertibird and the Power Armor nearby.

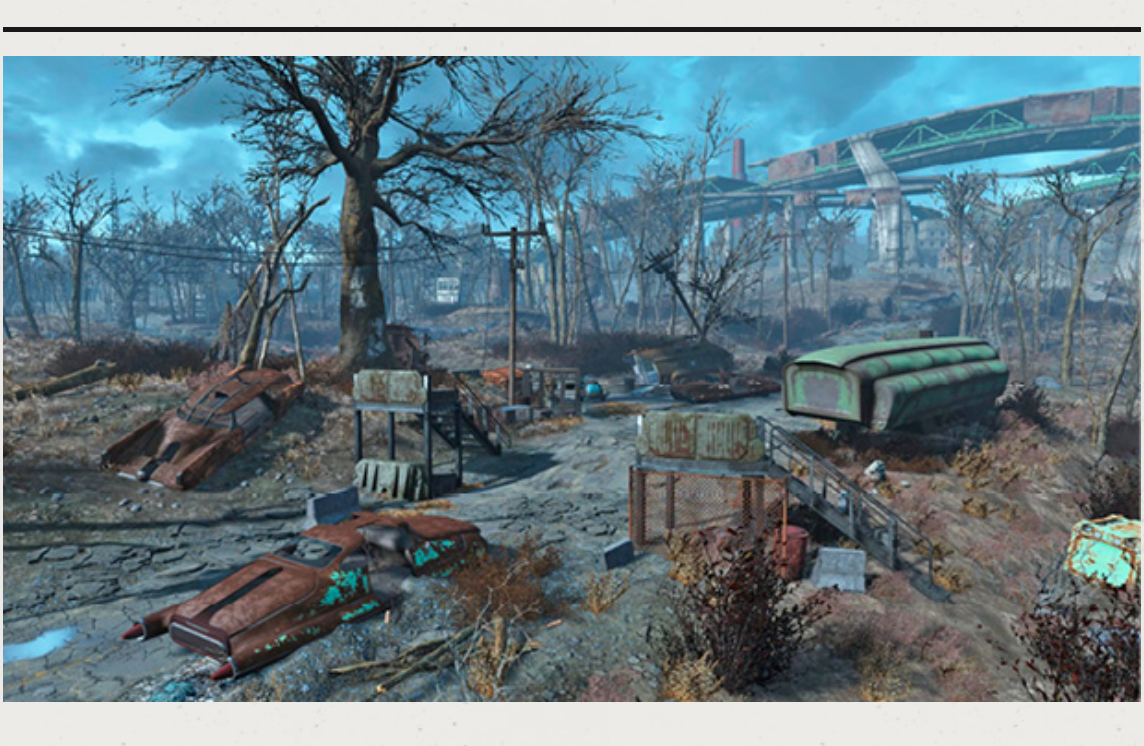
[3.16] CONSTRUCTION LIFT



- Danger: Long Drop!

This allows access to the elevated freeway to the southwest.

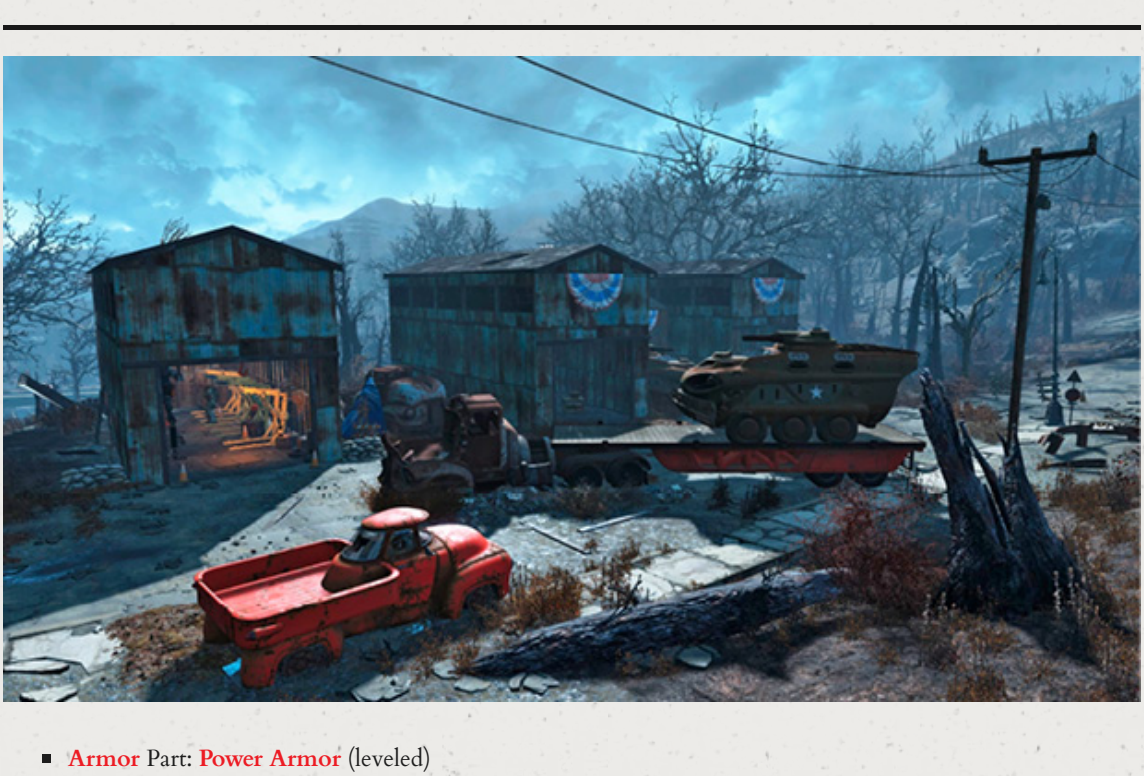
[3.17] MILITARY CHECKPOINT (CAMBRIDGE OUTSKIRTS)



- Armor Part: Power Armor (leveled)
- Armaments and Ammo
- Armaments and Ammo: Trunk

This old military checkpoint has a trunk to scavenge within the locked green trailer (Advanced), as well as a security cage to extricate a suit of Power Armor from; use the terminal (Advanced).

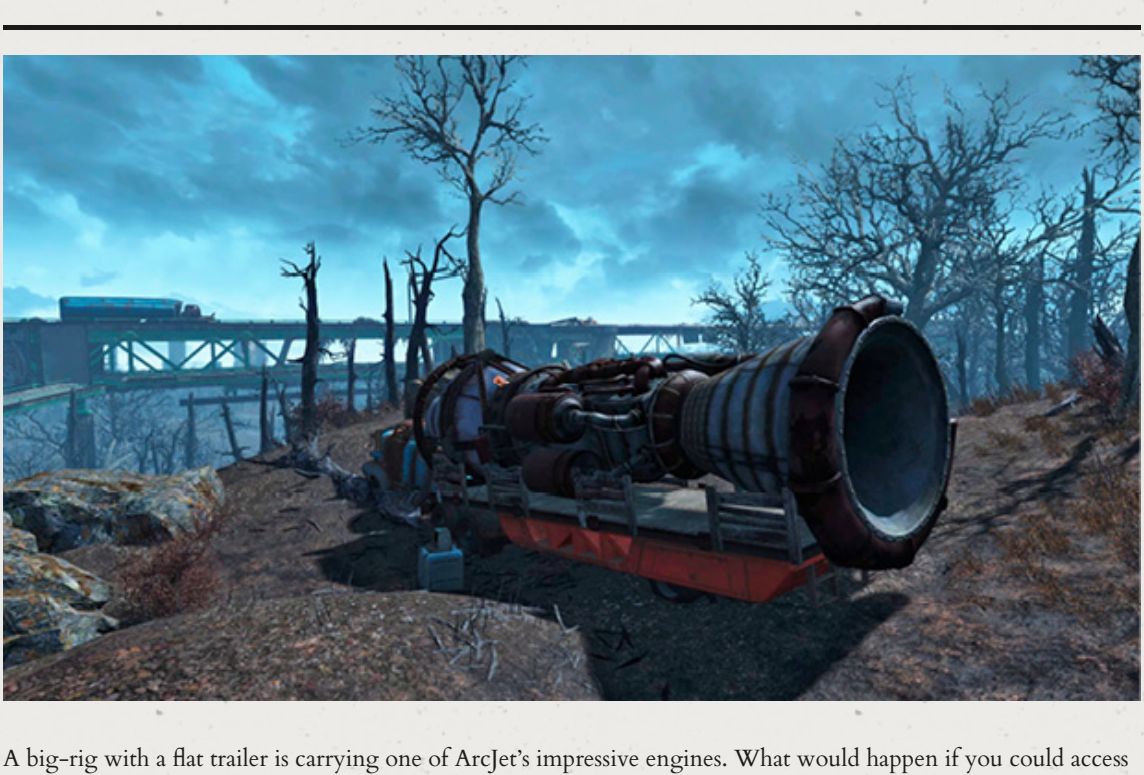
[3.18] POWER ARMOR WAREHOUSE



- Armor Part: Power Armor (leveled)
- Armaments and Ammo
- Crafting: Power Armor Station (4)

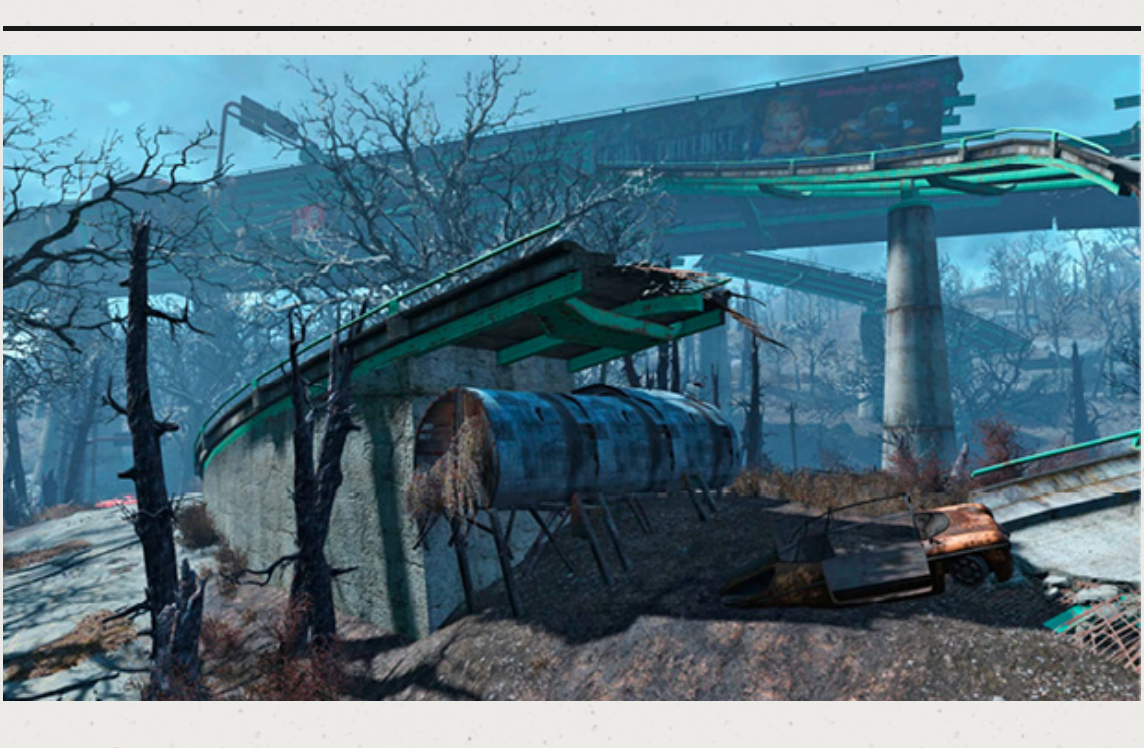
You'd think that the stockpile of ammunition and Power Armor stored at this location just south of Fort Hagen would have been mostly picked clean by now. And you'd be correct.

[3.19] ARCJET ENGINE TRANSPORT



A big-rig with a flat trailer is carrying one of ArcJet's impressive engines. What would happen if you could access a terminal here and switch the engine on?

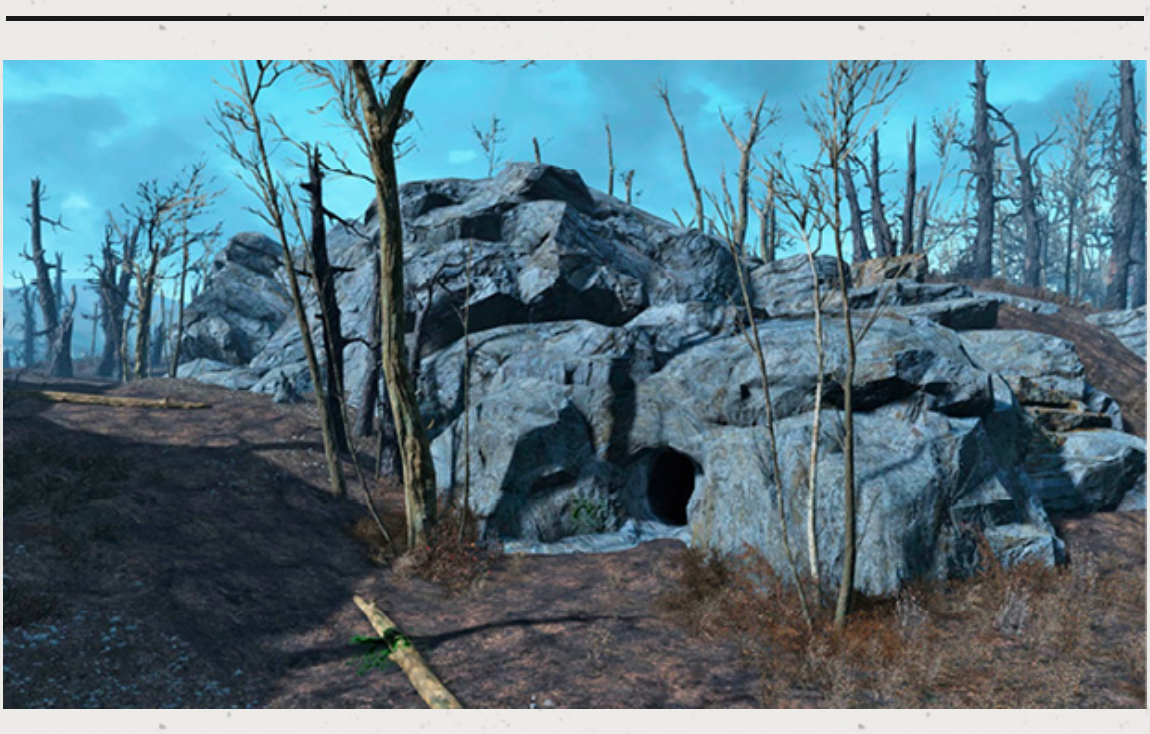
[3.20] SCRAP MERCHANT

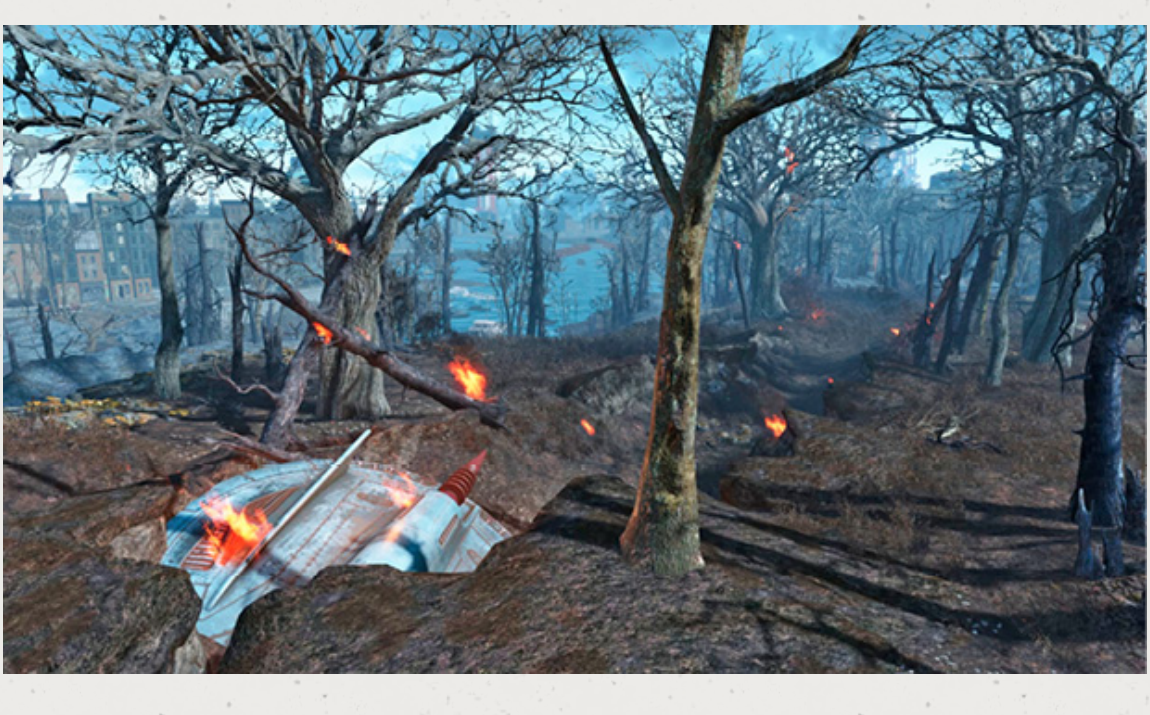


- Crafting: Cooking Station
- Health or Chems
- Services: Trader

Perched on a cylindrical shack attached to the remains of the freeway on-ramp overlooking Forest Grove Marsh is a trader specializing in scrap. Pick the lock on his outside safe (Advanced) if you wish.

[3.21] CAVE AND [3.22] CRASH SITE

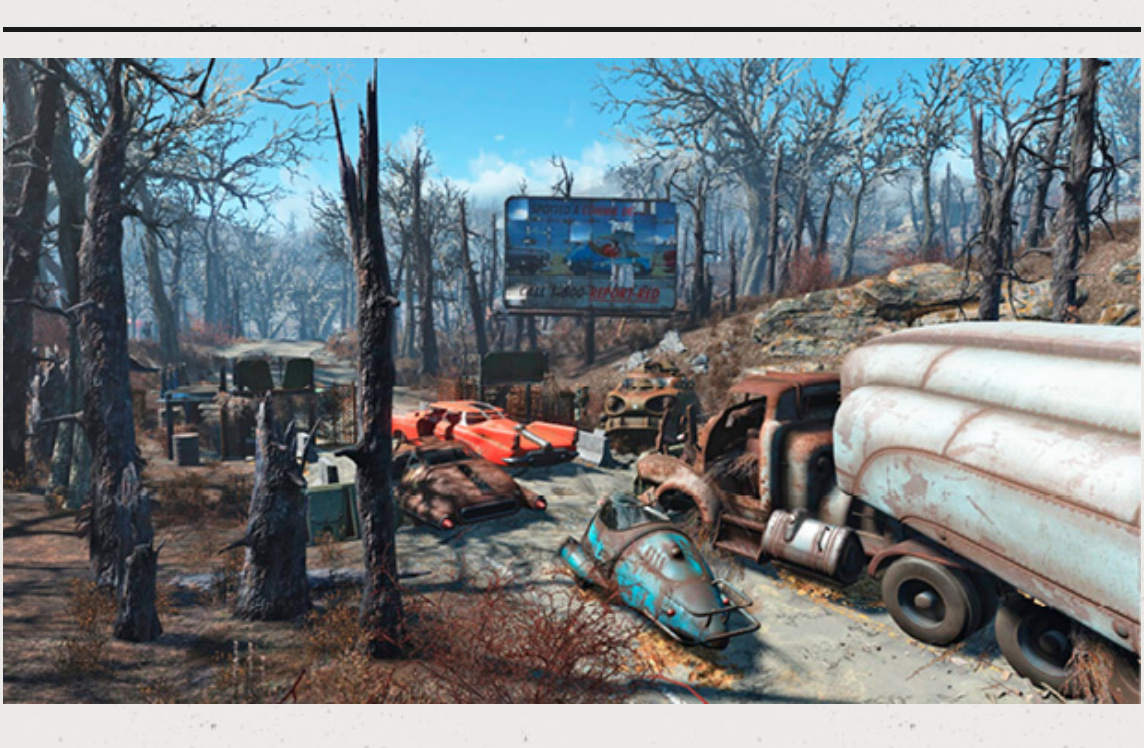




- Faction: Unknown
- Faction: Mole Rat
- Unique Item: Alien Blaster Pistol

Sometime during your adventure, you see something circular and metal whizzing past your head. It crashes here. Investigate the cave to see whether the pilot of this odd craft made it out alive.

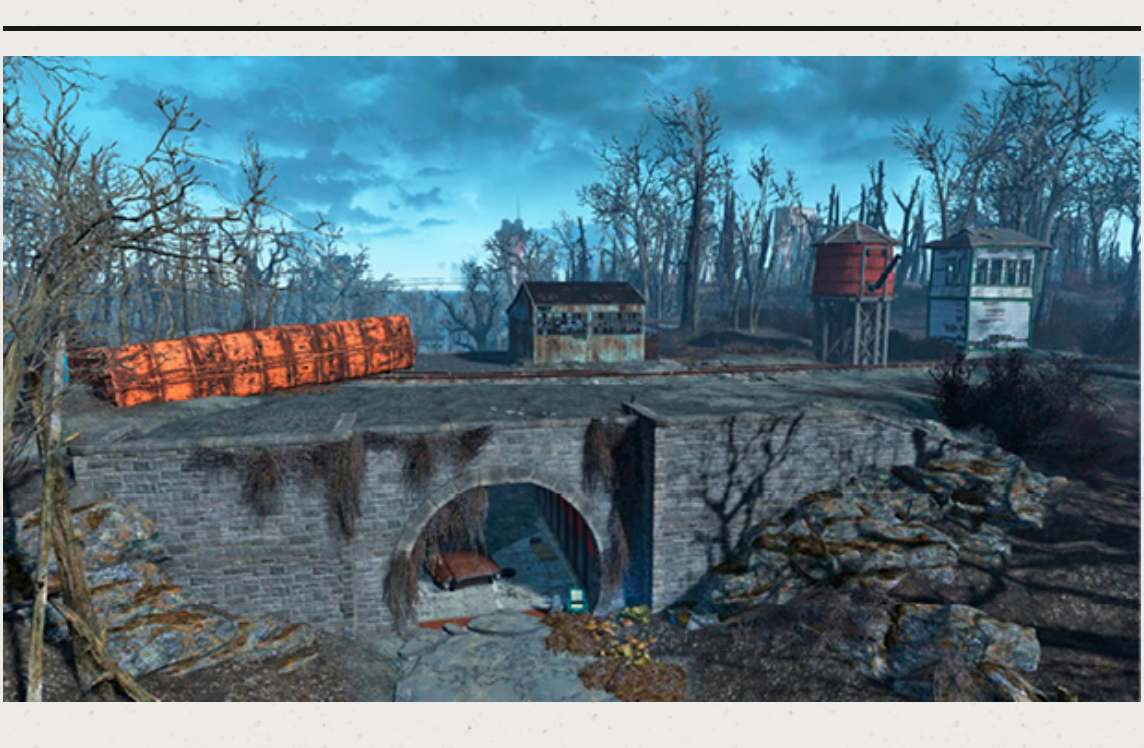
[3.23] MILITARY CHECKPOINT (SOUTH ZONE 3)



- Armor Part: Power Armor (leveled)
- Armaments and Ammo
- Armaments and Ammo: Trunk
- Faction: Bloodbugs

This rusting military checkpoint under the billboard warning of Communists is infested with bloodbugs. Scavenge for a (randomly appearing) trunk and suit of Power Armor.

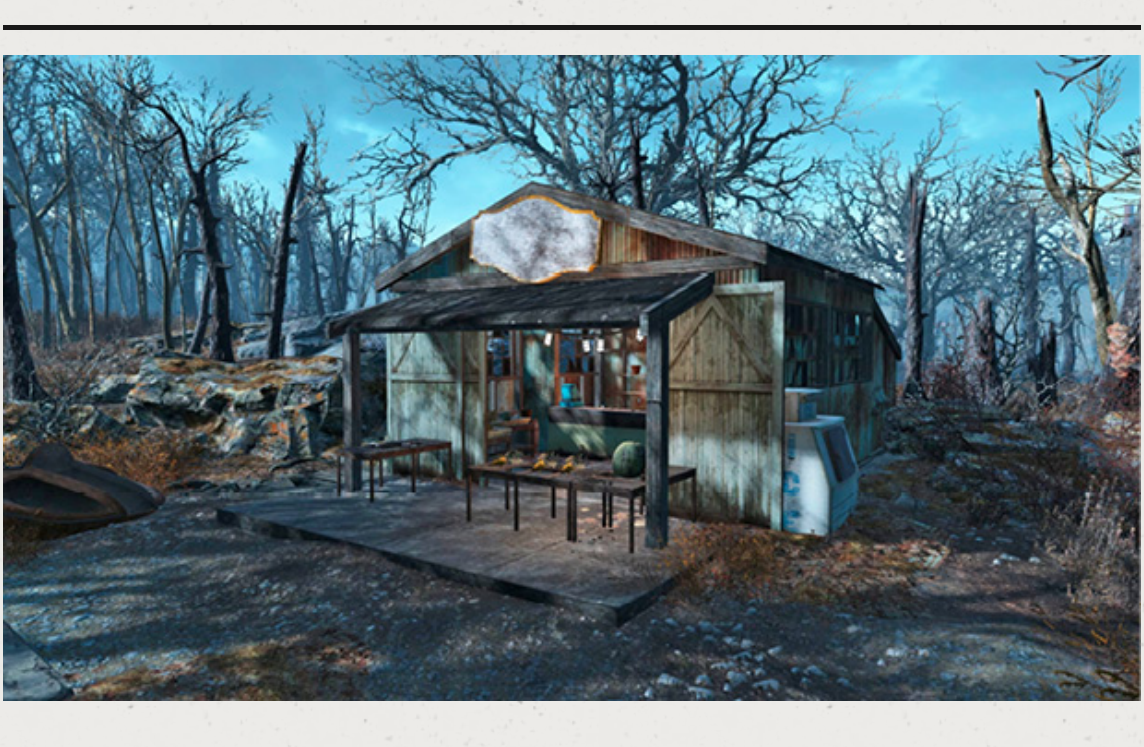
[3.24] WAYSTATION



- Armaments and Ammo
- Faction: Feral Ghouls
- Health or Chems
- Quest Visit: Reunions (Main)

Head here with Dogmeat to uncover a trail. Visit here without the quest active, and this railway bridge, water tower, and waystation are empty. Access the hatch in the waystation for a small hideout. The rusting train cars are empty, too.

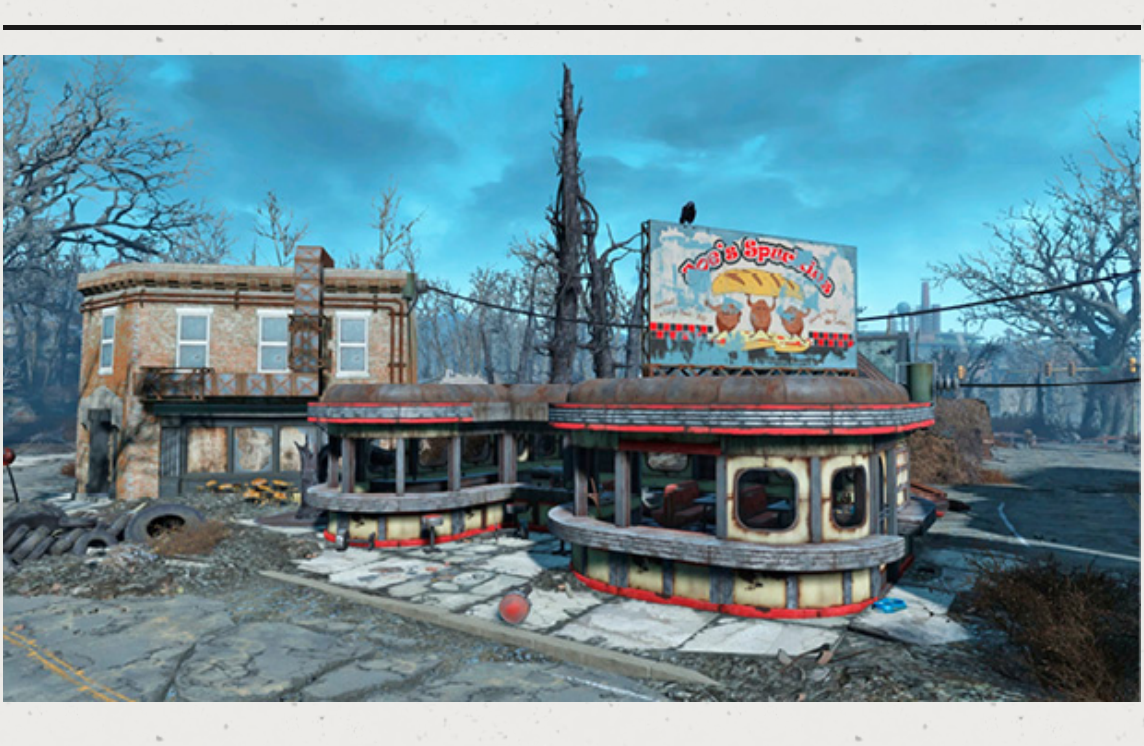
[3.25] ROADSIDE STORE



- Collectible: Nuka Cherry
- Crafting: Chemistry Station
- Crafting: Cooking Station
- Faction: Super Mutants
- Health or Chems

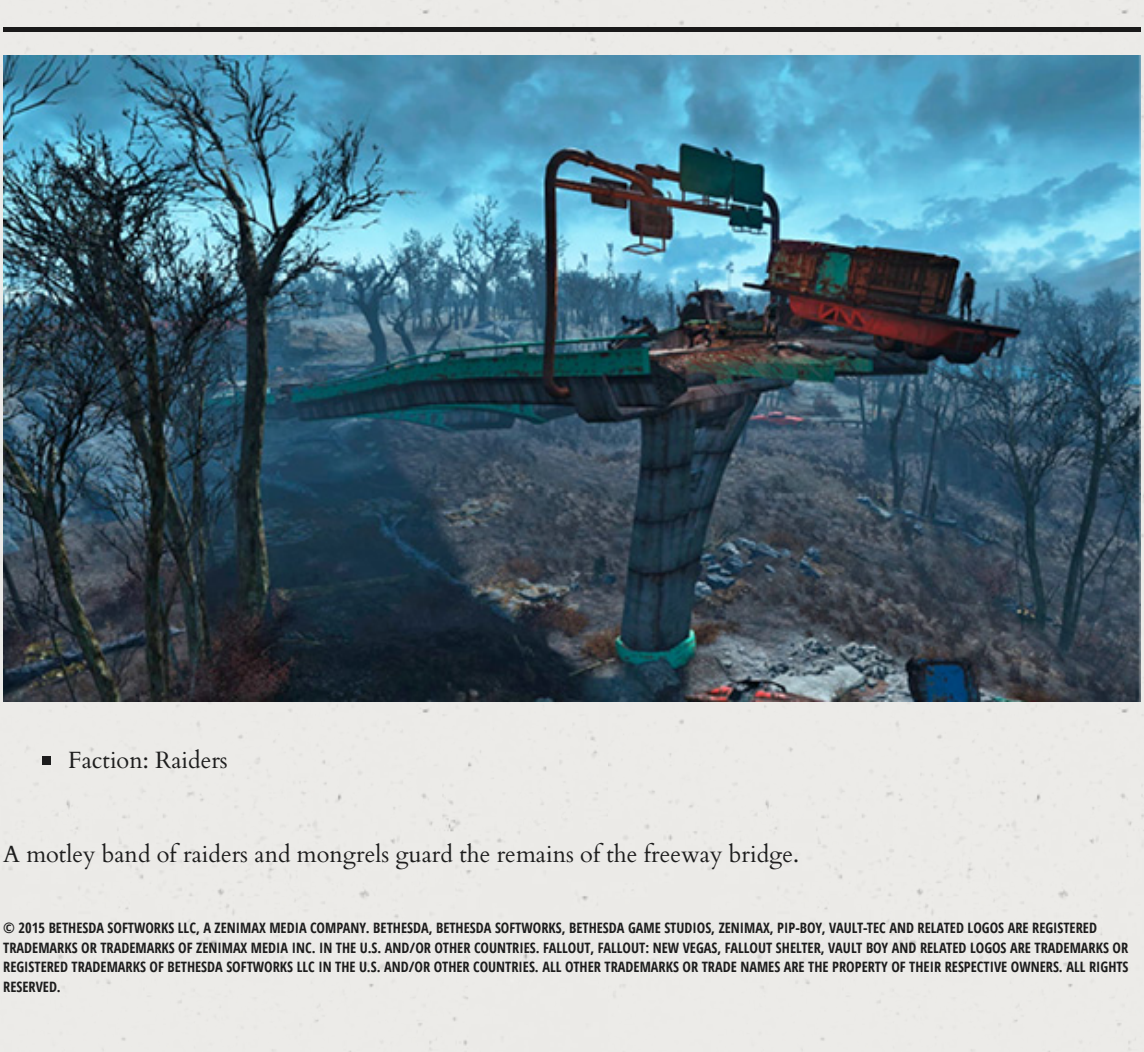
This friendly store has a large number of grown produce and a chemistry station in the back storage area (Novice).

[3.26] JOE'S SPUCKIES (FENS OUTSKIRTS)



Just north of Chestnut Hillock Reservoir are the western outskirts of the Fens, with the shell of a Joe's Spuckies to use as a landmark. There are a few minor scavengable items here.

[3.27] RAIDER LOOKOUT CAMP (ELEVATED FREEWAY)



- Faction: Raiders

A motley band of raiders and mongrels guard the remains of the freeway bridge.

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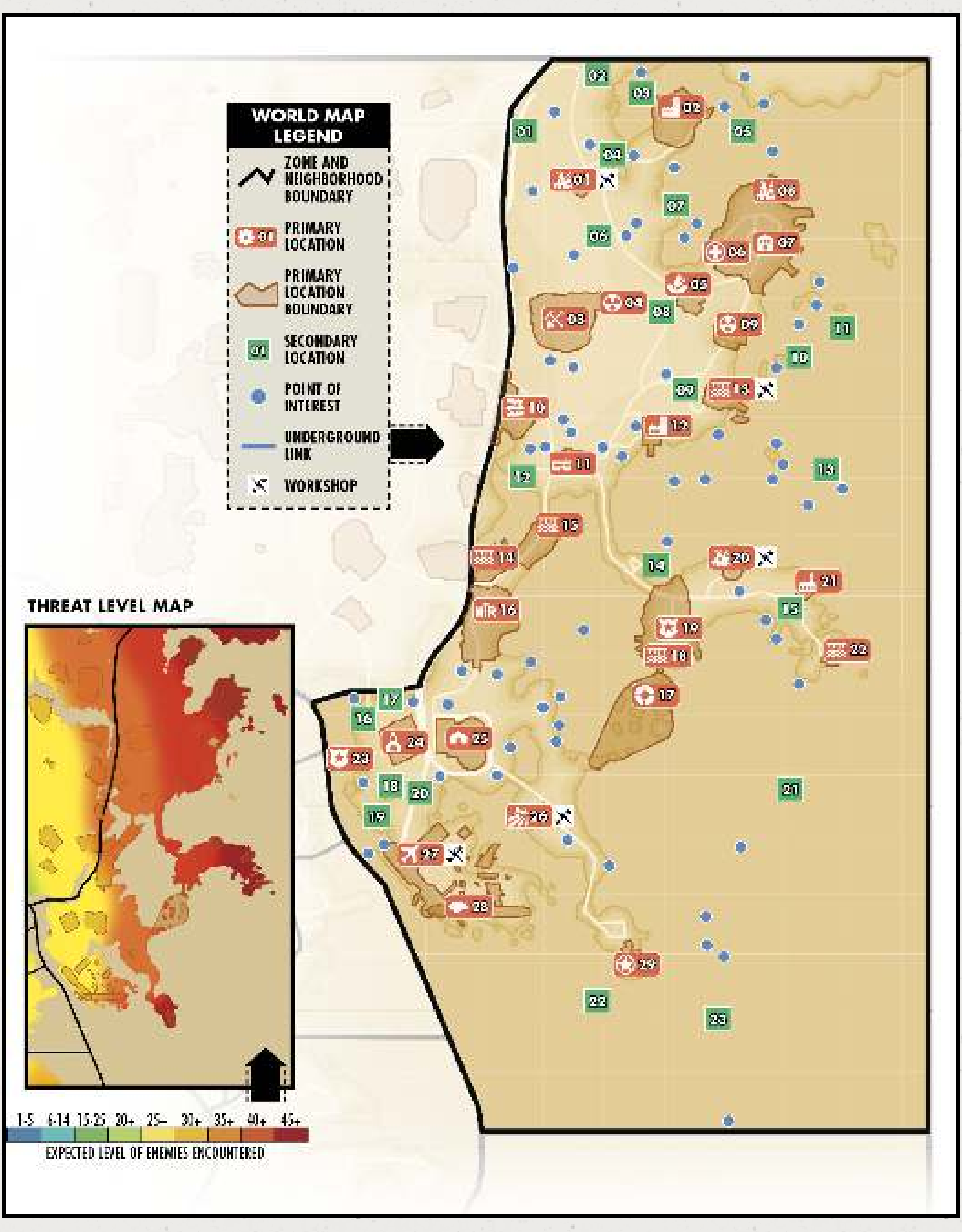
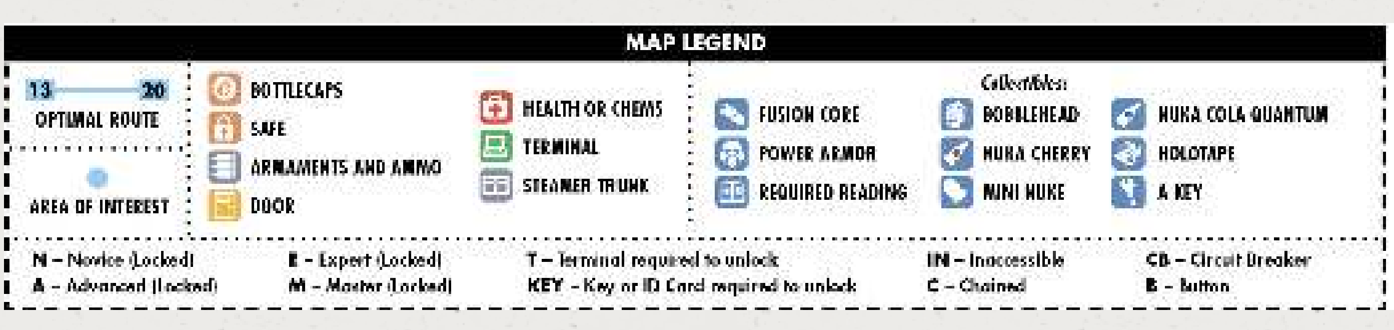
Overview


WORLD MAP LEGEND
ZONE AND NEIGHBORHOOD BOUNDARY
PRIMARY LOCATION
PRIMARY LOCATION BOUNDARY
SECONDARY LOCATION
POINT OF INTEREST
UNDERGROUND LINK
WORKSHOP
THREAT LEVEL MAP
1-5 6-14 15-25 20+ 25– 30+ 35+ 40+ 45+
EXPECTED LEVEL OF ENEMIES ENCOUNTERED


MAP LEGEND
13 20
OPTIMAL ROUTE
AREA OF INTEREST
BOTTLECAPS
SAFE
ARMAMENTS AND AMMO
DOOR
HEALTH OR CHEMS
TERMINAL
STEAMER TRUNK
FUSION CORE
POWER ARMOR
REQUIRED READING
Collectibles:
BOBBLEHEAD
NUKA CHERRY
MINI NUKE
NUKA COLA QUANTUM
HOLOTAPE
A KEY
N – Novice (Locked)
A – Advanced (Locked)
E – Expert (Locked)
M – Master (Locked)
T – Terminal required to unlock
KEY – Key or ID Card required to unlock
IN – Inaccessible
C – Chained
CB – Circuit Breaker
B – Button

Those hoping to vacation on the eastern shores of the Commonwealth would do well to pack a copious supply of ammunition and have trained long and hard for this outing, as the threat level of the roaming miscreants in this zone is deemed "most dangerous." The township of Revere has been razed by Raiders. Nahant offers quiet walks interspersed with carnage, courtesy of ferals. Up north, Salem long continues its reputation for horror. Farther inland, toward East Boston and the airport, the ferociousness of your foes lessens just a little. The Brotherhood of Steel's imminent arrival at the airport should provide a brief respite should you agree to ally with them. Finally, those brave to dip their toes in the ocean may find one or two surprises under the waves.

Primary Locations

[4.01] Coastal Cottage

[4.02] Mahkra Fishpacking

[4.03] Dunwich Borers

[4.04] Hugo's Hole

[4.05] Museum of Witchcraft

[4.06] Sandy Coves Convalescent Home

[4.07] Salem

[4.08] Rook Family House

[4.09] Crater House

[4.10] Hub City Auto Wreckers

[4.11] Lynn Pier Parking

[4.12] Longneck Lukowski's Cannery

[4.13] Kingsport Lighthouse

[4.14] Reeb Marina

[4.15] Gibson Point Pier

[4.16] Revere Beach Station

[4.17] Libertalia

[4.18] Nahant Wharf

[4.19] Nahant Sheriff's Department

[4.20] Croup Manor

[4.21] Nahant Chapel

[4.22] Nahant Oceanological Society

[4.23] East Boston Police Station

[4.24] East Boston Preparatory School

[4.25] Easy City Downs

[4.26] Nordhagen Beach

[4.27] Boston Airport

[4.28] Prydwen

[4.29] Fort Strong

Secondary Locations

[4.01] Gunner Camp (Parsons Elevated Freeway)

[4.02] Milton General Billboard

[4.03] Coastal Vacationers

[4.04] Coastal Hideout

[4.05] The Sunken Bathtub

[4.06] Shanty Store

[4.07] Salem Coastal Diner and Dock

[4.08] Raider Shack (Salem Outskirts)

[4.09] Kingsport Restrooms

[4.10] Ocean Fishing Shack

[4.11] Sunken Fishing Boat

[4.12] Vitale Pumphouse

[4.13] Ocean Raft

[4.14] Unloading Barge

[4.15] Nahant Pier Restaurant

[4.16] Drumlin Diner (East Boston)

[4.17] Waterfront Warehouse

[4.18] East Boston Garage

[4.19] Container Crates Stash

[4.20] Freeway Rooftops

[4.21] Upside Down Rowboat

[4.22] Doomed Airlines Flight

[4.23] Floating Barge

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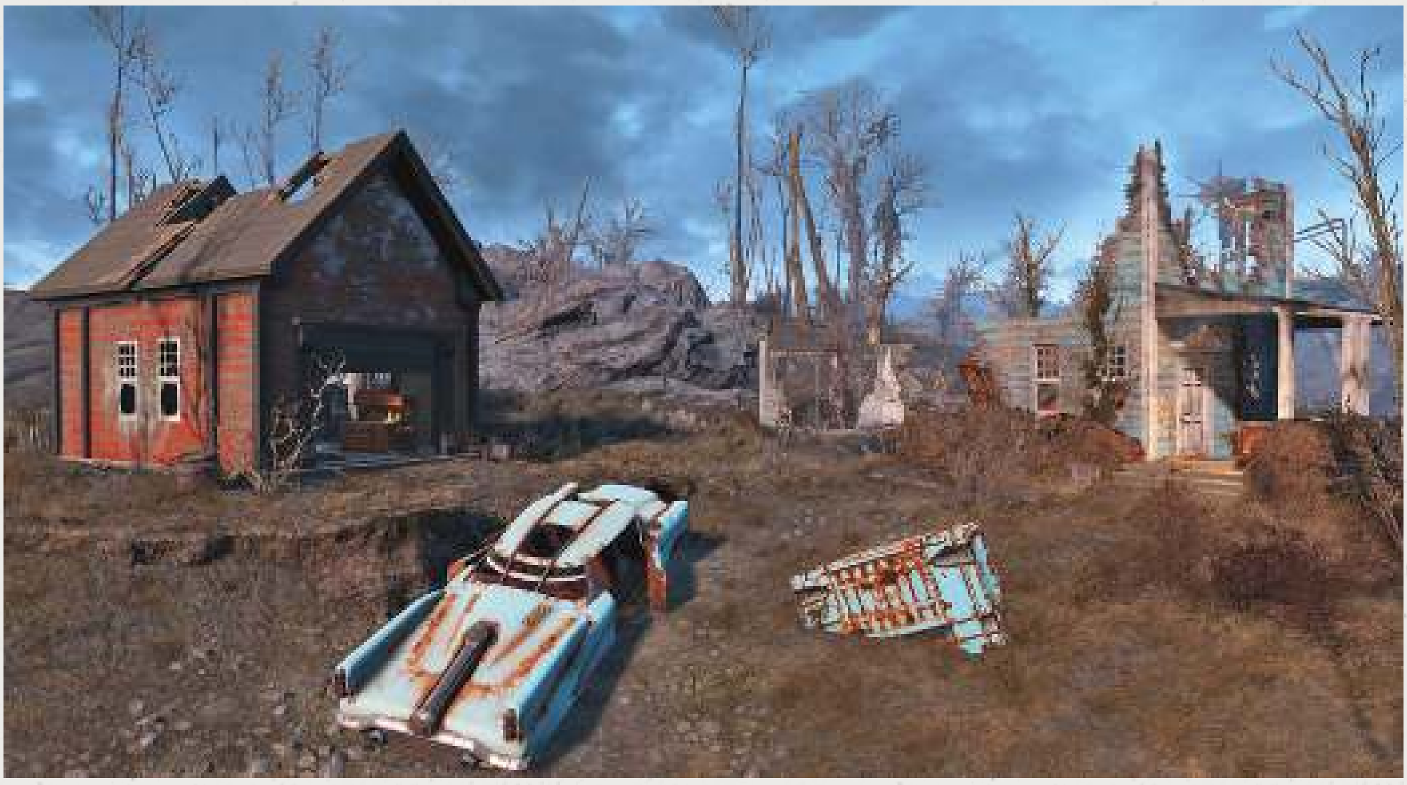
GAME OF THE YEAR EDITION

[4.01] Coastal Cottage

THREAT LEVELS 40+



- Collectible: Nuka Cherry
- Faction: Mirelurks
- Faction: Settler
- Services: Workshop

VAULT-TEC RECOMMENDED LOOT

Collectible: Nuka Cherry

Offering windswept views of the ocean and Salem to the southeast, this ruined home and outbuildings are ripe for redevelopment as a settlement, once the Mirelurks are removed.

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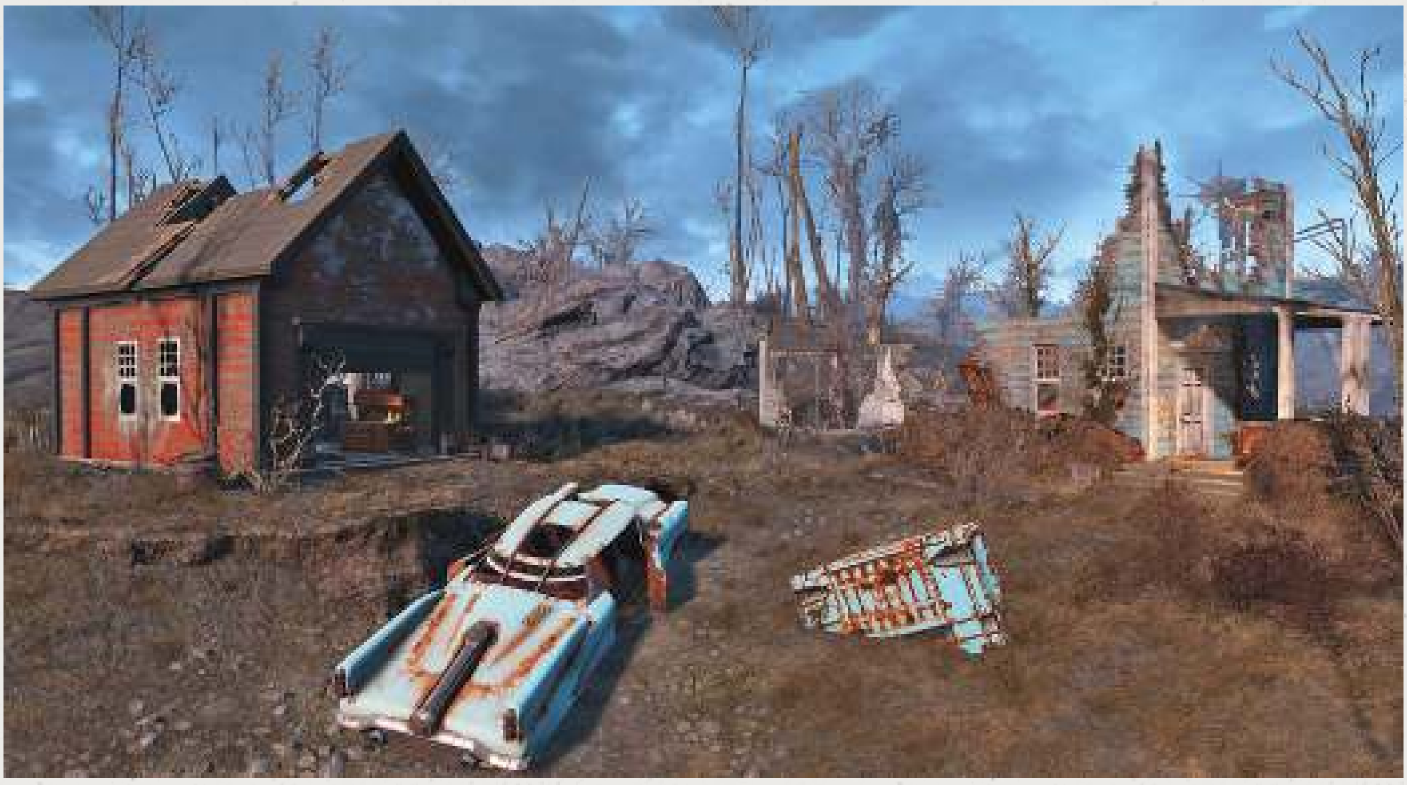
GAME OF THE YEAR EDITION

[4.01] Coastal Cottage

THREAT LEVELS 40+



- Collectible: Nuka Cherry
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VAULT-TEC RECOMMENDED LOOT

Collectible: Nuka Cherry

Offering windswept views of the ocean and Salem to the southeast, this ruined home and outbuildings are ripe for redevelopment as a settlement, once the Mirelurks are removed.

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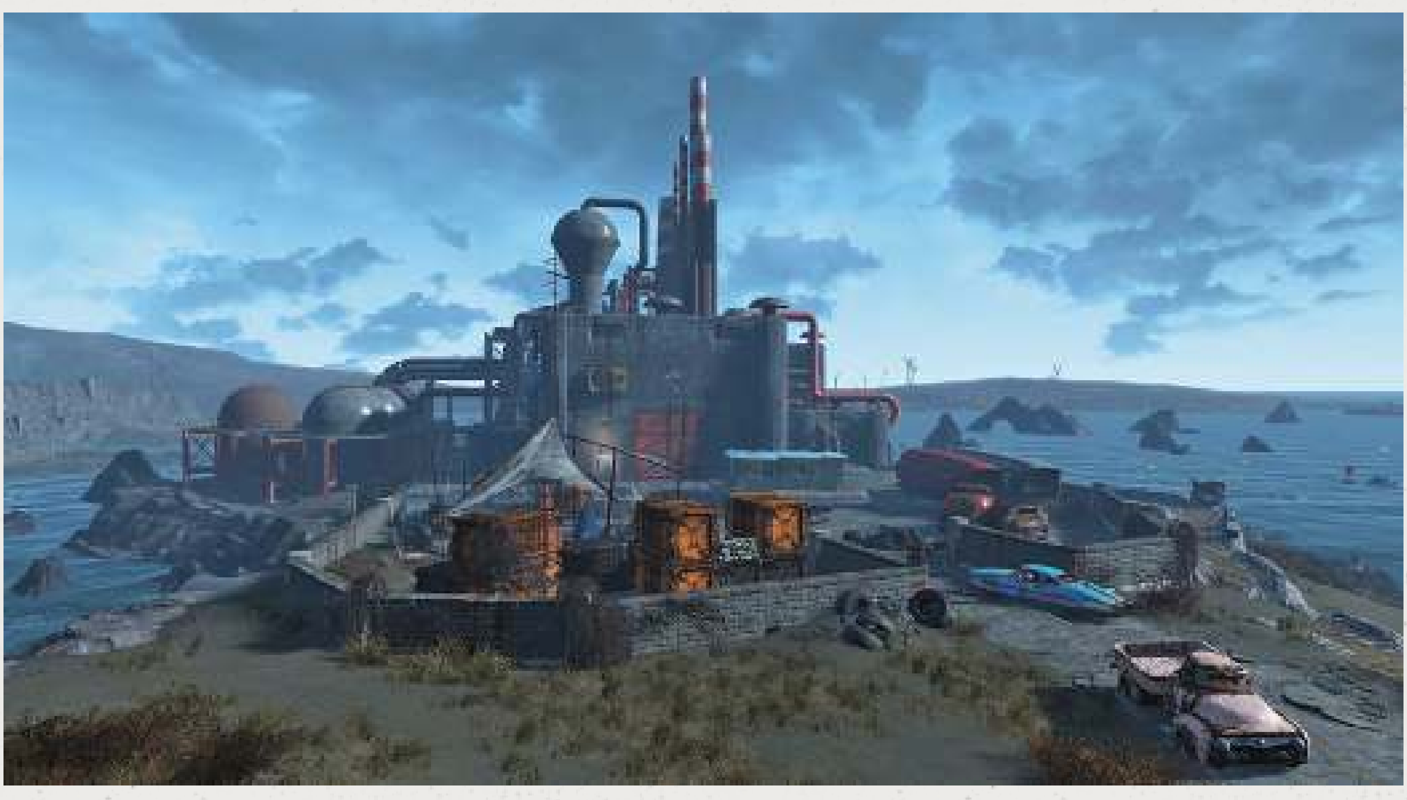
Primary Locations

[4.02] Mahkra Fishpacking

THREAT LEVELS 45+



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Bottlecaps
- collectible: robot model kit (parts)
- Collectible: Nuka Cherry (2)
- Collectible: Nuka Cola Quantum
- Collectible: Required Reading: Tesla Science
- Crafting: Chemistry Station
- Danger: Grenades!
- Danger: Oil!
- Danger: Mines!
- Danger: Tripwire!
- Faction: Raiders
- Faction: Synths (the Institute)
- Health or Chems+

A seafood processing facility with a processing level deep underground. You can open both the locked doors (Advanced) using the key found on the Raider draped over the window of the eastern exterior hut. Beware of synths active on the lower level and reinforcements once you ascend on your way out.

Don't forget to also check the interior of the eastern hut for a rare robot model kit, sitting on a metal shelf inside, near the dead Raider.

VAULT-TEC RECOMMENDED LOOT

Collectible: Nuka Cherry (2)

Collectible: Nuka Cola Quantum

Required Reading: Tesla Science

collectible: robot model kit parts

Fig 4.02A: Mahkra Fishpacking (Exterior)

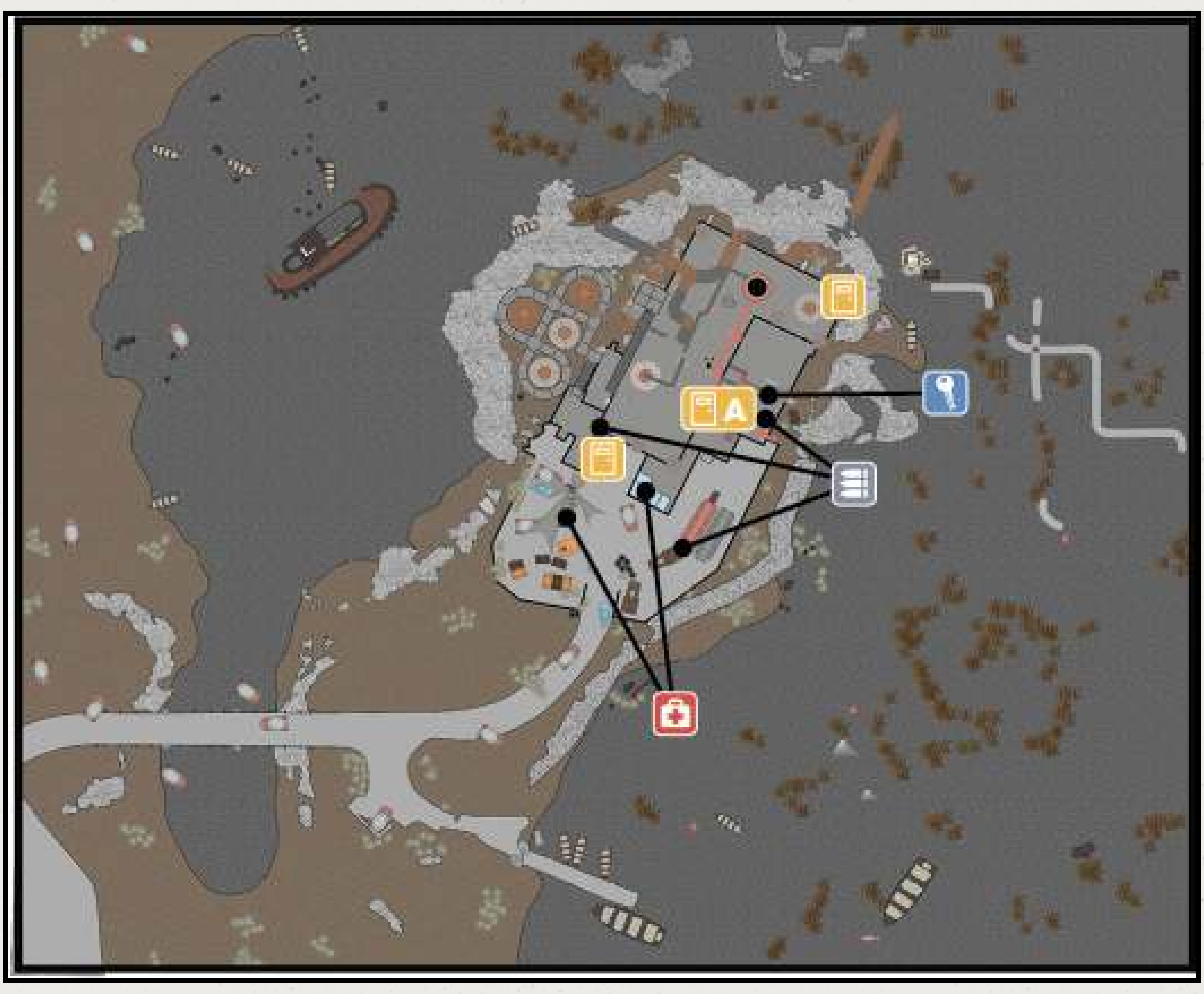
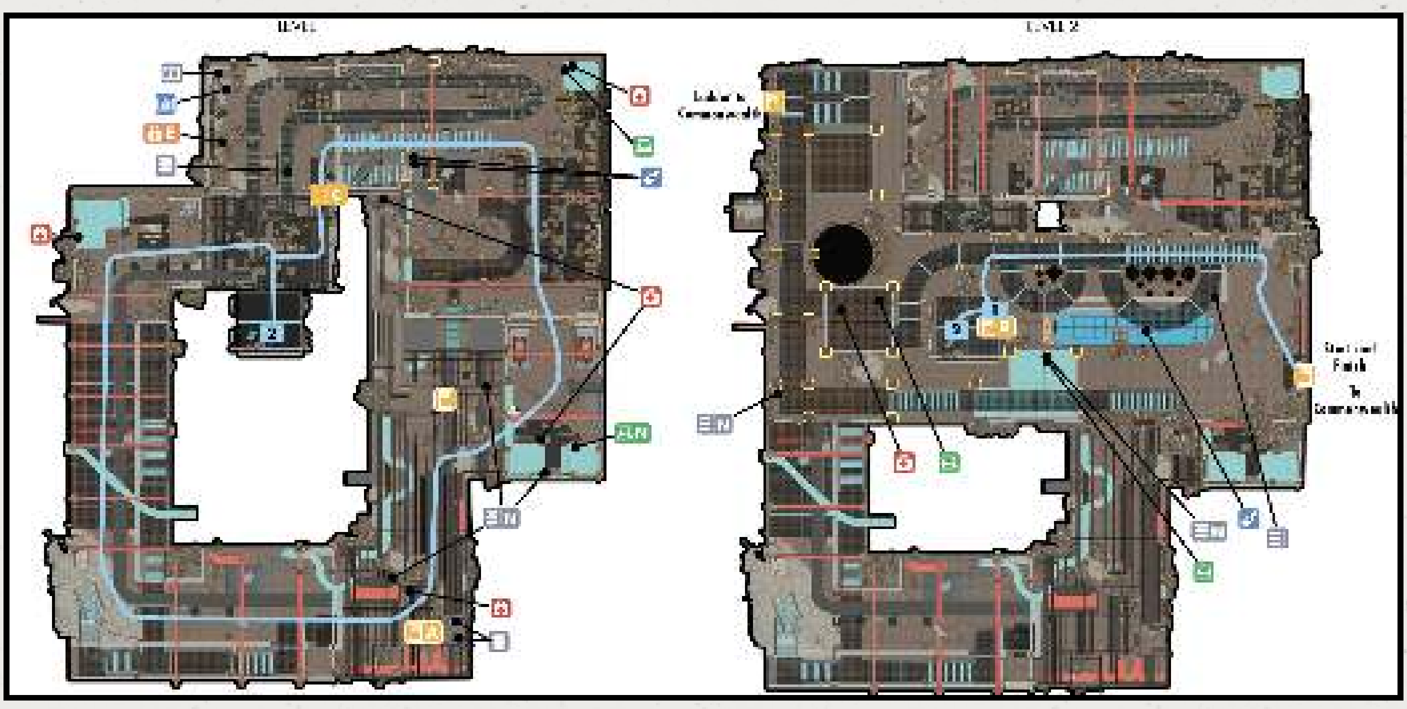


Fig 4.02B: Mahkra Fishpacking (Interior)



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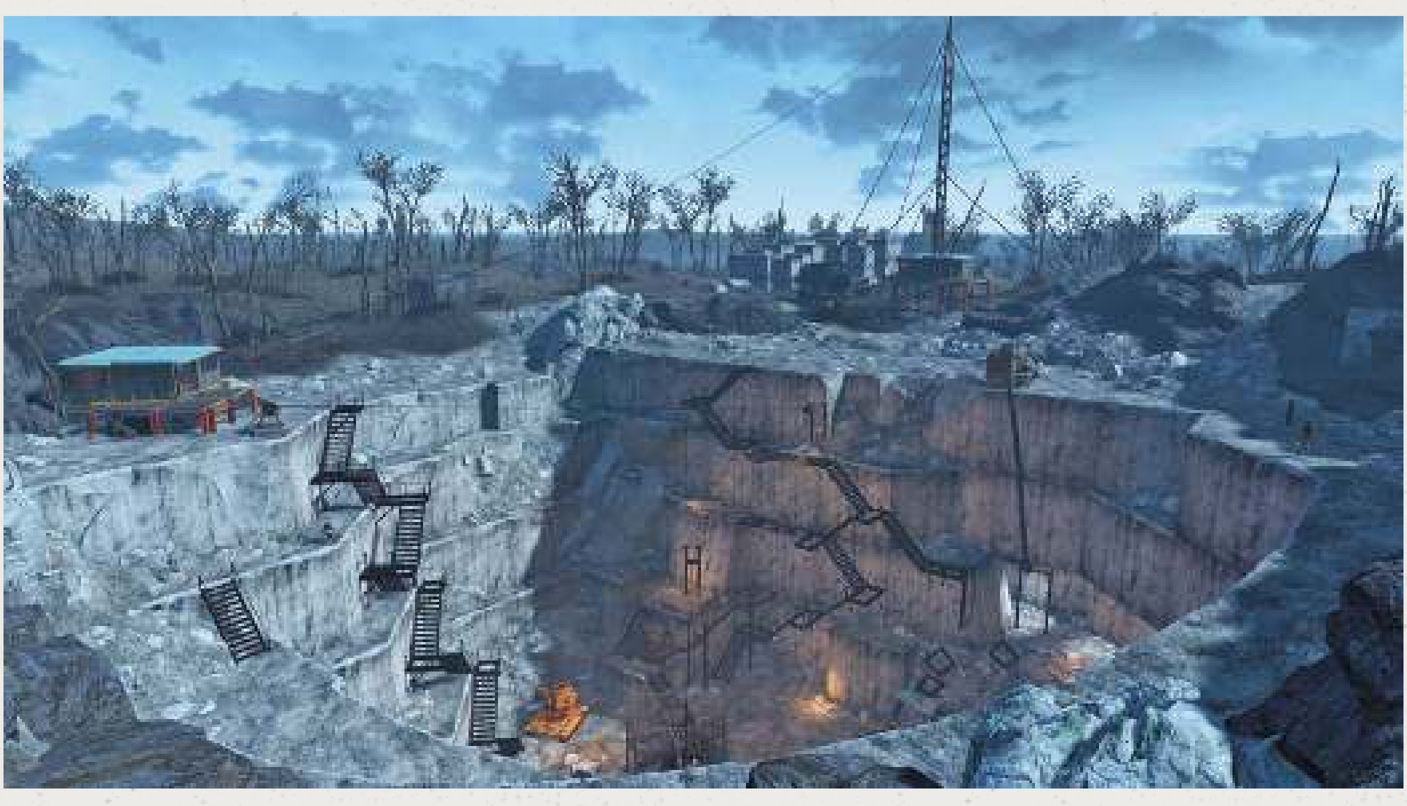
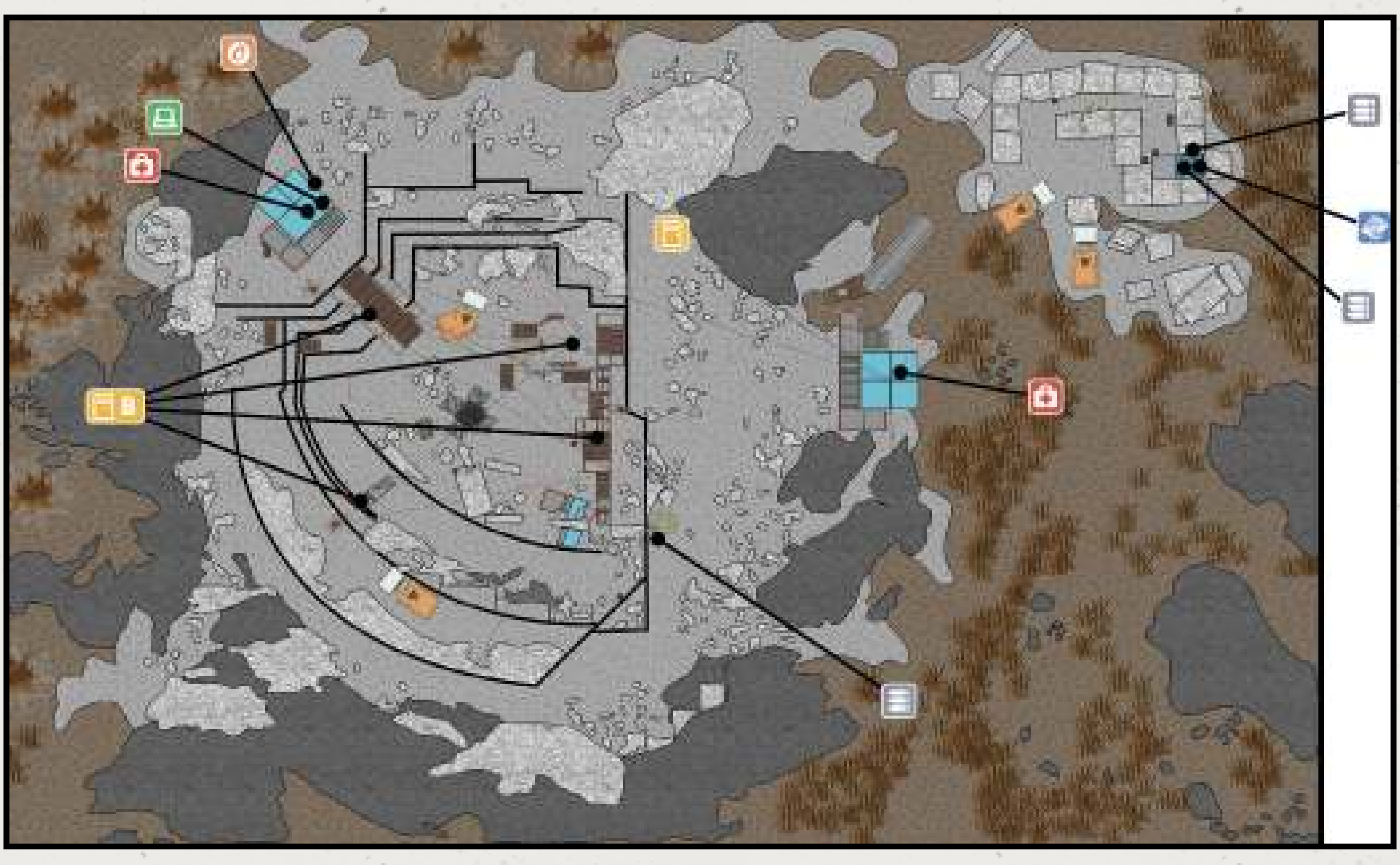
[4.03] Dunwich Borers

THREAT LEVELS 40+



- Armaments and Ammo+
- Armaments and Ammo: Mini Nuke (3)
- Armaments and Ammo: Trunk
- Collectible: Bobblehead: Sneak
- Collectible: Required Reading: Astoundingly Awesome Tales
- Crafting: Armor Workbench
- Crafting: Cooking Station
- Crafting: Weapons Workbench
- Danger: Escaping Gas!
- Danger: Grenades!
- Danger: Long Drop!
- Danger: Madness!
- Danger: Oil!
- Danger: Radiation (Mild)!
- Danger: Tripwires!
- Danger: Turrets!
- Faction: Feral Ghouls
- Faction: Raiders
- Faction: Character: Bedlam
- Faction: Character: Bradley Ramone
- Faction: Character: Bob Stanton
- Faction: Character: John Hatfield
- Faction: Character: Tim Shoots
- Health or Chems
- Quest Start: Miscellaneous (Dunwich Borers)
- Unique Item: Kremvh's Tooth

Fig 4.03A: Dunwich Borers (Exterior)



This is an old marble quarry with deep subterranean fissures and tunnels. Many have attempted to fully explore this place, but none have ventured back up to the surface. The same can be said for a group of Raiders, some of whom have wisely kept to the surface. For it is said something unspeakable occurred within these depths...

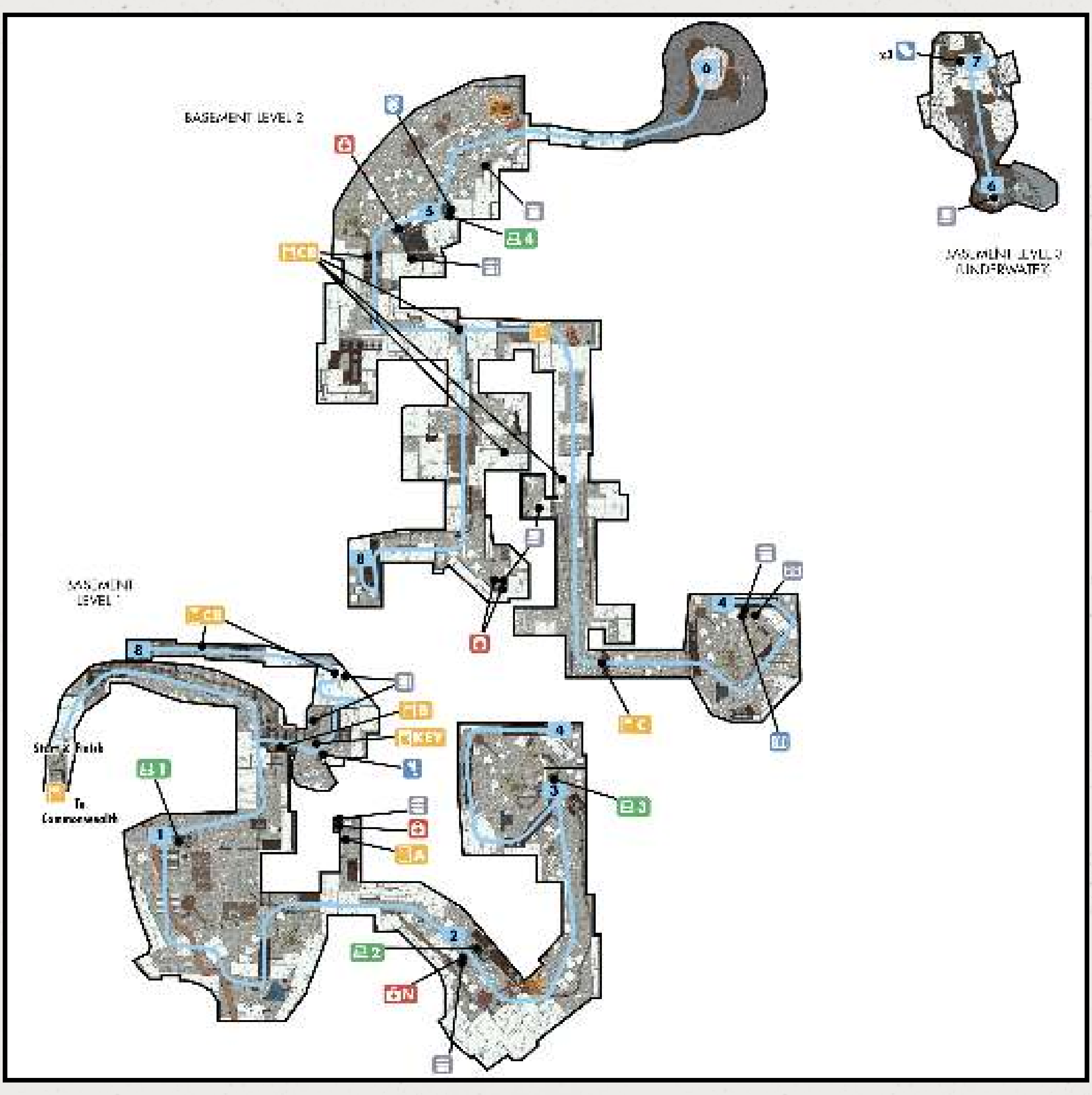
VAULT-TEC RECOMMENDED LOOT

- **Armaments and Ammo: Mini Nuke (3)**
- **Bobblehead: Sneak**
- **Required Reading: Astoundingly Awesome Tales**
- **Unique Item: Kremvh's Tooth**

Miscellaneous (Dunwich Borers)

Wise wanderers should line up the numbered stations with the map provided in this guide to minimize confusion and insanity. Don't forget the magazine and trunk under station #3. Should you wish to try some diving, don hazmat attire (but not Power Armor, as you'll sink to the bottom and won't be able to get back out), and locate a ceremonial dagger and three collectible Mini Nukes before you surface.

Fig 4.03B: Dunwich Borers (Interior)



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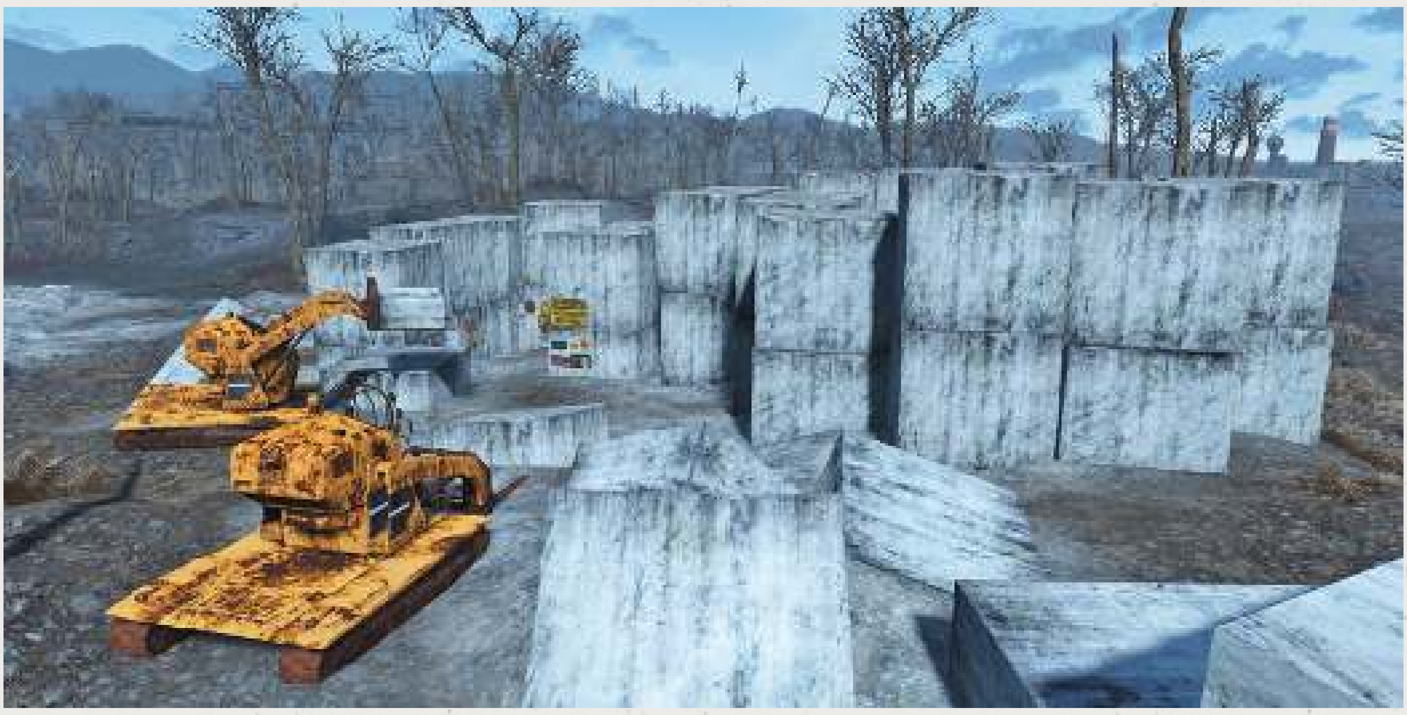
Primary Locations

[4.04] Hugos Hole

THREAT LEVELS 40+



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Bottlecaps
- collectible: robot model kit (mr. handy)
- Collectible: Holotape: Hugo’s Holotape
- Crafting: Chemistry Station
- Danger: Makeshift Bombs!
- Danger: Radiation (Severe)!
- Danger: Tripwires!
- Danger: Turret!
- Faction: Raider
- Faction: Character: Hugo
- Quest Visit: Miscellaneous (Dunwich Borers)

Between the thick cubes of marble on the northeast side of Dunwich Borers is the well-defended hidey-hole of Hugo, a local explorer. Listen to his Holotape for clues regarding the horrors at the adjacent quarry. Unlock his trunk (Expert) if you’re the pilfering sort. There’s a hazmat suit here, too, if you need to swim down an ancient irradiated well for some reason. Did you also check Hugo’s sleeping area for a metal shelf with a robot model kit on it? Have you found them all yet?

VAULT-TEC RECOMMENDED LOOT

c

ollectible: robot model kit (mr. handy)

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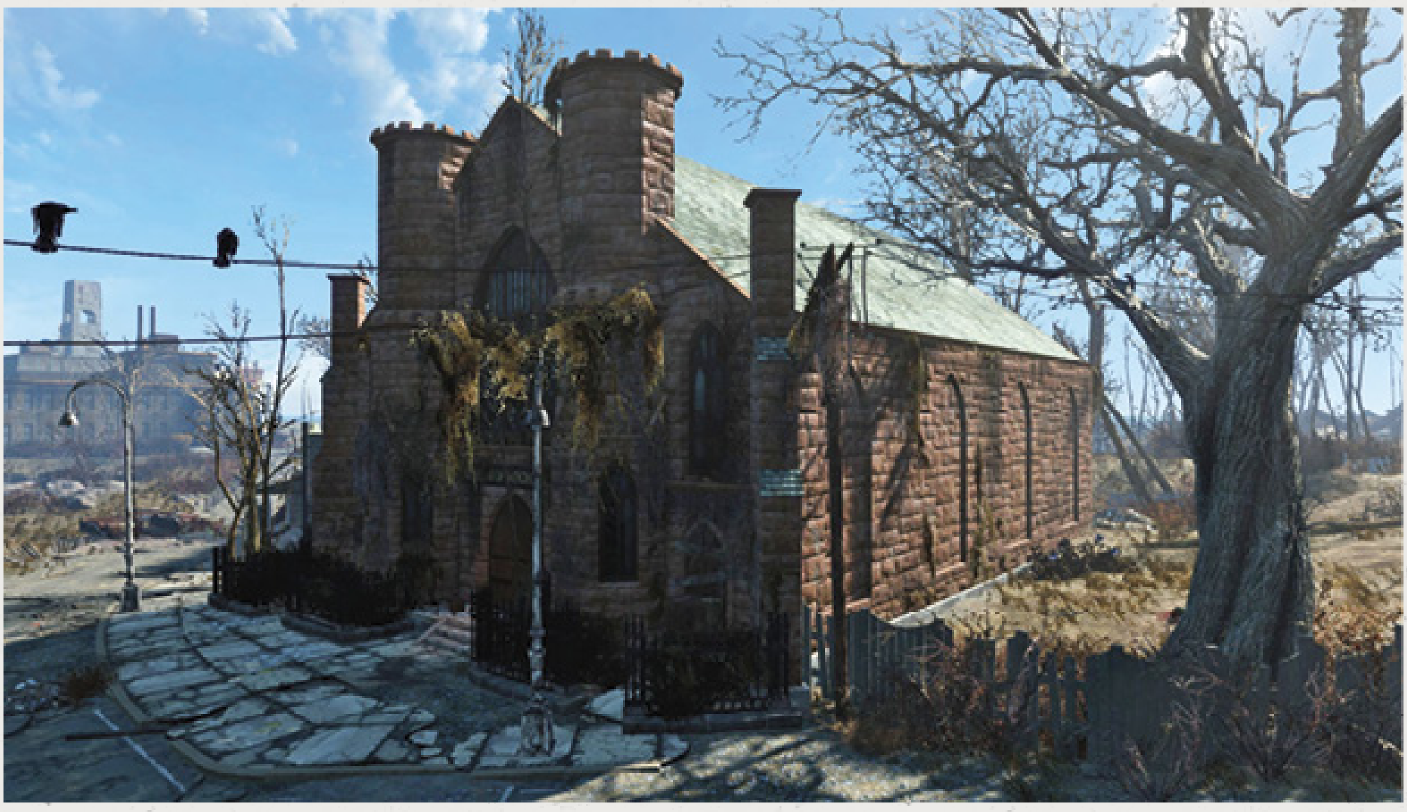
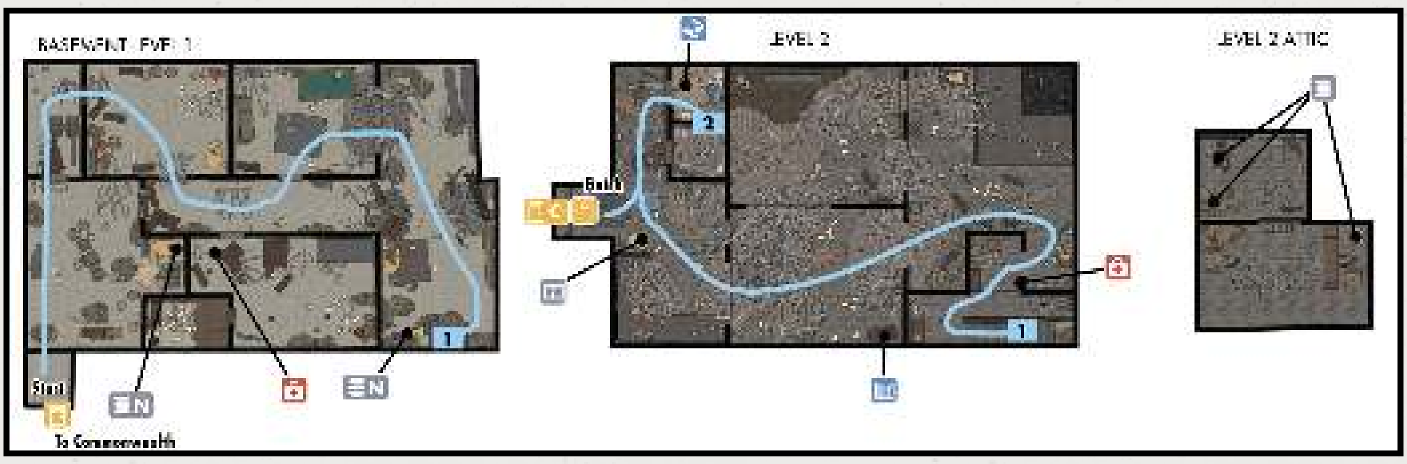
[4.05] Museum of Witchcraft (Salem Township)

THREAT LEVELS 45+



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Collectible: Required Reading: Grognak the Barbarian
- Faction: Deathclaw
- Faction: Gunner
- Faction: Character: Private Hart
- Faction: Character: Sergeant Lee
- Health or Chems
- Quest Start: The Devil's Due (Side)

Fig 4.05: Museum Of Witchcraft (Interior)



VAULT-TEC RECOMMENDED LOOT

Required Reading: Grognak the Barbarian

A historic church greets visitors wishing to learn more about Salem's past, though the greeting is initially more subdued. The front door is chained, and the only entrance is via a basement hatch. Inside, it appears something terrifying is haunting this place. Need to reach the attic? A jetpack is in order

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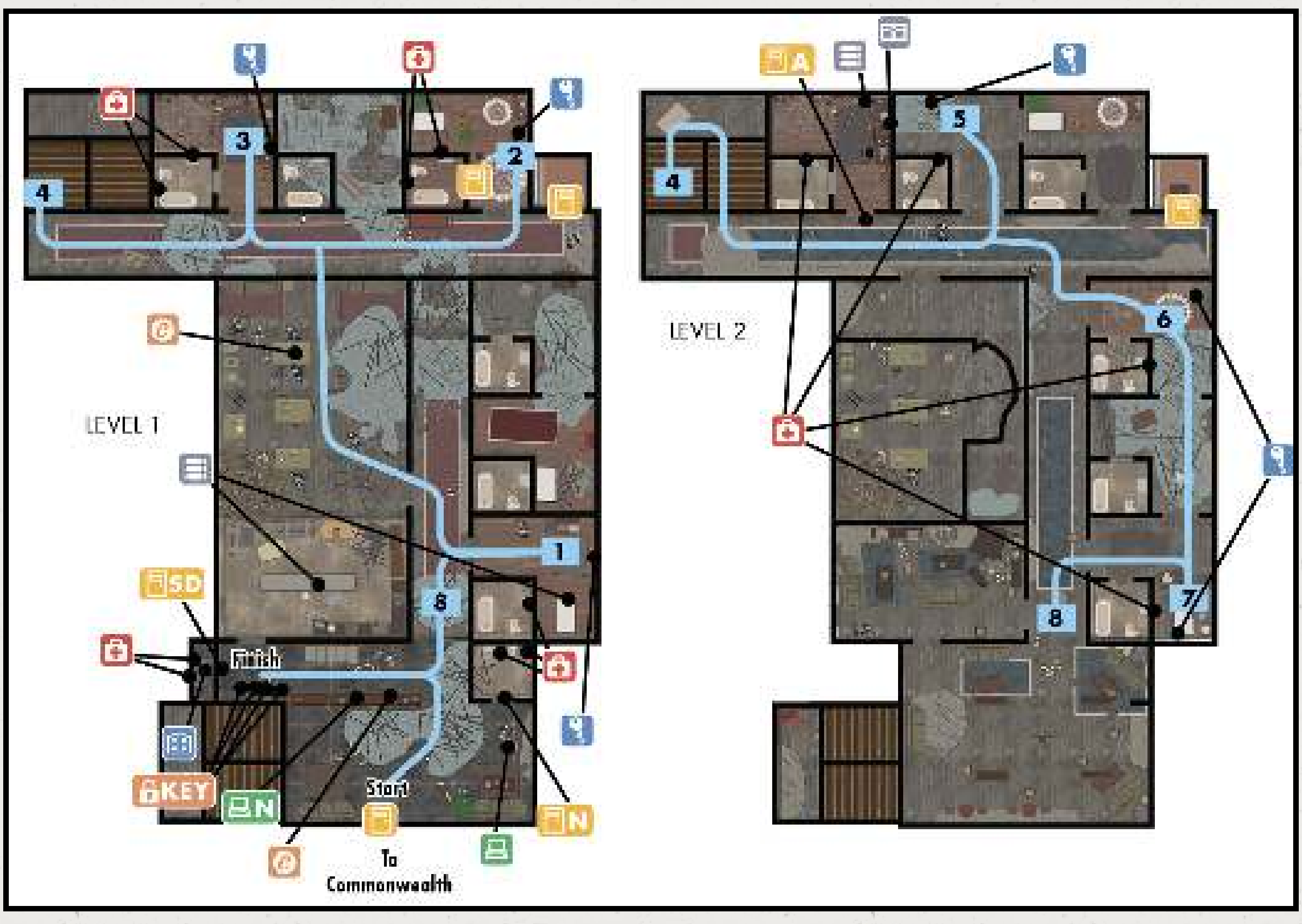
[4.06] Sandy Coves Convalescent Home (Salem Township)

THREAT LEVELS 45+

- Armaments and Ammo
- Armaments and Ammo: Trunk
- Bottlecaps
- Collectible: Required Reading: Massachusetts Surgical Journal 9
- Crafting: Chemistry Station
- Faction: Radroaches
- Faction: Robots
- Faction: Synths (the Institute)
- Health or Chems+++

Fig 4.06: Sandy Coves Convalescent Home (Interior)



VAULT-TEC RECOMMENDED LOOT

Required Reading: Massachusetts Surgical Journal

A nursing home for the elderly, the residents of Sandy Coves have been experiencing the very best in automated care now for over 200 years. The front desk terminal (Novice) near the book return terminal has locations of residents' keys to open the adjacent safes. Hunt for all six, and claim the contents (mainly chems) from the safes. Watch for a synth ambush on your way out.

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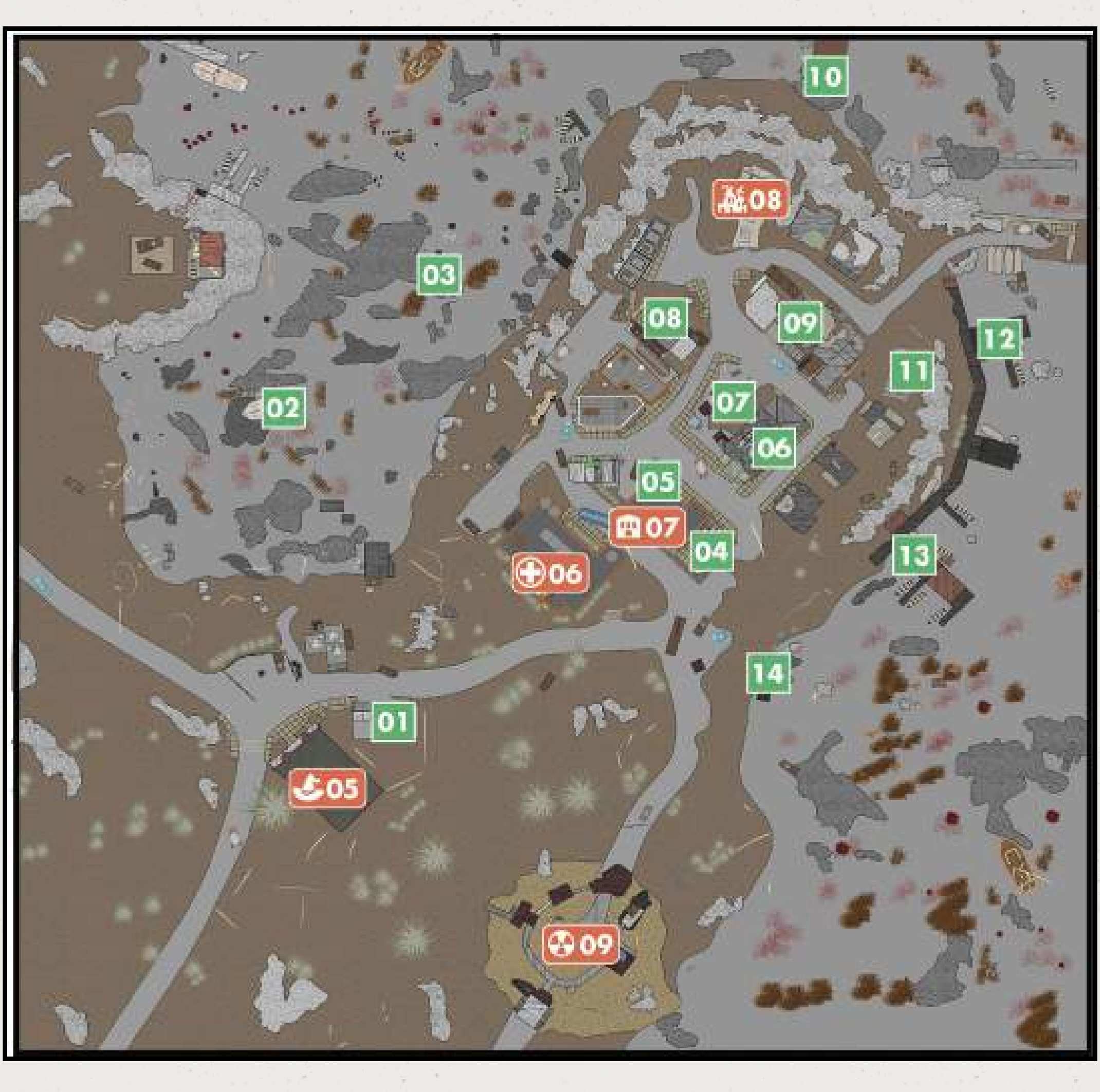
[4.07] Salem (Salem Township)

THREAT LEVELS 45+

- Armaments and Ammo+
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Mini Nuke (Fat Man)
- Bottlecaps+
- Danger: Radiation (Mild)!
- Faction: Mirelurks
- Health or Chems
- Quest Start: Miscellaneous (Barney Rook)

Salem (Exterior)

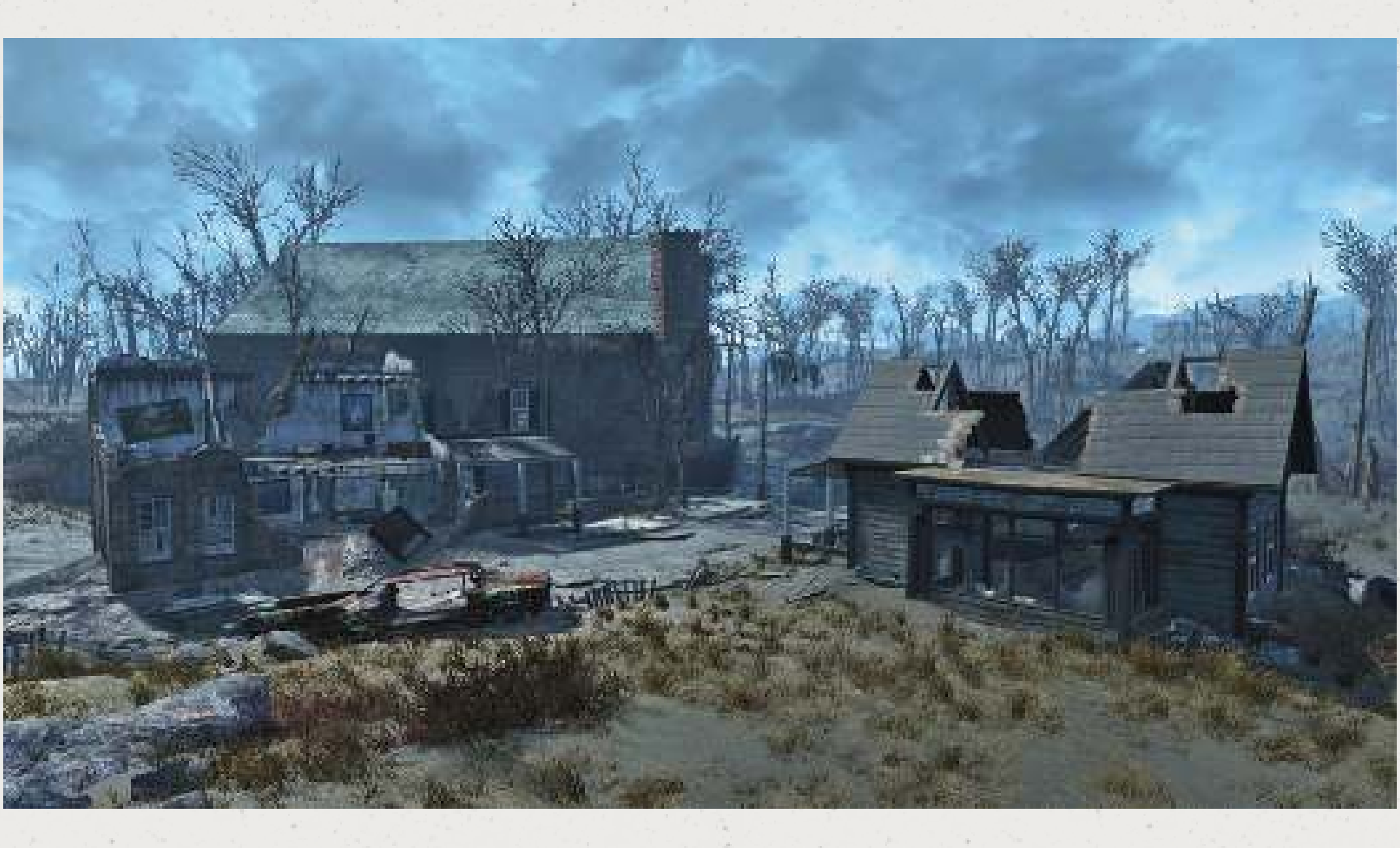


VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke and Fat Man

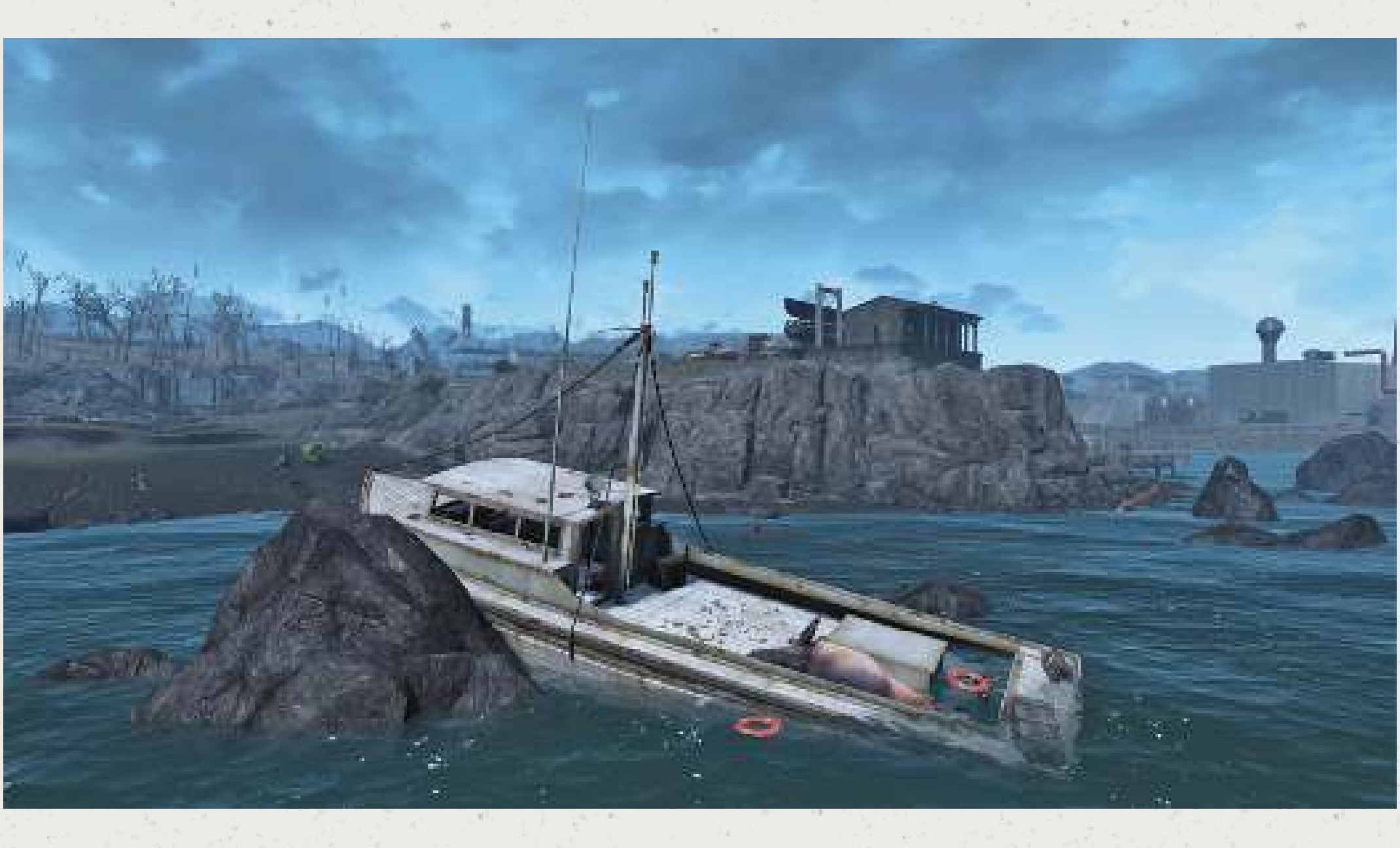
Once a quaint coastal town and seaport, this tourist destination was infamous for its witch trials of 1692. Nowadays the population has dwindled considerably due to Gunner activity in the area, the crazies worshipping a radiation crater down the road, and the large number of mating Mirelurks in the waters all around the bay. Proceed at your own risk.

[01] Museum Cottages



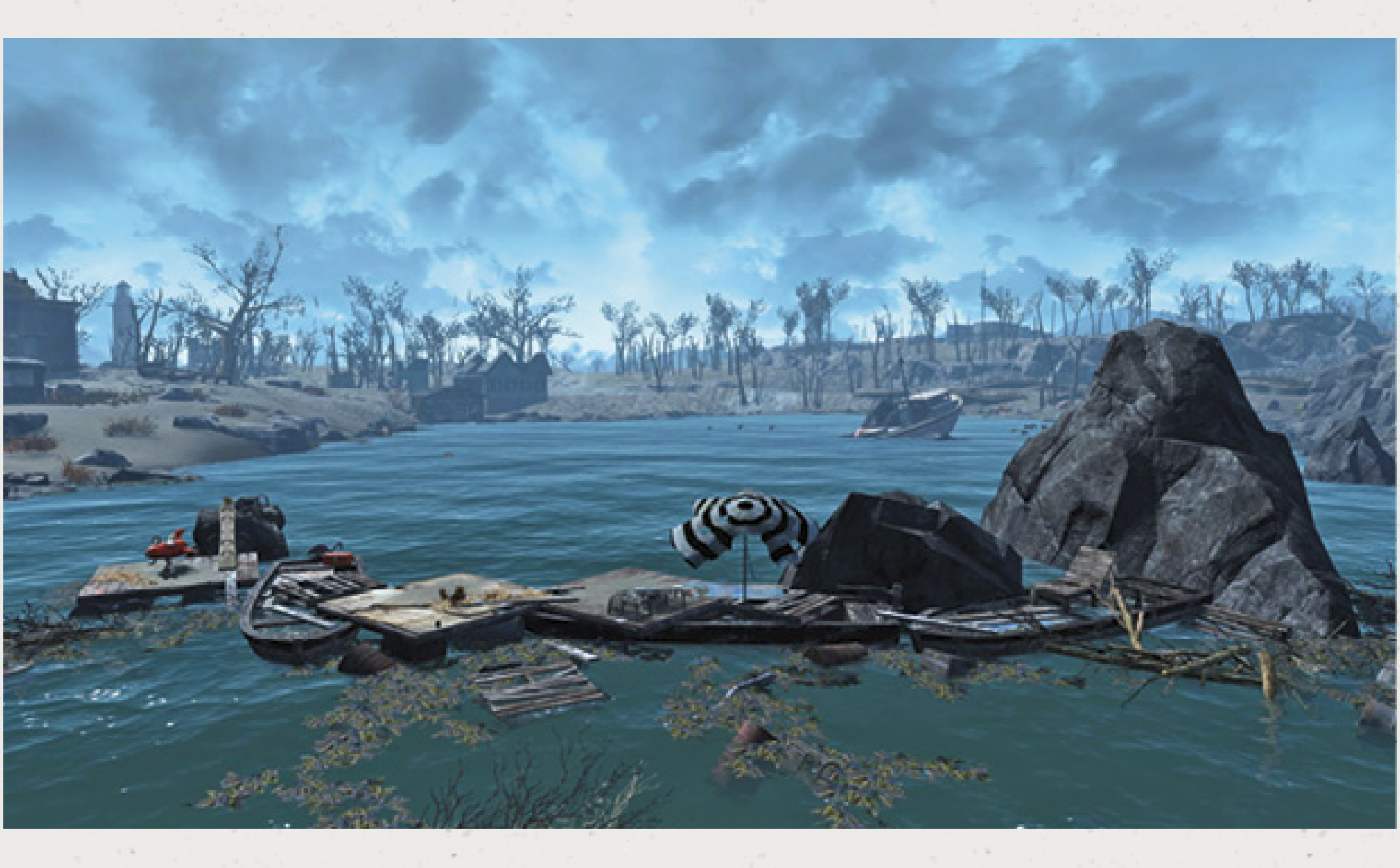
The ruins of the cottages have a safe (Expert) still intact on the upper level.

[02] Fishing Boat



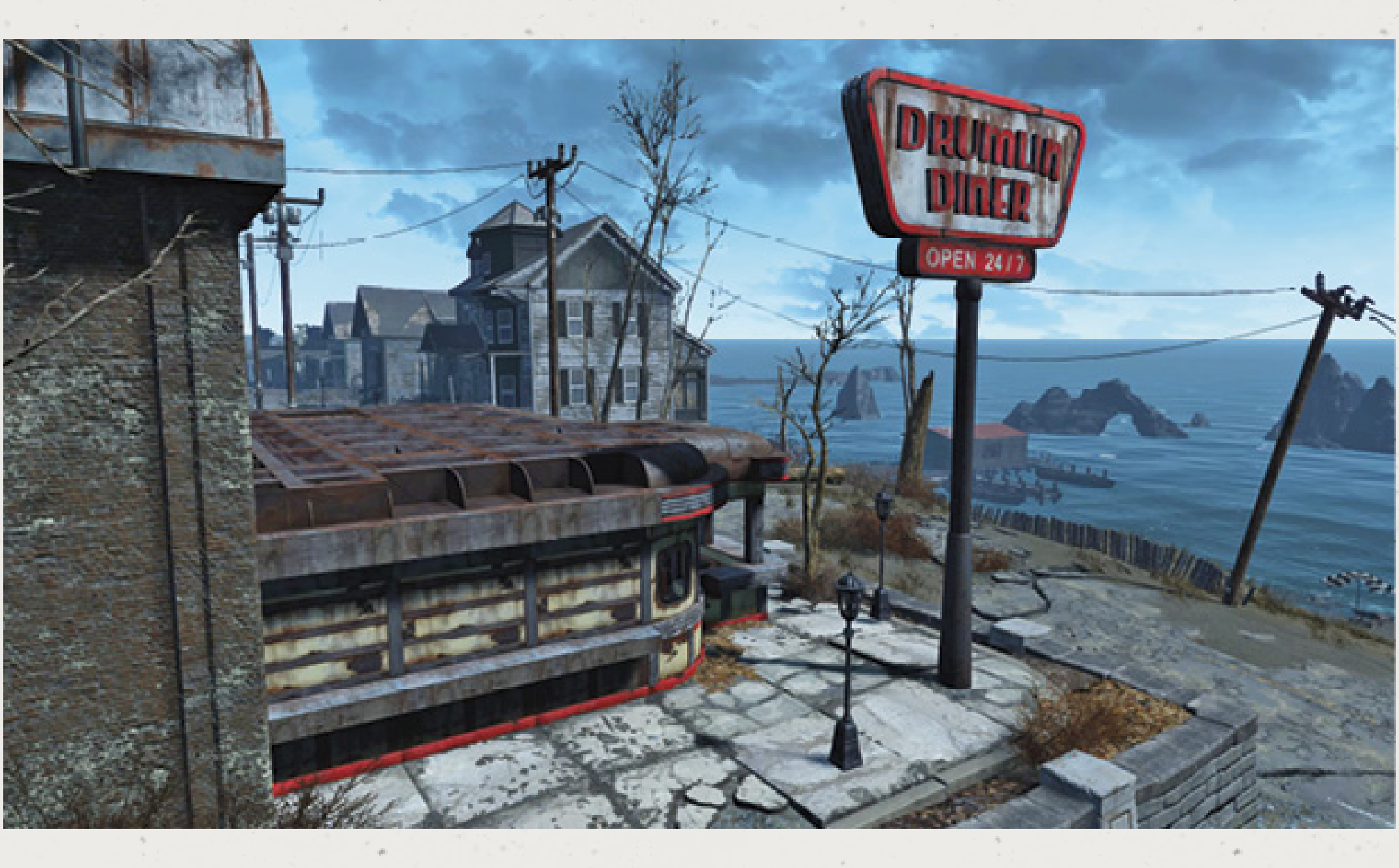
An impressive catch is on the deck. But you're here to scavenge the toolbox.

[03] Flotsam And Jetsam



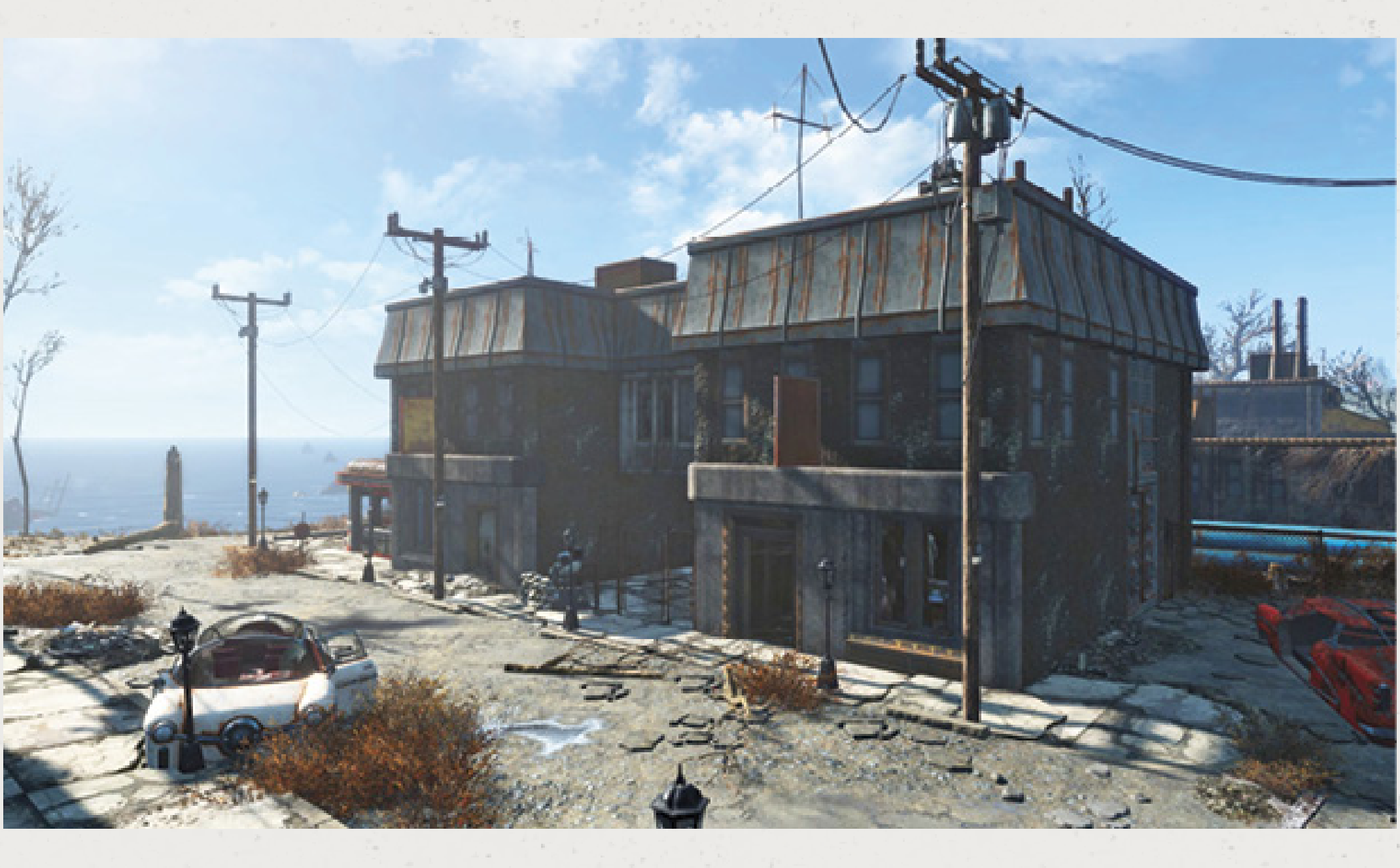
A few minor items and some playground equipment fashioned into stepping stones across the bay.

[04] Drumlin Diner



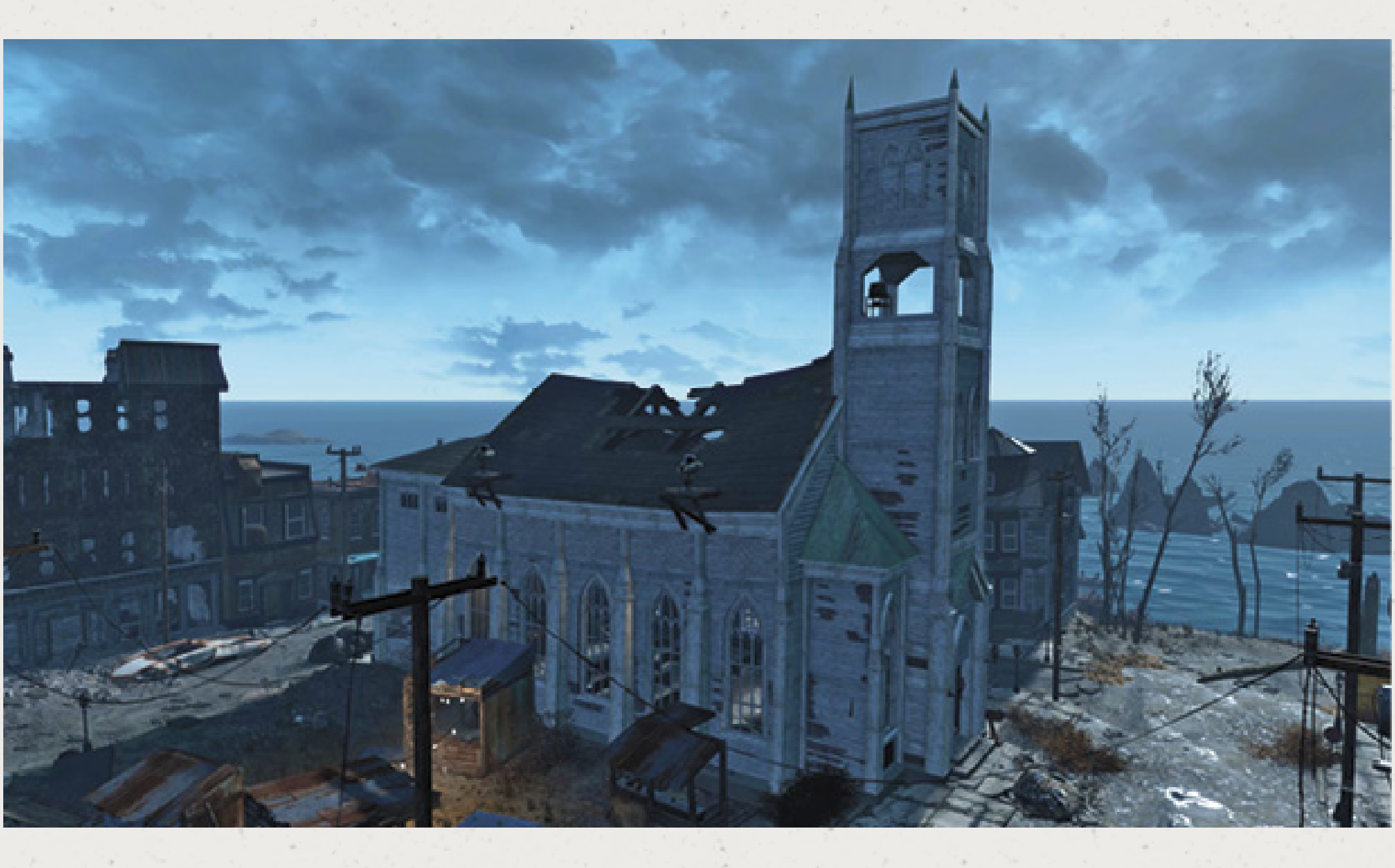
Here for a quick meal? There's a few cans to gather, along with some health.

[05] Clothing Store



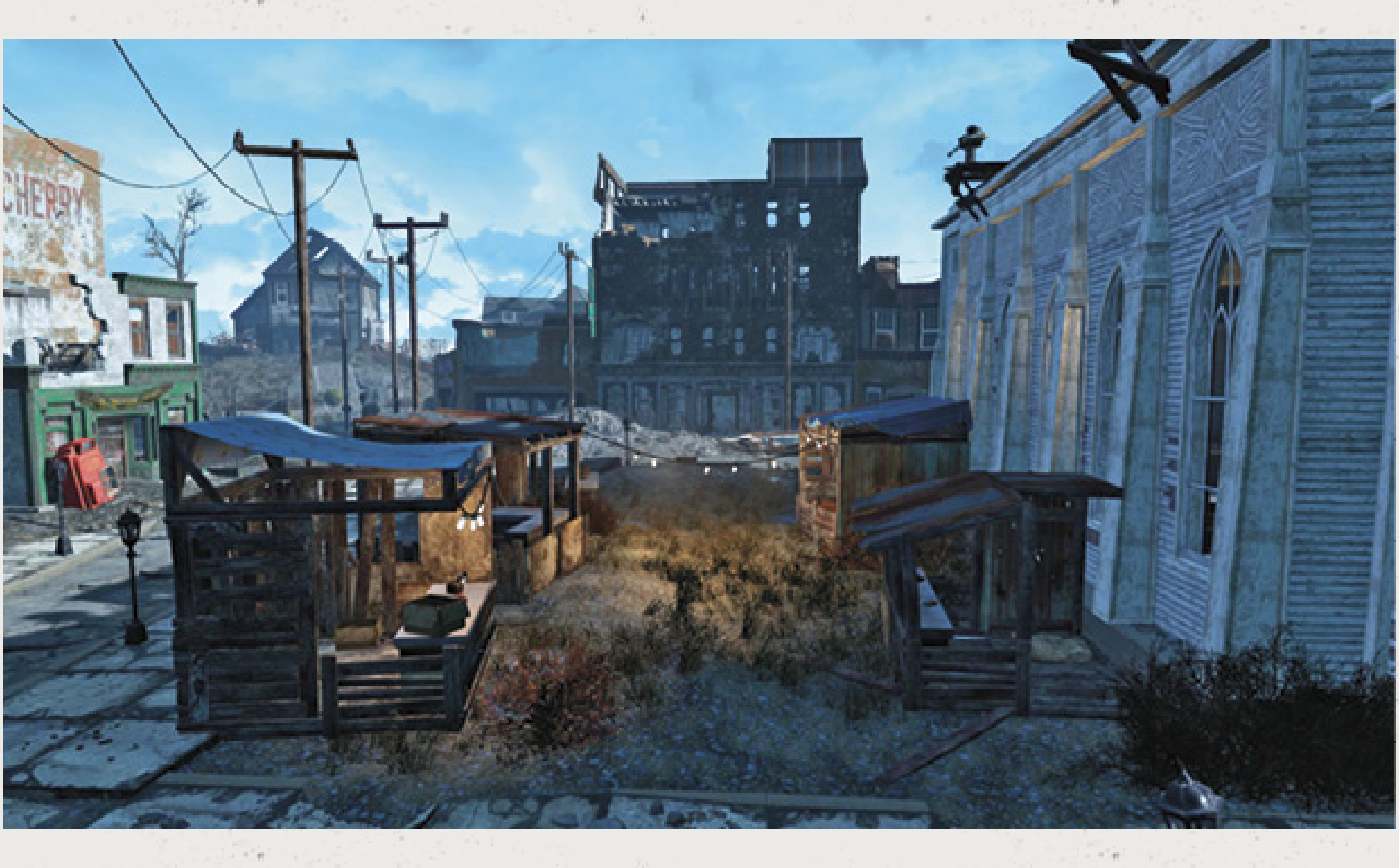
Come for the fashionable items. They're a steal! Then check the small connecting bridge for the ammo. The chain-link area between the clothing store and diner has a terminal and a turret. Consult the Rook Family House Miscellaneous quest for more information.

[06] Salem Church



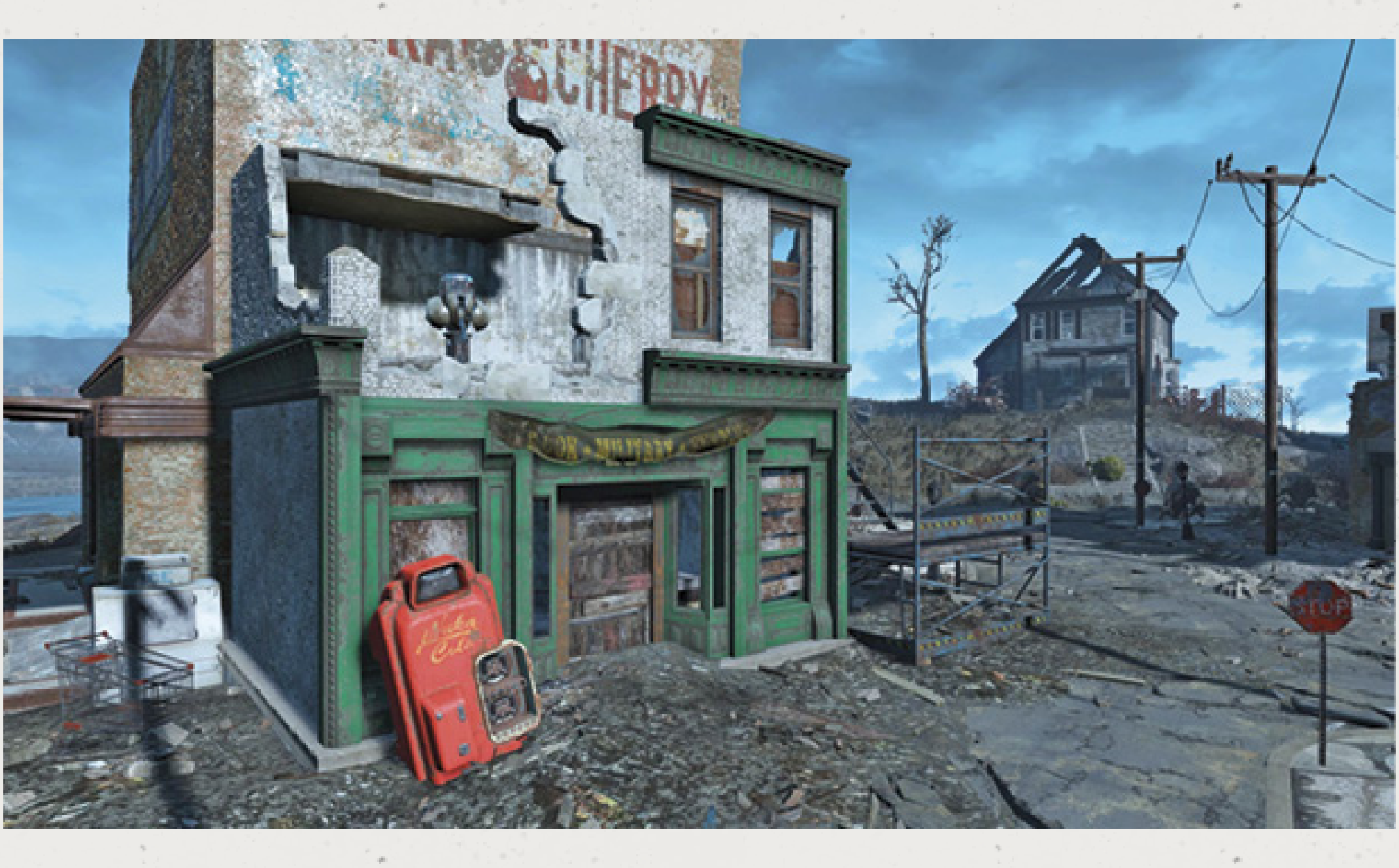
There's very little to scavenge in this church, until you ascend to the upper floor (there's ammo). Climb the steeple for a terminal related to the Rook Family House Miscellaneous quest, as well as a Mini Nuke and caps stash.

[07] Market Stalls



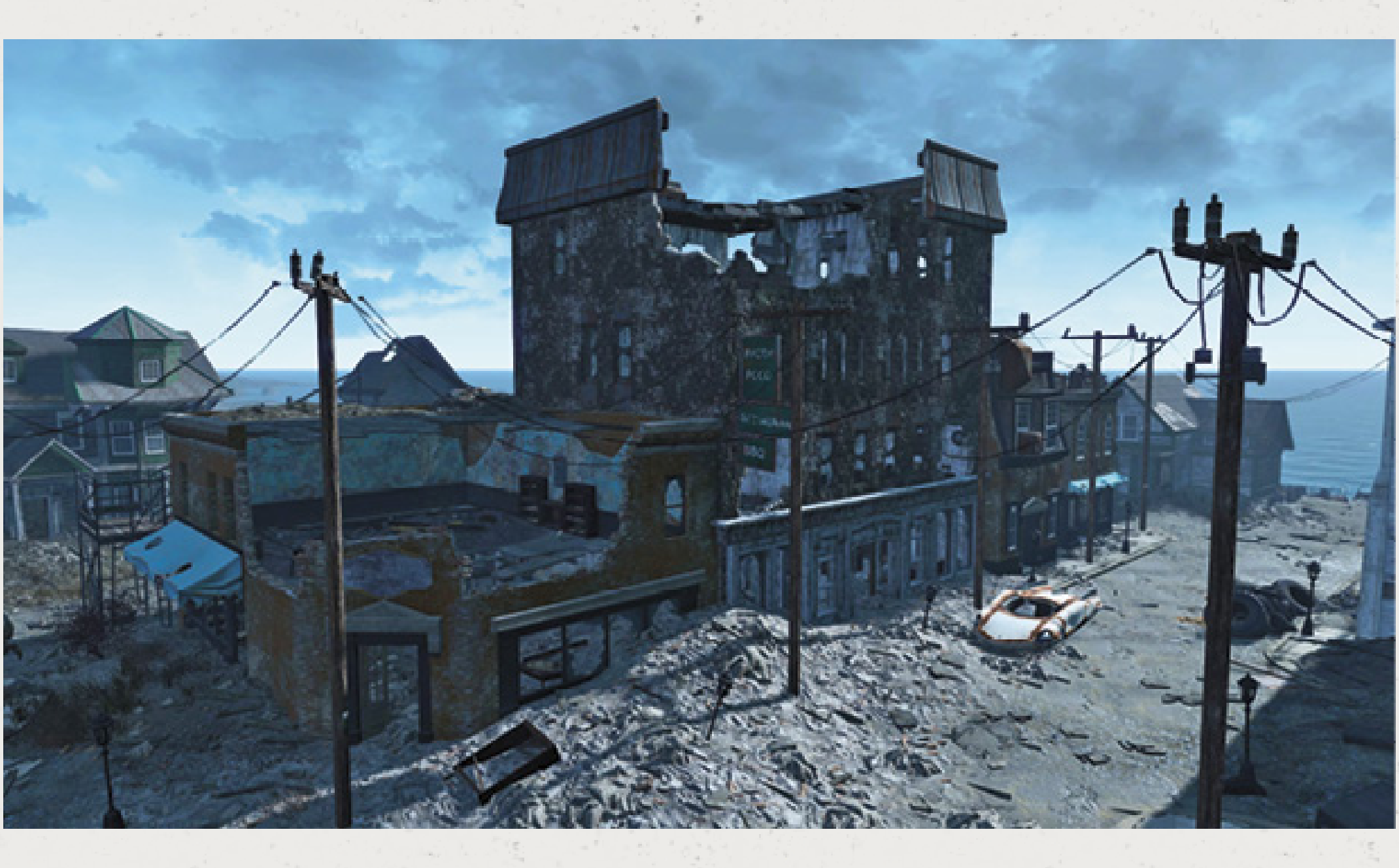
Mirelurks have terminated the once-thriving bartering market, though there's still some minor items to scavenge.

[08] Rook Military Surplus



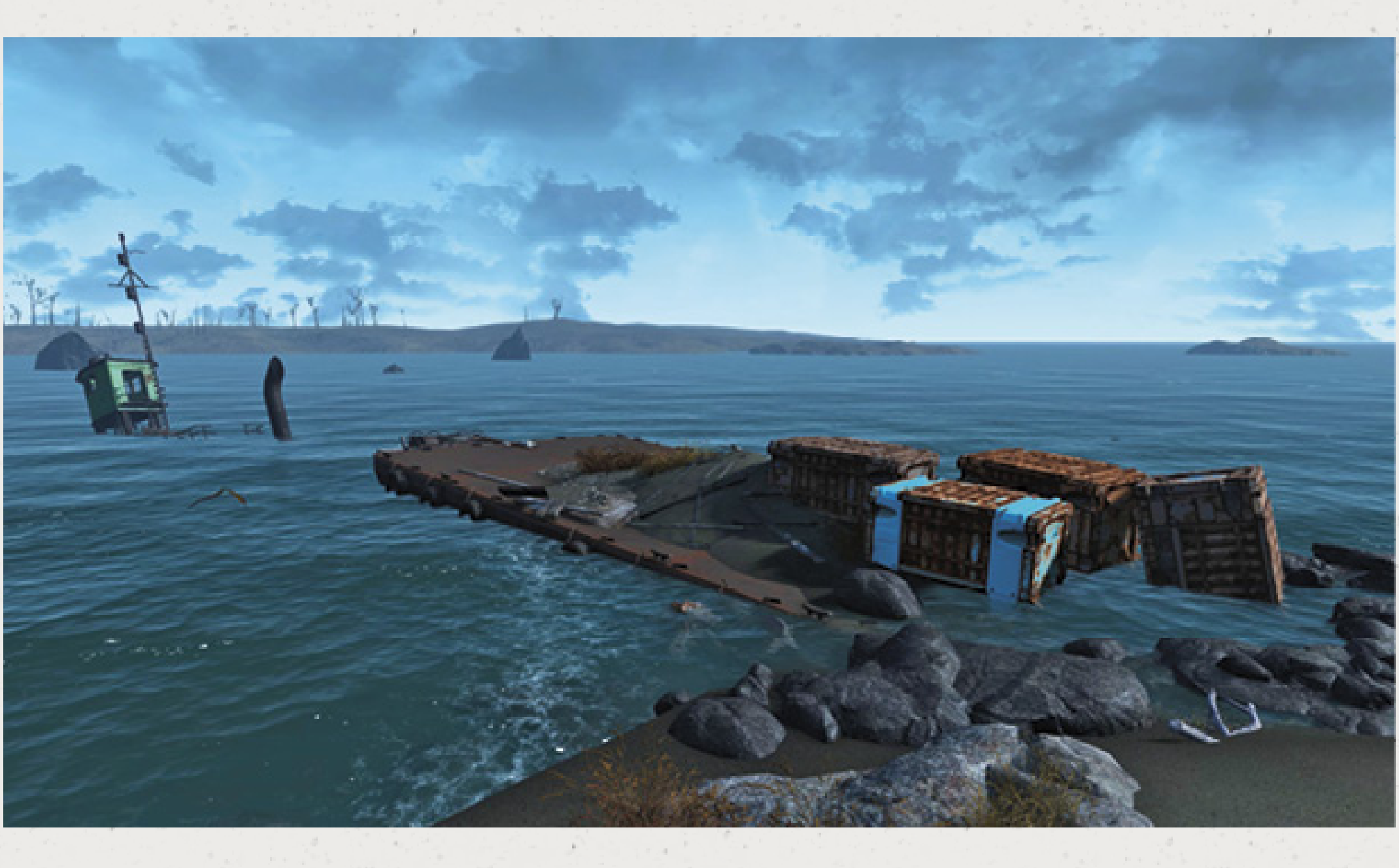
The upper floor of this gun shop belonging to Barney Rook houses a terminal and turret. Activate it during the specified quest. There's a Fat Man, caps stash, and safe (Master) for your troubles.

[09] Ruined Restaurant And Offices



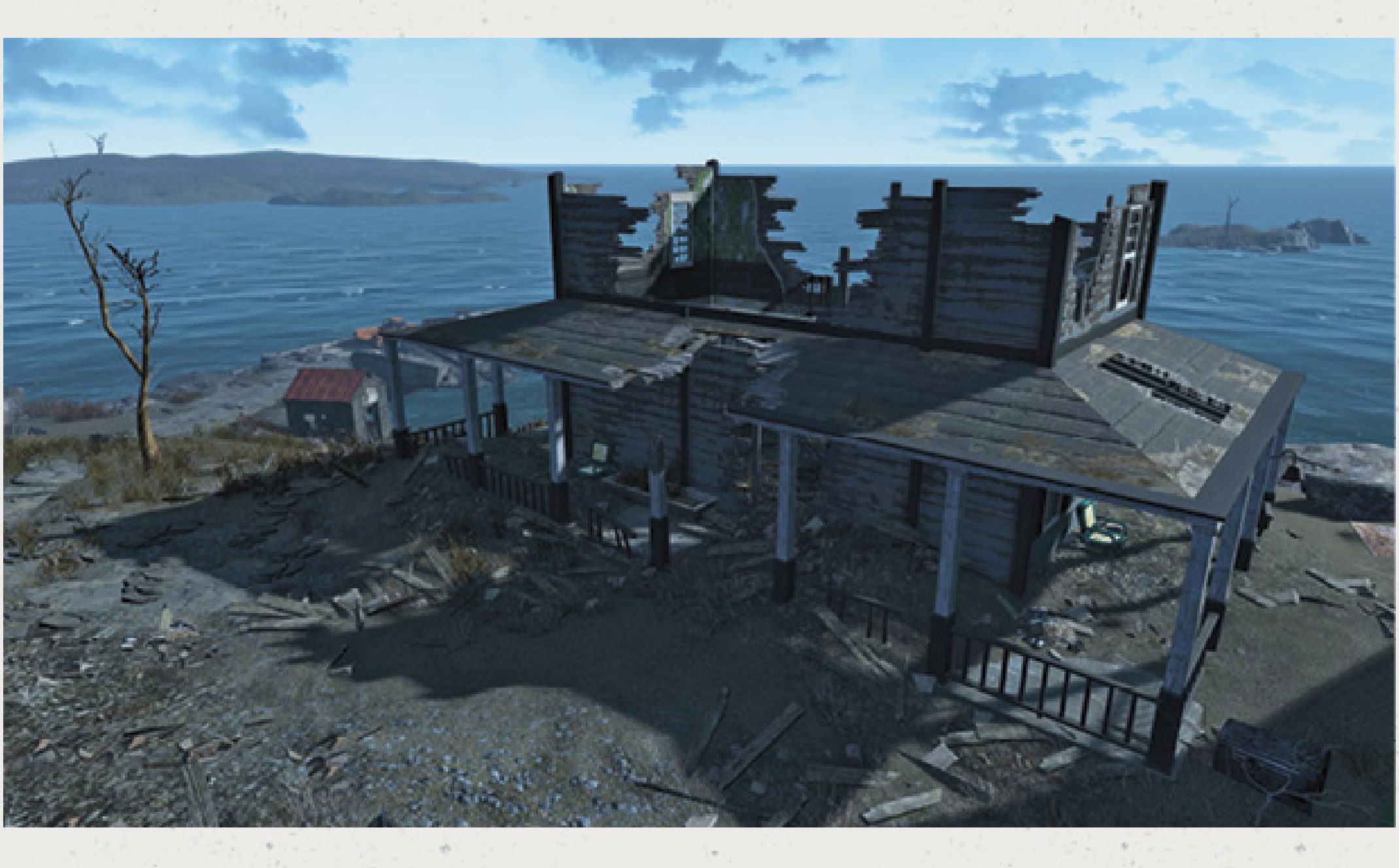
The buildings in this block are in a terrible state of repair. Ascend through the office building or via the scaffold steps near Barney Rook's place, and you can access two of the machine-gun turret terminals. Do this during the specified quest.

[10] Submerged Barge



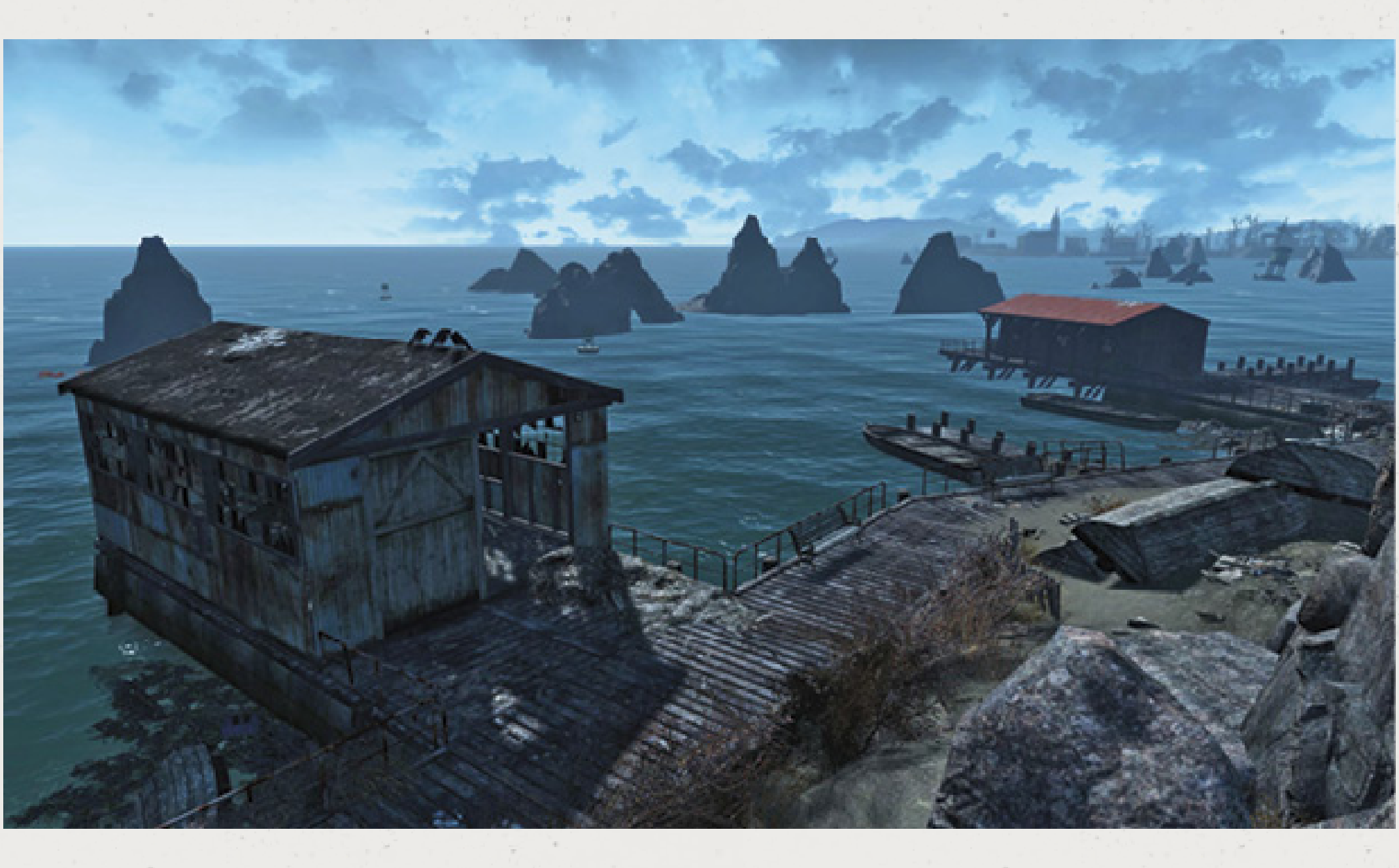
A small barge has run aground on the northern shore. Dive into the boat to secure some health.

[11] Ruined Beach House



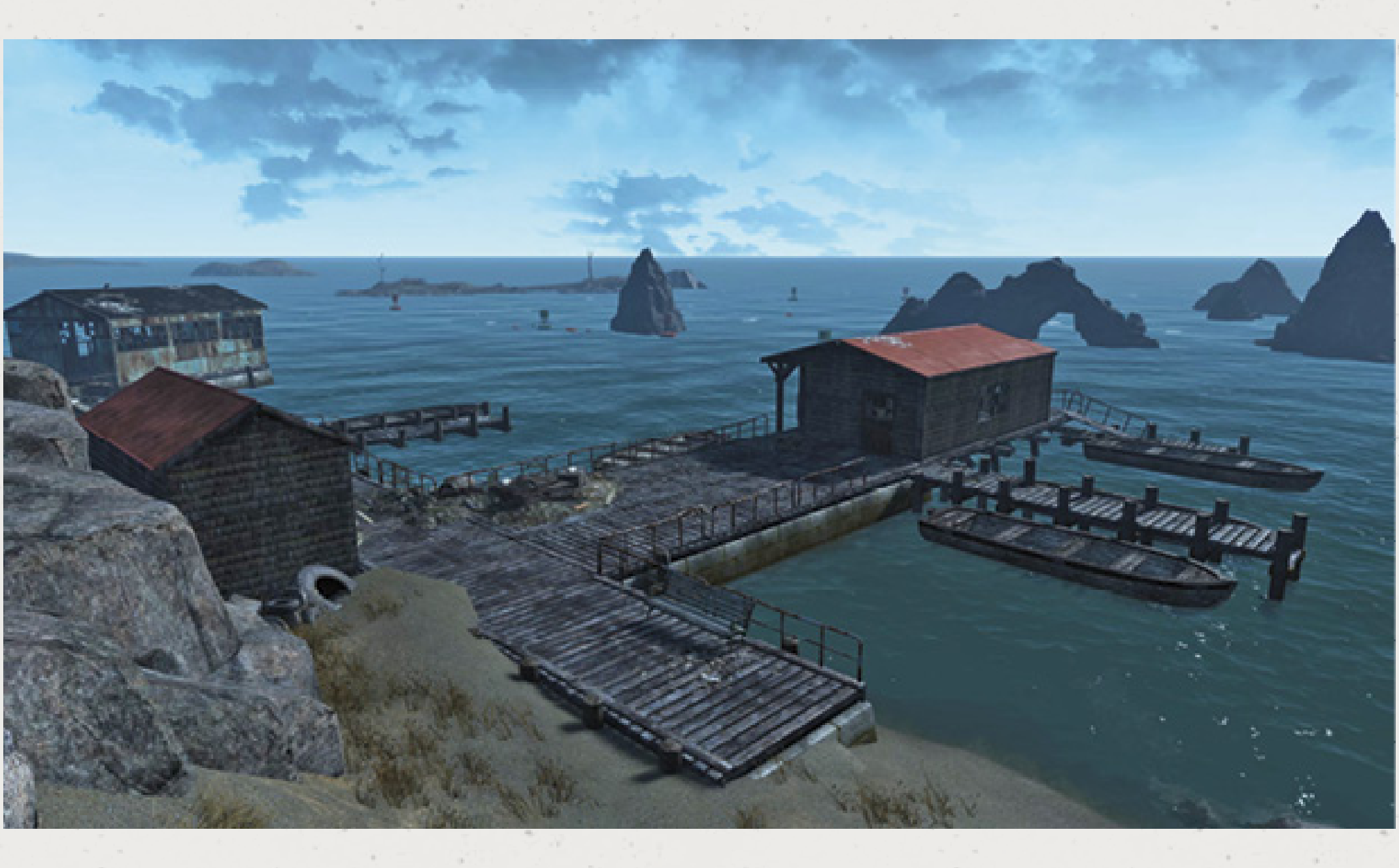
This beach house is one of the many dilapidated structures of Salem. It has a few scattered chems upstairs.

[12] Wharf Warehouse



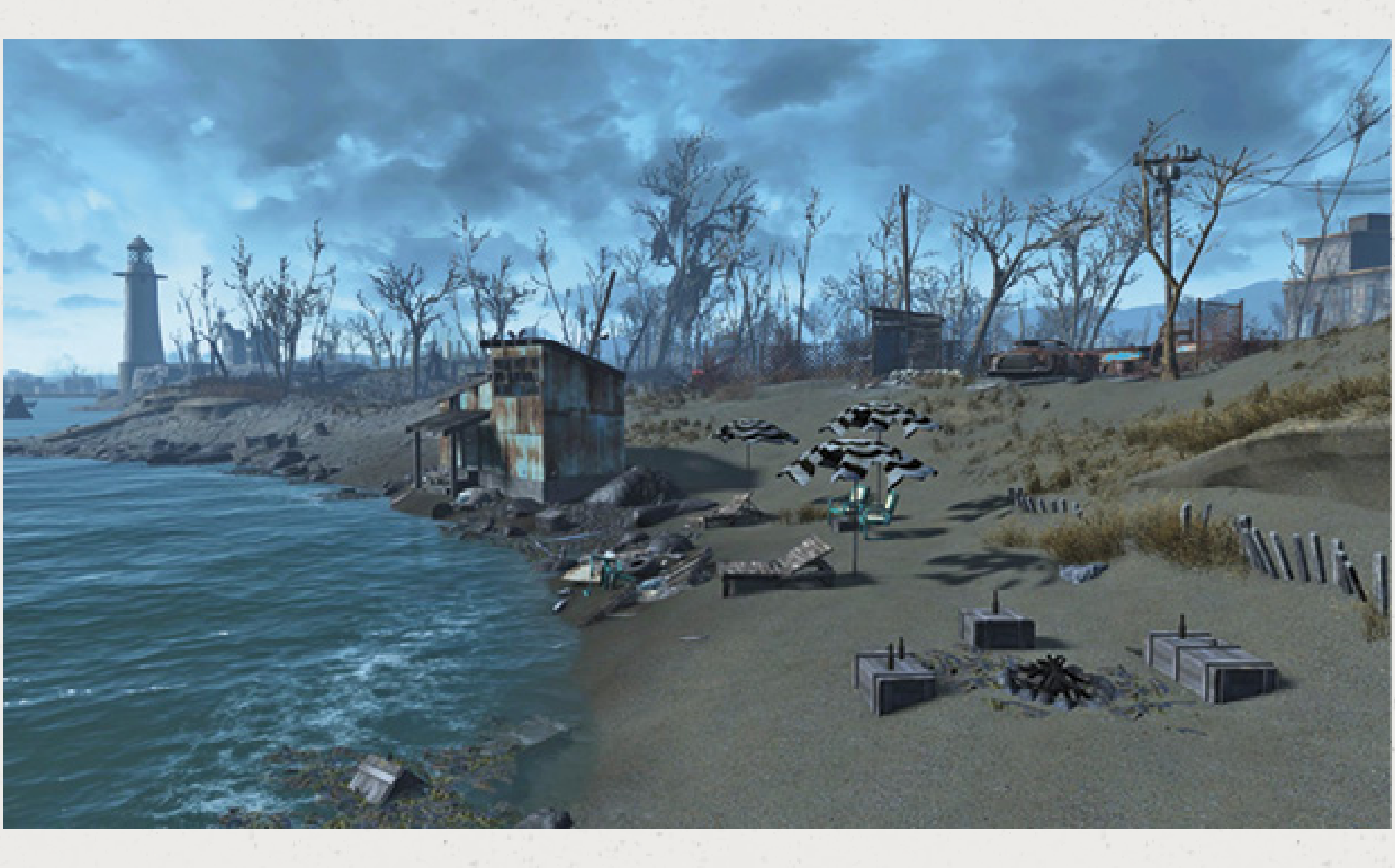
Both wharf warehouses have been picked clean of most supplies. Beware of Mirelurks.

[13] Eastern Wharf



A small hut by the rocks has a stash of Caps, while the boathouse gently creaks in the breeze. The rocks to the southeast look interesting...

[14] Salem Beach



This desolate stretch of sand has some strewn loungers and a small ocean-front shack with a safe to crack (Expert).

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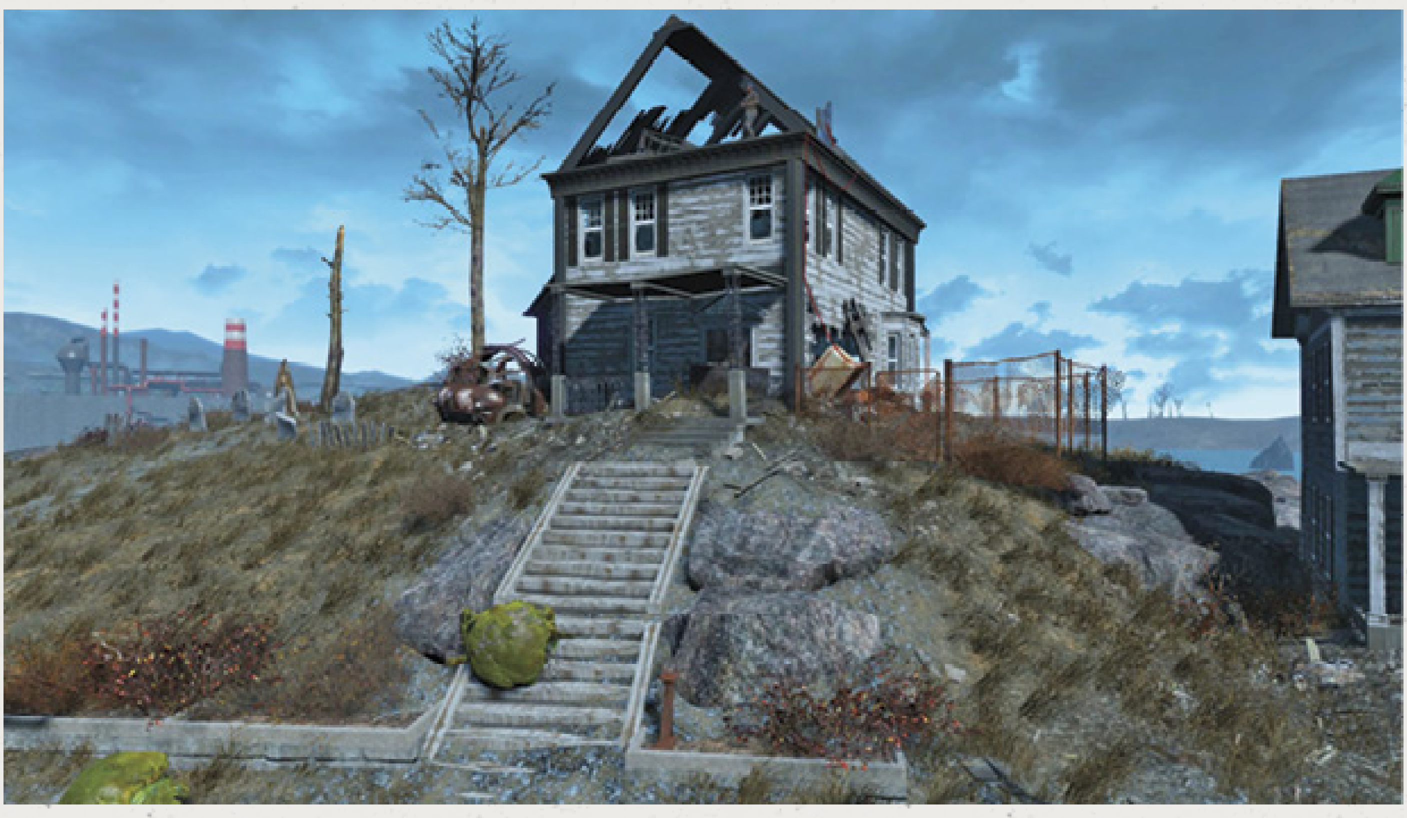
[4.08] Rook Family House (Salem Township)

THREAT LEVELS 45+



- Armaments and Ammo
- Collectible: Required Reading: Guns and Bullets
- Bottlecaps
- Crafting: Weapons Workbench
- Faction: Mirelurks
- Faction: Scavenger
- Faction: Character: Barney Rook
- Health or Chems
- Quest Start: Miscellaneous (Barney Rook)
- Unique Weapon: Reba
- Unique Weapon: Reba II

VAULT-TEC RECOMMENDED LOOT

Required Reading: Guns and Bullets

Unique Item: Reba II

Barney Rook was a keen survivalist and has defended his property with impressive fortitude. He is currently under Mirelurk attack.

Miscellaneous (Barney Rook)

1. Kill the Mirelurks (3)

2. Talk to Barney

3. Meet Barney in his bunker

4. Activate Barney's turrets (5)

5. Report back to Barney

CHARISMA

(Easy, Medium) Ask for a reward for your troubles.

Crack open a few Mirelurk shells before speaking to the homeowner. He opens the previously inaccessible gate. Enter the ruined home and descend into the basement via the trapdoor. Here you meet Barney and his favorite gun, Reba. Agree to help him.

Activate his defense turrets around Salem (shown on the Salem Township map). Once complete, return to receive a key to his workshop and the unique weapon Reba II. Kill Barney for the previous iteration, Reba.

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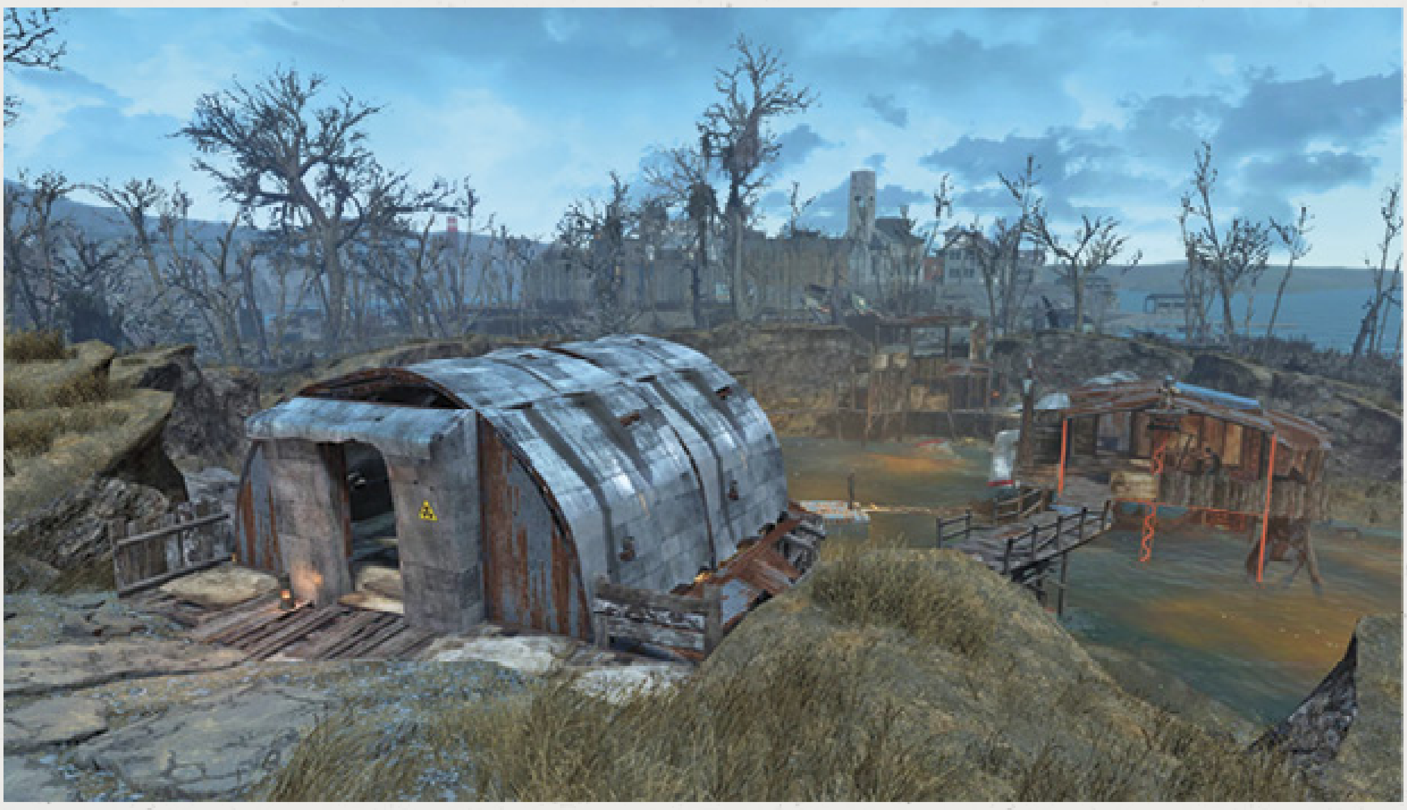
[4.09] Crater House (Salem Township)

THREAT LEVELS 45+



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Collectible: Required Reading: Wasteland Survival Guide
- Crafting: Chemistry Station
- Crafting: Cooking Station
- Danger: Radiation (Severe)!
- Danger: Turrets!
- Faction: Children of the Atom
- Health or Chems
- Quest Start: Miscellaneous (Crater House): Message In a Bottle – Trapped For Days

VAULT-TEC RECOMMENDED LOOT

Required Reading: Wasteland Survival Guide

The more lunatic of local cults has constructed a rickety shanty hamlet on top of an old, irradiated aircraft crash site. This seems to be some kind of gathering spot. Do not bathe in the water. Pick the safe (Expert) and access the terminal (Novice) to switch off the turrets and spotlights.

Message In A Bottle – Trapped For Days

1. Find and collect the message in a bottle located along the coast, just northeast of Crater House.

2. Swim out to Secondary Location [4.11] Sunken Fishing Boat and loot the marked trunk.

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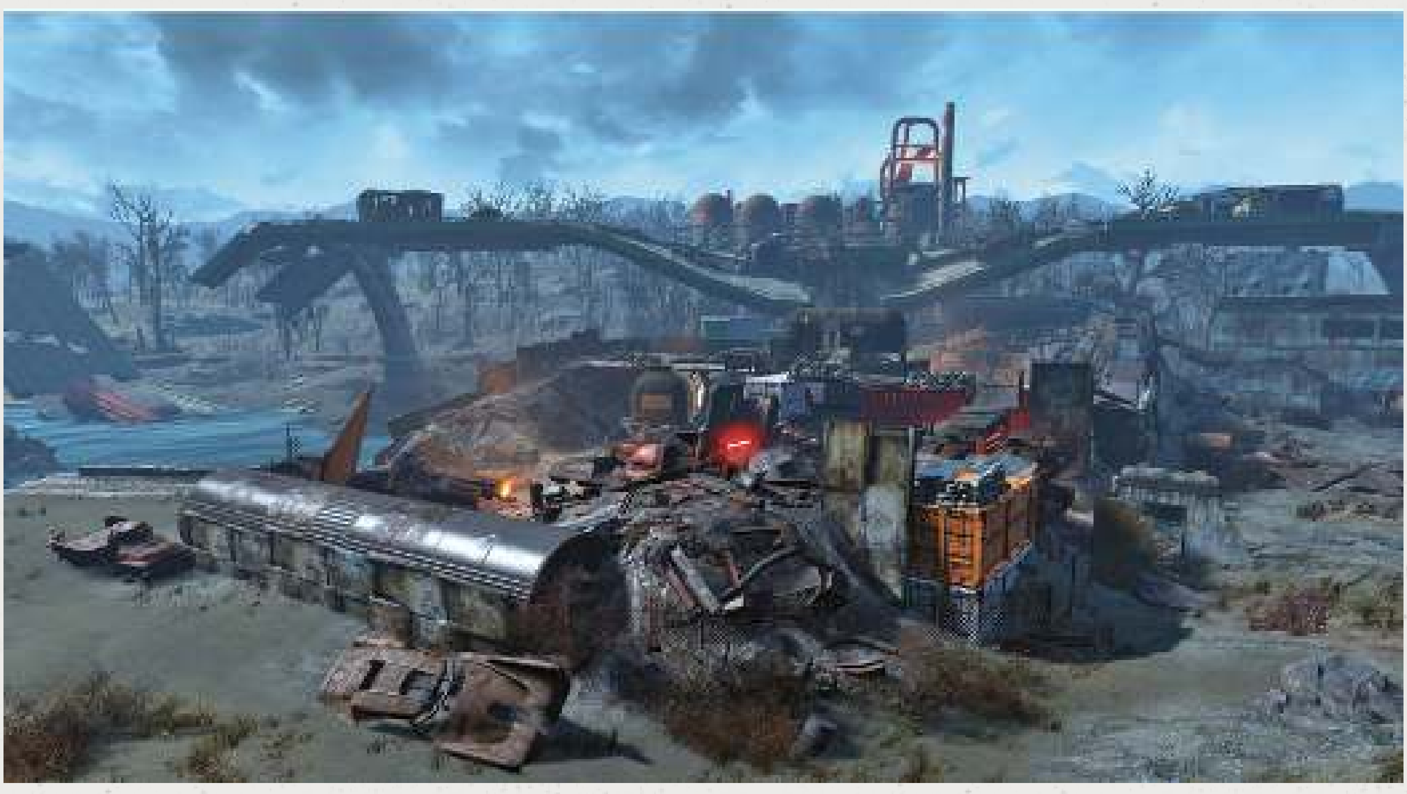
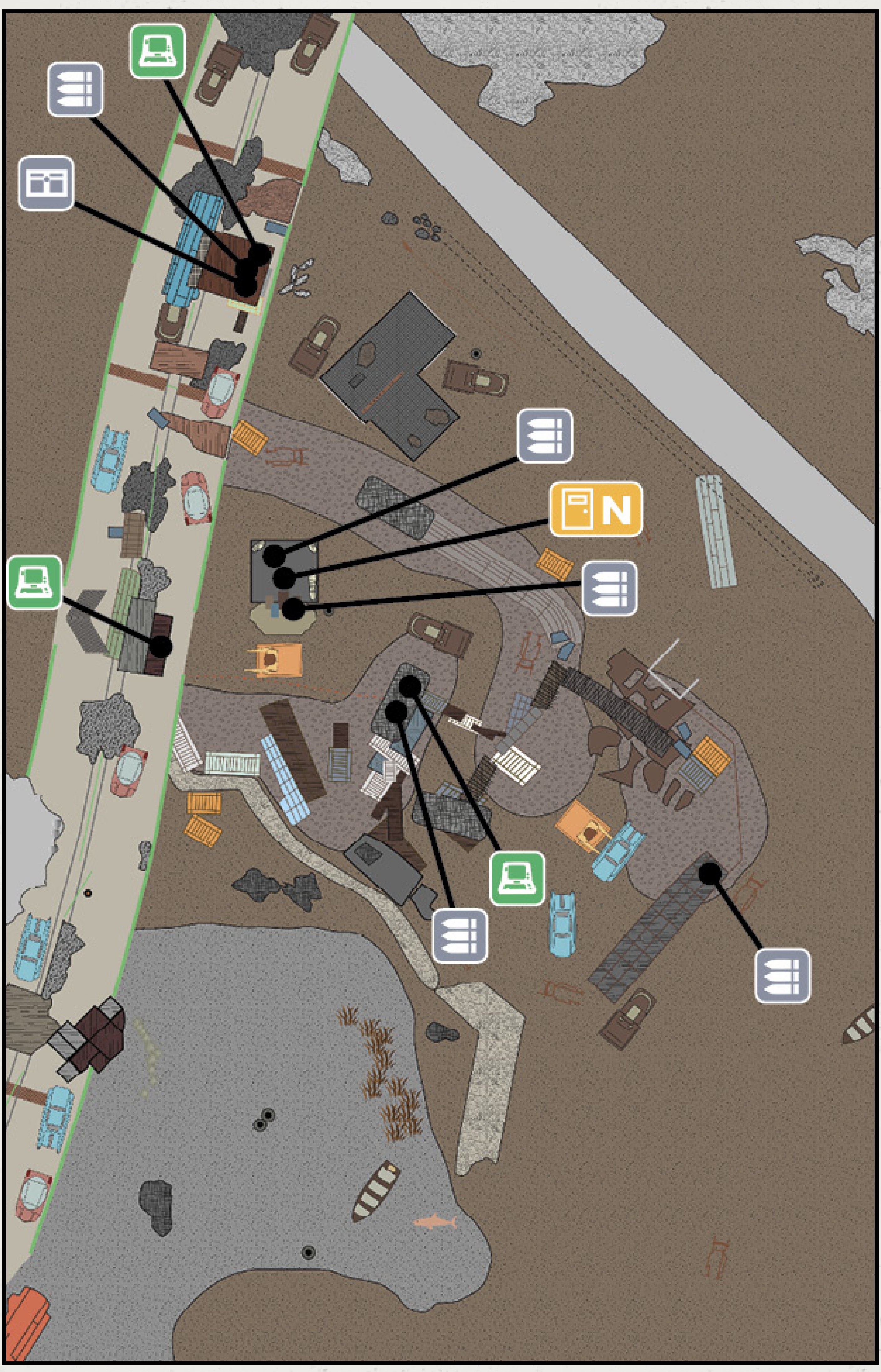
[4.10] Hub City Auto Wreckers

THREAT LEVELS 35+



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Bottlecaps
- Crafting: Power Armor Station
- Crafting: Weapons Workbench
- Danger: Can Chimes!
- Danger: Flamethrower!
- Danger: Long Drop!
- Danger: Oil!
- Danger: Tripwire!
- Faction: Gunners
- Faction: Character: Captain Bridget

Fig 4.10: Hub City Auto Wreckers (Exterior)



Previously, Hub City Auto Wreckers had received several citations for the improper storage and disposal of radioactive materials. Currently, this location has been overrun by the altogether unreasonable Gunners faction. Utilize the Hub City terminal to raise or lower the crane, allowing access to the freeway defenses and steamer trunk in Captain Bridget's shack.

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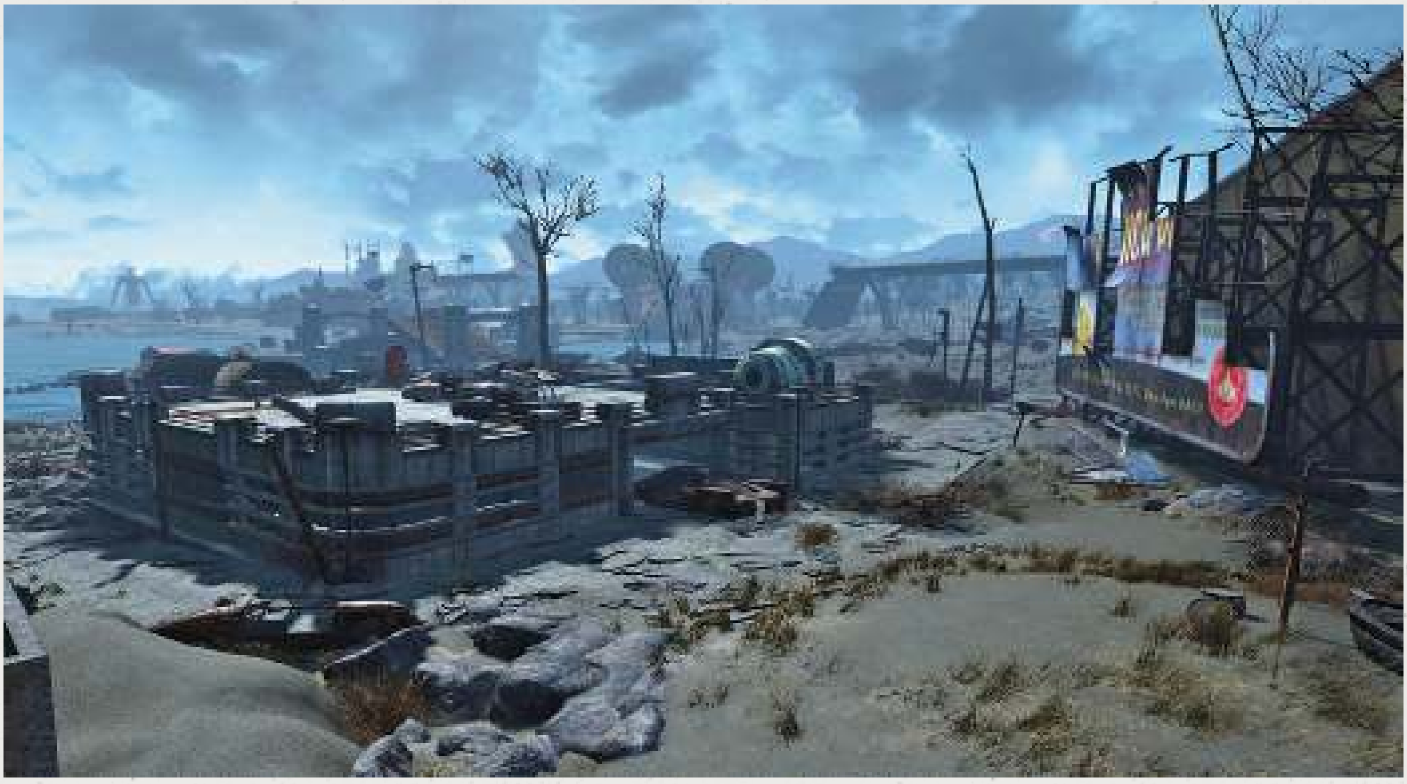
[4.11] Lynn Pier Parking

THREAT LEVELS 35+



- Danger: Radiation (Mild)!
- Faction: Irradiated Wildlife (Radroach)
- Quest Visit: Message In a Bottle – Trapped for Days

This low-rise parking structure once offered reasonable rates and a view of Gibson Point Pier. Now it is deserted and partly flooded.

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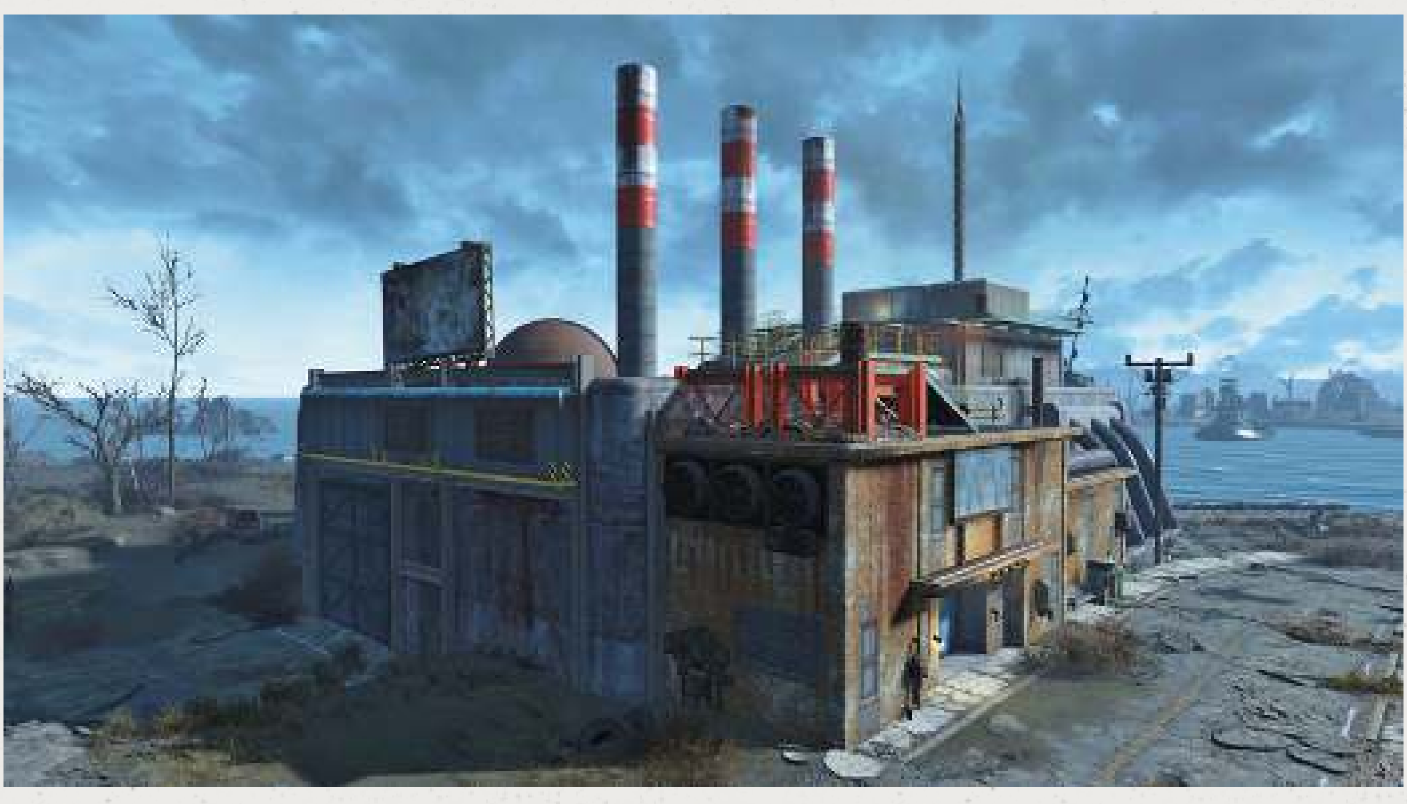
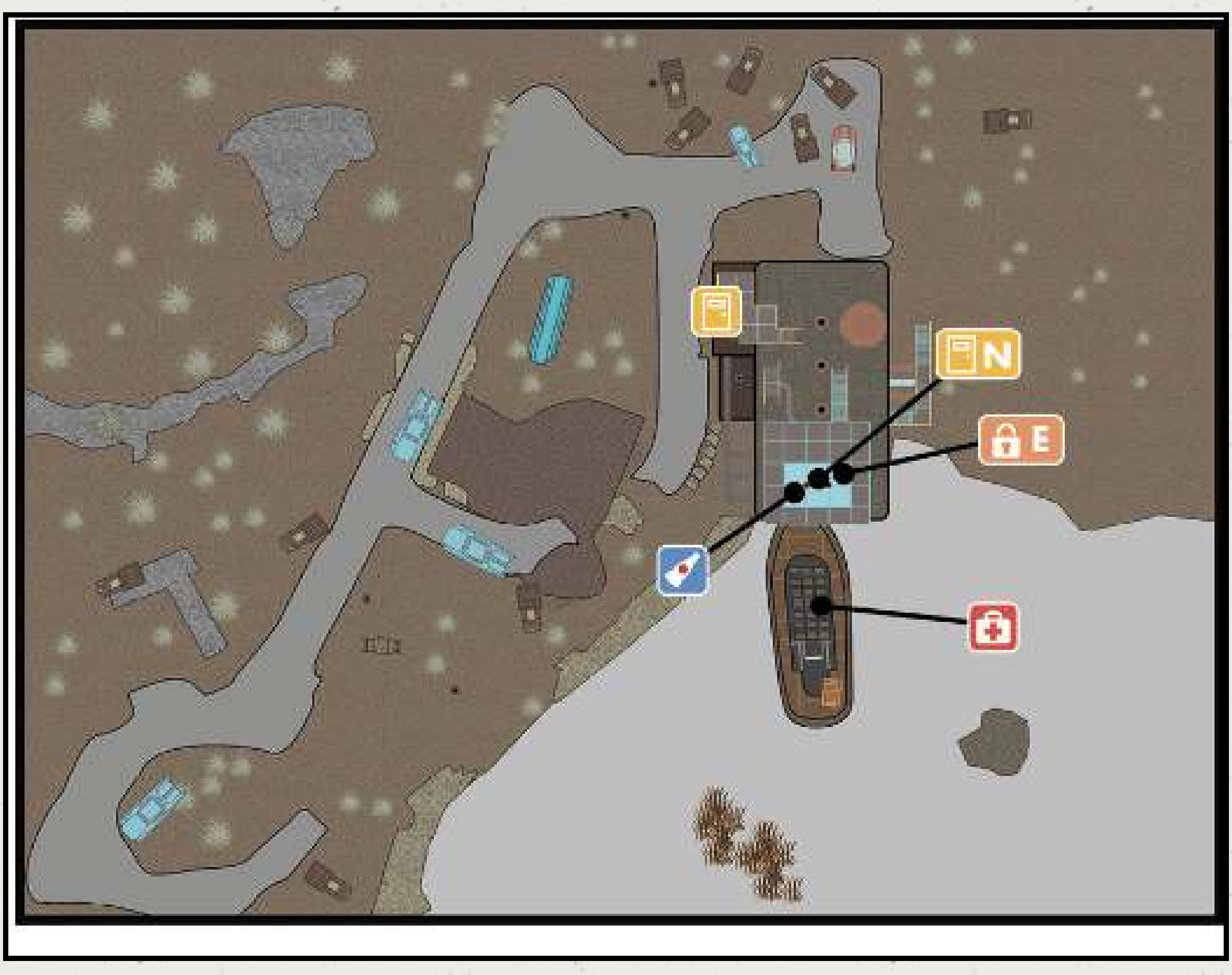
[4.12] Longneck Lukowskis Cannery

THREAT LEVELS 40+



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Armor Part: Fusion Core
- Bottlecaps
- Collectible: Bobblehead: Barter
- Collectible: Nuka Cherry
- Collectible: Required Reading: Tales of a Junktown Jerky Vendor
- Crafting: Chemistry Station
- Crafting: Weapons Workbench
- Danger: Makeshift Bomb!
- Danger: Oil!
- Danger: Mines!
- Danger: Radiation (Mild)!
- Danger: Tesla Arc!
- Danger: Tripwire!
- Danger: Turrets!
- Faction: Feral Ghouls
- Faction: Radroaches
- Faction: Scavenger
- Faction: Character: Theodore Collins
- Faction: Character: Trader Rylee
- Health or Chems
- Quest Start: Miscellaneous (Trader Rylee)
- Quest Start: Mystery Meat
- Services: Trader (Theodore Collins)
- Services: Trader (Trader Rylee)

Fig 4.12A: Longneck Lukowski's Cannery (Exterior)



VAULT-TEC RECOMMENDED LOOT

Armor Part: Fusion Core

Bobblehead: Barter

Collectible: Nuka Cherry

Required Reading: Tales of a Junktown Jerky Vendor

Famed for its quality potted meats, this cannery has recently been revitalized by the enterprising Theodore Collins, though the meats he produces have a strange, almost familiar taste.

When larking about outside, look for the rooftop metal hut (Novice); there's a thirst-quenching Nuka Cherry and safe (Expert) inside.

Inside, Trader Rylee and Theodore Collins are arguing about the quality of the potted meat product he's selling. Venture farther into the gantry hut for a collection of quality loot, including a Bobblehead and trunk.

Miscellaneous (Theodore Collins And Trader Rylee)

Speak with Trader Rylee about the revolting potted meat Theodore has been selling; then trade with her if you wish.

Mystery Meat

1. Confront Theodore Collins

Begin a thorough investigation of the facilities. When you ride the cargo elevator down to the lower level, this quest commences. Learn more about the meat production; then confront Theodore Collins when you unchain the door and head back into the factory. Collins has Longneck Lukowski's Key. If you almost kill him, he sometimes surrenders and asks if you're up for some caps in return for keeping quiet about the meat.

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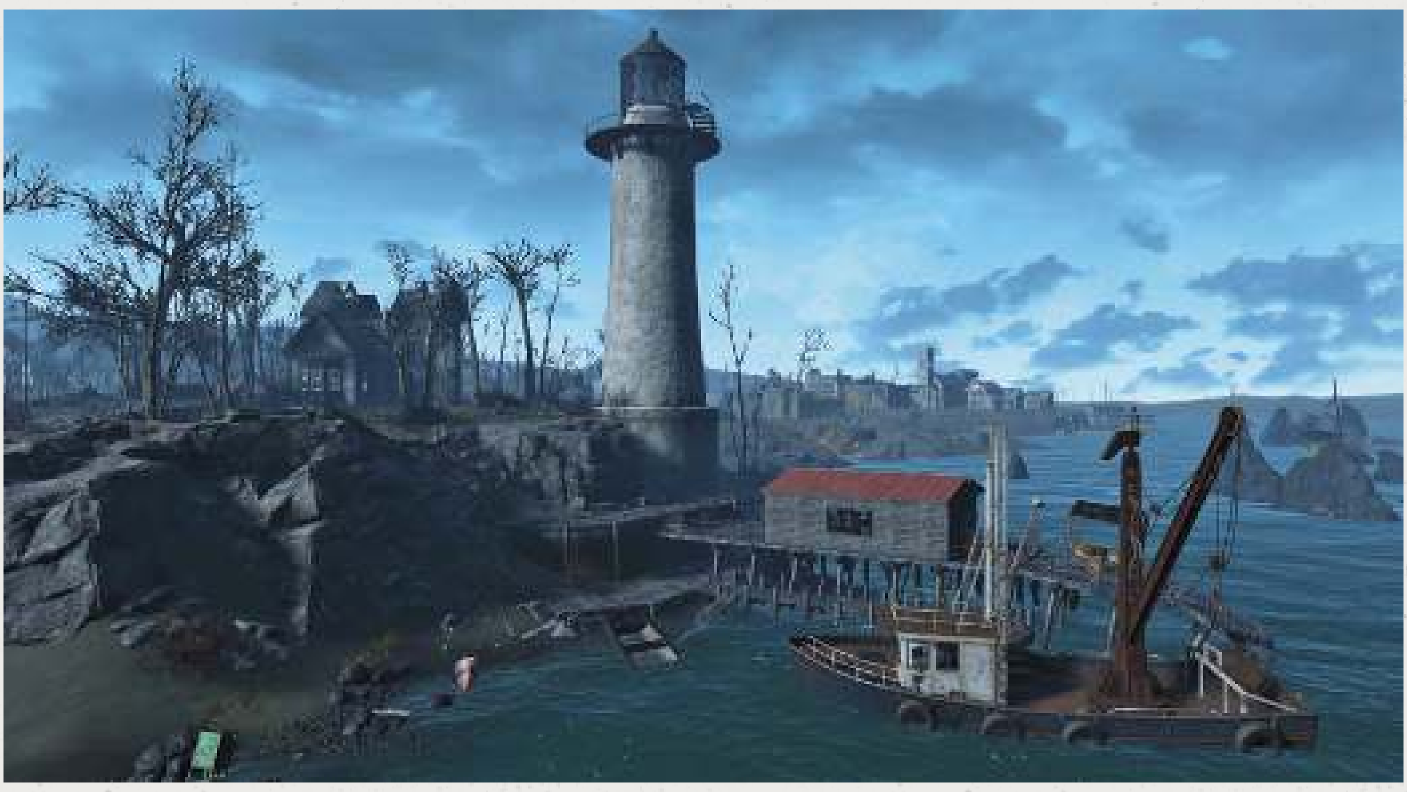
[4.13] Kingsport Lighthouse

THREAT LEVELS 45+

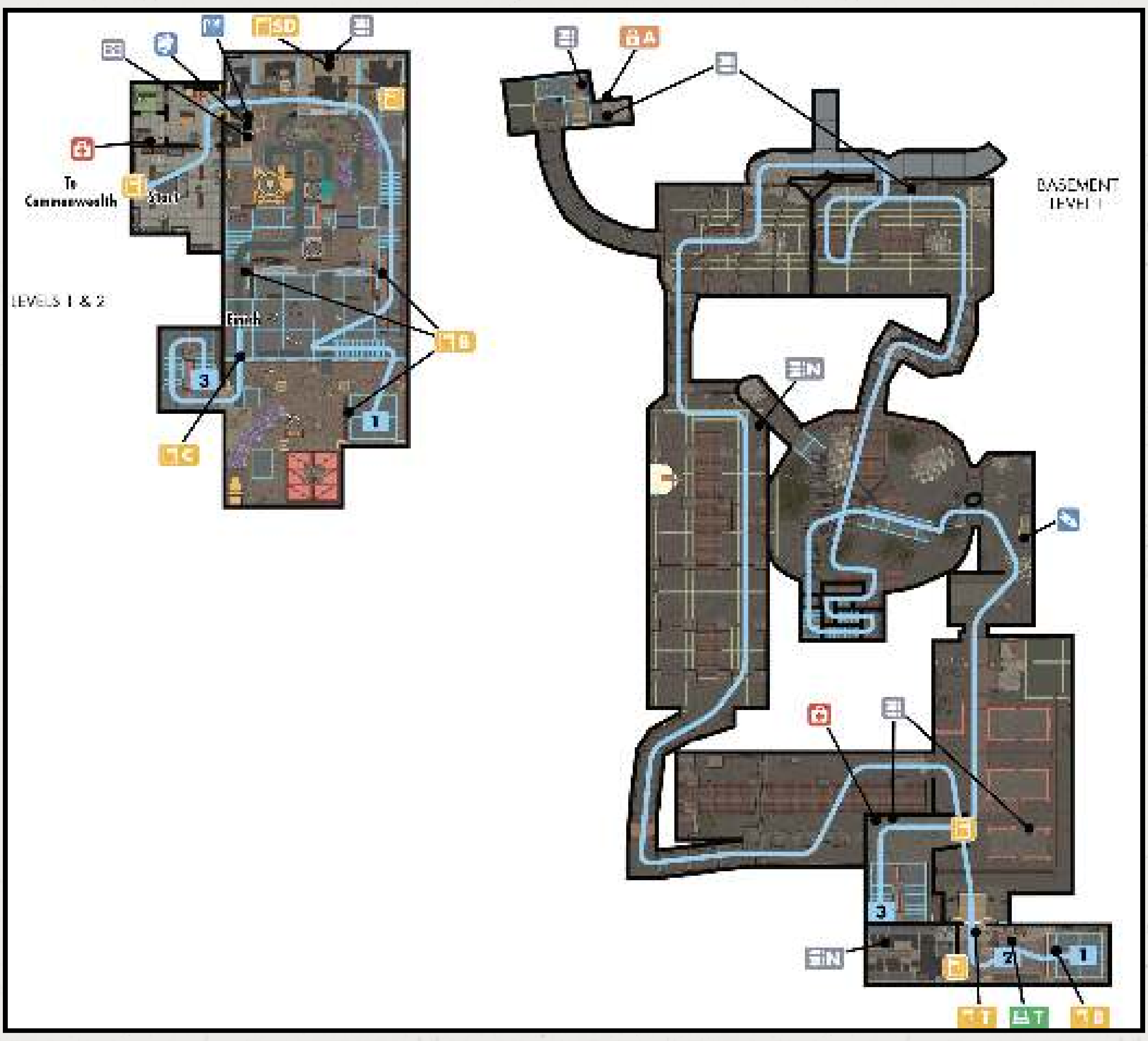


- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Trunk
- Bottlecaps
- Crafting: Weapons Workbench
- Danger: Mine!
- Danger: Radiation (Mild)!
- Danger: Tripwire!
- Faction: Children of the Atom
- Faction: Feral Ghouls
- Services: Workshop

VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke

Fig 4.12B: Longneck Lukowski's Cannery (Interior)



Cultists from Crater House have sought to shine their light from the heavens and have an interesting glow for their beacon. Rid the area of these deviants and Kingsport Lighthouse could be an easily defendable settlement. Check the lighthouse keeper's home and the moored trawler; they each have a safe (Advanced) to crack.

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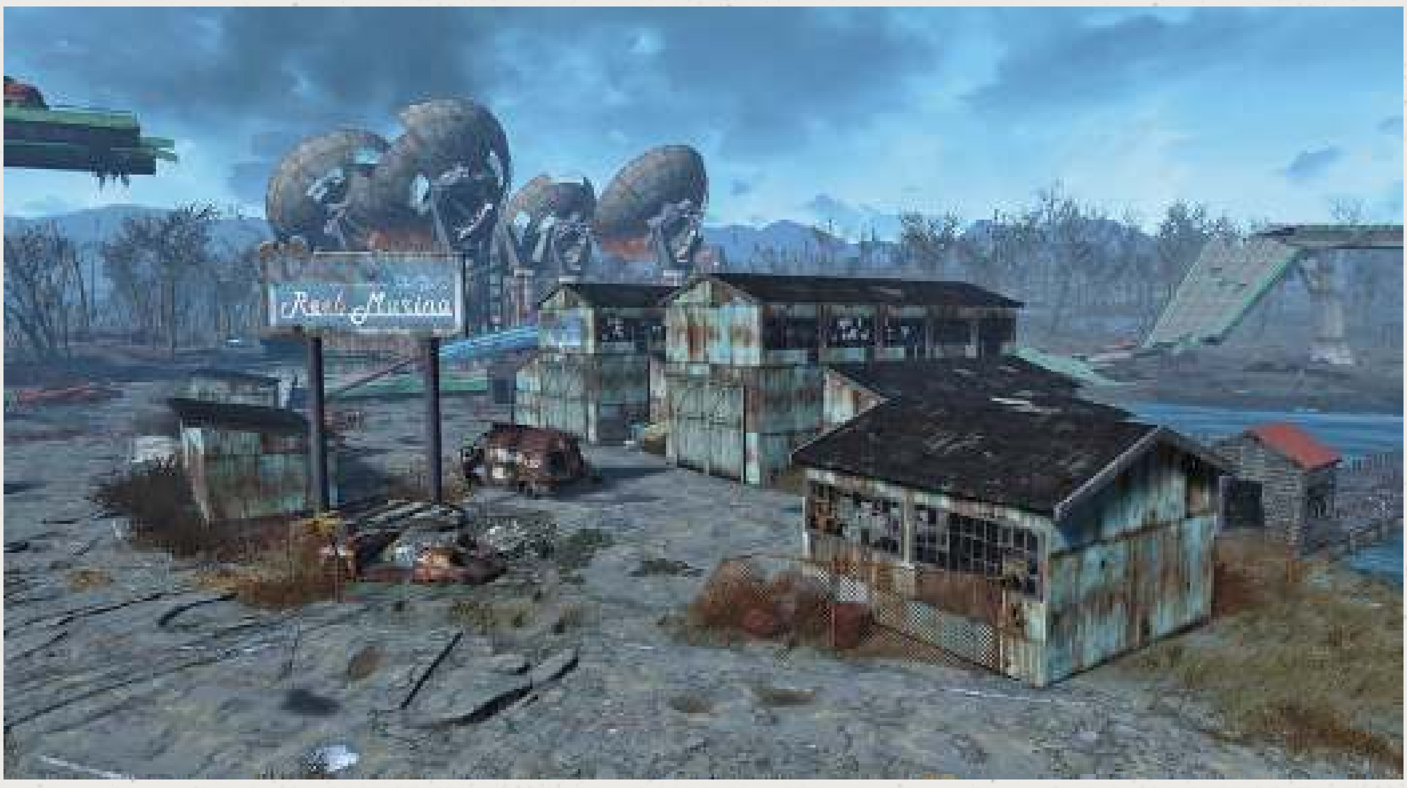
[4.14] Reeb Marina

THREAT LEVELS 35+



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Collectible: Required Reading: Tesla Science
- Crafting: Armor Workbench
- Crafting: Power Armor Station
- Crafting: Weapons Workbench
- Faction: Bloodbug
- Faction: Robots
- Health or Chems

VAULT-TEC RECOMMENDED LOOT

Required Reading: Tesla Science

This small boating marina was home to brothers Eugene and Malcolm, who parted ways while not on the best of terms. Read more at Eugene's terminal or Malcolm's terminal (Novice), and be wary of surprises from robots. Check the trunk in the kitchen.

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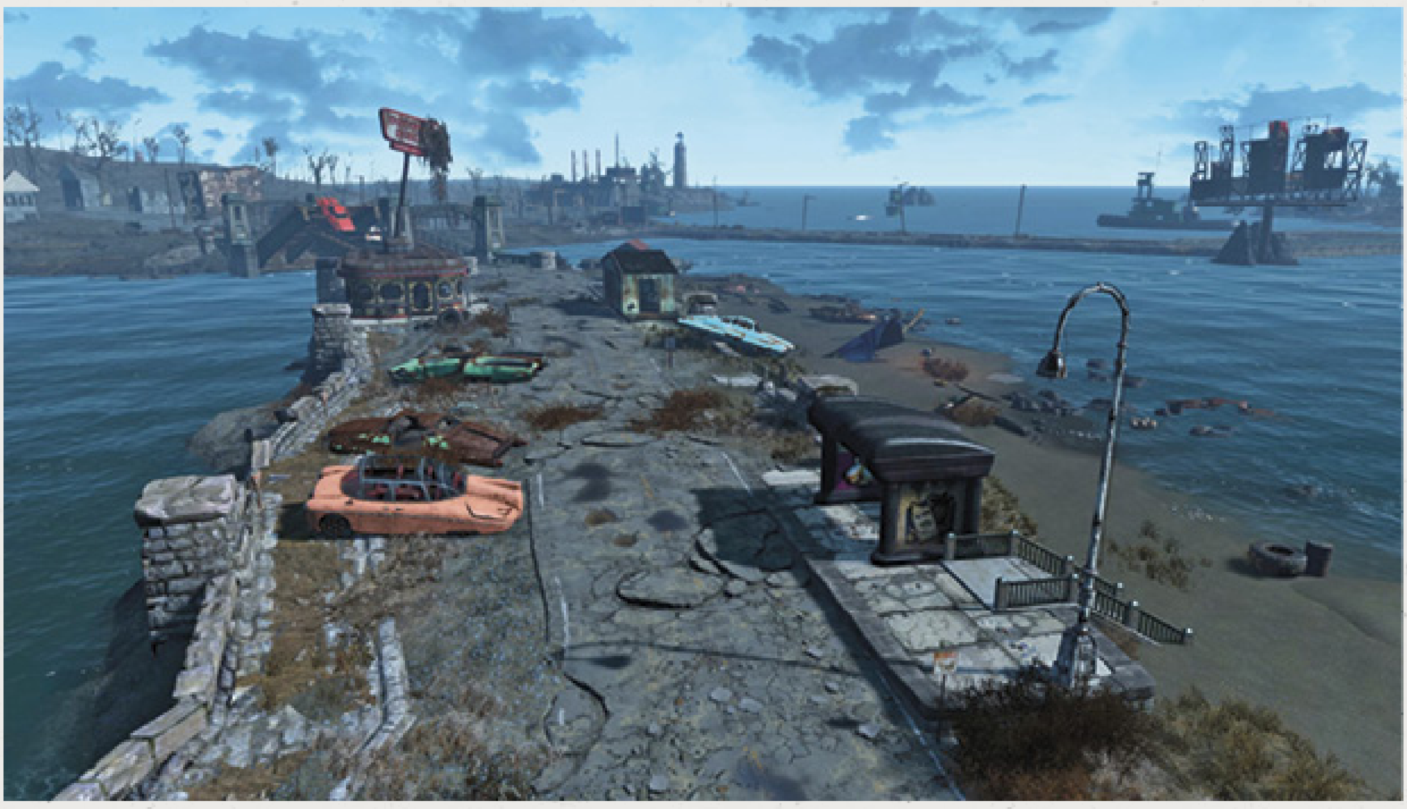
[4.15] Gibson Point Pier

THREAT LEVELS 35+



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Collectible: Nuka Cherry
- Collectible: Nuka-Cola Quantum
- Danger: Grenades!
- Danger: Tripwire!
- Faction: Mirelurks
- Health or Chems

VAULT-TEC RECOMMENDED LOOT

Collectible: Nuka Cherry

Collectible: Nuka Cola Quantum

collectible: protectron model kit

This is a small spit of land extending from Revere to Lynn. The original bridge was replaced with the current structure after a blizzard in the early 21st century. Cross the bridge with caution. Check the diner for a floor safe (Advanced) and some delicious Nuka! Beware of an ambush from the water. Wander into the small boathouse to find a trunk.

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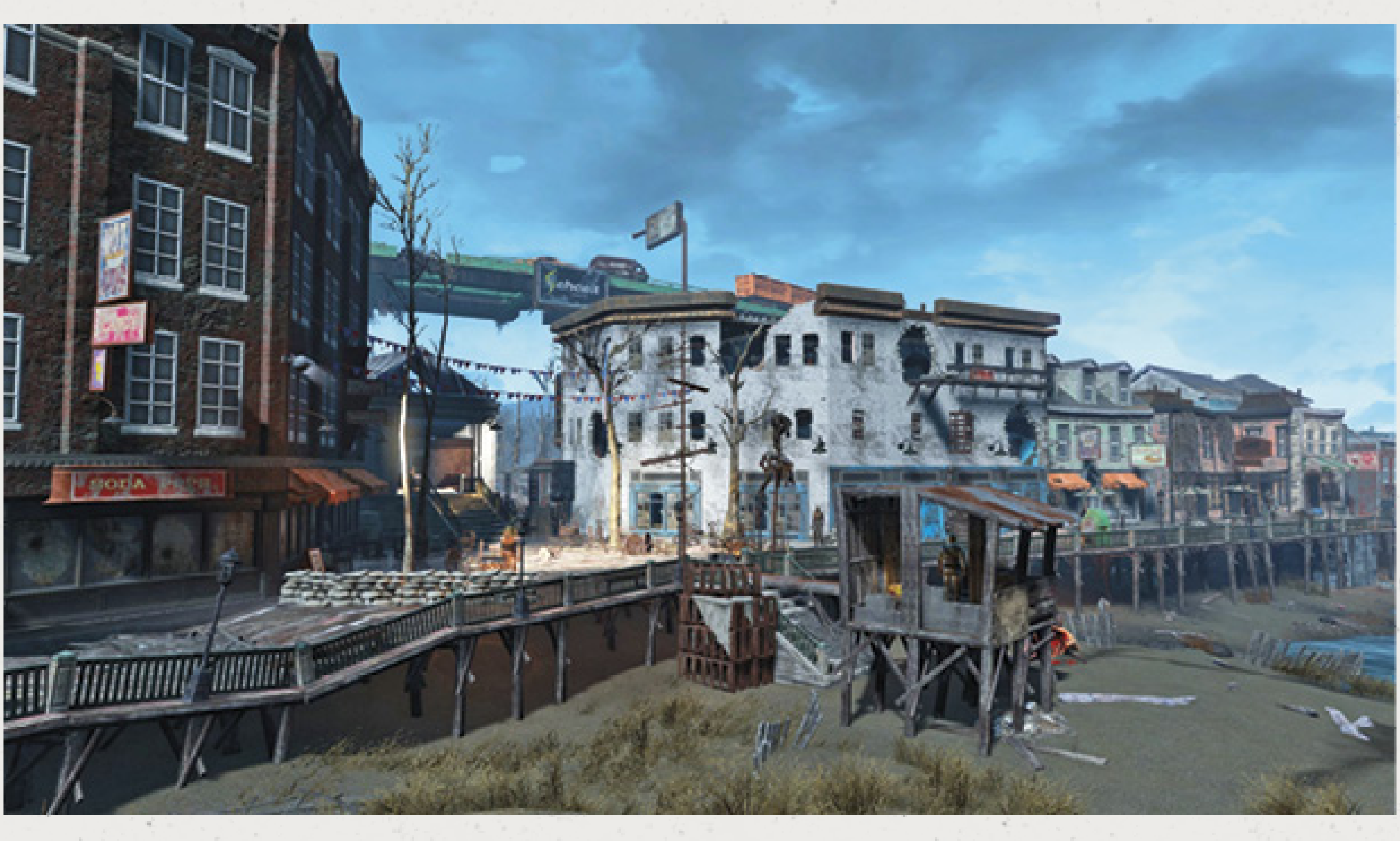
Primary Locations

[4.16] Revere Beach Station

THREAT LEVELS 35+ 🟦🟦🟩🟩🟨🟨🟧⬜⬜



- Armaments and **Ammo**
- Armaments and **Ammo**: Trunk (2)
- **Armor** Part: Fusion Core
- Bottlecaps+
- collectible: robot model kit (protection)
- Collectible: Nuka Cherry (2)
- Collectible: Required Reading: Live & Love
- **Crafting**: Chemistry Station
- **Crafting**: Cooking Station (2)
- **Crafting**: **Power Armor** Station
- Danger: Grenades!
- Danger: Mines!
- Danger: Tension Trigger!
- Danger: Turrets!
- Danger:
- Faction: Feral Ghouls
- Faction: Radroaches
- Faction: Raiders
- Faction: Character: Cinder
- **Health or Chems**

Fig 4.16A: Revere Beach Station (Exterior)

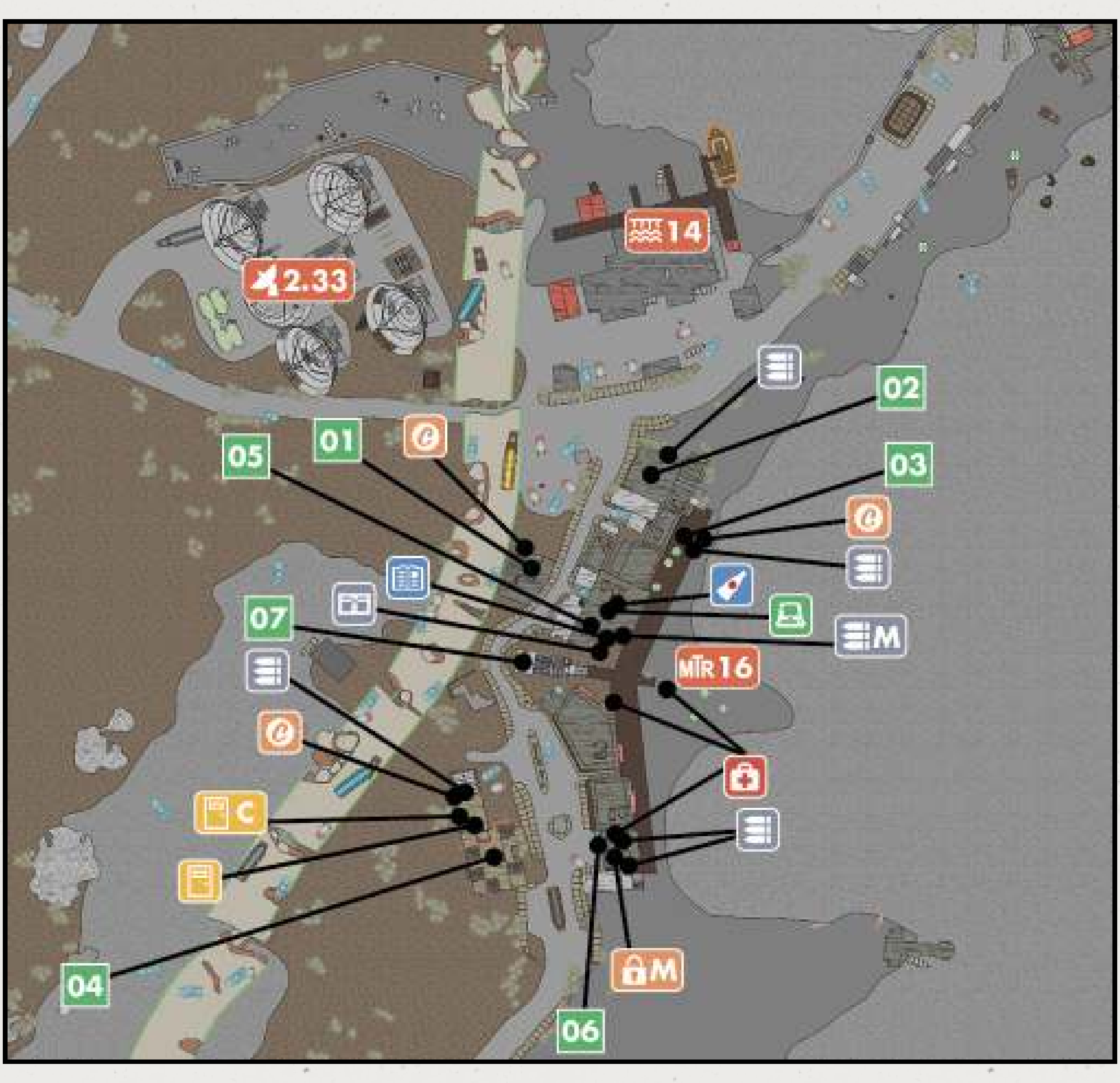


Fig 4.16B: Revere Beach Station (Interior)

To
Commonwealth
Start & Finish
STATION
LEVEL
N
C
N
1
3
N
N
1
3
C
C
A
A
PLATFORM
LEVEL
2

VAULT-TEC RECOMMENDED LOOT

- **Armor Part: Fusion Core**
- **Collectible: Nuka Cherry (2)**
- **Required Reading: Live & Love**

Prior to the war, Revere Beach Boardwalk was supposed to be a place where families and vacationers could come and have fun during the summer months. However, gangs of teens in black leather, racing their muscle cars, drove out most of the polite folks. The boardwalk turned into a hangout for this unsavory element.

Nowadays, if you fancy a stroll along the boardwalk with the sea breeze in your hair, you may need to remove the band of Raiders occupying this area.

[01], [02] Outlying Houses (North)

The outlying houses to the north have a smattering of **chems**.

[03] Railroad Stash

There's a Railroad stash below the promenade to the north.

[04] Revere Garage

There are more goods on the roof of the southwest garage (where there's a **Power Armor** station). Use the fallen tree trunk to enter the garage.

Also check next to the **power armor** station for a robot model kit. It's the only one of its kind!

[05] Revere Arcade

The central arcade has a book return terminal to use (spend 50 tokens on a Fusion Core in here), a Nuka Cherry on the counter, and a magazine to read upstairs, along with a tightly locked steamer trunk (Master).

[06] Outlying House (South)

Don't leave without checking the accessible house to the south; that safe isn't going to unlock itself.

[07] Revere Beach Station (Interior)

Between these two doomed subway trains is a Raider camp led by Cinder. Beware the Feral Ghouls behind the chained-off **doors**. Don't leave without a Nuka Cherry and the contents of the second trunk at this location.

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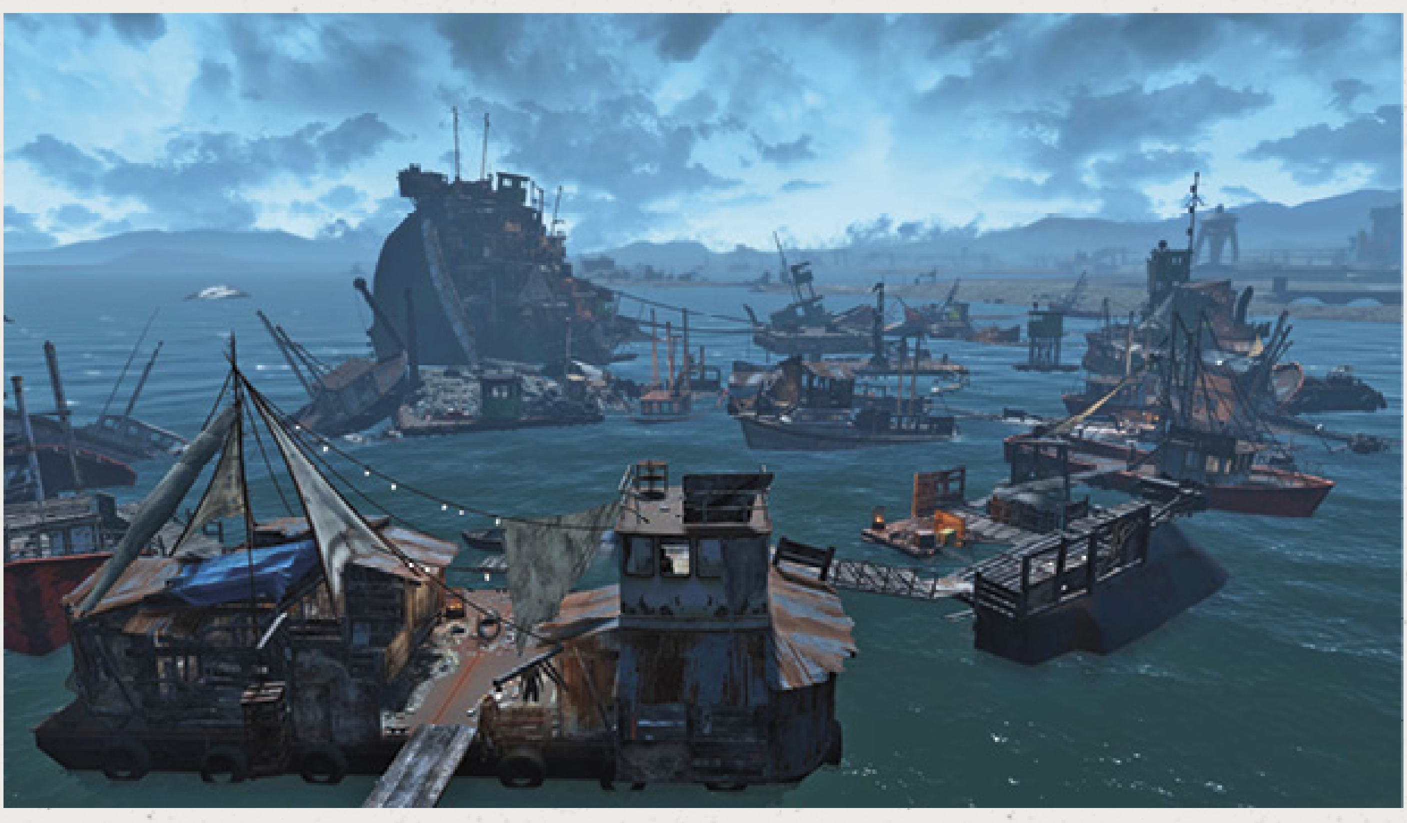
[4.17] Libertalia

THREAT LEVELS 35+ 🟦🟦🟩🟩🟨🟨🟧⬜⬜



- Armaments and Ammo++
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Trunk
- Bottlecaps
- Collectible: Required Reading: U.S. Covert Operations Manual
- Crafting: Cooking Station
- Crafting: Chemistry Station
- Danger: Long Drop!
- Danger: Mines!
- Danger: Radiation (Mild)!
- Danger: Turrets!
- Faction: Raiders
- Faction: Character: Gabriel
- Faction: Character: Wire
- Health or Chems++
- Quest Visit: Synth Retention (the Institute)
- Unique Weapon: Le Fusil Terribles

VAULT-TEC RECOMMENDED LOOT

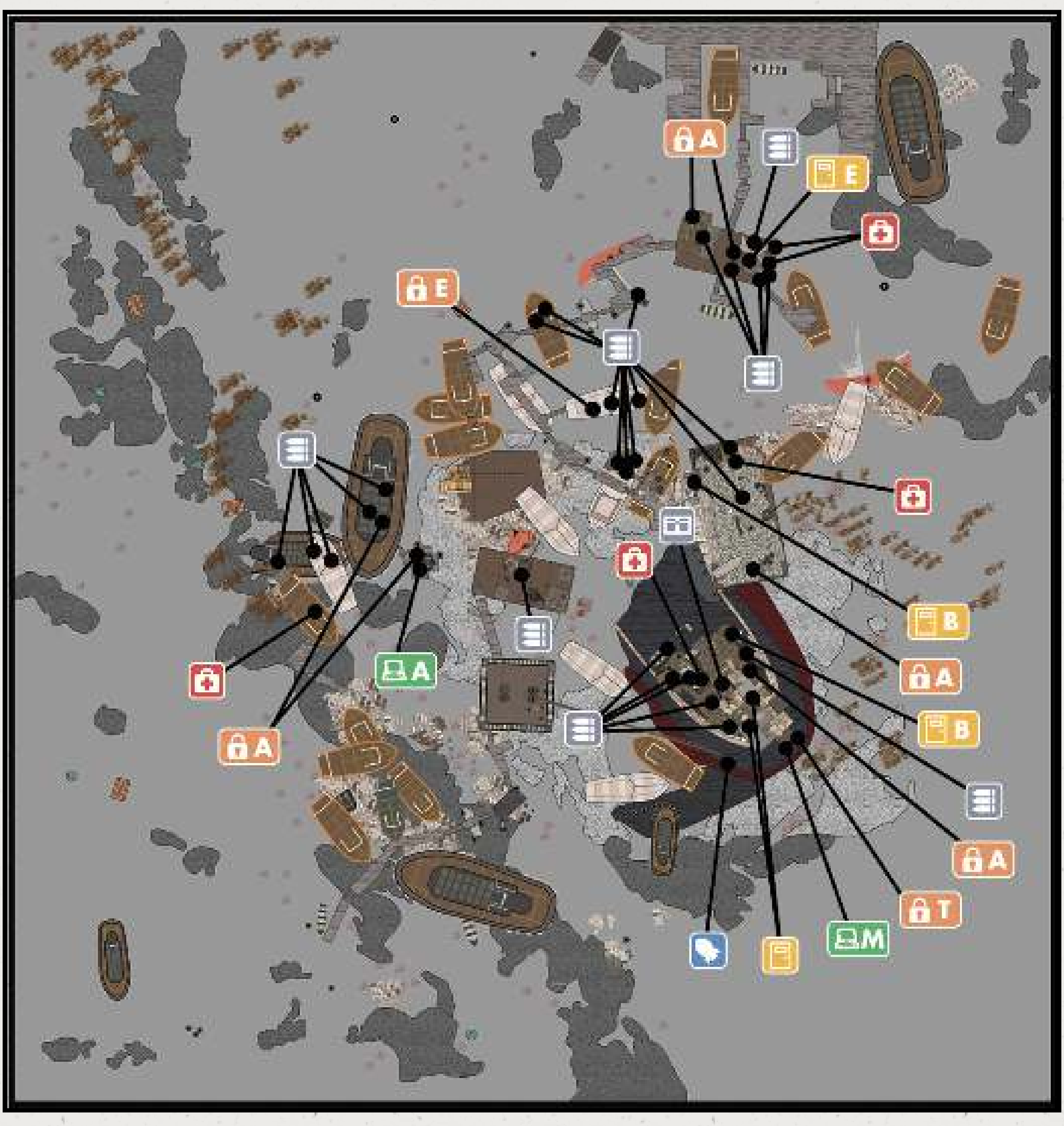
Unique Item: Le Fusil Terribles

Armaments and Ammo: Mini Nuke

Required Reading: U.S. Covert Operations Manual

Some enterprising nutcases have gathered a variety of rusting ships, docks, and debris and fashioned a ship's graveyard into a stronghold. And a settler graveyard. The depravity on show here is frightful.

Fig 4.17: Libertalia (Exterior)



Approach from the north or south peninsula, and watch your footing. Assuming a north to south advance, check the first two shanty boats for a safe (Advanced) and a cage door (Expert) that leads to a storage area with ammo, chems, and another safe. There's another safe on the white boat in the middle of the cluster of hulks. One red and white boat has a locked door (Advanced) leading to a small stash of items. There's yet another safe (Advanced) on the top part of the tugboat and another safe (Advanced) in the green tower with the terminal (which unlocks this safe and controls the turrets and spotlight).

The captain's cabin (atop the stern of a sunken tanker) can be accessed via swimming or calling the shack platform from the trash boat. Locate a safe (Advanced) on the level just before accessing the captain's cabin. Inside the cabin is a Mini Nuke, a unique weapon, and Wire's terminal (Novice). Atop the cabin is a Raider leader (Wire, or Gabriel if the quest is active), guarding a terminal (Master) with a safe. There's a trunk in these parts, too.

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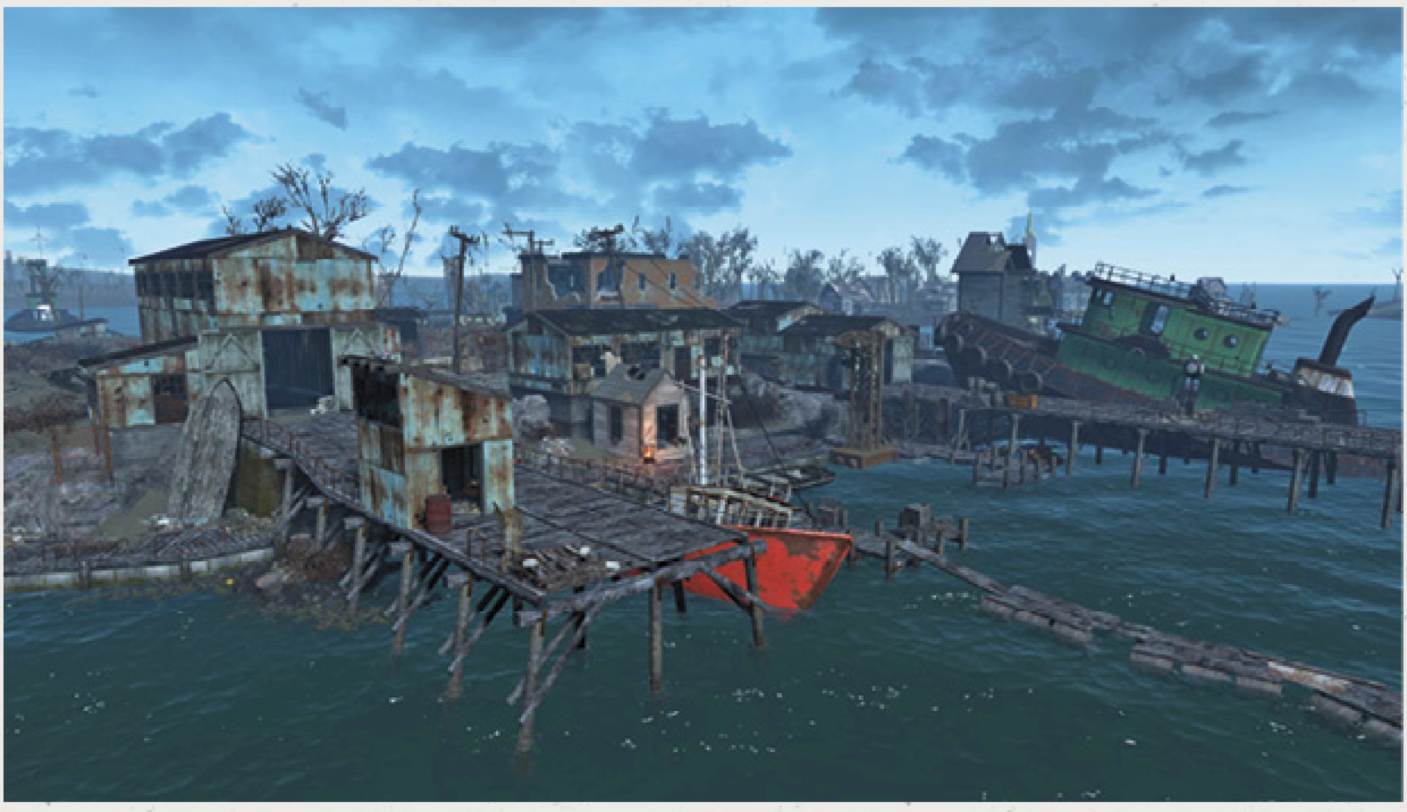
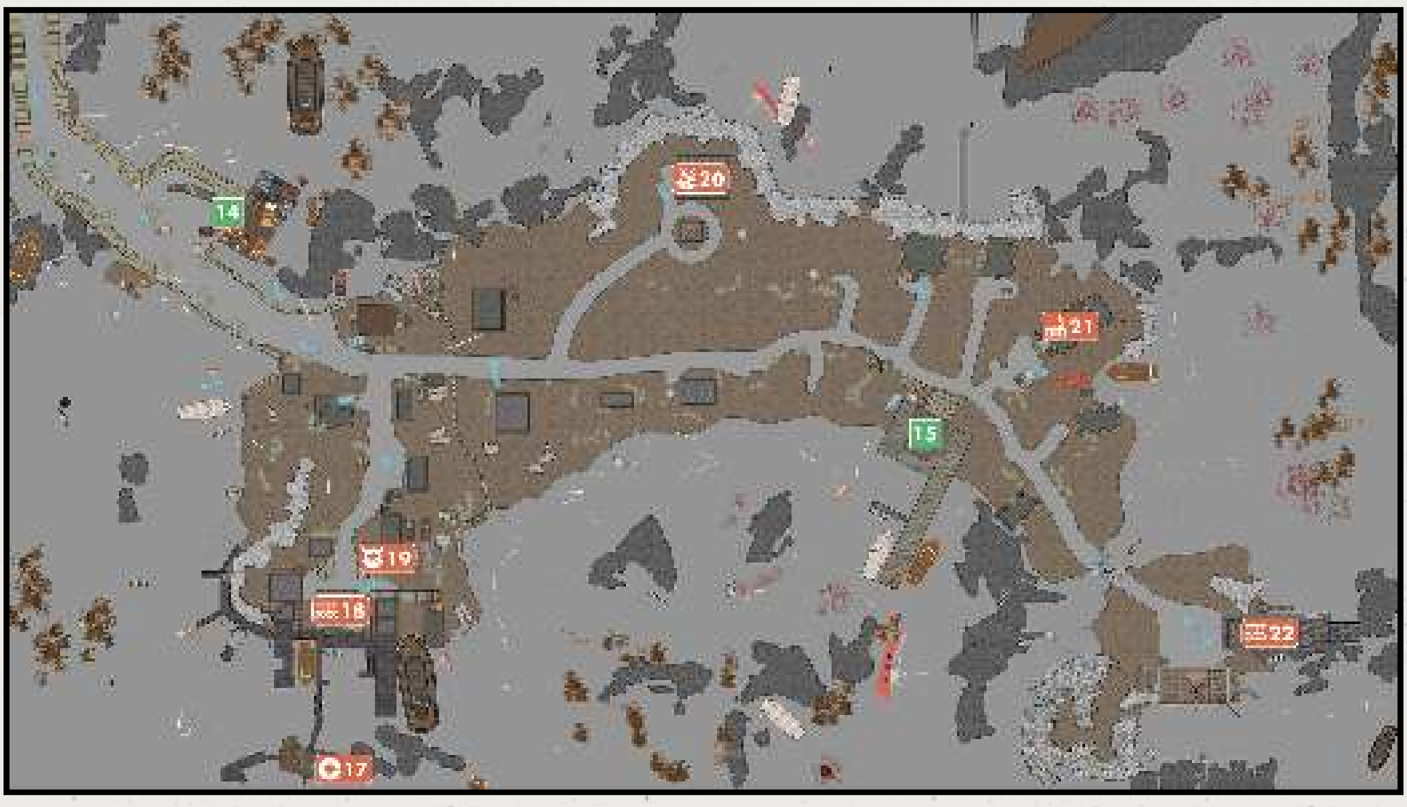
[4.18] Nahant Wharf

THREAT LEVELS 40+



- Armaments and Ammo
- Collectible: Nuka Cherry
- Danger: Radiation (Mild)!

Fig 4.18: Nahant (Township)



VAULT-TEC RECOMMENDED LOOT

Collectible: Nuka Cherry

This is a selection of outbuildings, a boathouse, and a warehouse overlooking Libertalia to the south, adjacent to the police station, slowly rusting away. Farther inland is the main cluster of rotting wood homes and a rusting Red Rocket Filling Station—all picked clean by scavengers, save for the roof.

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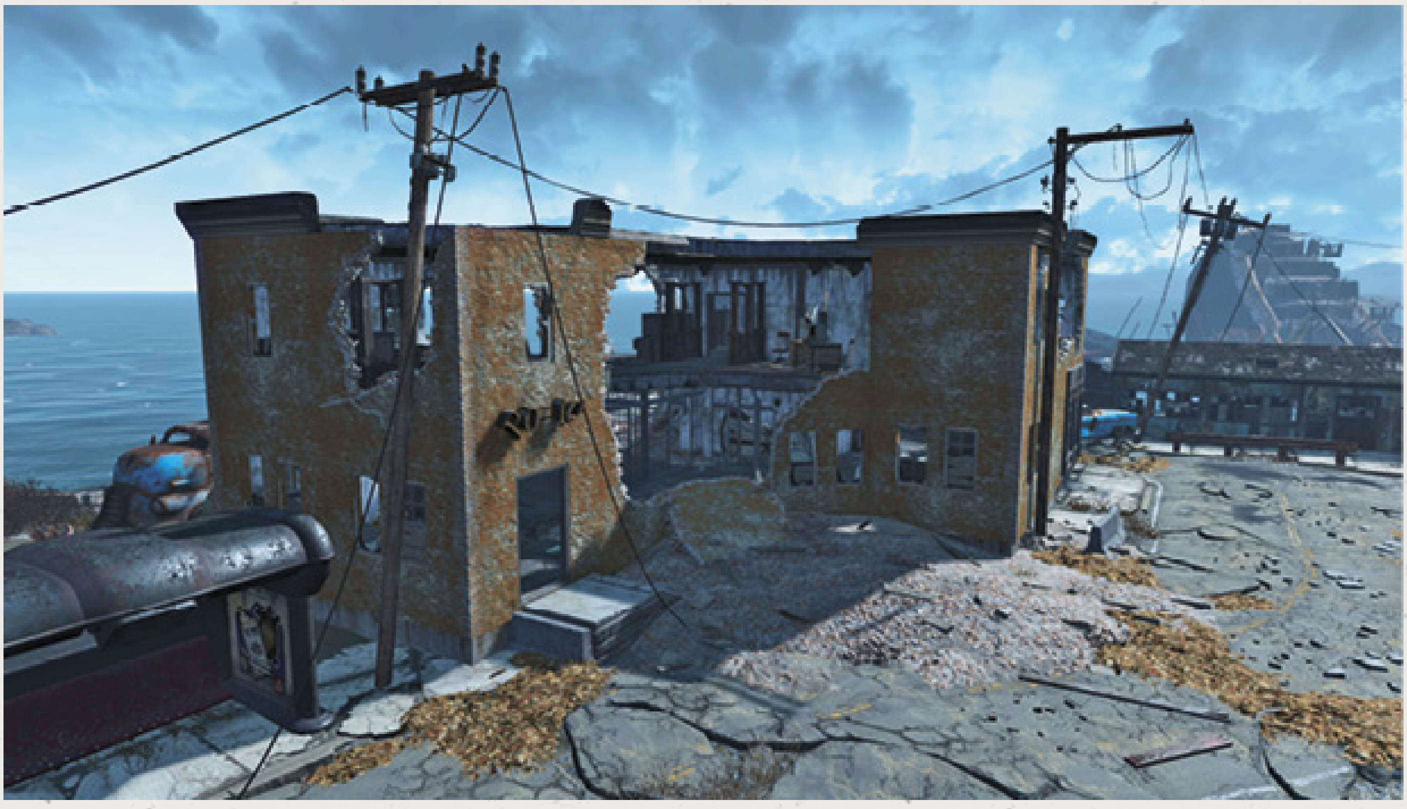
[4.19] Nahant Sheriffs Department

THREAT LEVELS 40+



- Armaments and Ammo
- Bottlecaps
- Collectible: Holotape: Eddie Winter's Holotape
- Quest Visit: Long Time Coming (Side)

The police department building is little more than a shell of concrete and rusting furniture. Another of Eddie Winter's Holotapes is upstairs on a filing cabinet.

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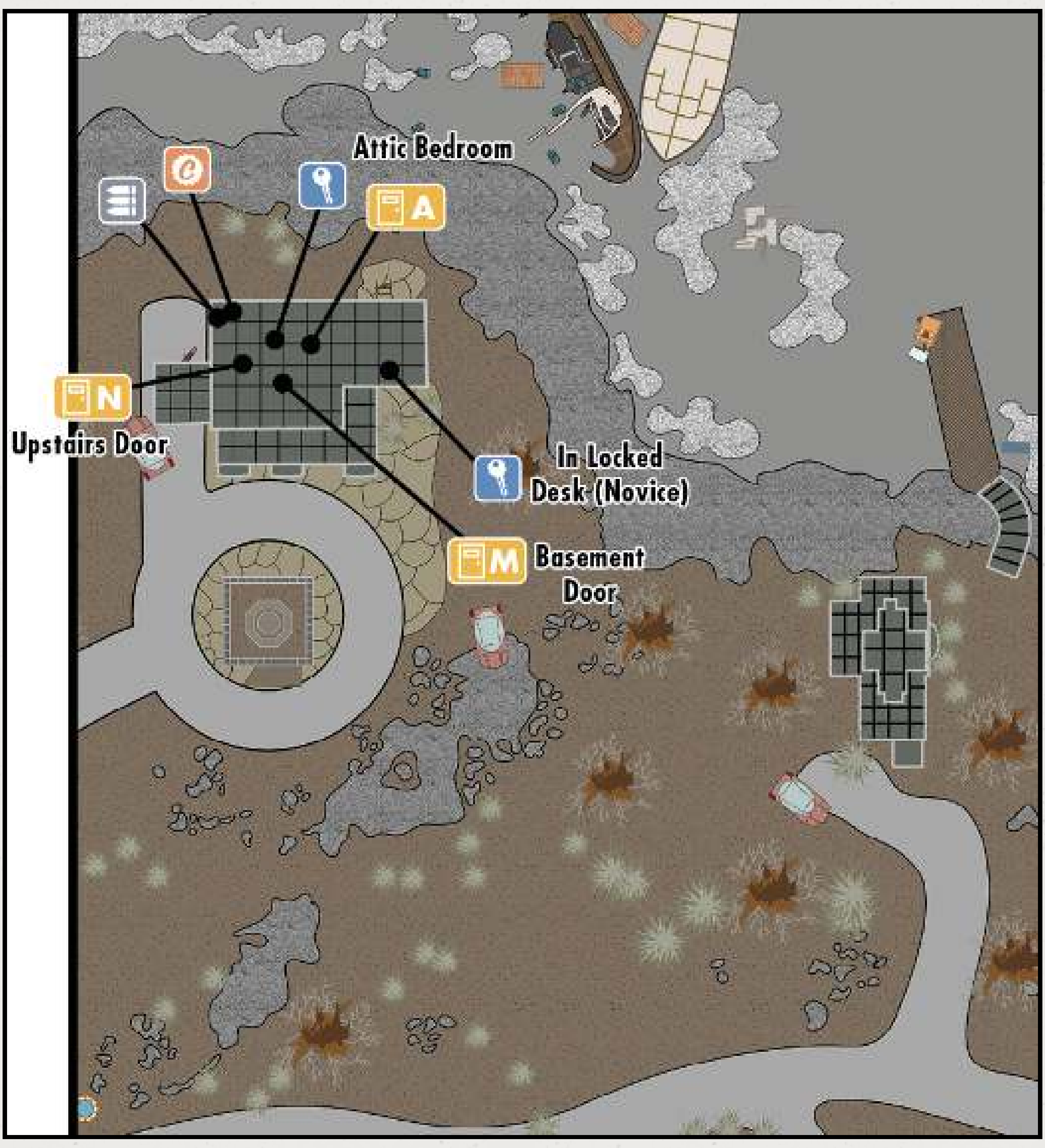
Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

[4.20] Croup Manor

THREAT LEVELS 45+

- Armaments and Ammo
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Trunk
- Bottlecaps
- Crafting: Weapons Workbench
- Faction: Feral Ghouls
- Faction: Character: Theodore Croup
- Services: Workshop

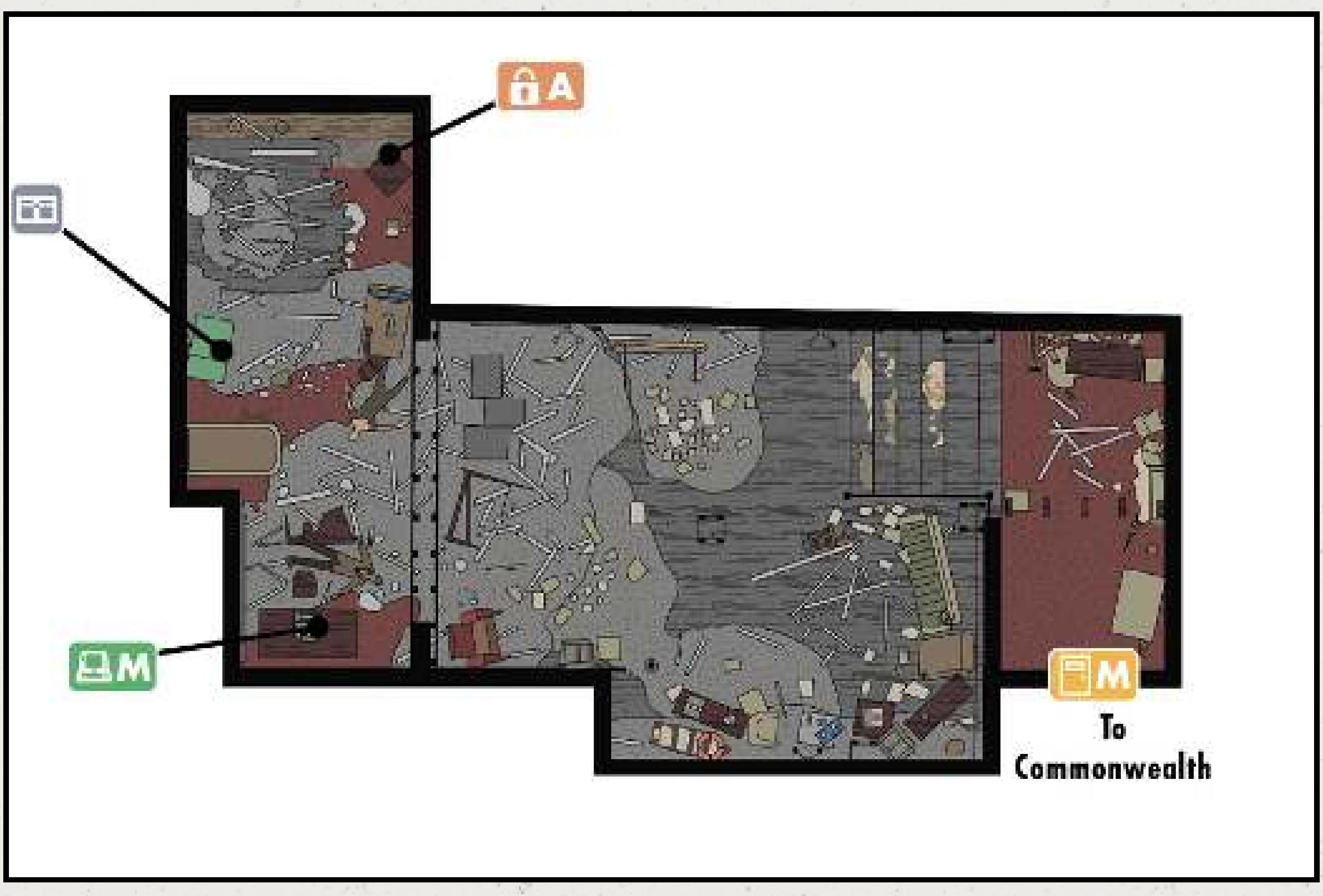
Fig 4.20A: Croup Manor (Exterior)



VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke

Fig 4.20B: Croup Manor Basement (Interior)



Through the gates from Nahant is a wooded area of once-lavish mansions. The most ostentatious of these is Croup Manor, belonging to a distinguished Nahant family.

The place is overrun with ferals; clean them up before attracting settlers to this place. Upstairs is a locked desk (Novice) containing a key and a door without a floor (Novice). There's also a top-floor door to pick (Advanced) or open using the bedroom key from the desk. The bedroom dresser has a basement key. The basement is locked (Master) and leads to a steamer trunk and a Croup family reunion. Of sorts. Unlock the safe (Advanced) if you wish.

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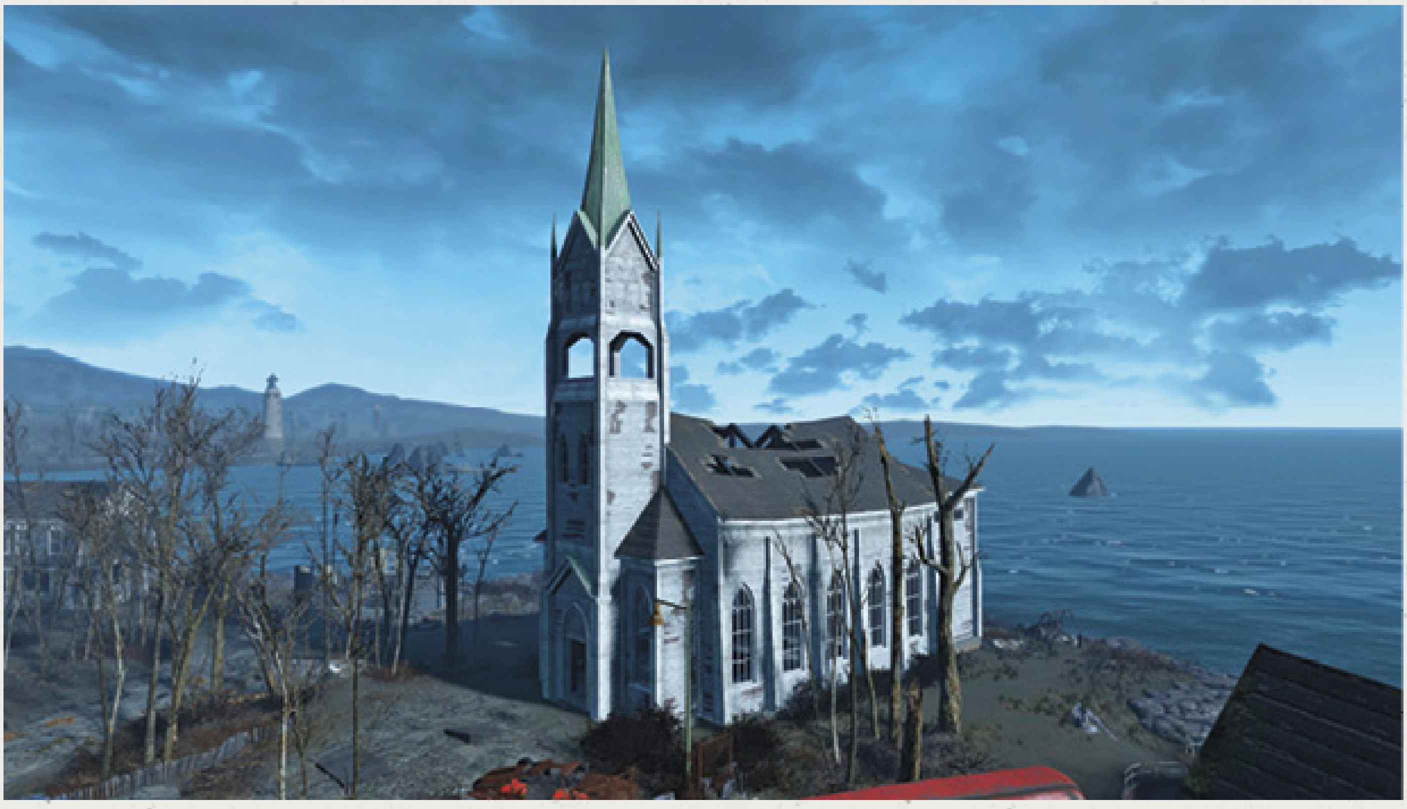
[4.21] Nahant Chapel

THREAT LEVELS 45+



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Faction: Mirelurks

Nahant's most intact structure is the chapel by the sea. Head upstairs for a steamer trunk and roof access allowing safe sniping should anything ambush you from the water. To the south is a ruined bar and restaurant house, also with a steamer trunk upstairs.

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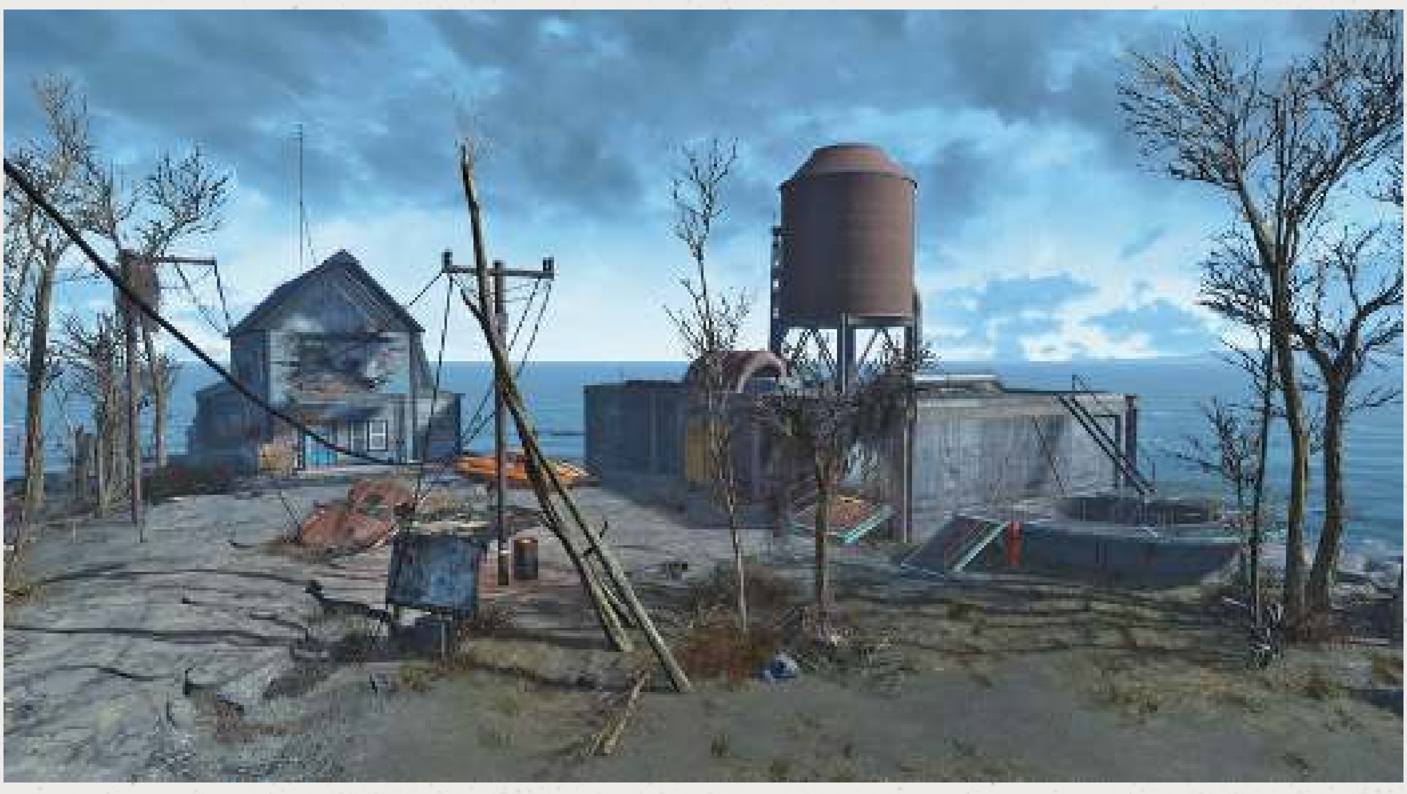
Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Primary Locations

[4.22] Nahant Oceanological Society

THREAT LEVELS 45+



- Armaments and Ammo
- Armaments and Ammo: Trunk (2)
- Collectible: Required Reading: Wasteland Survival Guide
- Crafting: Chemistry Station
- Crafting: Power Armor Station
- Crafting: Weapons Workbench
- Danger: Oil!
- Danger: Radiation (Mild)!
- Faction: Mirelurks
- Faction: Robots (Oceanological Instructors)
- Health or Chems

Fig 4.22A: Nahant Oceanological Society (Interior)

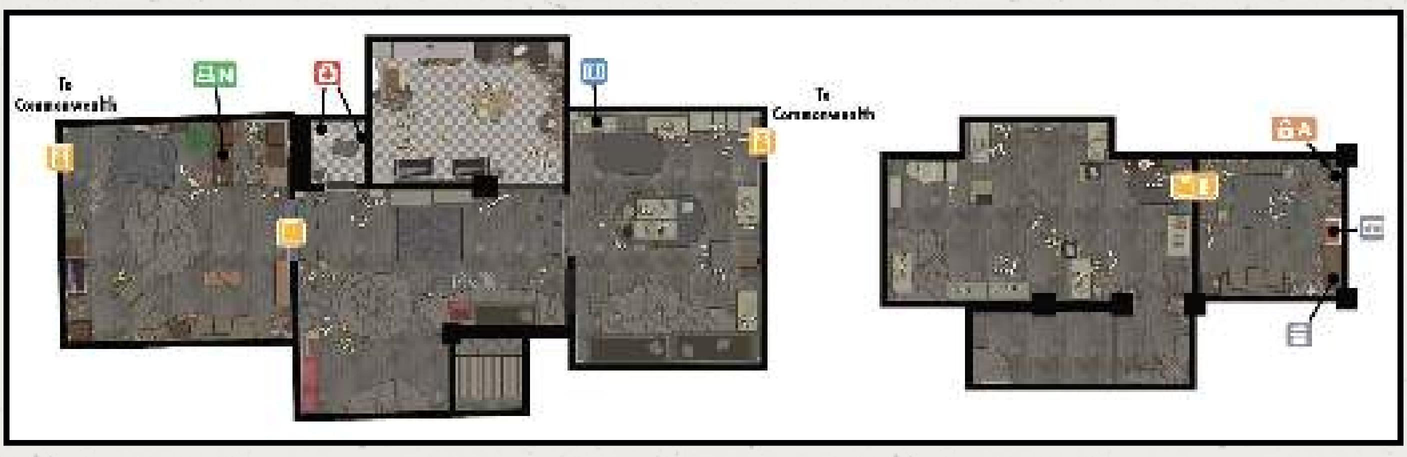
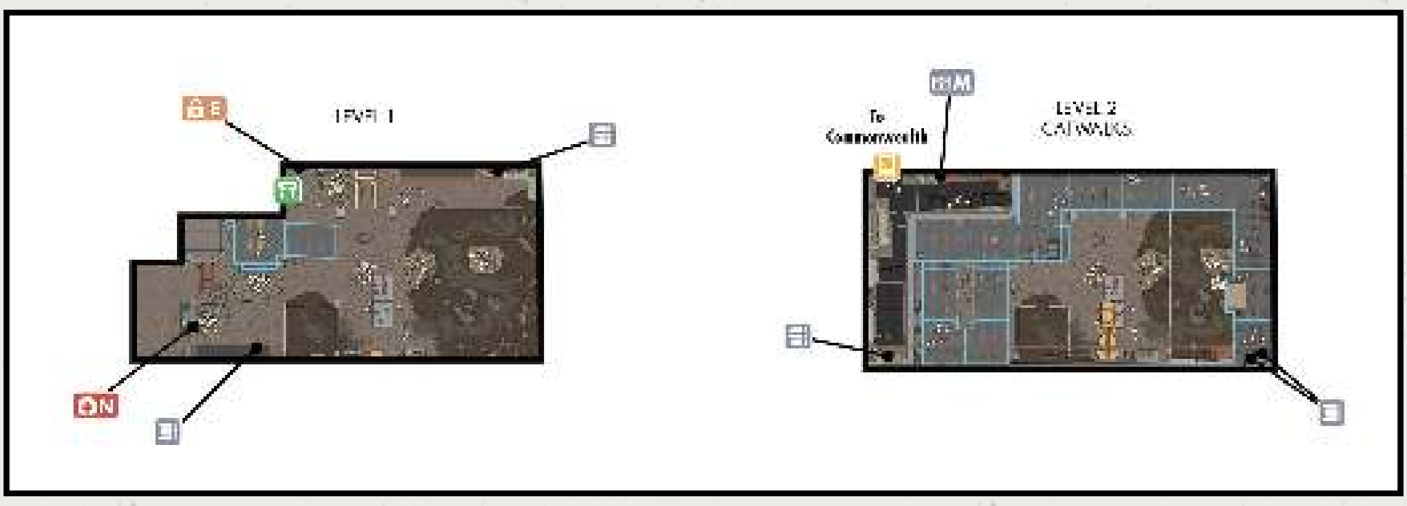


Fig 4.22B: Nahant Oceanological Research Lab (Interior)



VAULT-TEC RECOMMENDED LOOT

Required Reading: Wasteland Survival Guide

The small Oceanological Society, perched at the end of the spit of land, is a former marine research laboratory but is now infamous for Mirelurk nests and spitting barnacles. Robots are still active and battling aquatic mutations coming up from the bay. There are two interior structures to investigate (each one has a trunk to open), as well as a tiny shack (Novice) at the edge of the tumbledown pier with some ammunition inside.

Look east out to sea to spot a beached fishing boat at the far end of the Mirelurk hatching area. Wade over and pry Casey's key from the toolbox in the cabin.

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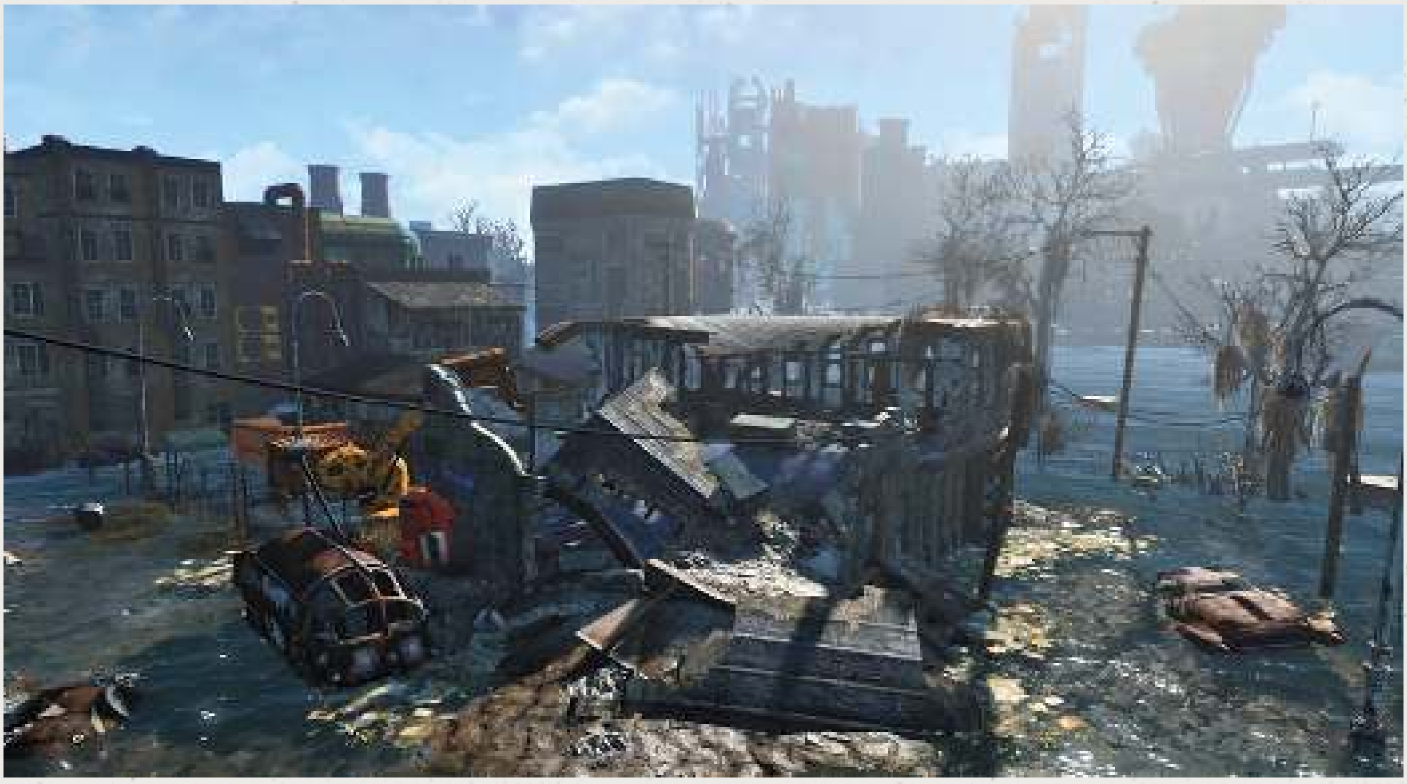
Primary Locations

[4.23] East Boston Police Station

THREAT LEVELS 30+



- Collectible: Holotape: Eddie Winter's HolotapE
- Quest Visit: Long Time Coming (Side)

Flooded in ankle-deep water, this police station has been ravaged by time and marauders. The sixth of Eddie Winter's Holotapes is upstairs inside a desk. Unless you're a fan of soggy sweet rolls, this place is devoid of major items to scavenge.

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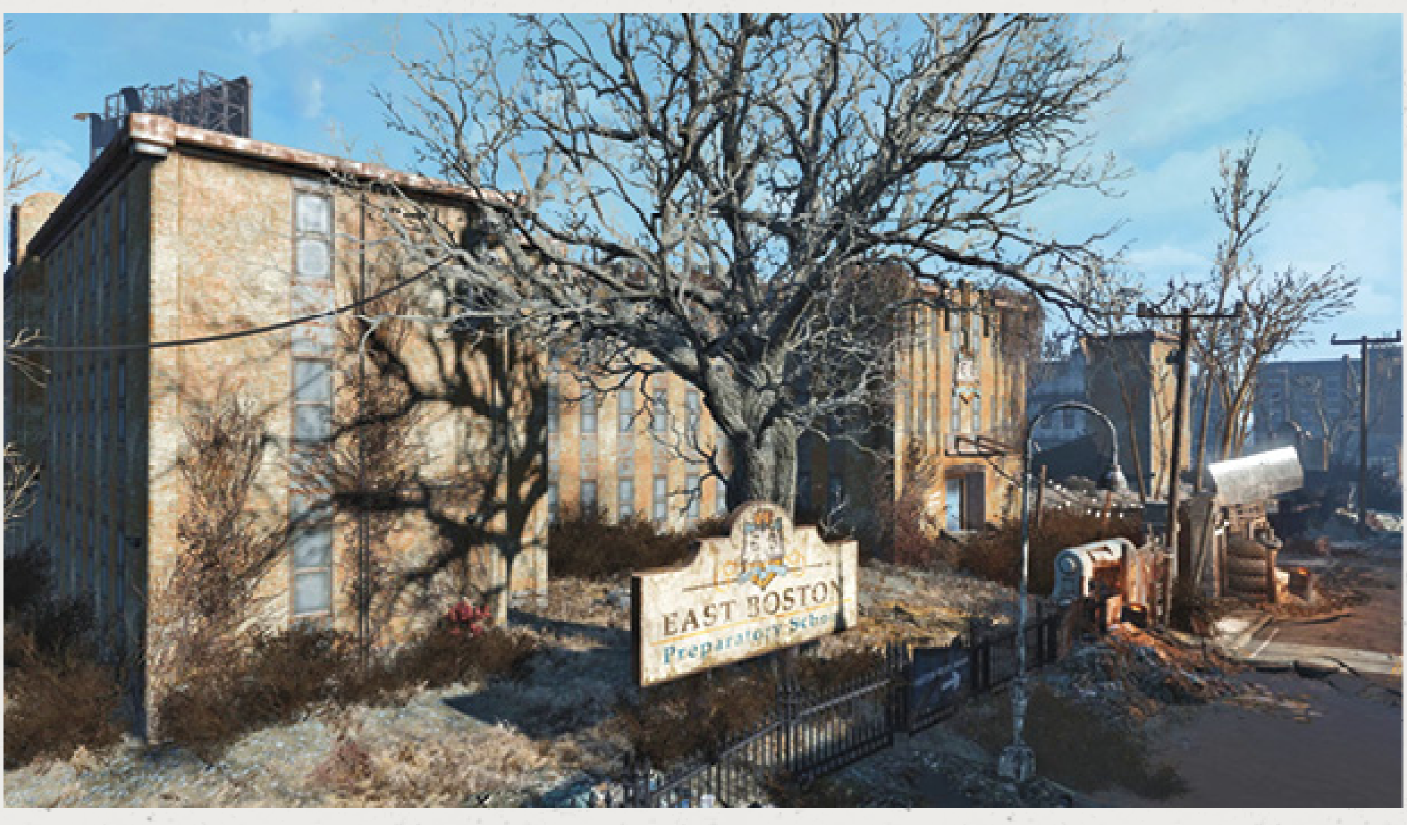
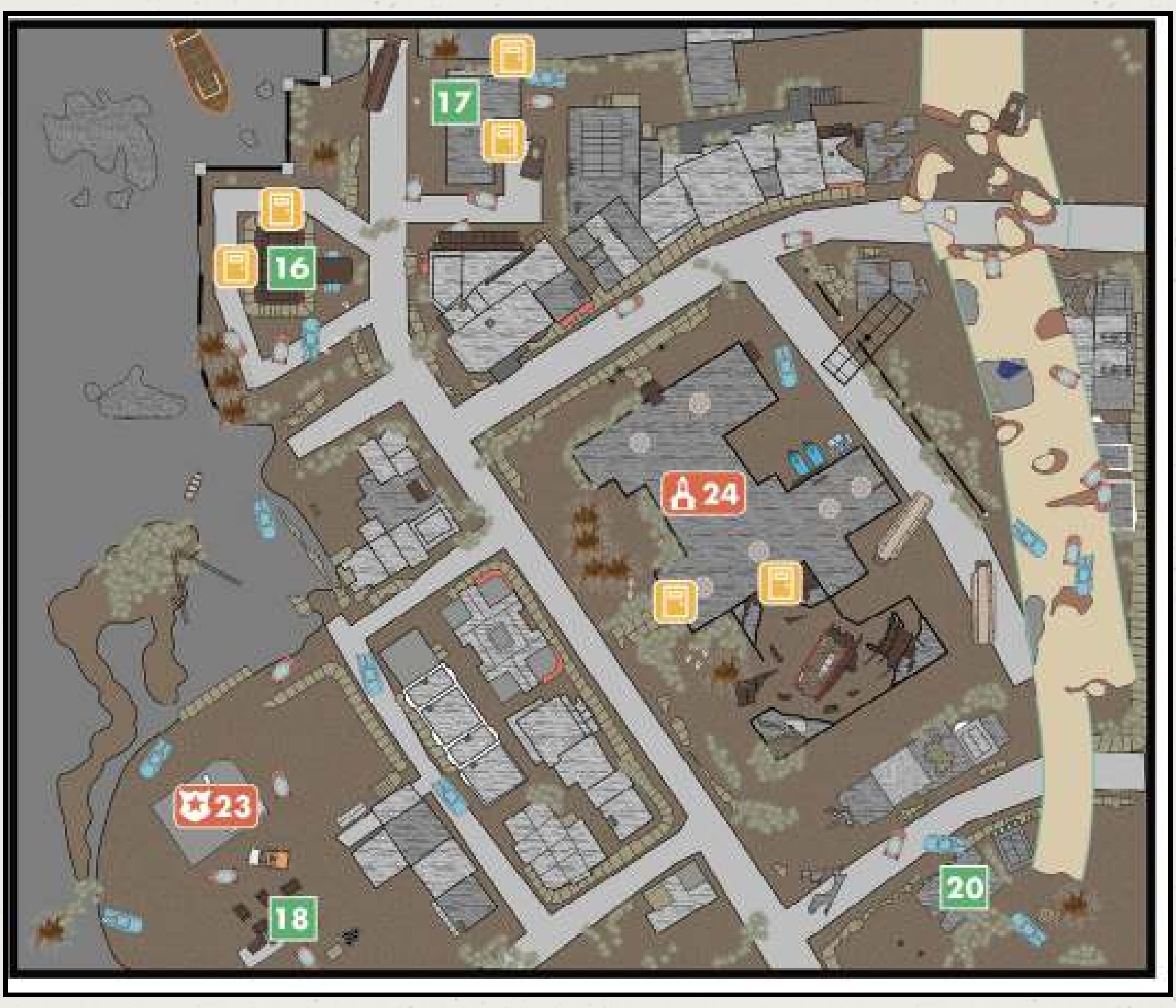
[4.24] East Boston Preparatory School

THREAT LEVELS 30+



- Armaments and Ammo+
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Trunk
- Bottlecaps++
- Collectible: Required Reading: Astoundingly Awesome Tales
- Character: Judge Zeller
- Crafting: Chemistry Station
- Crafting: Cooking Station
- Danger: Can Chimes!
- Danger: Tripwire!
- Faction: Irradiated Wildlife (Radroaches)
- Faction: Raiders
- Health or Chems

Fig 4.24A: East Boston Preparatory School (Exterior)



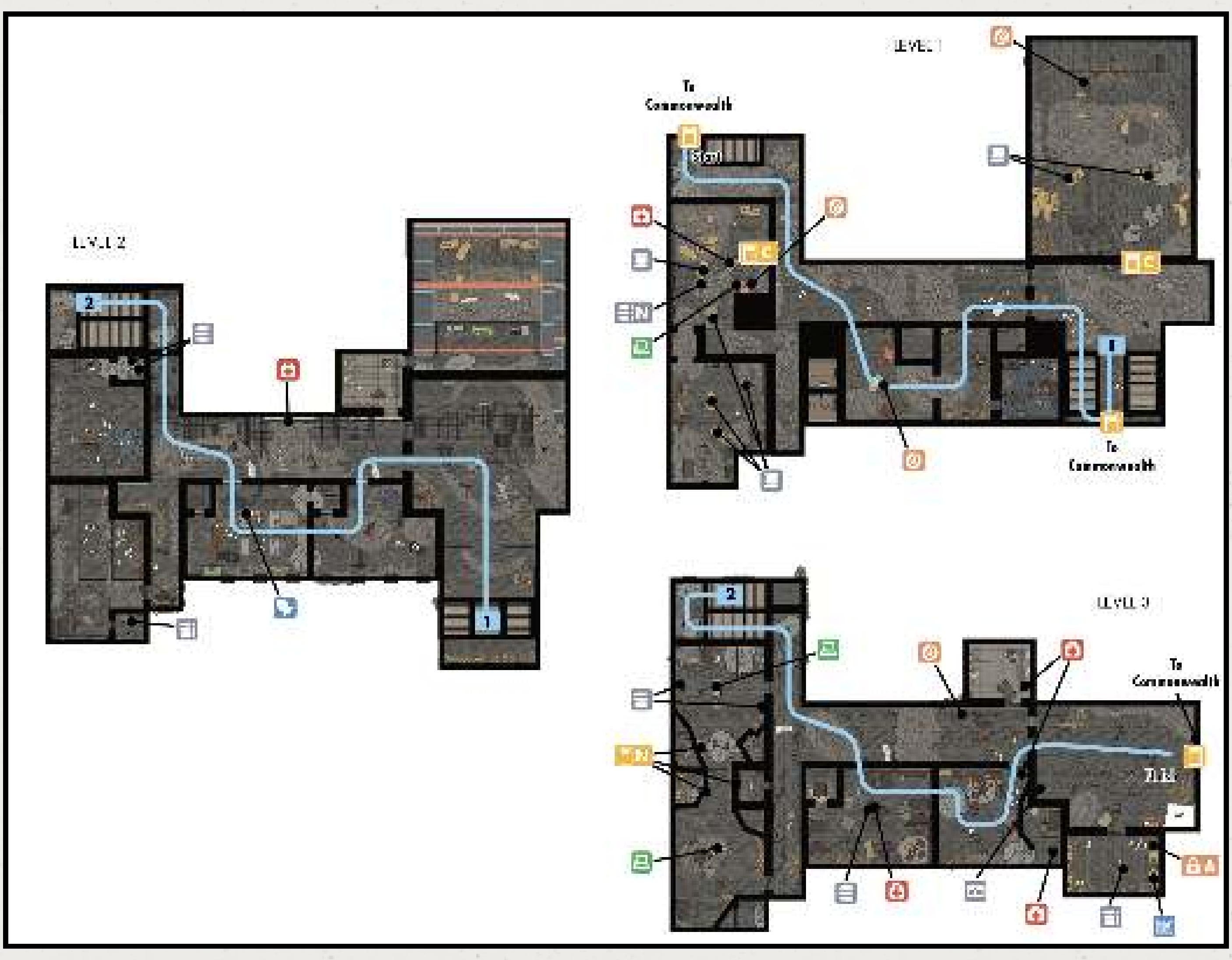
VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke

Required Reading: Astoundingly Awesome Tales

The Catholic Church founded East Boston Prep as religious preparatory school. As the priesthood and church funding declined, local activists took over the school as a secular institution serving the immigrant population in East Boston. The school was eventually abandoned during an economic downturn before the war.

Fig 4.24B: East Boston Preparatory School (Interior)



The “Traders Welcome” and other encouraging signs may be placed to coax the unwary: This location has been set up as a reeducation camp to recruit new Raiders.

Look for holes in floors and stairwells when navigating this mazelike location. The Blood Contract carried by Judge Zeller shows he was once tortured and forced into becoming a Raider.

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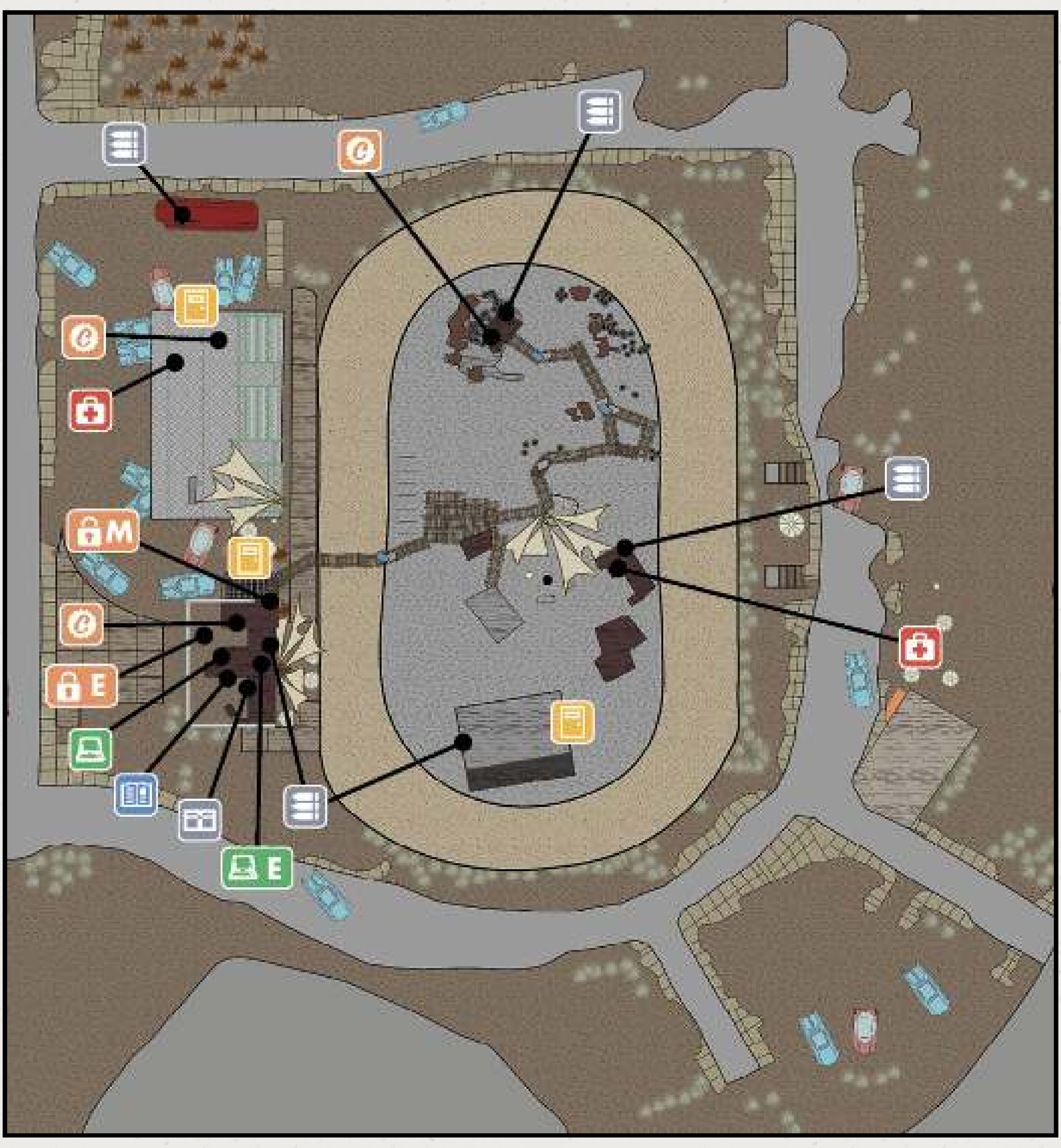
Primary Locations

[4.25] Easy City Downs

THREAT LEVELS 25+

- Armaments and Ammo+
- Armaments and Ammo: Trunk
- Collectible: Required Reading: Tumblers Today
- Bottlecaps+
- Crafting: Armor Workbench
- Crafting: Chemistry Station
- Crafting: Cooking Station
- Crafting: Weapons Workbench
- Danger: Can Chimes!
- Danger: Gas Leak!
- Danger: Grenades!
- Danger: Oil!
- Danger: Mines!
- Faction: Raiders
- Faction: Robots
- Faction: Triggermen
- Faction: Character: Atomic Dreamz
- Faction: Character: Bob's Your Uncle
- Faction: Character: Eager Ernie
- Faction: Character: Fusion's Folly
- Faction: Character: Iron Maiden
- Faction: Character: Lady Lovelace
- Faction: Character: Ol' Rusty
- Faction: Character: Piece o' Junk
- Faction: Character: The Boston Blaster
- Faction: Character: Tin Man
- Health or Chems

Fig 4.25: Easy City Downs (Exterior)



VAULT-TEC RECOMMENDED LOOT

Required Reading: Tumblers Today

This was once a small, struggling racetrack with aging facilities. It is currently occupied by a gang of Raiders and Triggermen who use the track to host their robot races.

Eager Ernie is in charge here and has a key and password to unlock any doors, allowing easy access to the downstairs clubhouse terminal (Expert) and upstairs master control terminal (Expert), as well as the Repair Shop (Advanced) and Robot Control Terminal (Novice) out in the track. Both terminals allow you to control the racing robots; come evening, they turn against their masters. There are some reserve robots to activate in the south warehouse, too. Watch for items to scavenge everywhere; don't forget to check the bus (two are locked [Novice]).

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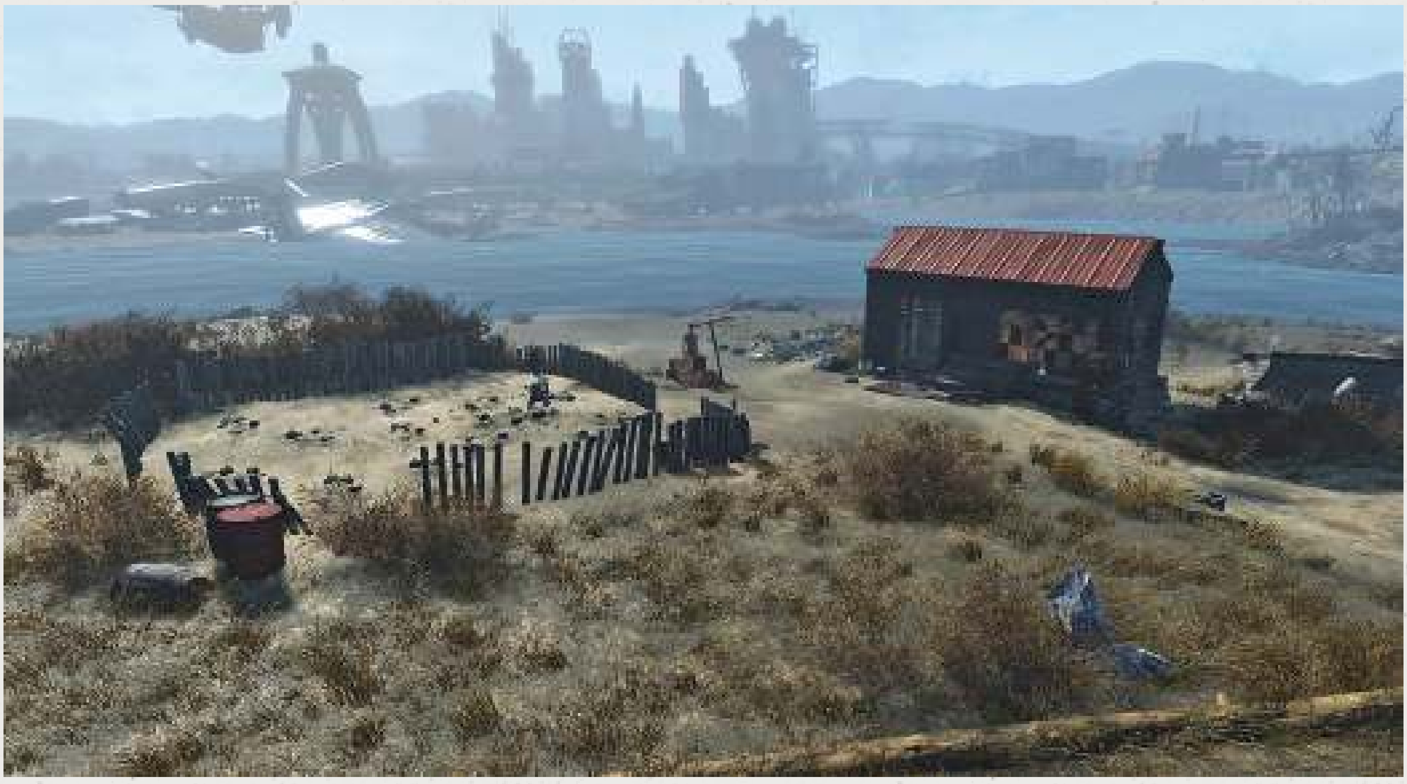
[4.26] Nordhagen Beach

THREAT LEVELS 35+



- Crafting: Chemistry Station
- Crafting: Cooking Station
- Faction: Settler
- Services: Workshop

A meager existence outside the safety of a vault is on show here: Two settlers till the sand and grow gourds, waiting for protection.

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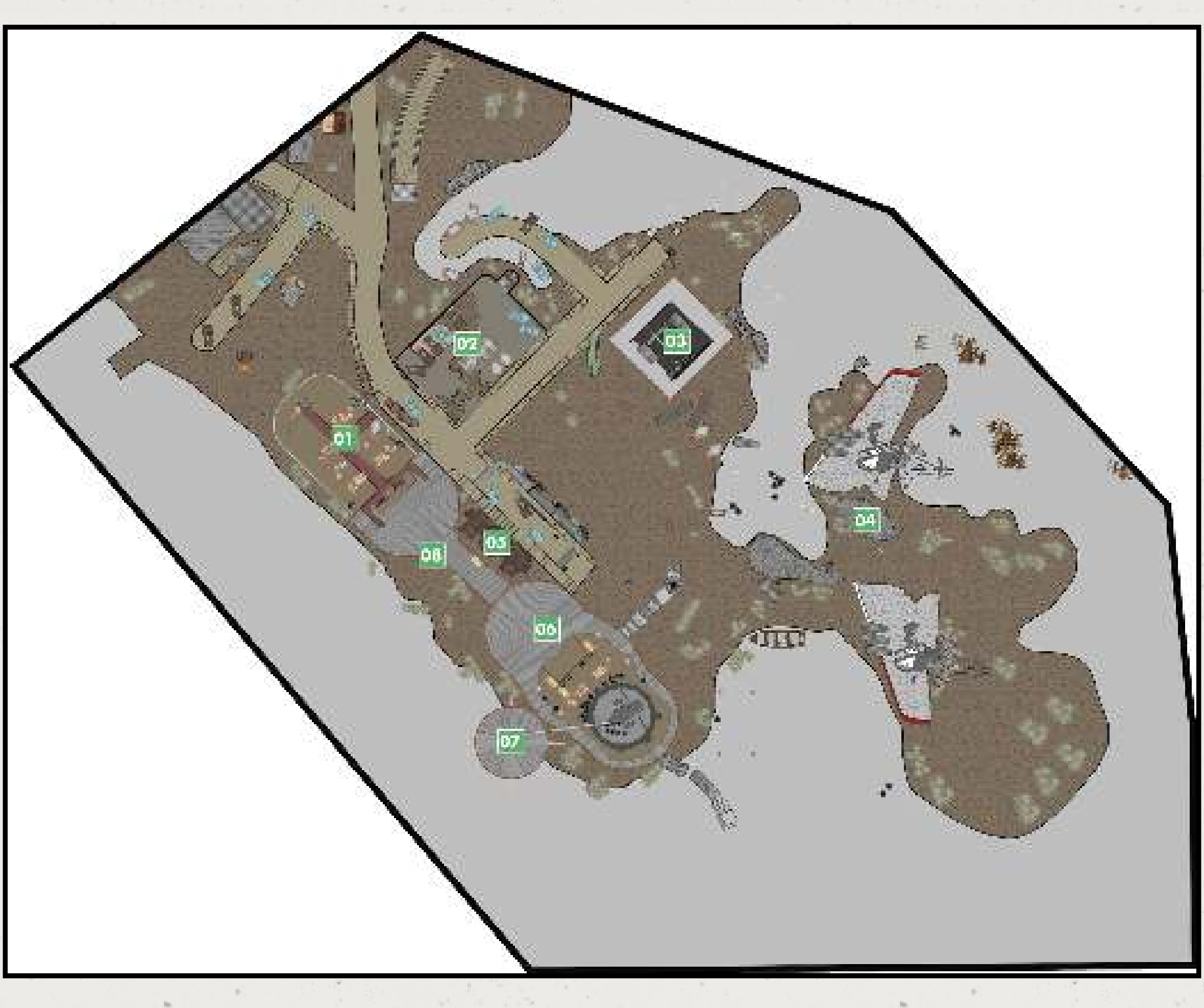
Primary Locations

[4.27] Boston Airport

THREAT LEVELS 30+

- Armaments and Ammo+++
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Mini Nuke (Fat Man)
- Armaments and Ammo: Trunk (3)
- Armor Part: Fusion Core (2)
- Bottlecaps+
- Danger: Can Chimes!
- Danger: Escaping Gas!
- Danger: Explosive Barrels!
- Danger: Oil!
- Danger: Radiation (Mild)!
- Faction: Brotherhood of Steel
- Faction: Feral Ghouls
- Faction: Character: Initiate Clarke
- Faction: Character: Knight-Sergeant Gavil
- Faction: Character: Knight Lucia
- Faction: Character: Knight Rylan
- Health or Chems
- Quest Visit: Liberty Reprimed (Brotherhood of Steel)
- Quest Visit Spoils of War (Brotherhood of Steel)
- Quest Visit Ad Victoriam (Brotherhood of Steel)
- Quest Visit Duty or Dishonor (Brotherhood of Steel)
- Quest Visit Learning Curve (Brotherhood of Steel)
- Services: Workshop

Fig 4.27A: Boston Airport (Exterior)



VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke (and Fat Man)

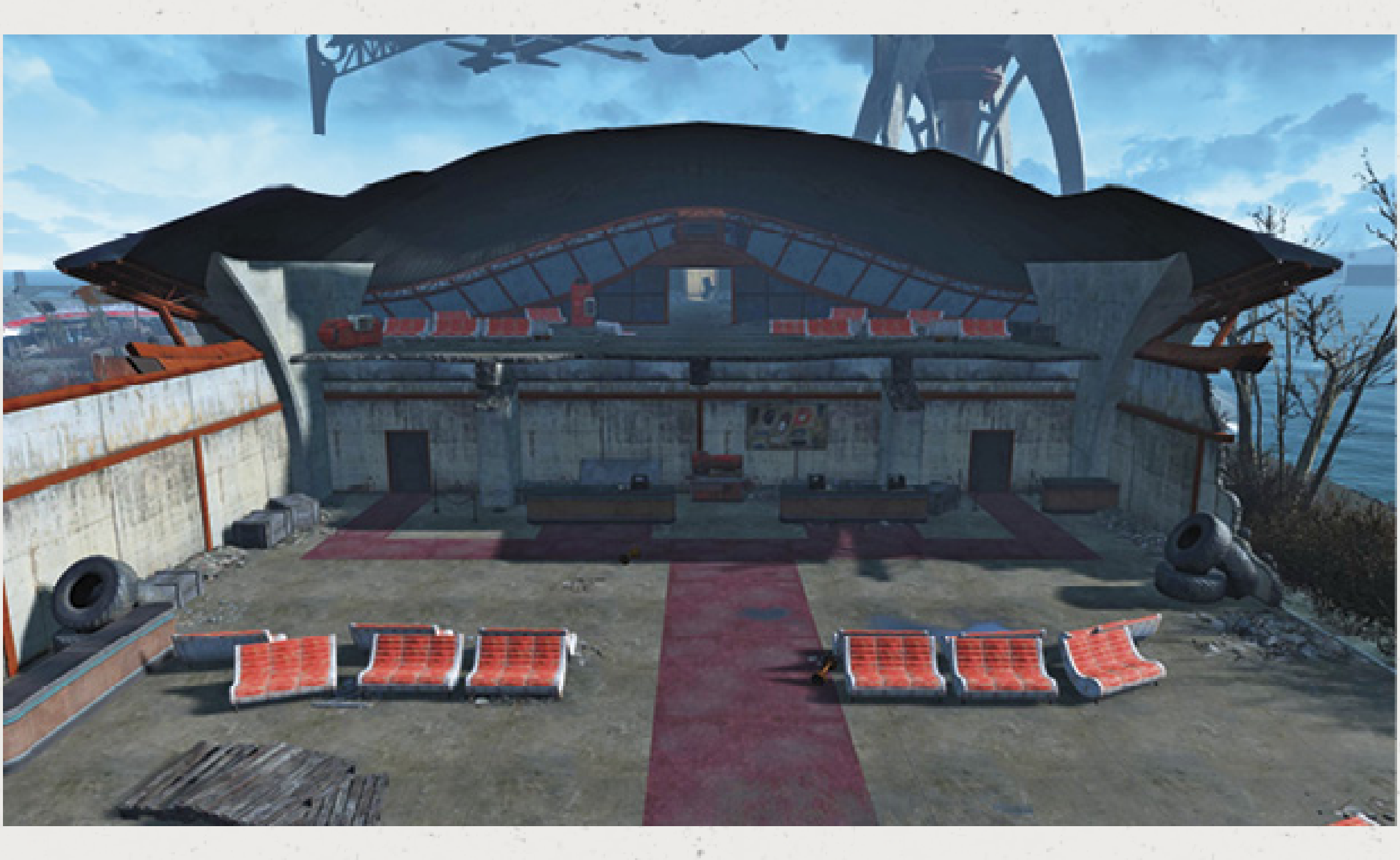
Armor Part: Fusion Core (2)

Before the war, Boston International Airport was a major transportation hub on the East Coast. In addition to its distinctive control tower, it also had a large terminal, parking garage, runways, and numerous hangars and support buildings.

The airport suffered heavily from the war. Most of its major buildings, including large sections of the terminal, have long since collapsed, and the rising sea levels have swamped the low-lying runways and outbuildings. Only the control tower and a few hangars remain relatively intact. After mooring the Prydwen at the airport in Act II, the Brotherhood occupy the area and turn it into the base of operations for their war machine in Act III.

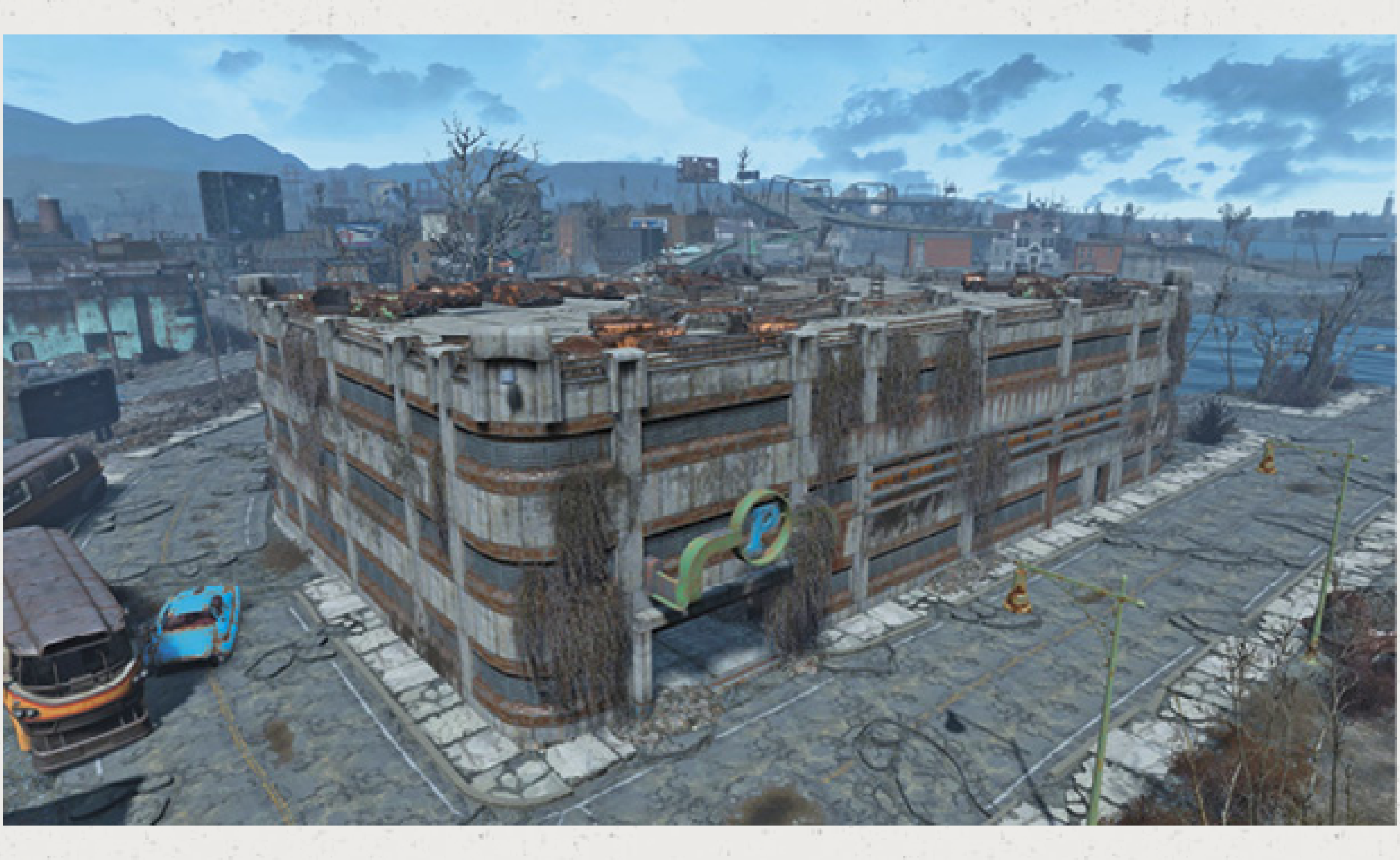
The following assumes the Brotherhood of Steel has arrived at this location. If you explore prior to this point, expect fewer terminals and items and many more frothing ferals.

[01] Arrivals Terminal



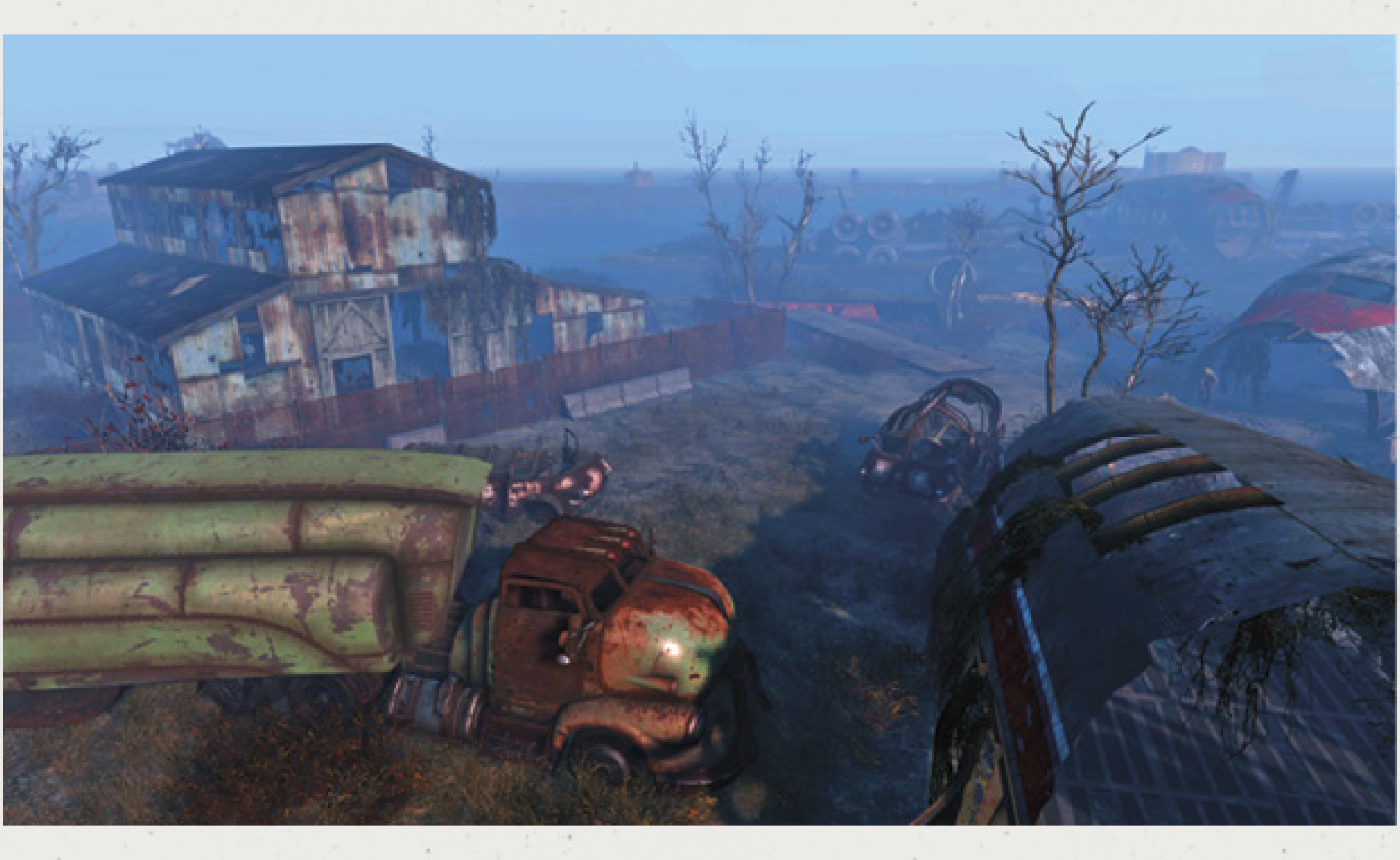
The workshop here allows you to build a settlement in relative safety, unless you decide not to ally yourself with the Brotherhood of Steel. Behind the two inaccessible security doors is an airport warehouse—a secret construction shop where a war machine is being built. This eventually is moved to Location 05. Attempt to access this airport warehouse from Location 06, and the wall terminal is inaccessible (only Proctor Ingram can access it). Don't forget to check the ruined "open air" upper floor above the workshop for a Mini Nuke.

[02] Departure Terminal Parking Lot



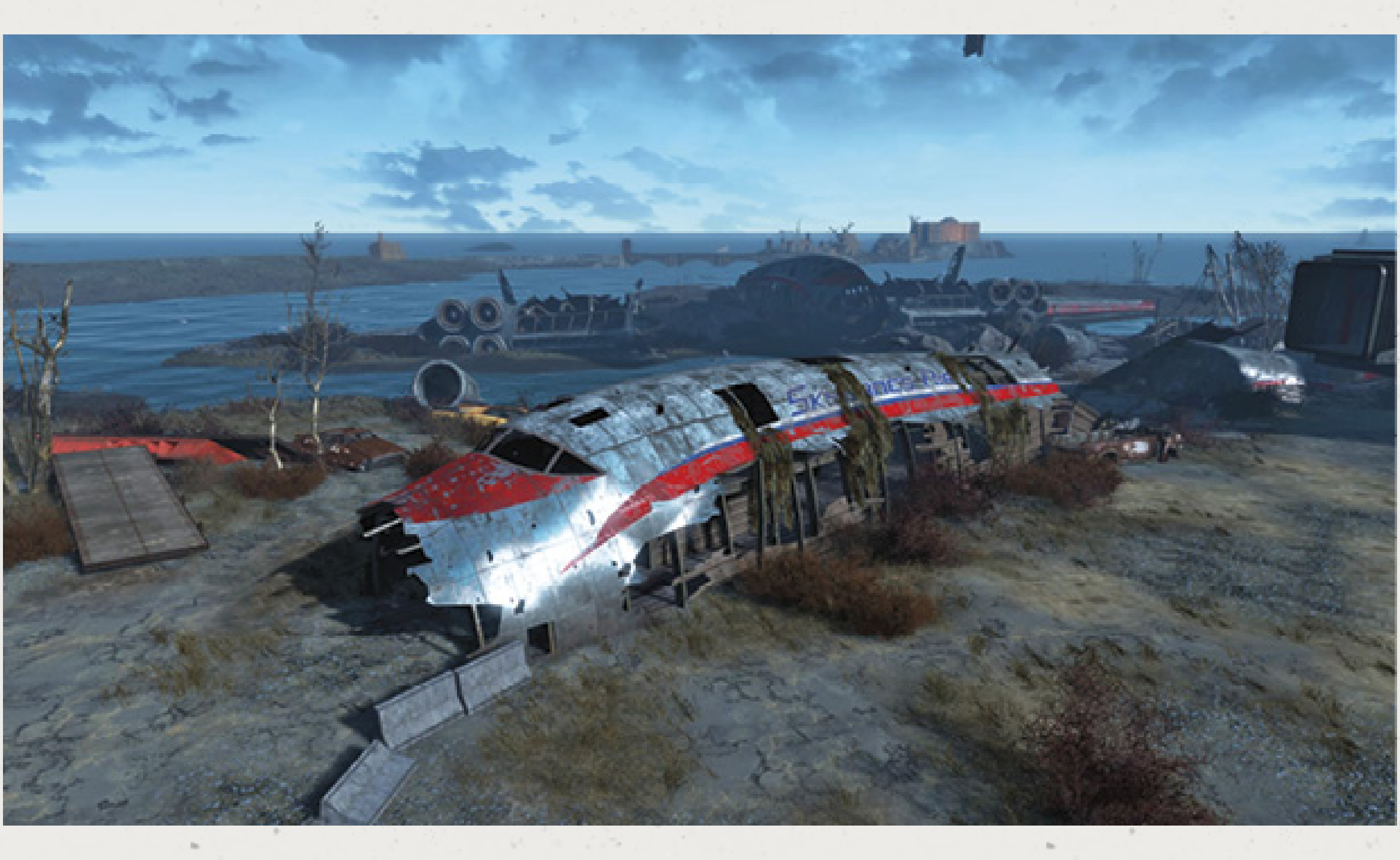
Only the ground and roof levels of this structure are accessible (from the outer concrete stairs). There's health here and impressive views (or sniping opportunities) of the airport. Before the Brotherhood arrives, or if you've sided against them, you may also be able to access the Boston Airport Ruins from the elevator.

[03] Maintenance Warehouse



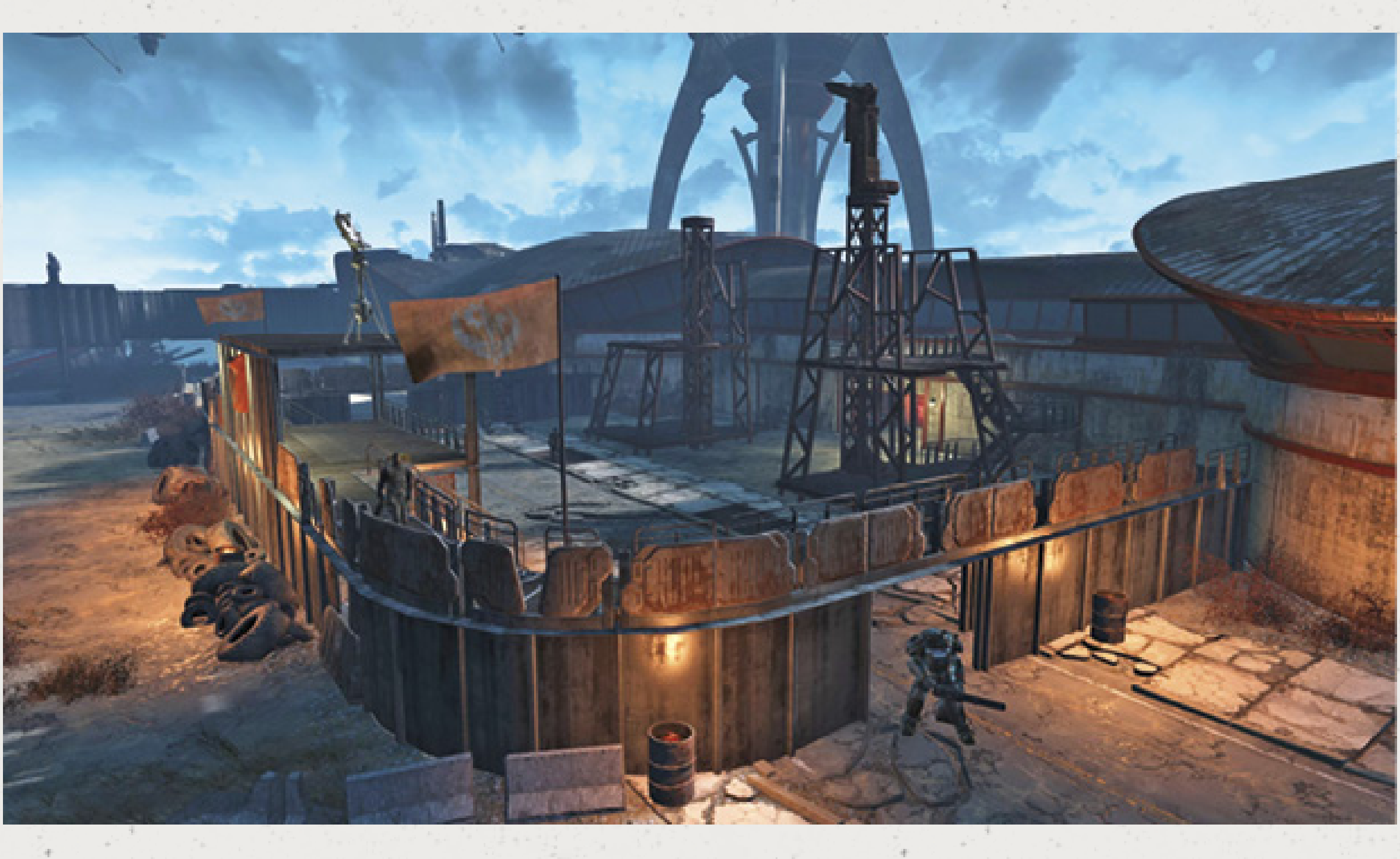
A rusting exterior warehouse by the bay, with some health and an ammo box tucked away. Useful as a rest spot between battles.

[04] Aircraft Wreckage



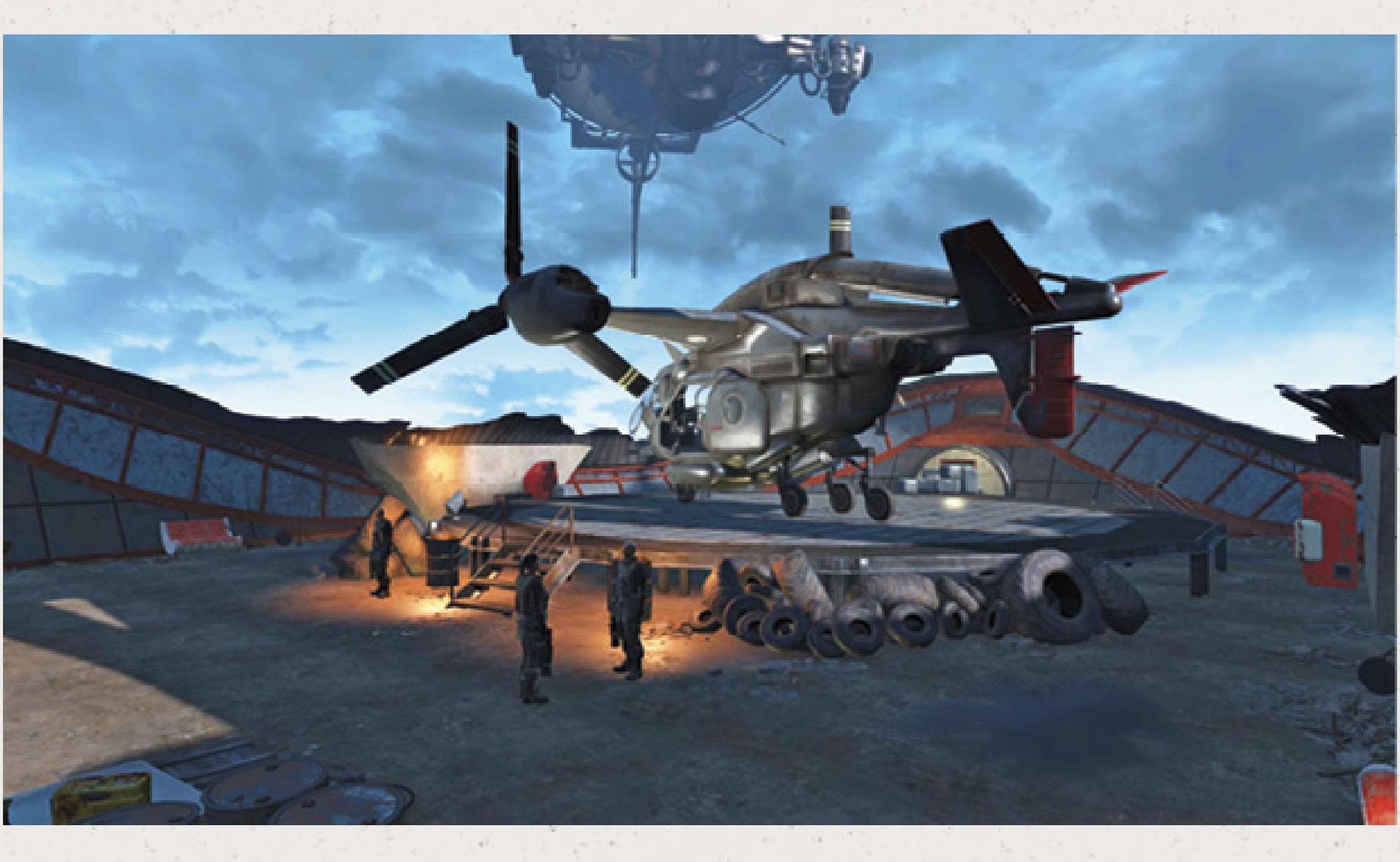
Picked clean by scavengers of the past, the aircraft fuselage and other pieces of twisted metal provide good cover if fighting foes from this location.

[05] Main Concourse



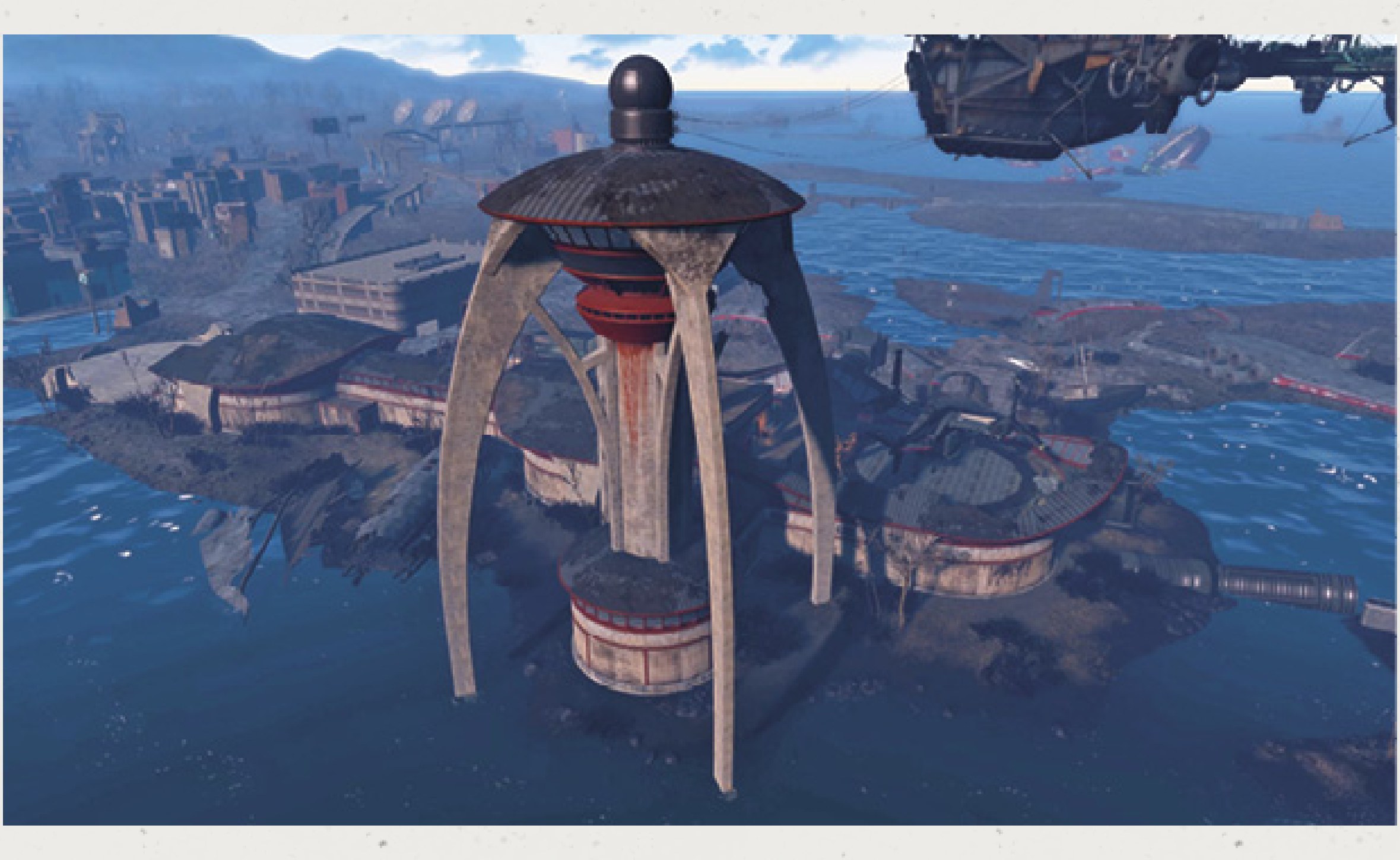
Dominated by a giant scaffold gantry for one of the Brotherhood of Steel's war machines, this is where Proctor Ingram constructs the equipment needed to get this project online.

[06] Departures Terminal



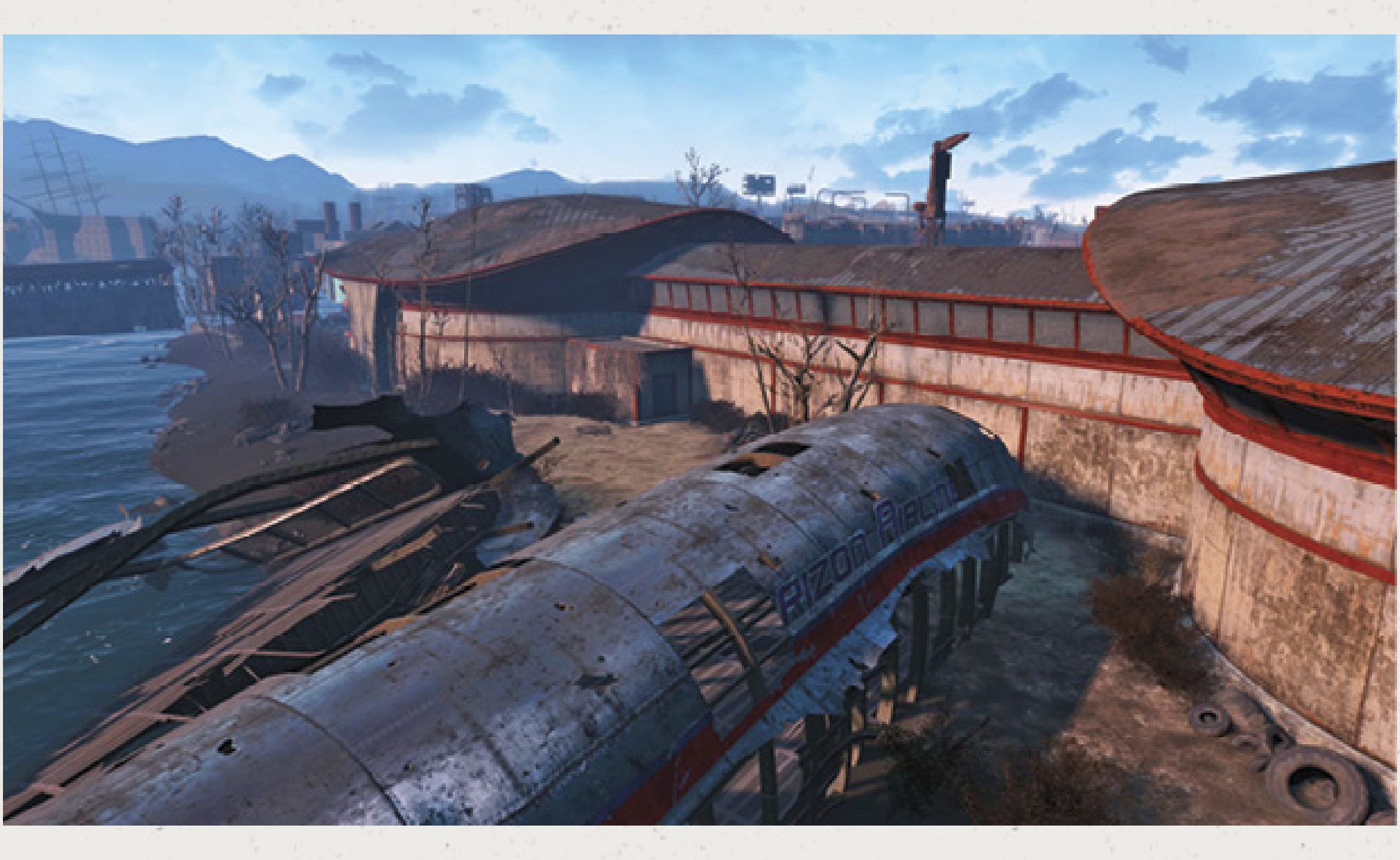
The Brotherhood of Steel will turn the ground floor into a supply depot. There are two side corridors that wrap around to a large set of steps up to a Vertibird landing area. There's a good amount of ammo and chems here. To the southwest is a corridor to the control tower. Look for two steamer trunks here, one on the ground floor and the other atop the tower. To the northwest is a corridor that leads to metal battlements and the main concourse (war machine scaffold access). To the northeast is a departure tube out to the remains of the airfield.

[07] Control Tower (Prydwen Mooring)



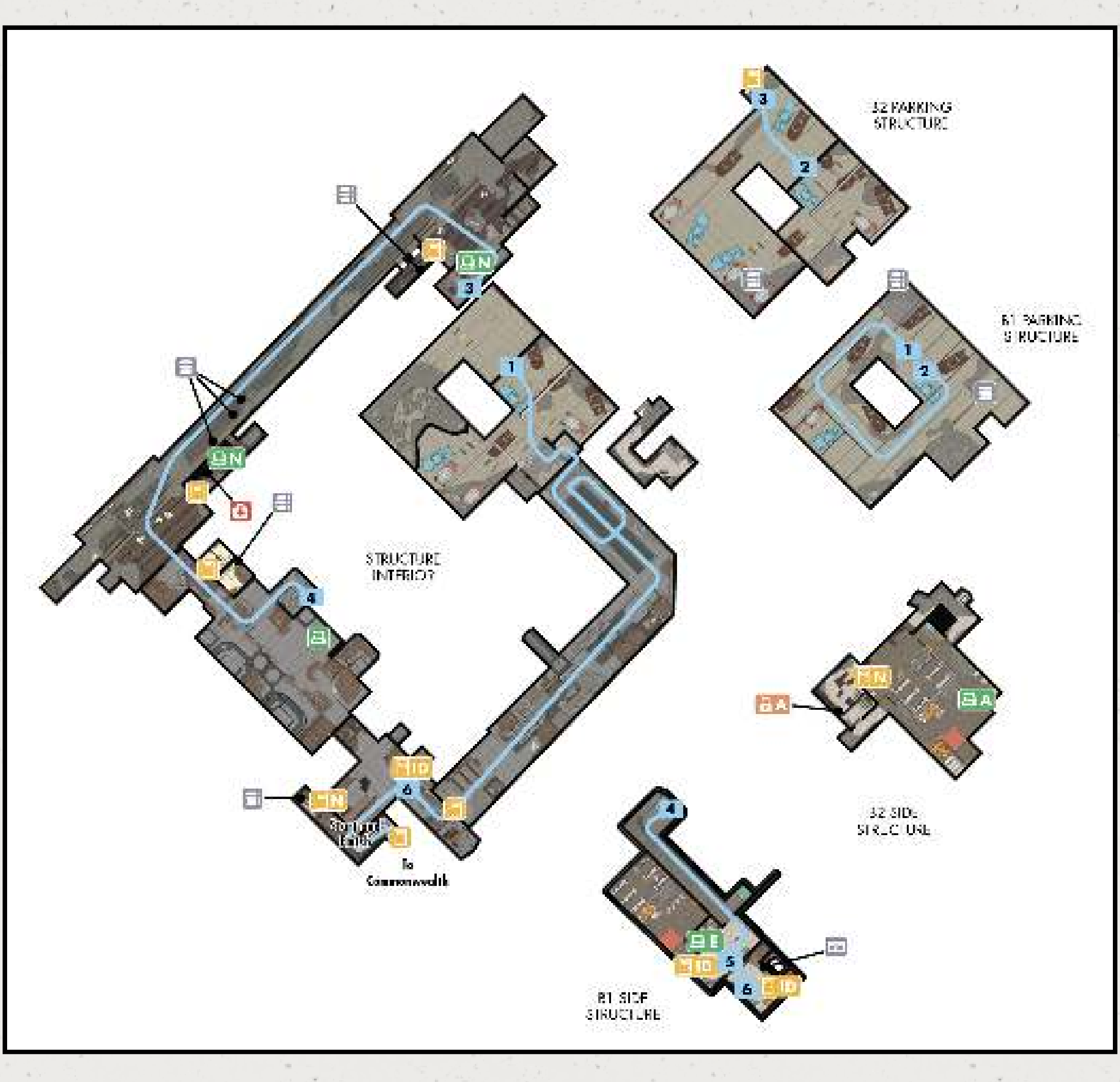
Take the elevator from the arrivals terminal to reach the top of the control tower. This offers impressive views and whatever defenses (usually turrets) the Brotherhood of Steel have erected. There is a generator here, along with a mooring rope attached to Prydwen, when it docks here.

[08] Boston Airport Ruins (Entrance)



You can access this door leading to an abandoned airport tunnel system at any time. However, the Brotherhood of Steel: Duty or Dishonor quest must be active to complete navigation of this location.

Fig 4.27B: Boston Airport Ruins (Interior)



Most of the Airport Ruins can only be explored during Brotherhood of Steel: Duty or Dishonor. You'll need the Airport Ruins ID Card, found on or near Initiate Clarke during the quest, to unlock the Airport Facilities elevator and several doors. The ruins consist of a partly flooded parking lot, a subway station, a baggage claim, and maintenance chambers. Be sure to loot a third trunk from here and a second Fusion Core.

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Primary Locations

[4.28] Prydwen

THREAT LEVELS 30+

- Armaments and Ammo+++
- Armaments and Ammo: Mini Nuke (5+)
- Armaments and Ammo: Mini Nuke (Fat Man)
- Armaments and Ammo: Trunk
- Armor Part: Fusion Core
- Armor Part: Power Armor (BOS II T-60b) (2)
- Armor Part: Power Armor (T-60 Medic Pump)
- Armor Part: Power Armor (Jetpack)
- Armor Part: Power Armor (Visionary's T-60c Helm)
- Bottlecaps+++
- Collectible: Holotape: Knight-Captain Cade's Report
- Collectible: Holotape: Maxson Was Right
- Collectible: Holotape: Personal Log—142
- Collectible: Nuka Cola Quantum
- Companion: Paladin Danse
- Crafting: Armor Workbench (3)
- Crafting: Chemistry Station (2)
- Crafting: Cooking Station
- Crafting: Power Armor Station (4)
- Crafting: Weapons Workbench (3)
- Danger: Long Drop!
- Faction: Brotherhood of Steel
- Faction: Irradiated Wildlife (Mole Rats)
- Faction: Character: Elder Maxson
- Faction: Character: Knight-Captain Cade
- Faction: Character: Lancer-Captain Kells
- Faction: Character: Proctor Ingram
- Faction: Character: Proctor Quinlan
- Faction: Character: Proctor Teagan
- Faction: Character: Senior Scribe Neriah
- Health or Chems+++
- Quest Start: Shadow of Steel (Brotherhood of Steel)
- Quest Start: Tour of Duty (Brotherhood of Steel)
- Quest Start: Show No Mercy (Brotherhood of Steel)
- Quest Start: From Within (Brotherhood of Steel)
- Quest Start: Outside the Wire (Brotherhood of Steel)
- Quest Start: Liberty Reprimed (Brotherhood of Steel)
- Quest Start: Blind Betrayal (Brotherhood of Steel)
- Quest Start: Tactical Thinking (Brotherhood of Steel)
- Quest Start: Spoils of War (Brotherhood of Steel)
- Quest Start: A New Dawn (Brotherhood of Steel)
- Quest Start: The Lost Patrol (Brotherhood of Steel)
- Quest Start: Duty or Dishonor (Brotherhood of Steel)
- Quest Start: A Loose End (Brotherhood of Steel)
- Quest Start: Learning Curve (Brotherhood of Steel)
- Quest Start: Feeding the Troops (Brotherhood of Steel)
- Quest Start: Getting Technical (Brotherhood of Steel)
- Quest Start: Blood Samples (Brotherhood of Steel)
- Quest Visit: Reveille (Brotherhood of Steel)
- Quest Visit: Airship Down (the Institute)
- Quest Visit: Rockets Red Glare (the Railroad)
- Quest Visit: With Our Powers Combined (the Minutemen)
- Services: Trader (Knight-Captain Cade)
- Services: Trader (Proctor Teagan)
- Unique Item: Brotherhood Combat Armor
- Unique Item: T-60 Medic Pump
- Unique Item: X-01 Helmet
- Unique Item: Vertibird signal grenades
- Unique Item: Visionary's T-60c Helm

VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke (5+) and Fat Man

Armor Part: Fusion Core

Armor Part: Power Armor (T-60b)

Collectible: Nuka Cola Quantum

Unique Item: Death from Above (Weapon)

Unique Item: Exemplar's T-60c Torso

Unique Item: Final Judgement (WEapon)

Unique Item: Honor (Apparel)

Unique Item: Sentinel's Plasmacaster (Weapon)

Unique Item: Steadfast BOS Combat Armor Chest Piece (Apparel)

Unique Item: T-60 Medic Pump (Apparel)

Unique Item: X-01 Helmet (Apparel)

Unique Item: Vengeance (Apparel)

Unique Item: Visionary's T-60c Helm (Apparel)

Unique Item: Vertibird Signal Grenades

Companion: Paladin Danse

The Brotherhood of Steel know how to make an entrance! A giant dirigible appears once you complete Act I of your Main Quest. It is moored at Boston Airport. This becomes the base of operations for the Brotherhood of Steel for the remainder of your exploration. The ship is a marvel of engineering.

Your first access to this immense craft is during the Brotherhood of Steel quests. The craft can only be accessed by Vertibird (and Fast-Travel thereafter). Landing on the exterior flight deck, you see there are a number of Vertibird docks. The foredeck (accessed from the command deck) offers exceptional views of the Boston skyline.

Fig 4.28A: Prydwen Main Deck (Interior)

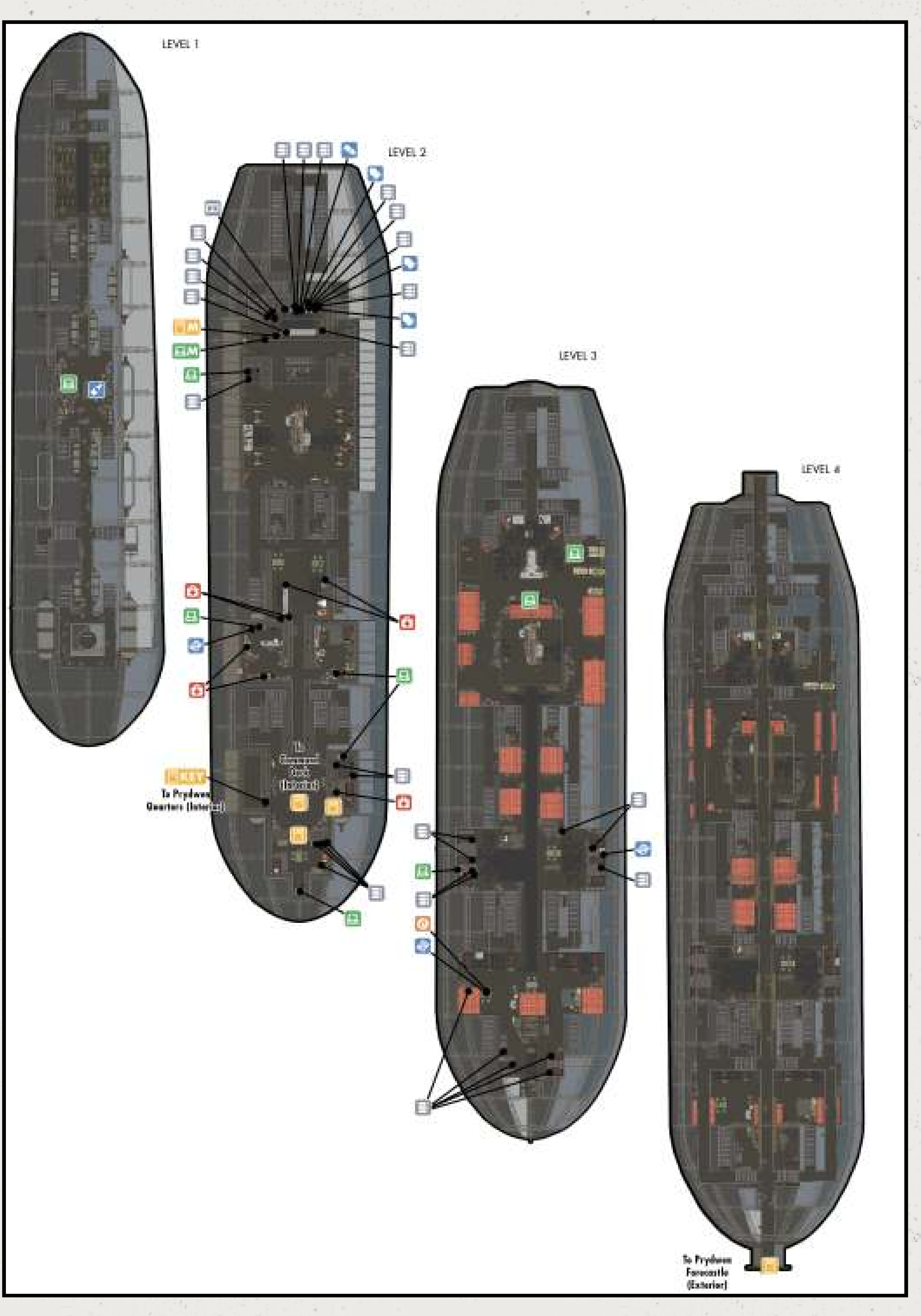
LEVEL 1
LEVEL 2
LEVEL 3
LEVEL 4
To Command Deck (Interior)
To Prydwen Quarters (Interior)
To Prydwen Forecastle (Exterior)

Fig 4.28B: Prydwen Command Deck (Interior)

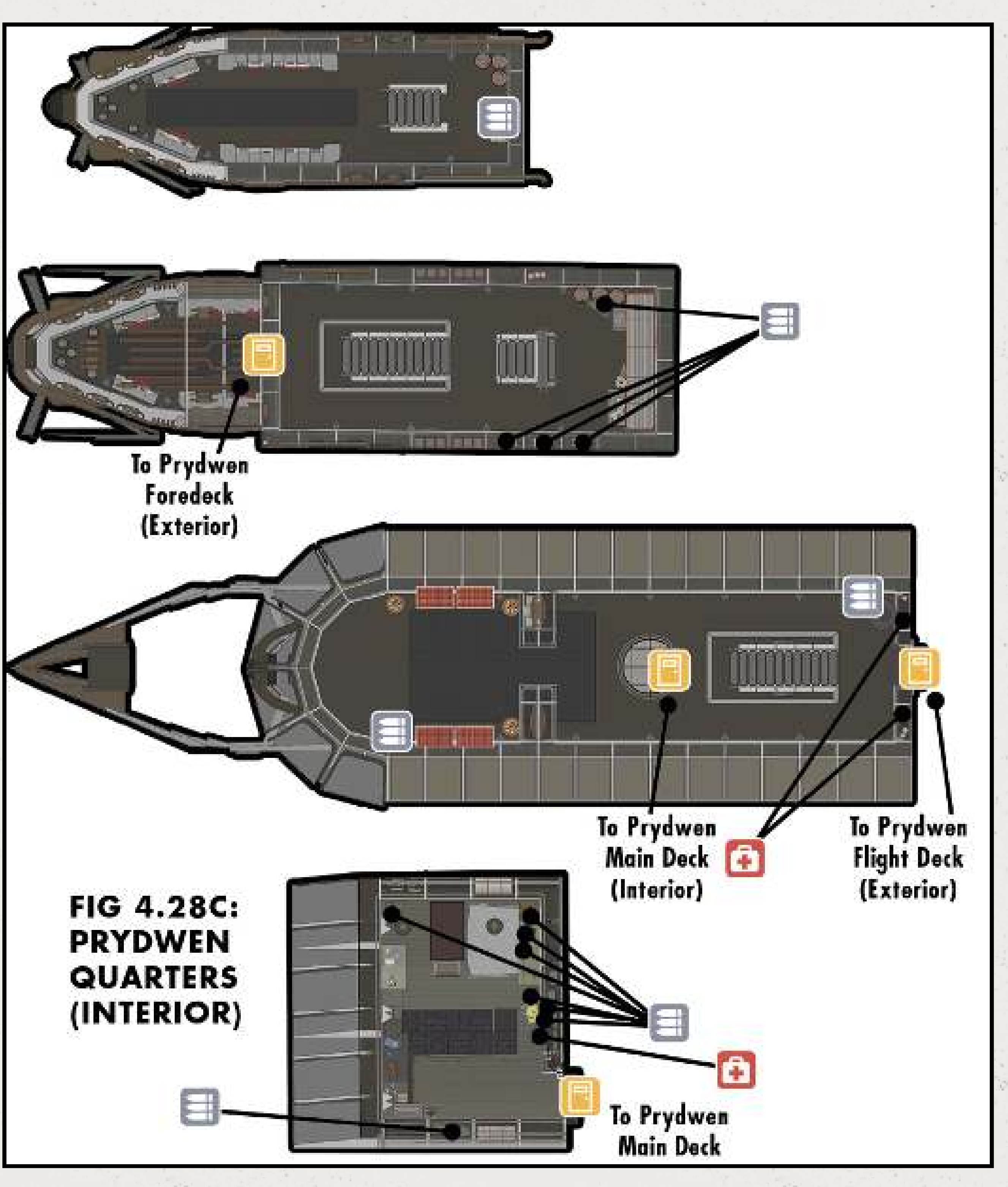
To Prydwen Foredeck (Exterior)
To Prydwen Main Deck (Interior)
To Prydwen Flight Deck (Exterior)
To Prydwen Main Deck

FIG 4.28C: PRYDWEN QUARTERS (INTERIOR)

The interior of this craft houses the various crew quarters, maintenance areas, medical facilities, and laboratories. Once allied with this faction, you are free to utilize the various workbenches, stations, and your own private quarters where items can be stored. Also visit the named personnel for a variety of tasks. Of particular note is Proctor Teagan, who has some excellent armor, ammunition, and weaponry for sale. However, as the quests for this faction progress, Mini Nukes can be appropriated from the weapons storage on the main deck.

HELPFUL HINT FROM VAULT BOY!

Those Brotherhood of Steel types have quite the collection of gear, don't they? Most of the goodies listed here must be given as quest rewards for a job well done or are found at Proctor Teagan's store. Naturally, it's better to gather all of these items before planning a possible change of allegiance!

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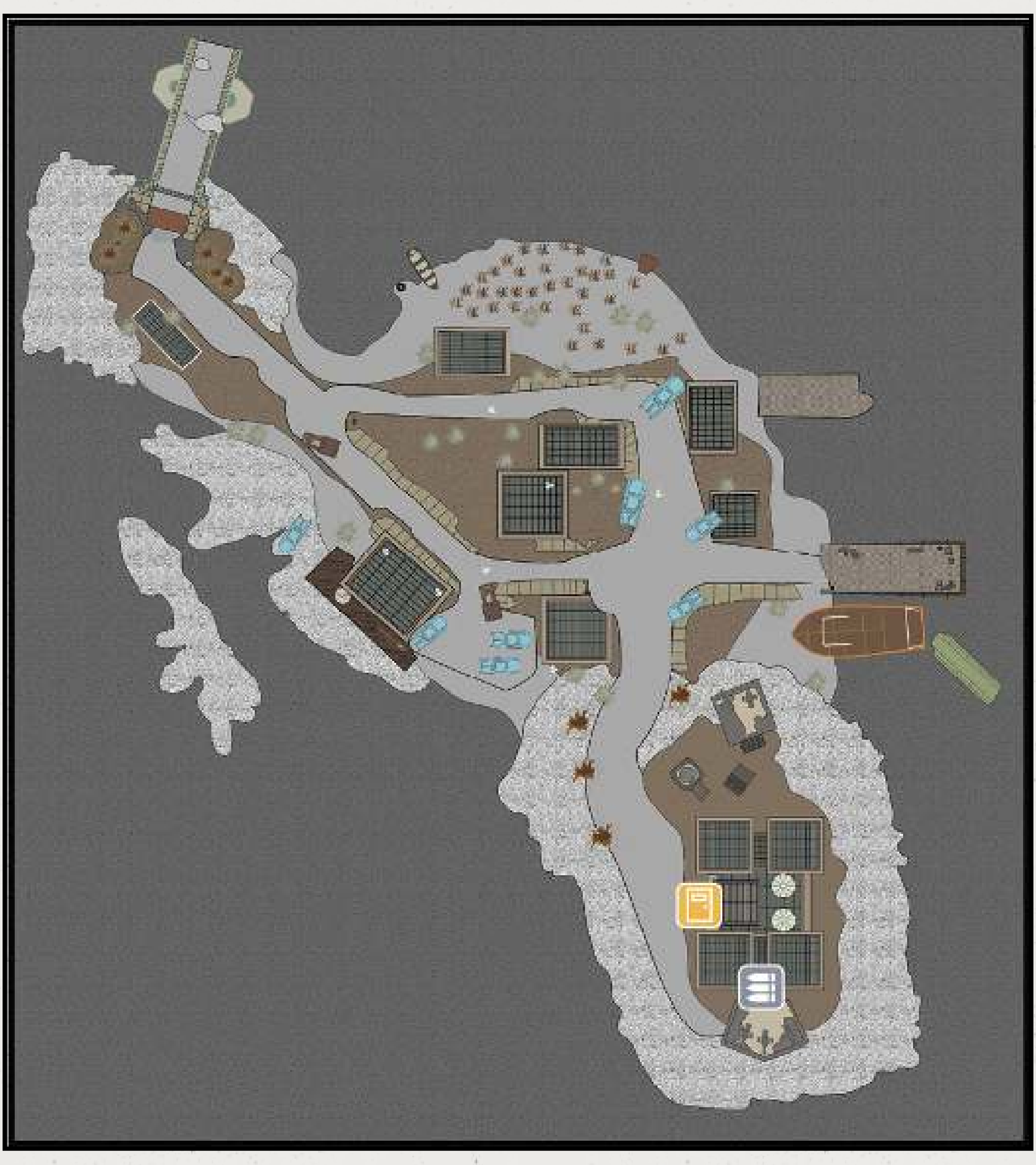
[4.29] Fort Strong

THREAT LEVELS 35+

- Armaments and Ammo++
- Armaments and Ammo: Mini Nuke (3)
- Armaments and Ammo: Mini Nuke (Fat Man)
- Armaments and Ammo: Trunk
- Armor Part: Fusion Core
- Armor Part: Power Armor (leveled)
- Armor Part: Power Armor (leveled)
- Bottlecaps
- Collectible: Holotape: Private Murnahan's Holotape
- Collectible: Required Reading: U.S. Covert Operations Manual
- Crafting: Armor Workbench
- Danger: Radiation (Mild)!
- Faction: Super Mutants
- Health or Chems
- Quest Visit: Show No Mercy (Brotherhood of Steel)

Fig 4.29A: Fort Strong (Exterior)



VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke (3) and Fat Man

Armor Part: Fusion Core

Armor Part: Power Armor (leveled)

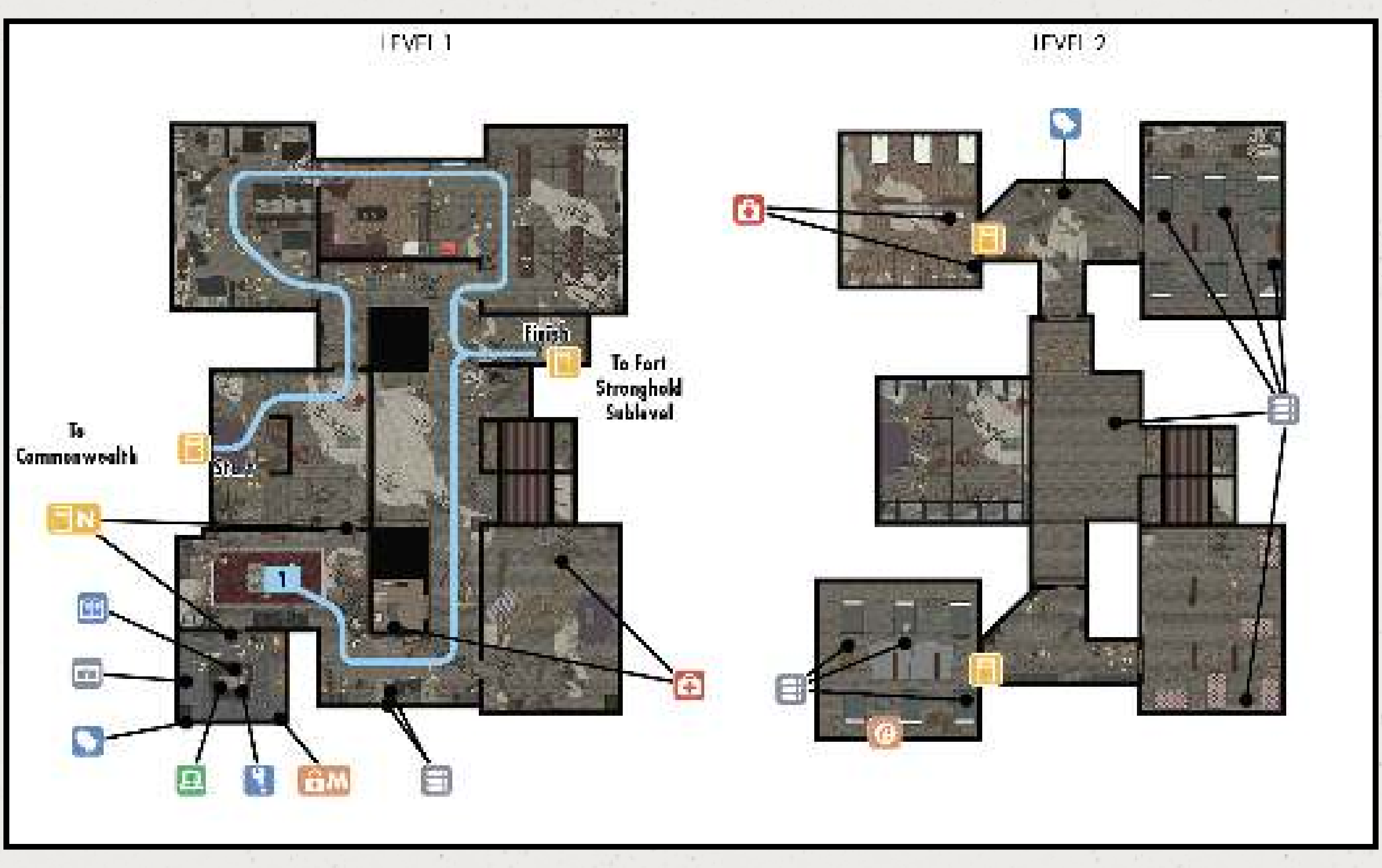
Required Reading: U.S. Covert Operations Manual

Fort Strong is an old military base. The island it sits on was used as a gun battery as far back as the Revolutionary War, and the fort itself dates to the Civil War. It had been abandoned for almost a century when the military quietly reoccupied it in the 2050s for use as a top-secret weapons research facility. The fort's exterior and outbuildings were left intact, but its interior was retrofitted and a basement level was dug to house the new laboratories and a sizable armory.

Live weapons testing began on the island in the early 2070s, with the fort's long-abandoned outbuildings used as targets. Among other weapons, the Fat Man and its Mini Nukes were invented here and first tested on the artillery range. But in October 2077, the island was hastily sealed up and its scientists evacuated.

To the north (not shown on the map) is a security kiosk with parts of a Power Armor suit and some ammo. Check under the bridge for a wooden crate. Otherwise, the road into the main armory building is devoid of scavengable items. Super Mutants are an ever-present danger; more so if the quest is active. Expect exceptionally heavy resistance if the quest is occurring.

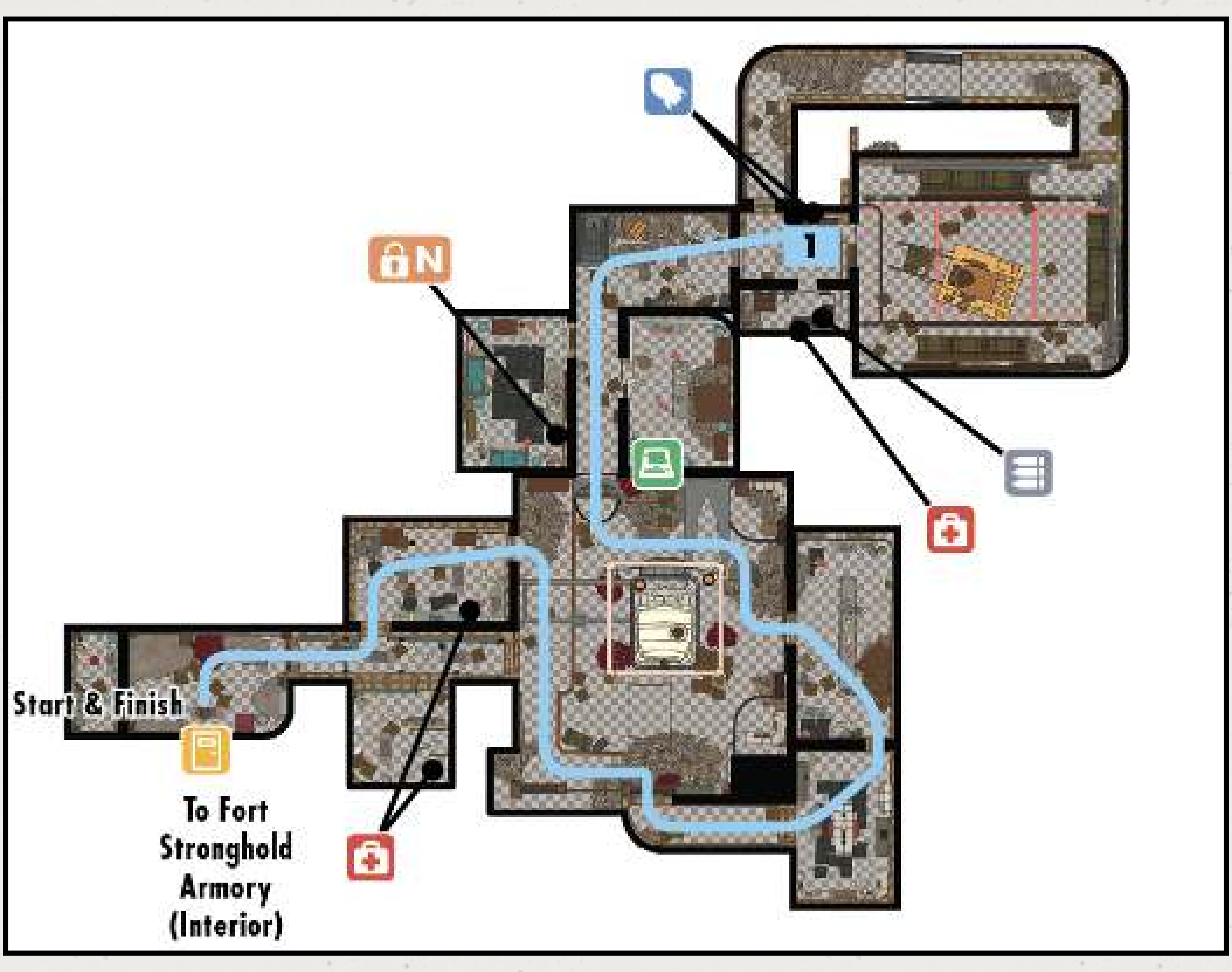
Fig 4.29B: Fort Strong Armory (Interior)



Parts of this location, including the elevator to the sublevel, are inaccessible unless the specified quest is active.

The Fort Strong Key is found in the general's desk, in the locked (Novice) room to the southwest (along with a trunk and Mini Nuke). Reach the main part of the upper floor via the fallen section under the meat bags in the reception room. Reach the southern part of the upper floor by leaping up the fallen ceiling in the conference room to the southeast.

Fig 4.29c: Fort Strong Sublevel (Interior)



Additional Super Mutants are active in this lower level. Remove the threats as you wish. This is the place to stock up on Mini Nukes.

Once the specified quest has been completed, expect the Brotherhood of Steel to occupy this location. Return here if you're allied with them and wish to take advantage of their hospitality (though this does not extend to any additional quests).

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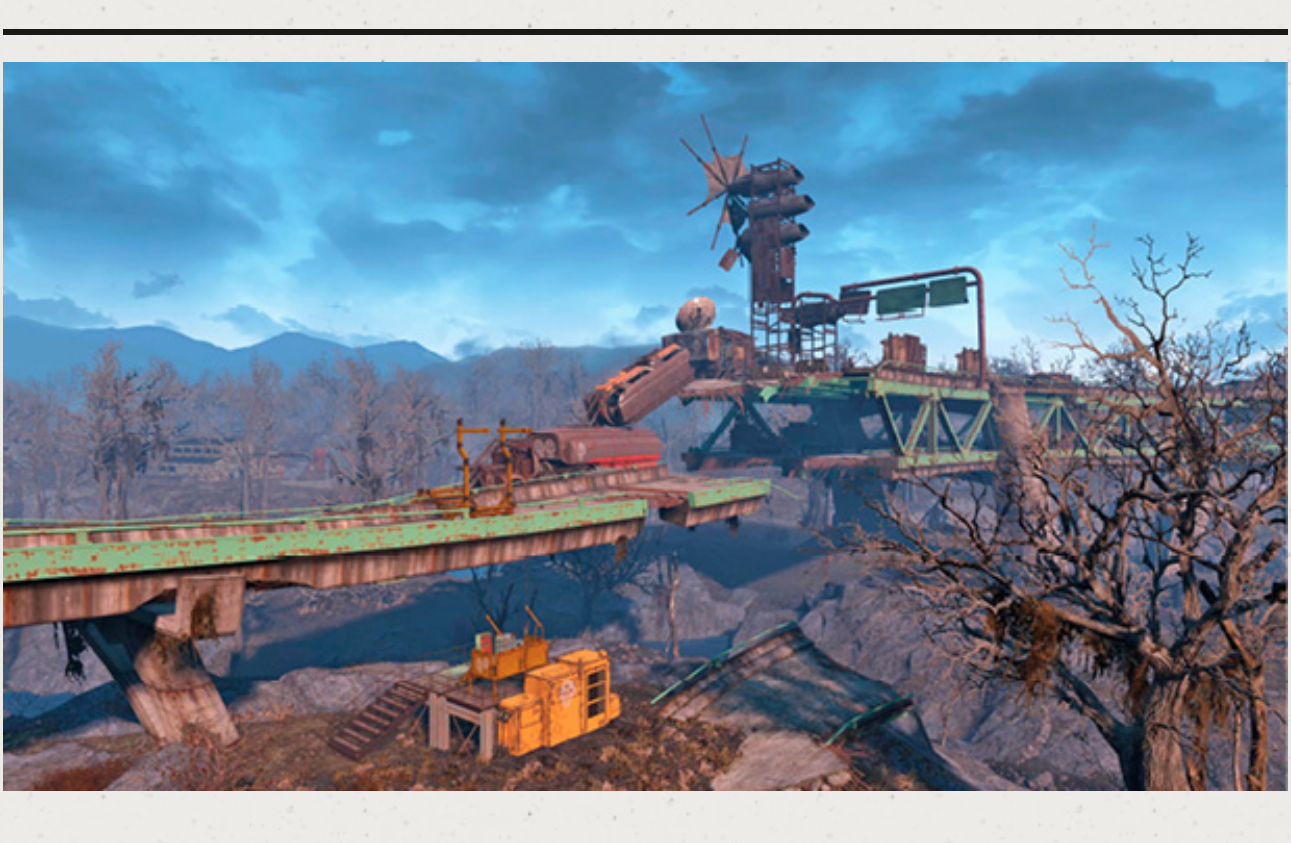
Zone 4: Coastal Commonwealth

Secondary Locations

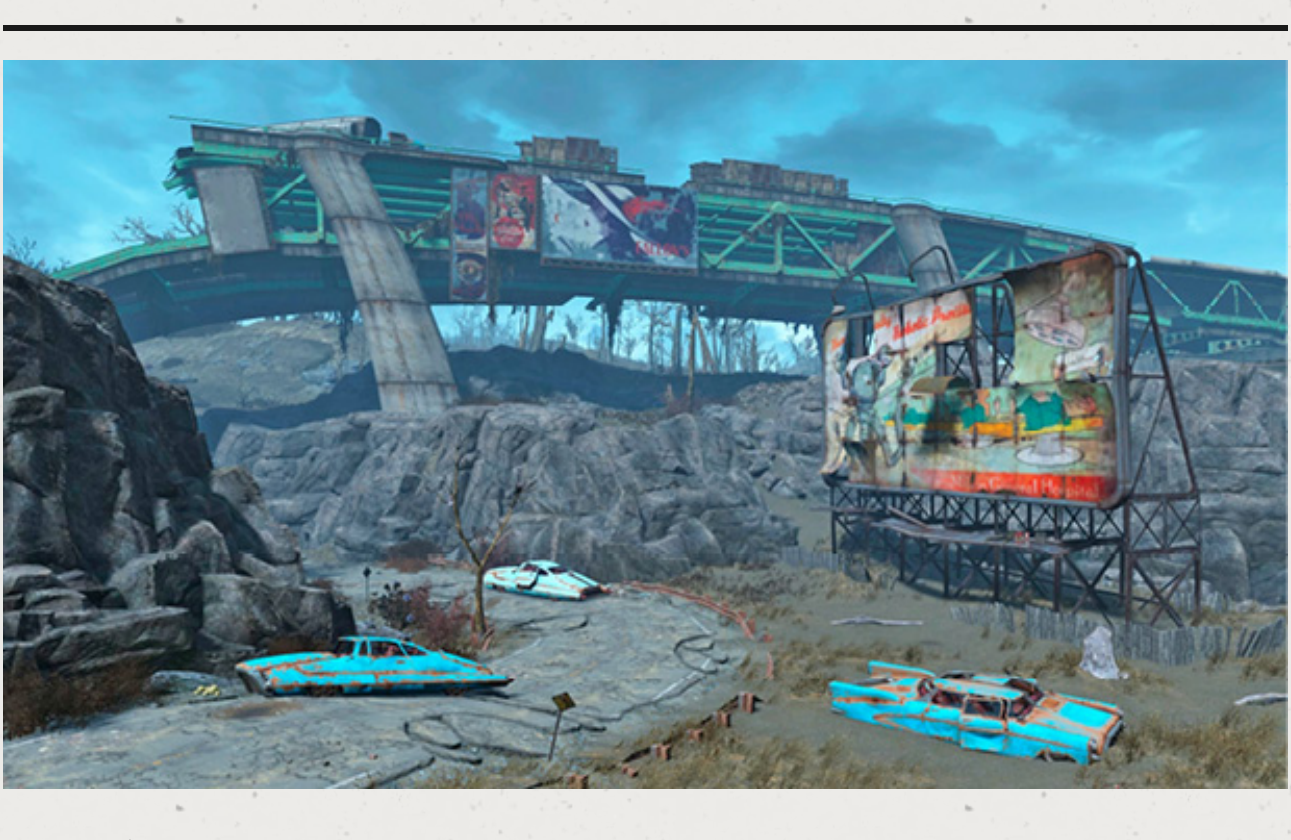
[4.01] GUNNER CAMP (PARSONS ELEVATED FREEWAY)



- Armaments and Ammo
- Danger: Long Drop!
- Faction: Gunners

A windmill-generated Gunner encampment is easy to spot; the windmill gives away its position. Use the construction lift at the location indicated, and assault the camp, gathering minor loot and ammo.

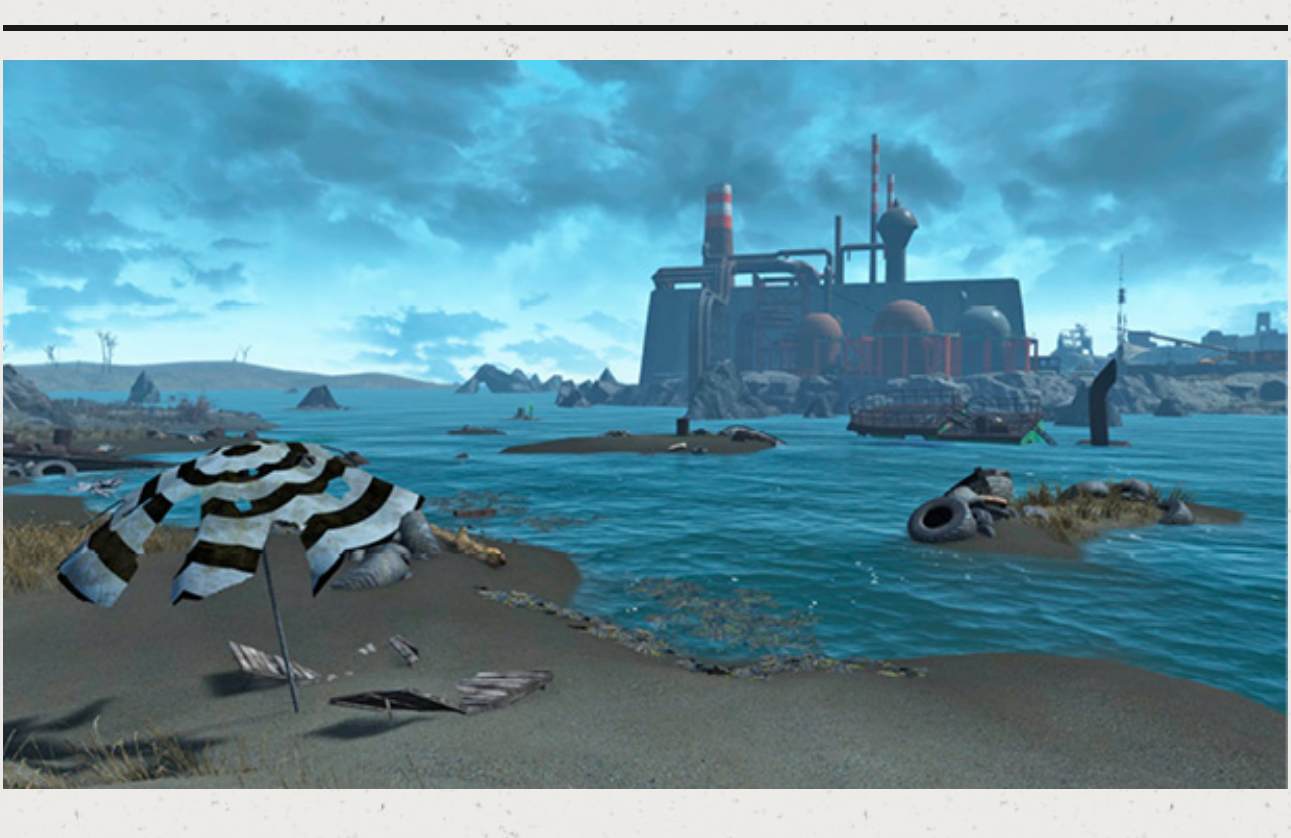
[4.02] MILTON GENERAL BILLBOARD



- Bottlecaps

Go for a quick Bottlecaps run here, by the skeleton and gas canisters on the billboard gantry.

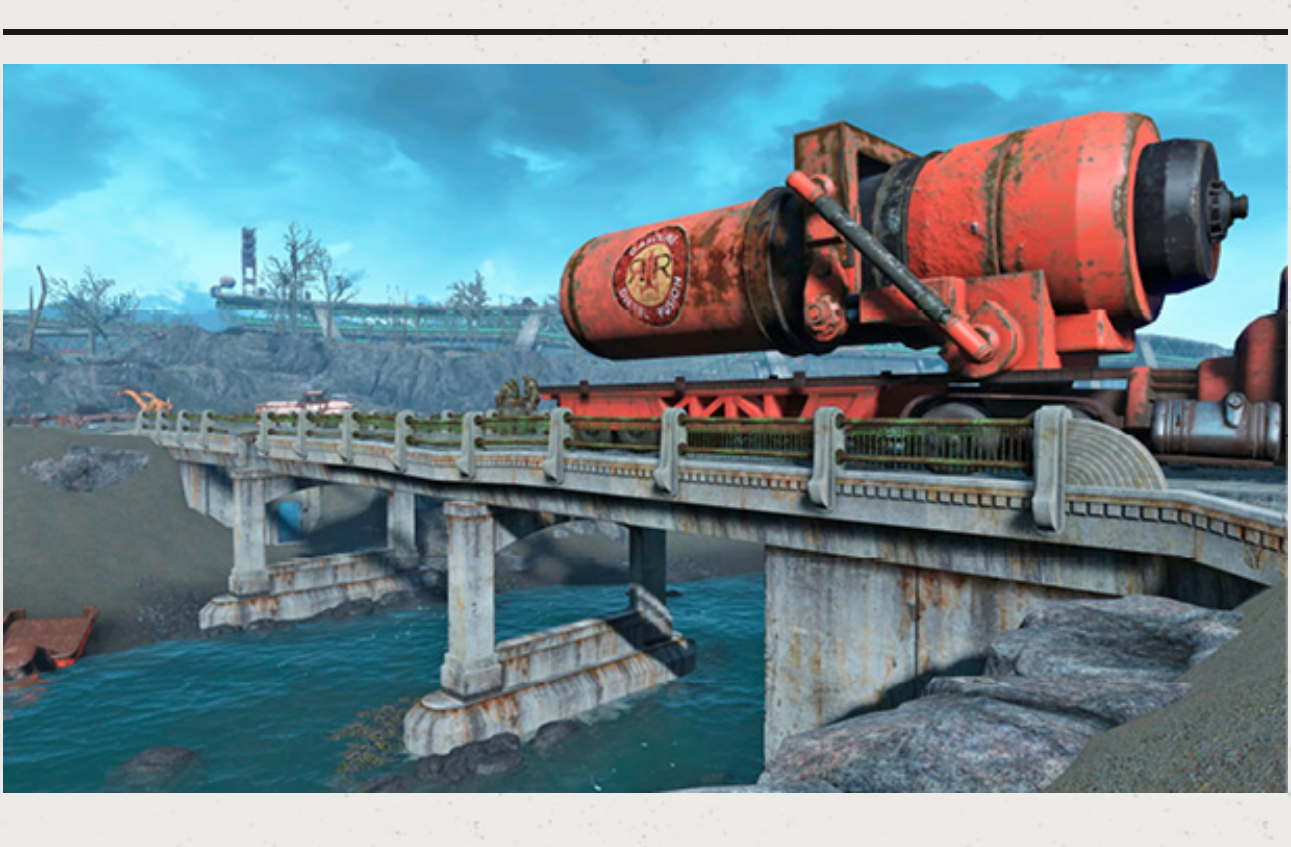
[4.03] COASTAL VACATIONERS



- Danger: Oil!
- Danger: Radiation (Mild)!
- Faction: Feral Ghouls

The irradiated inlet bay north of Mahkra Fishpacking has a number of frothing ferals to remove. Fortunately, they can't swim.

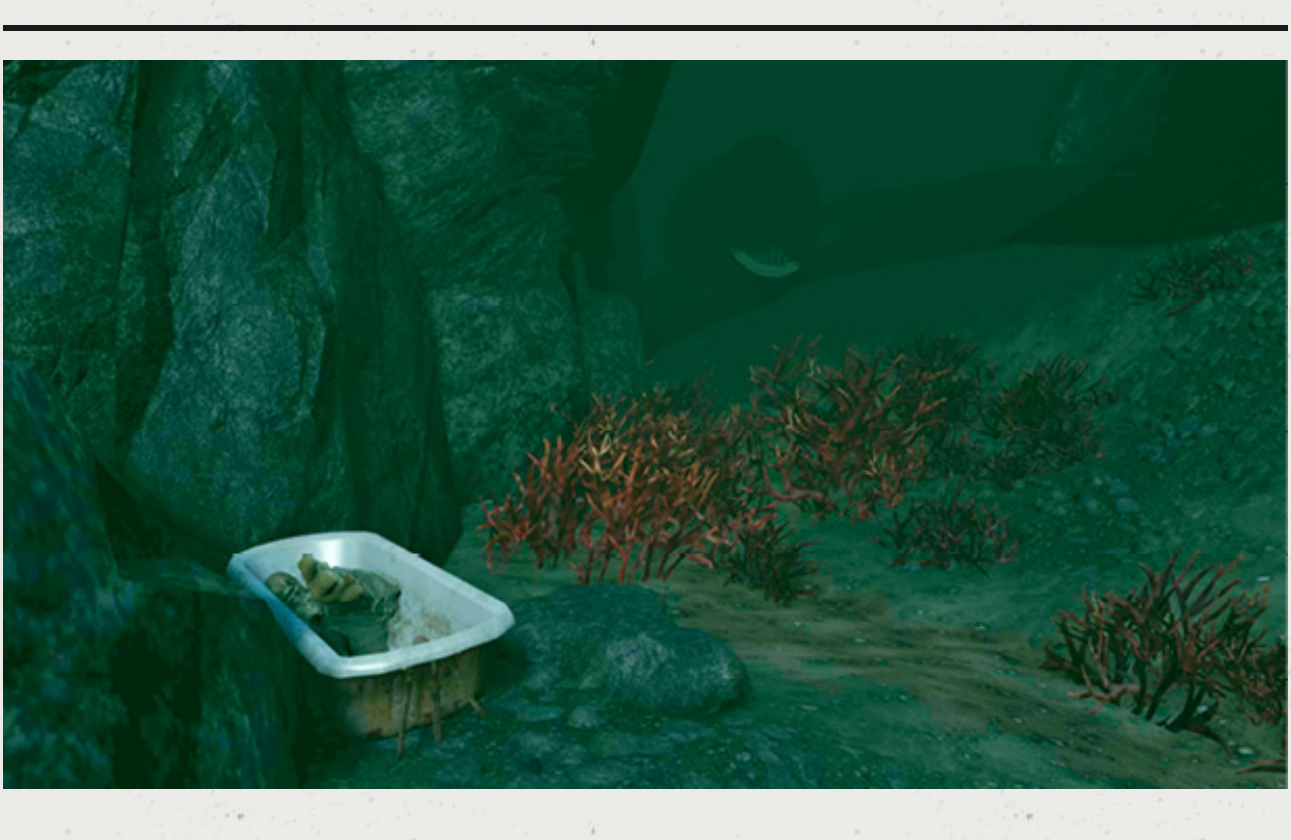
[4.04] COASTAL HIDEOUT



- Armor Part: Fusion Core
- Faction: Feral Ghouls

A door under the bridge to Mahkra Fishpacking reveals a small subterranean hideout, with some guests already inside. Open the cell door (Novice) for a quick toilet inspection.

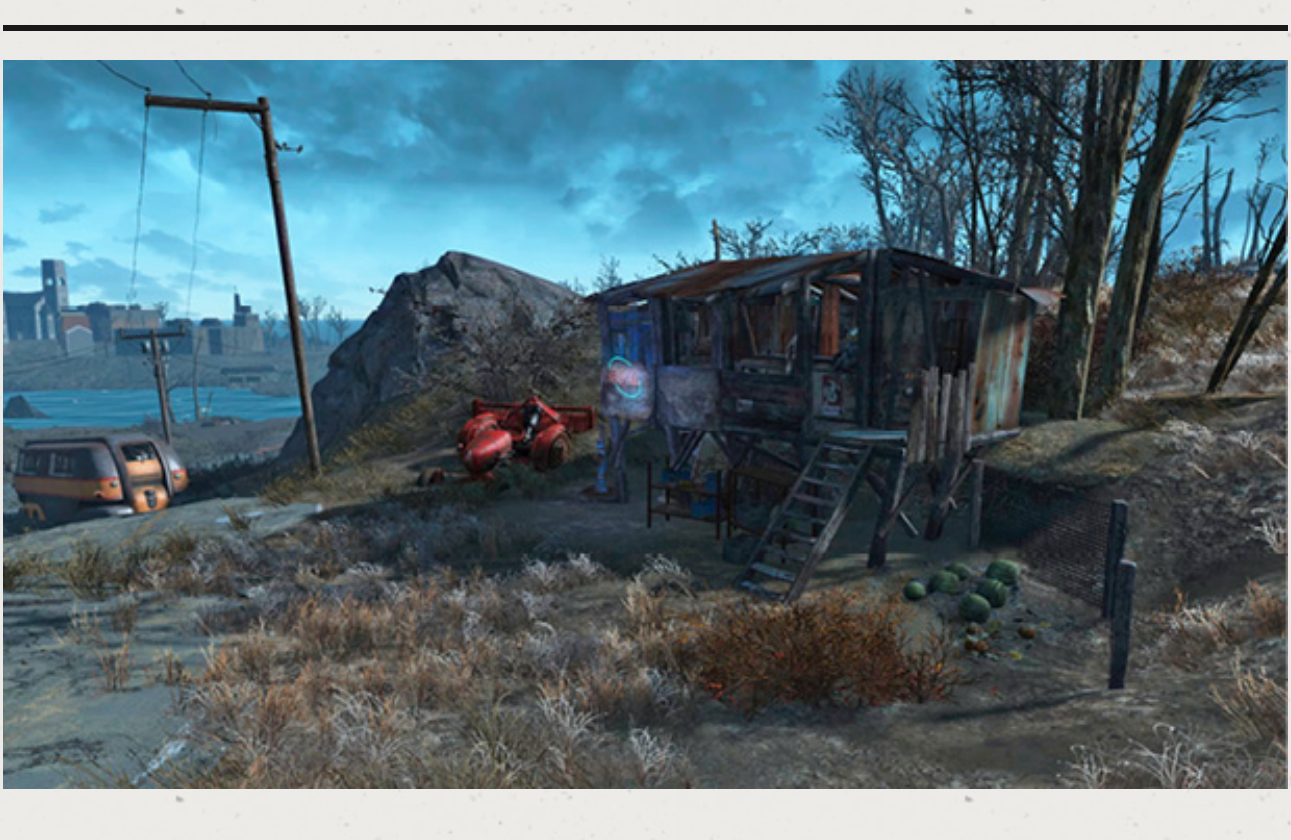
[4.05] THE SUNKEN BATHTUB



- Armaments and Ammo: Trunk

Dive below the red buoy to reach a sunken bathtub and nearby steamer trunk. The trunk appears randomly.

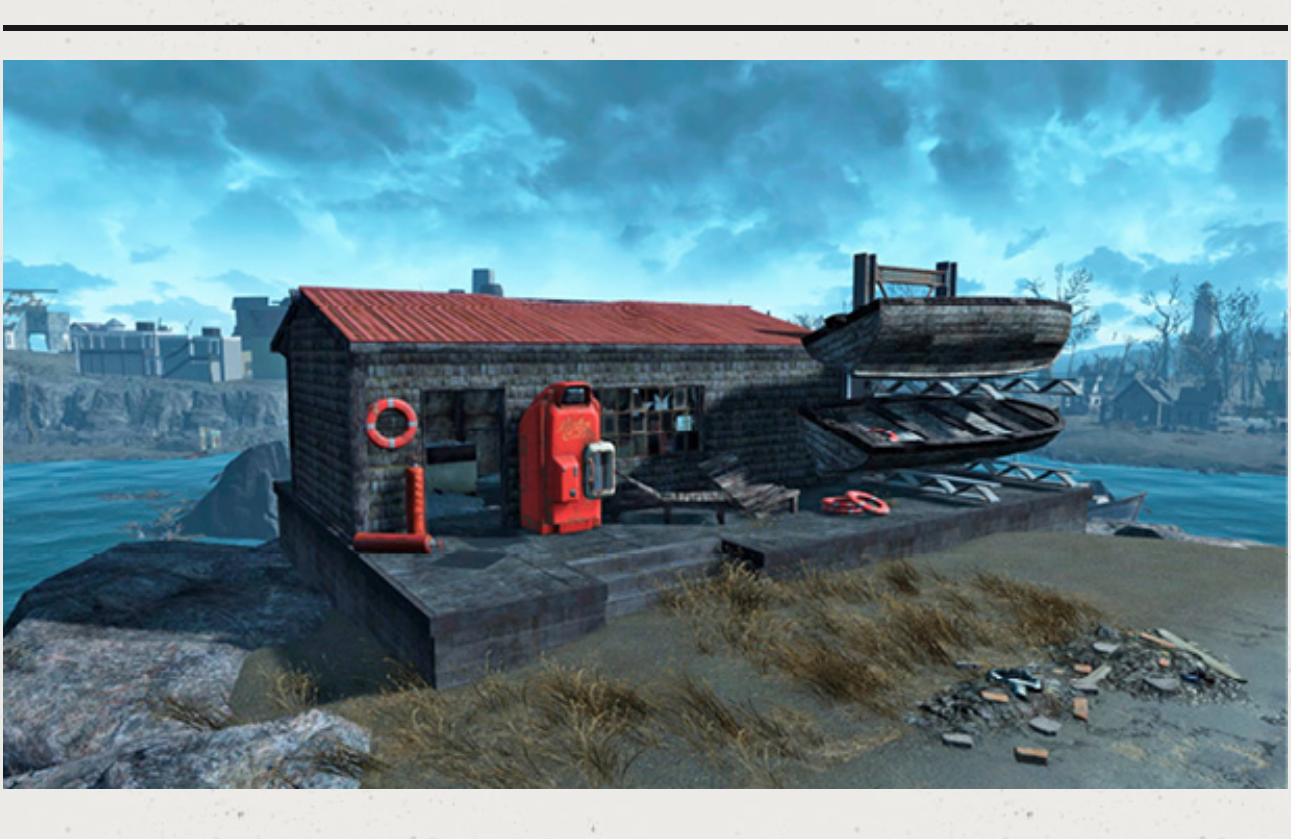
[4.06] SHANTY STORE



- Armaments and Ammo
- Character: Leonard Moore
- Services: Trader (Leonard Moore)

An enterprising soul trades scrap and ammo from here. His only companion is Jangles, a moon monkey.

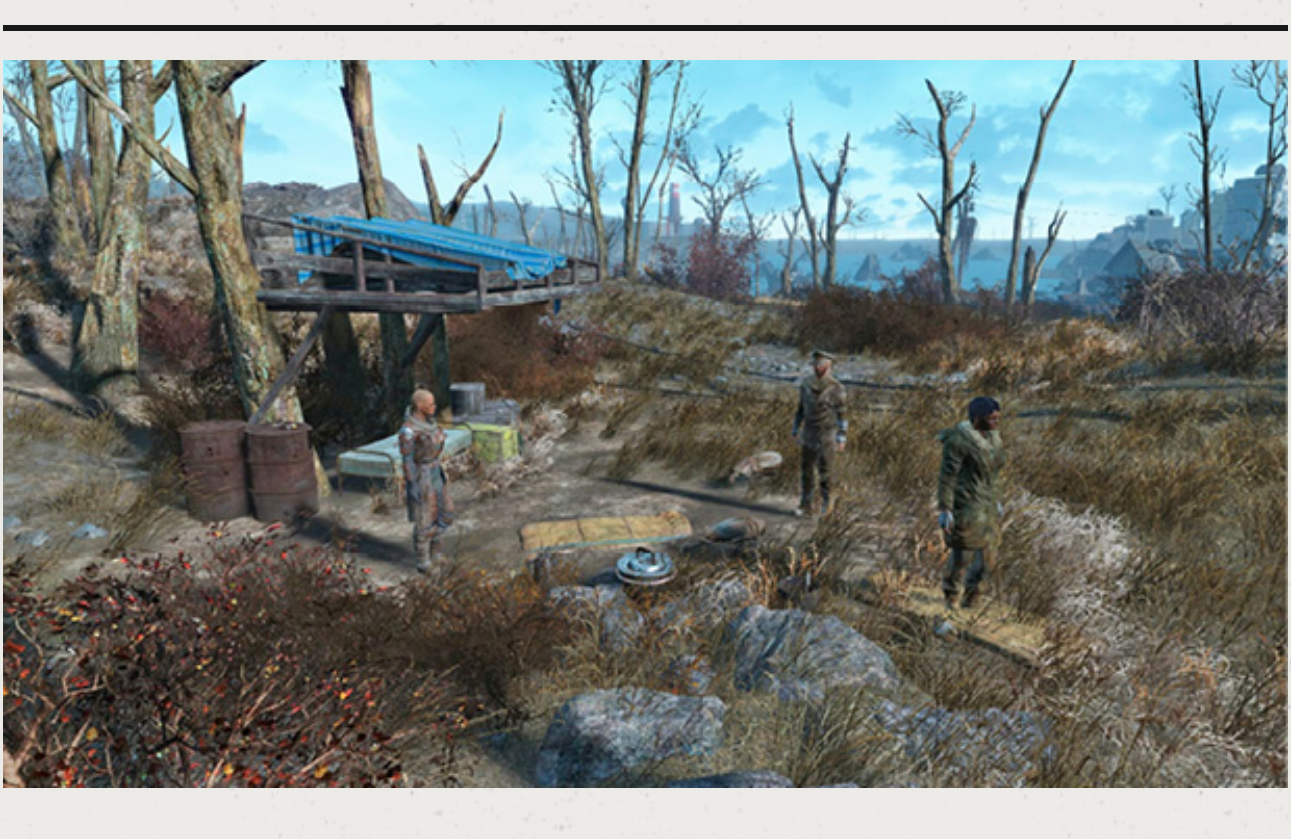
[4.07] SALEM COASTAL DINER AND DOCK



- Armaments and Ammo
- Danger: Explosive Barrels!

West of Salem is a small shack diner on a bluff overlooking a rickety dock. There's a floor safe (Expert) to inspect and some frightening-looking dead sea life on the shore.

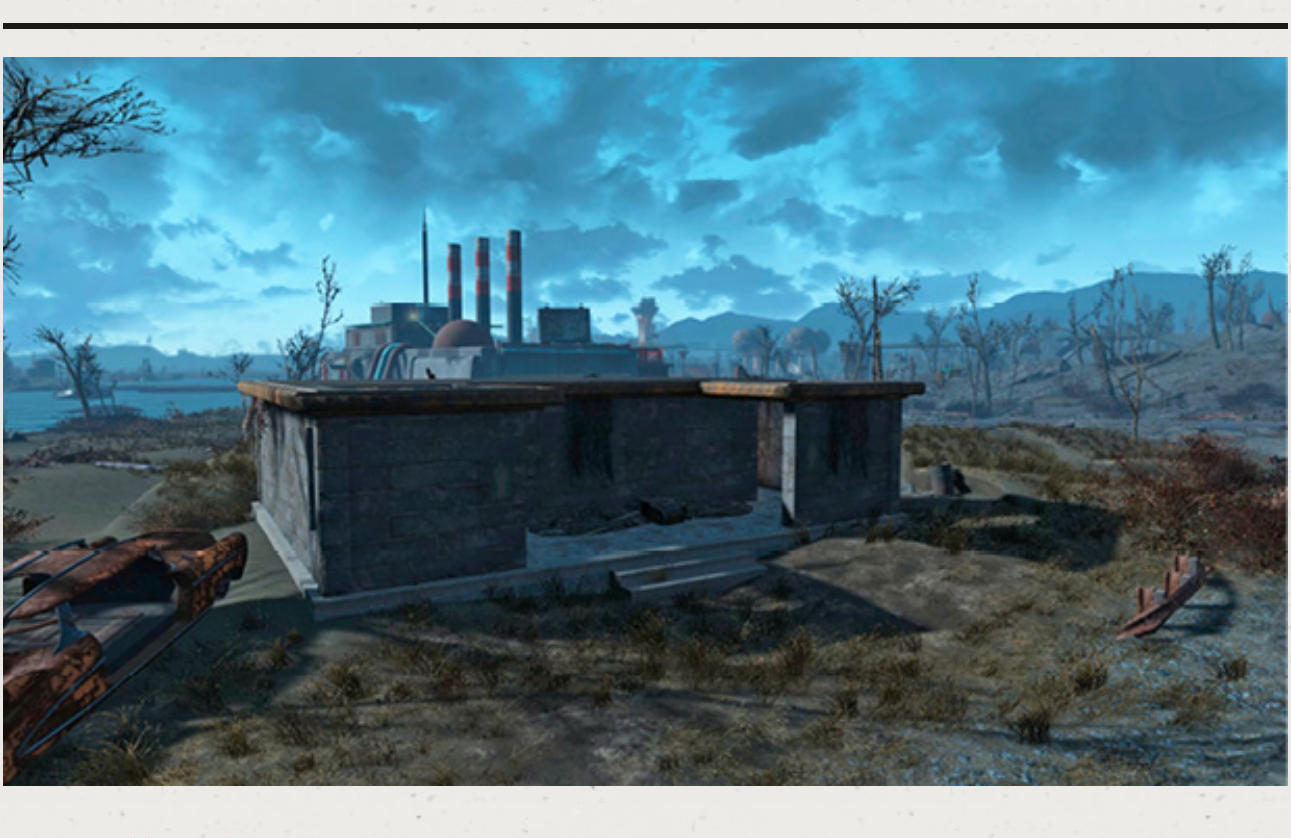
[4.08] RAIDER SHACK (SALEM OUTSKIRTS)



- Armaments and Ammo
- Crafting: Cooking Station

This makeshift tarp shack is in the scrubland outside Salem's Witchcraft Museum.

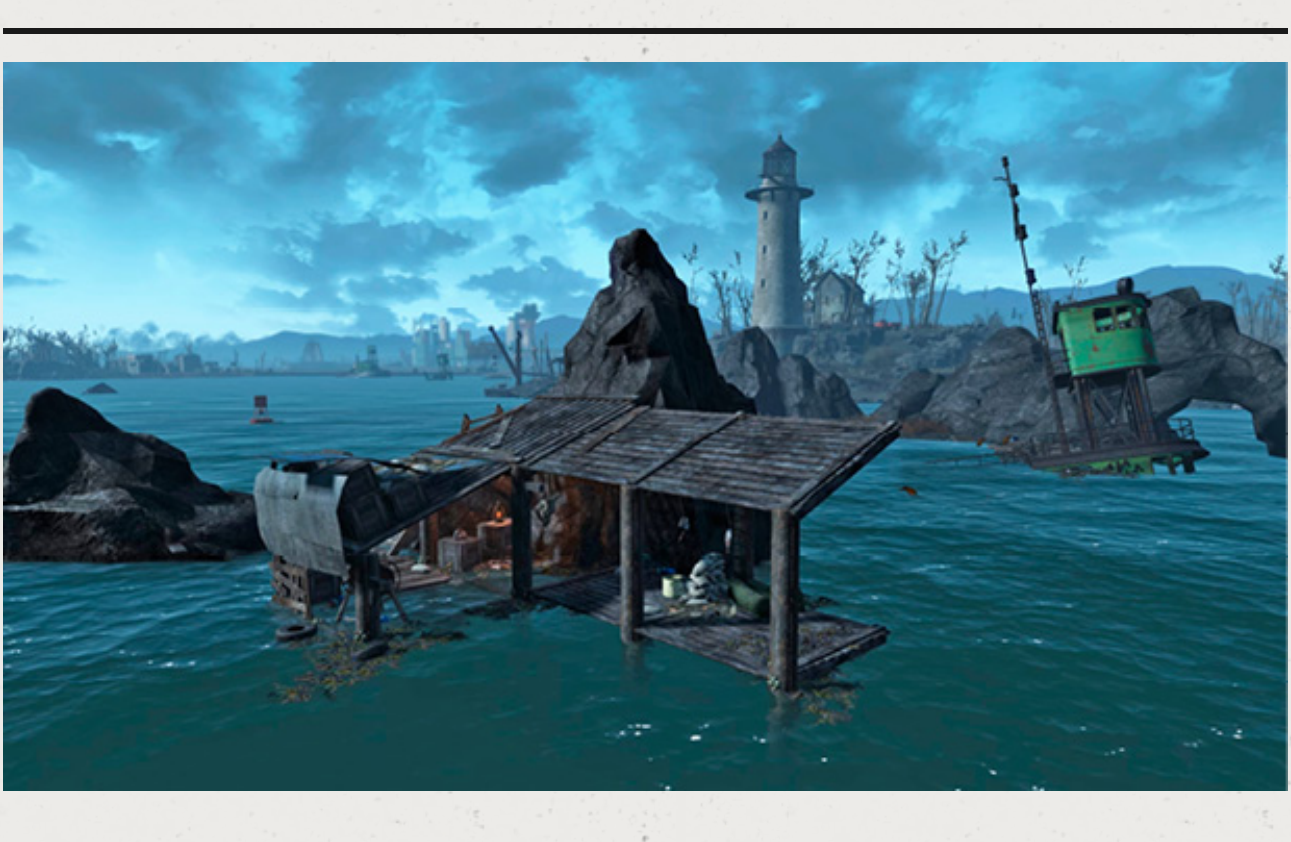
[4.09] KINGSPORT RESTROOMS



- Health or Chems

The concrete brick structure provides some relief during your travels.

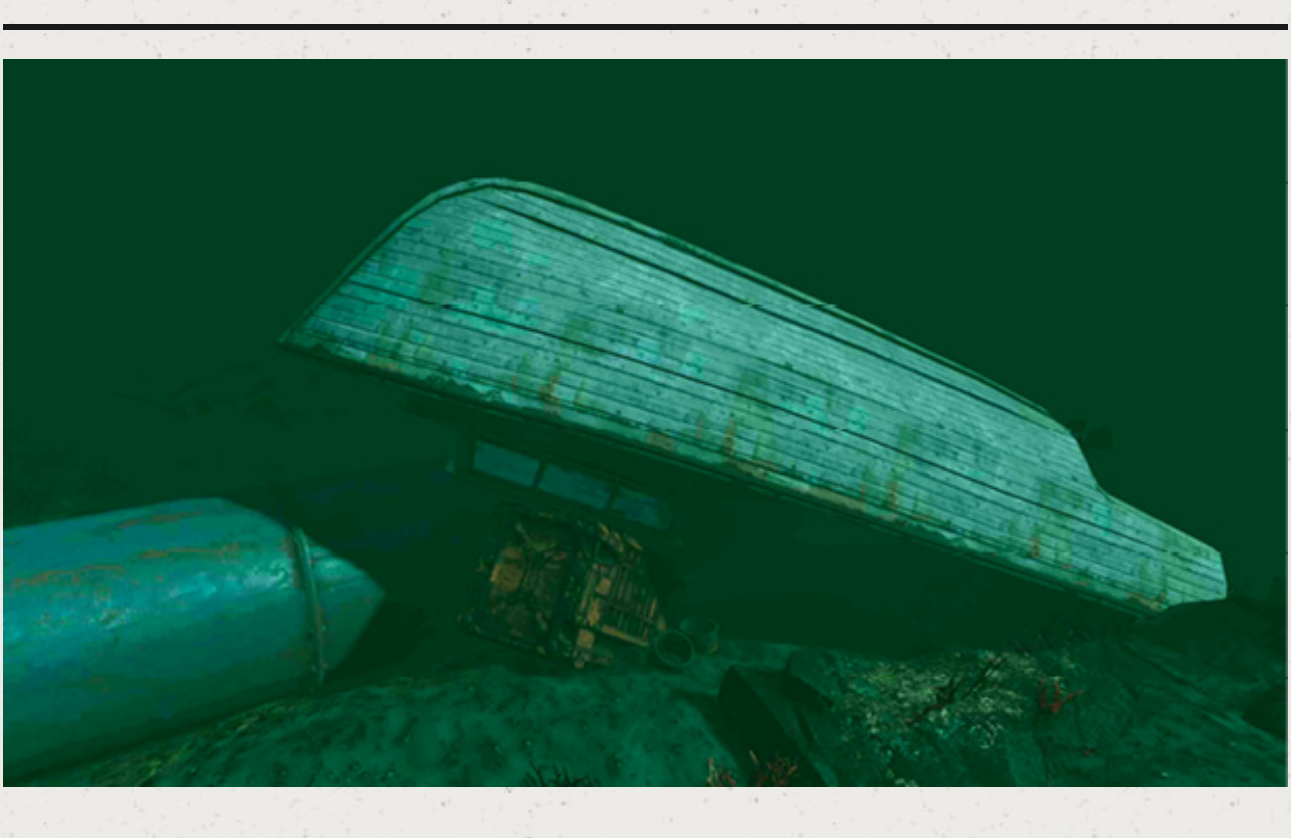
[4.10] OCEAN FISHING SHACK



- Armaments and Ammo

A collection of wood and metal roughly fashioned into a fishing platform attached to the rocks off the coast.

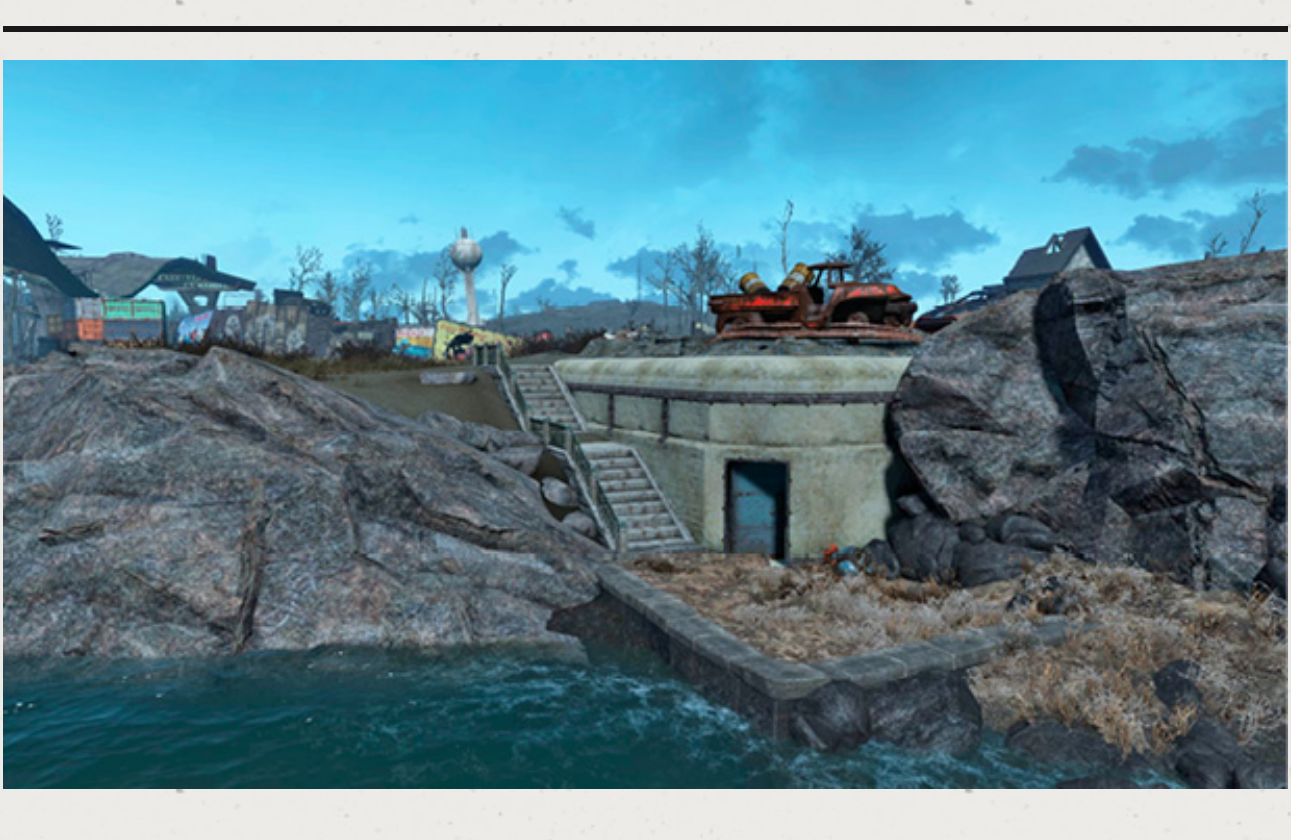
[4.11] SUNKEN FISHING BOAT



- Armaments and Ammo: Trunk
- Health or Chems

At the bottom of the ocean is an overturned fishing boat. Look for the boat on your local map before diving. The trunk randomly appears.

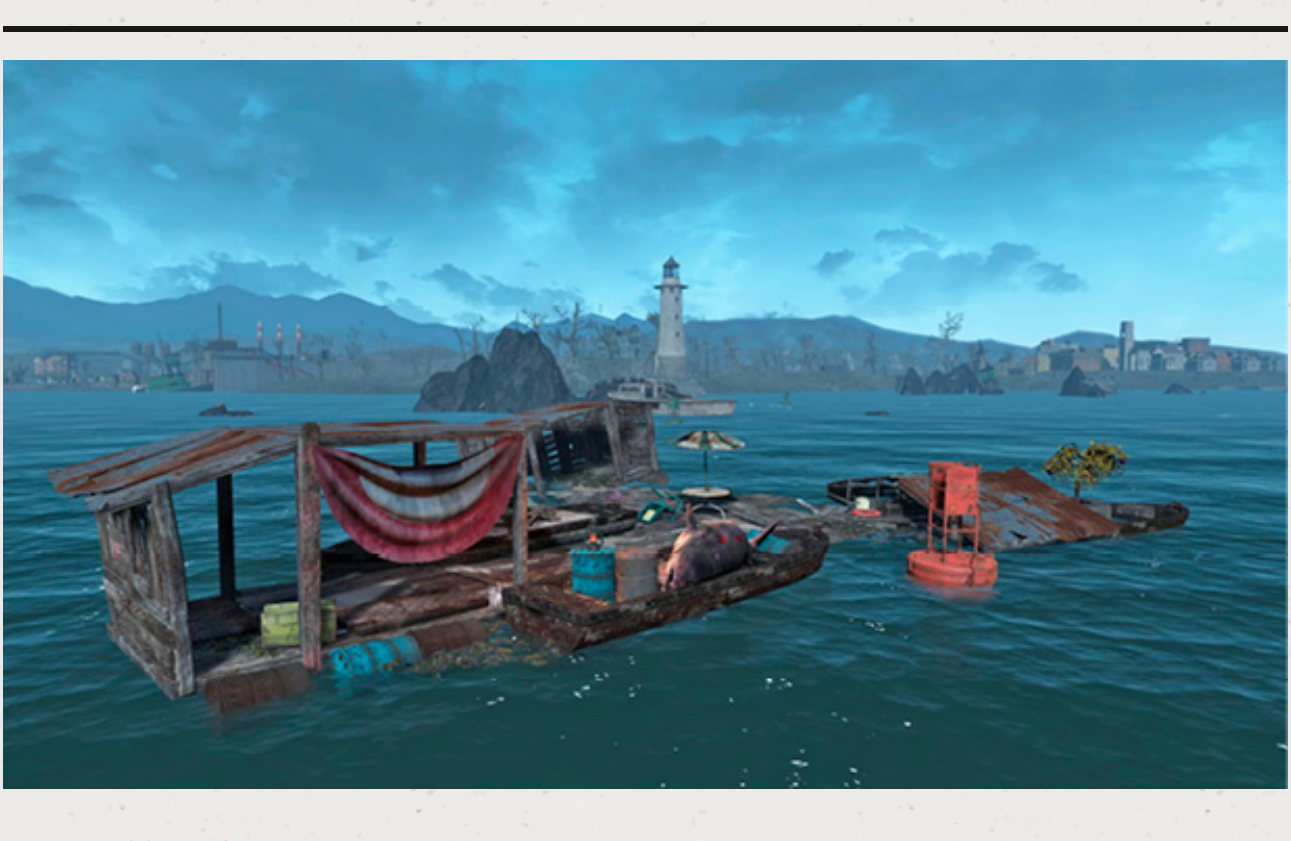
[4.12] VITALE PUMPHOUSE



- Armaments and Ammo: Trunk
- Armor Part: Fusion Core
- Danger: Escaping Gas!

A well-locked pumphouse with a trunk to rummage around in requires you to figure out the four-digit unlock code for the door. Fortunately, the wall under the stairs has the clue you need.

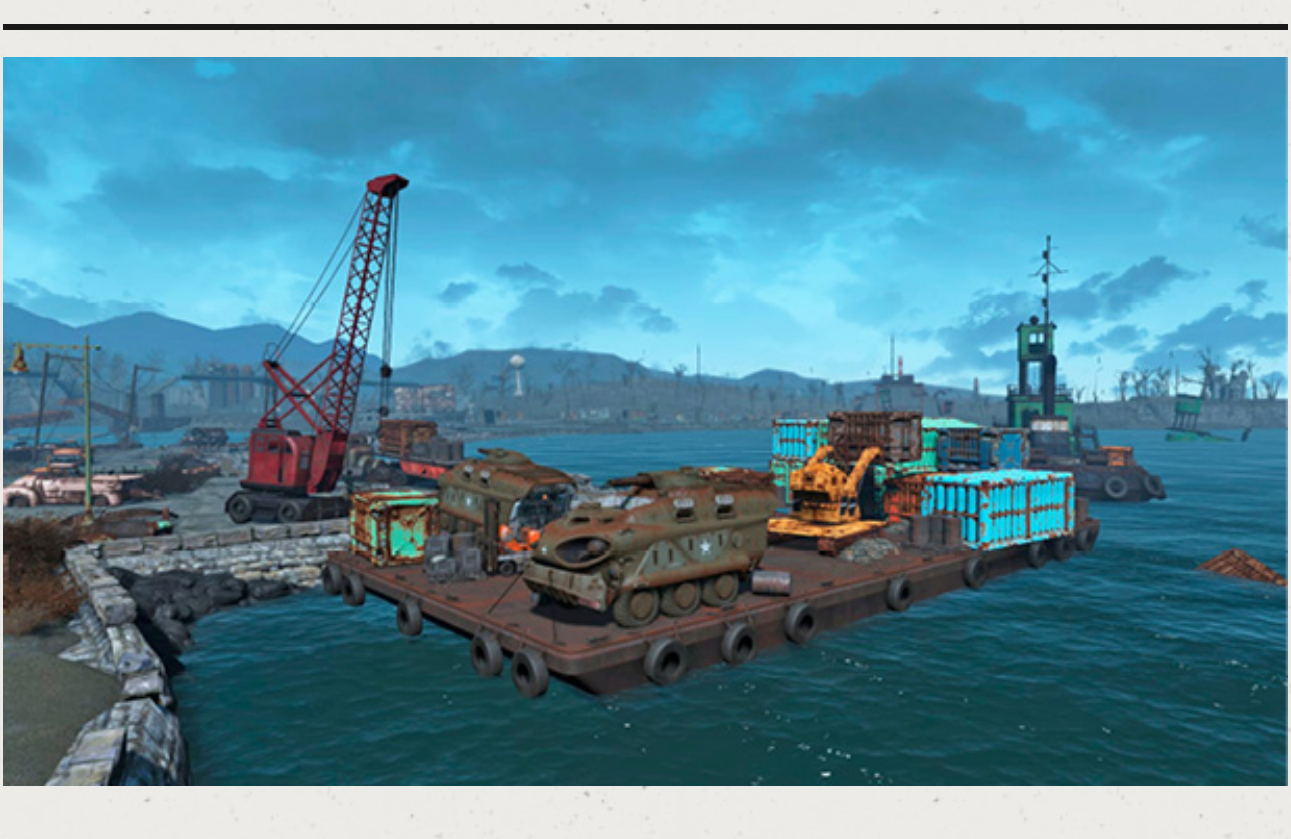
[4.13] OCEAN RAFT



- Health or Chems

It's difficult to tell whether this is a collection of flotsam and jetsam or if someone actually nailed this together. Take in the views—ideally not of the gutted and mutated sea creature.

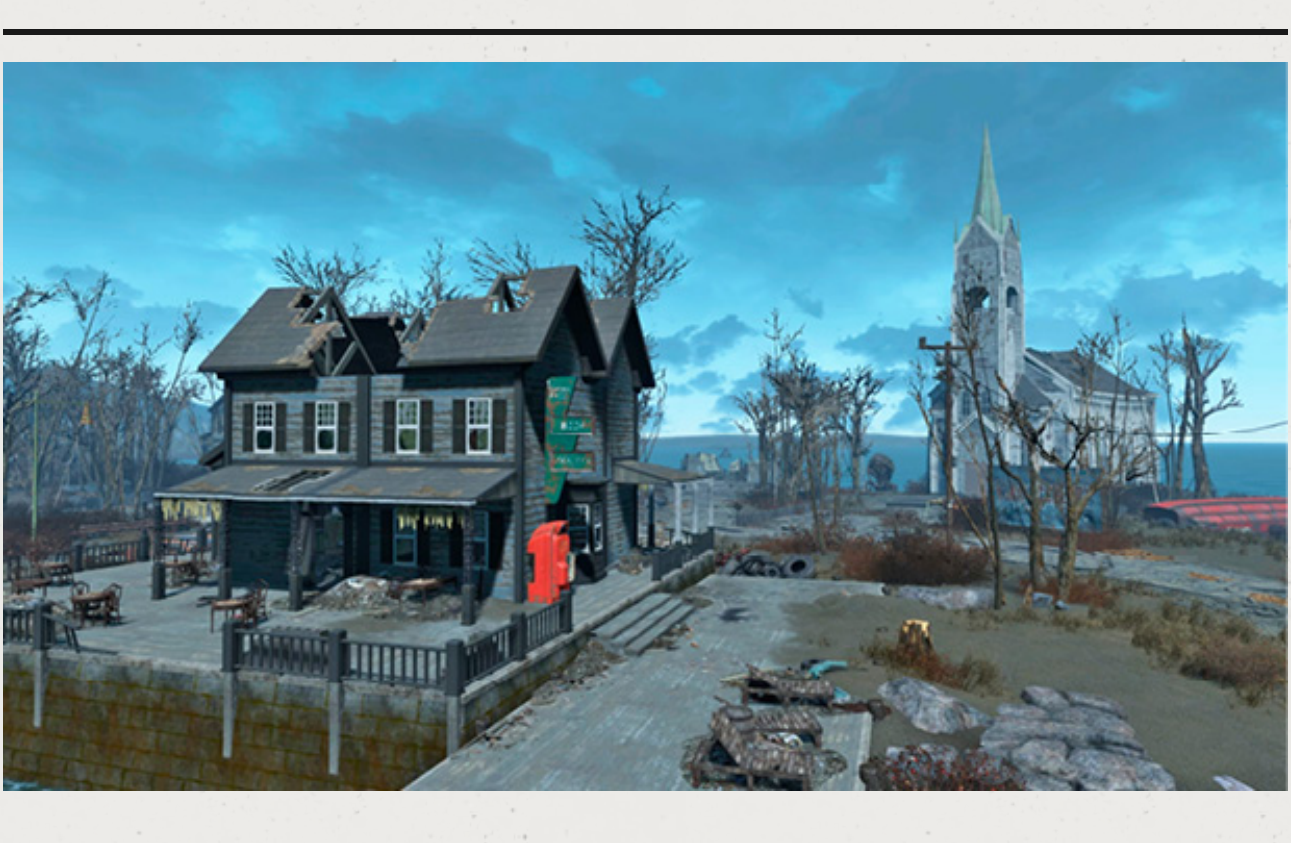
[4.14] UNLOADING BARGE



- Armaments and Ammo
- armor part: power armor (leveled)
- Faction: Robots

A collection of cargo crates, two APCs, and some mechanical guards.

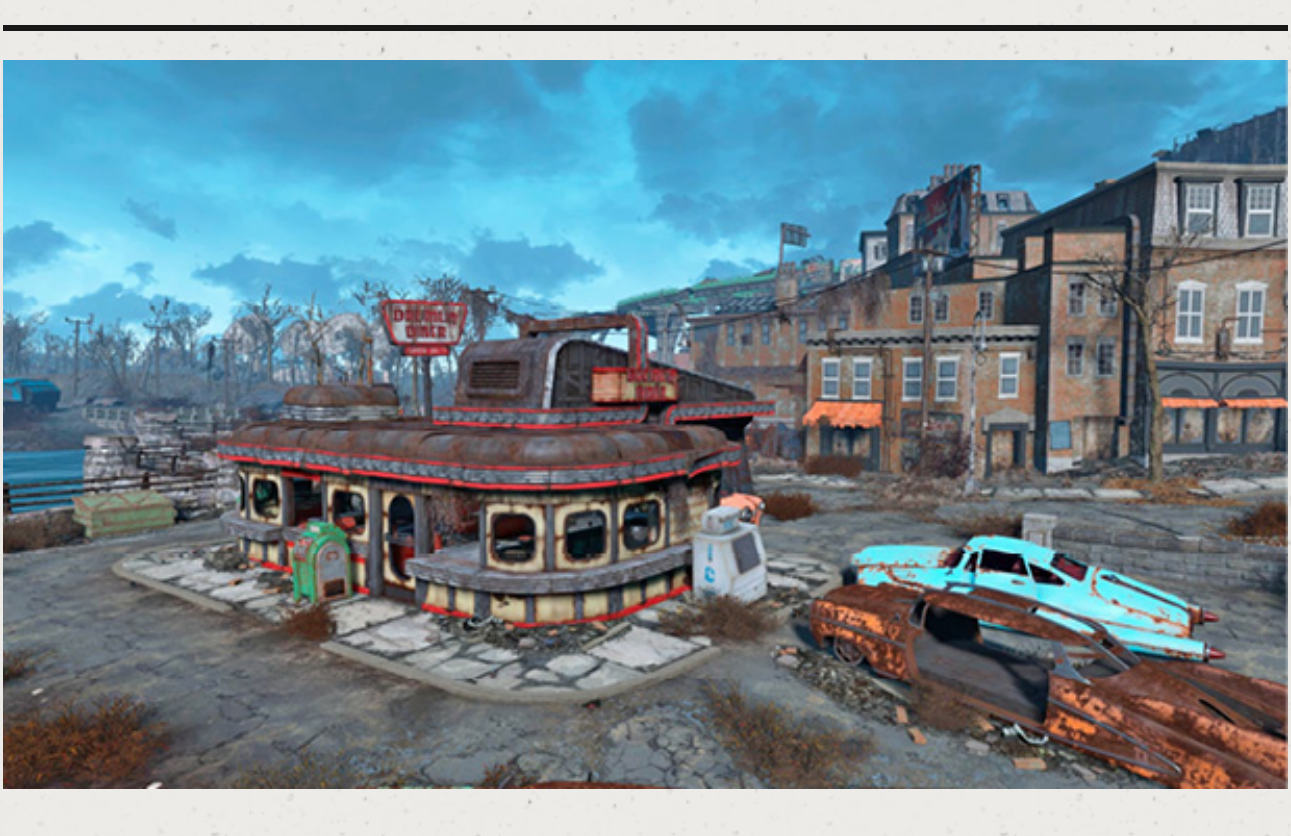
[4.15] NAHANT PIER RESTAURANT



- Armaments and Ammo: Trunk
- Collectible: Nuka Cherry
- Faction: Feral Ghouls

This ruined café and Railroad dead drop has a (randomly appearing) trunk on the top floor (southeast corner). On a ground-floor table is a Nuka Cherry.

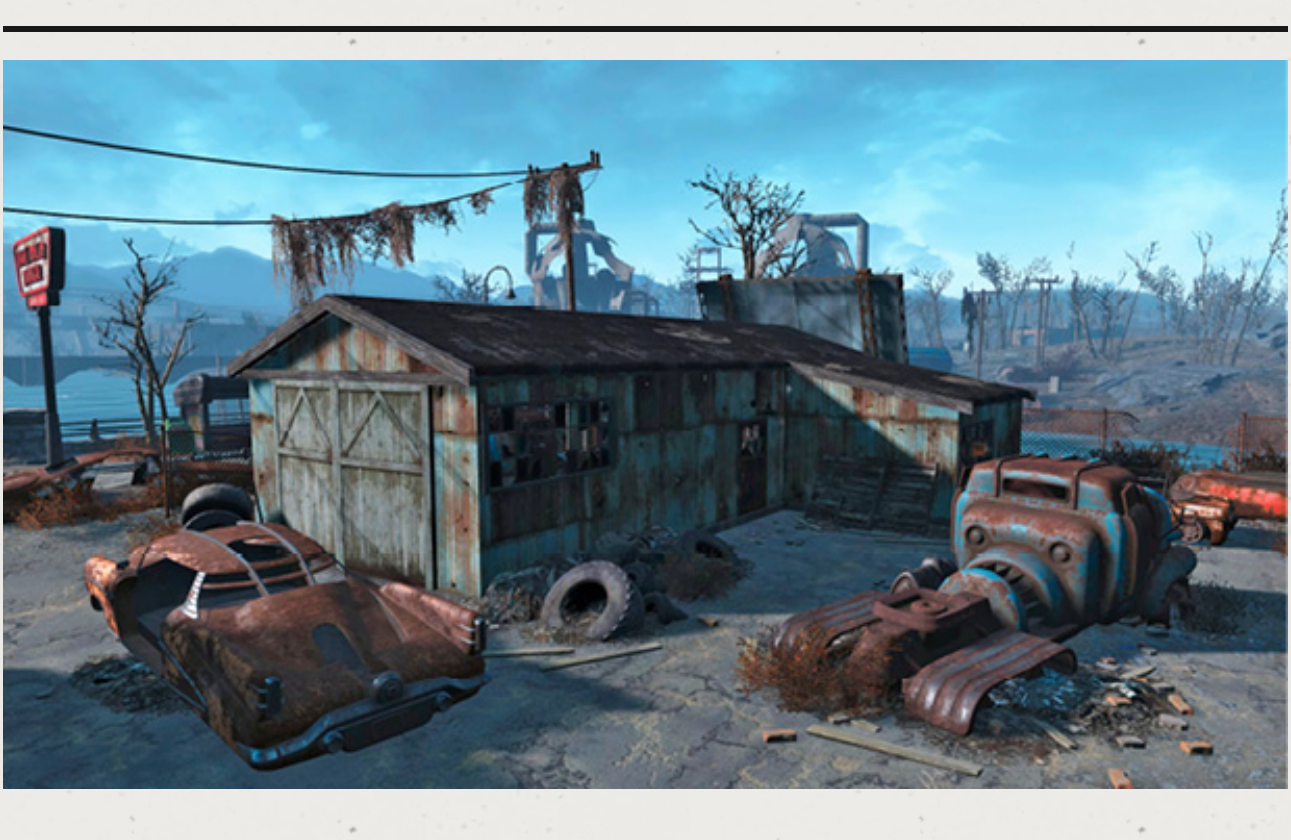
[4.16] DRUMLIN DINER (EAST BOSTON)



- Armaments and Ammo

Aside from some comestibles, the unlocked floor safe of this shoreline diner is where you should focus your scavenging.

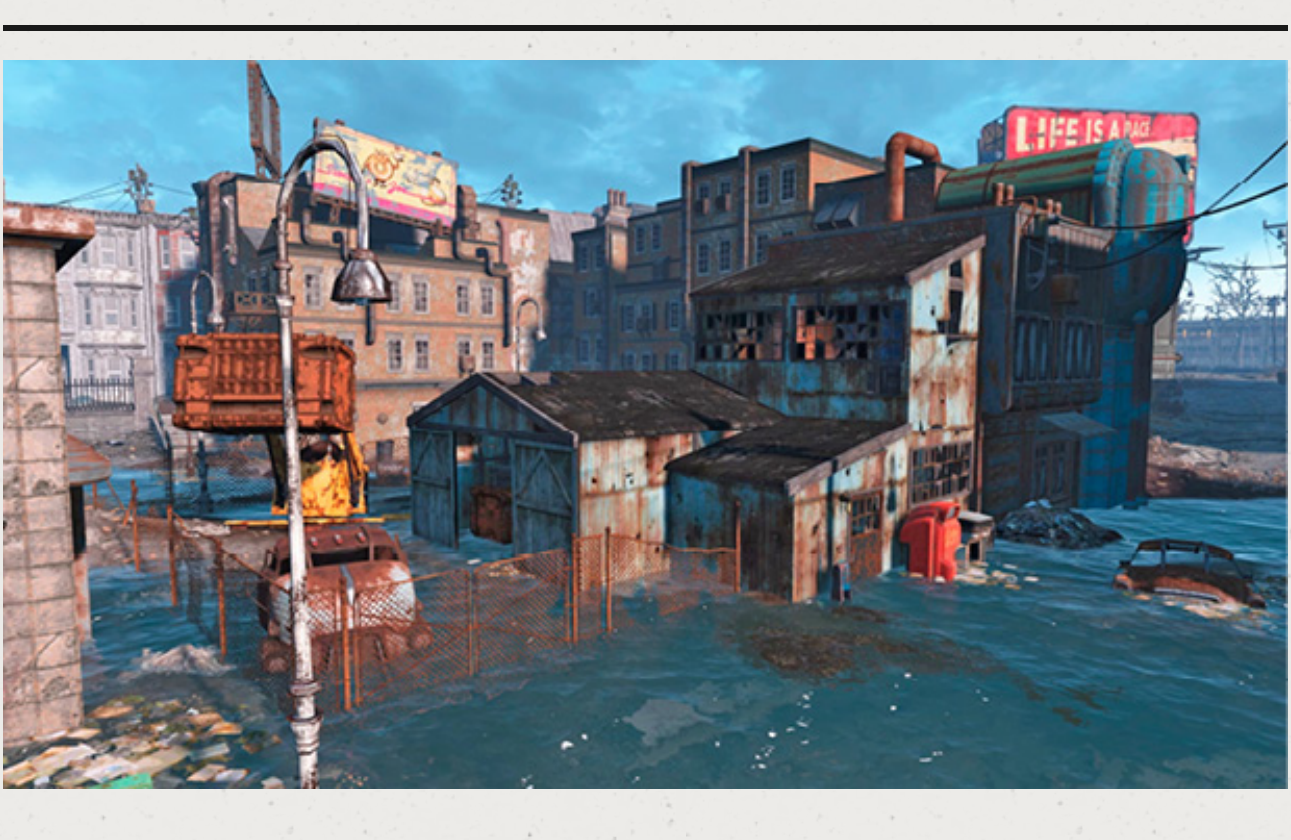
[4.17] WATERFRONT WAREHOUSE



- Crafting: Armor Workbench
- Crafting: Weapons Workbench

The remains of a warehouse with an equally decrepit truck rusting inside.

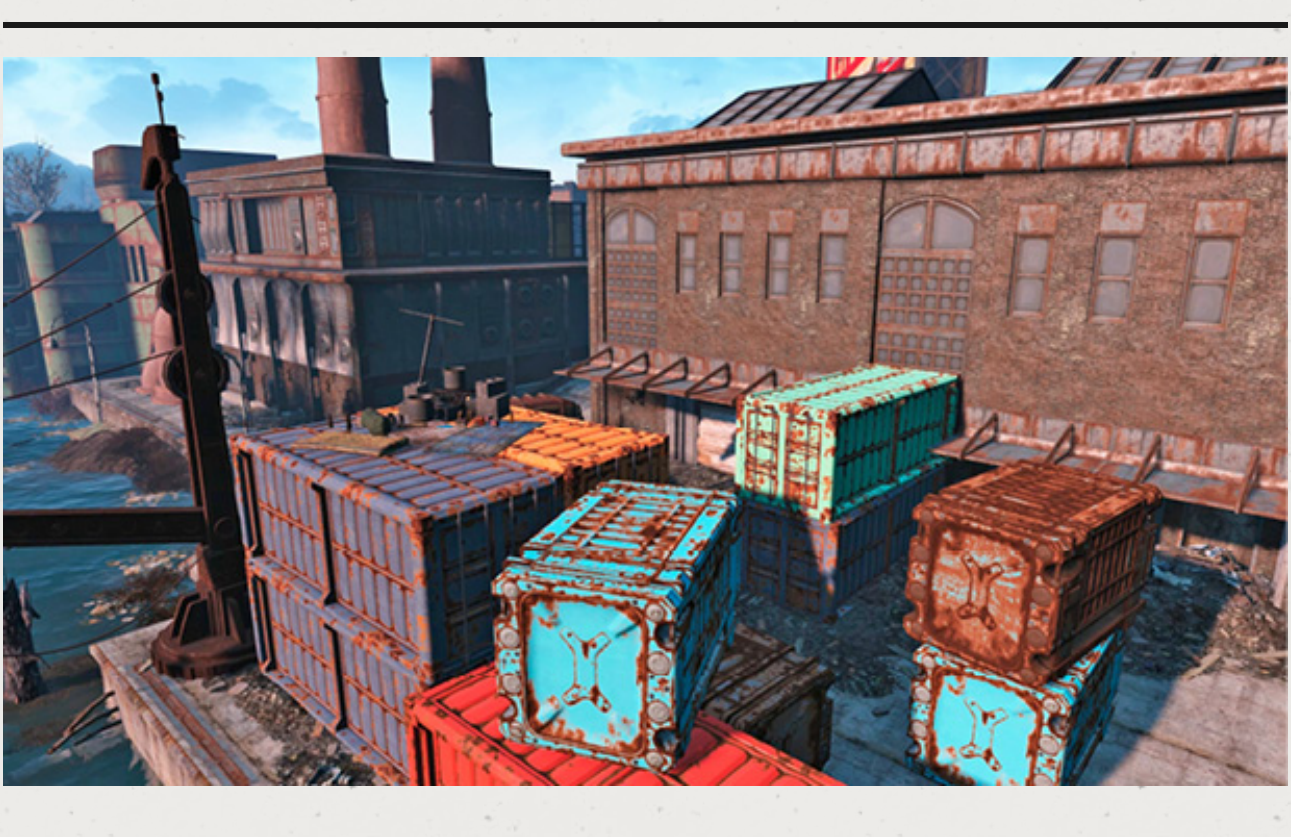
[4.18] EAST BOSTON GARAGE



- Armaments and Ammo
- Armaments and Ammo: Trunk

Look above water height in this warehouse-sized garage outside the police station; there's a steamer trunk on a larger crate and more ammo loot upstairs.

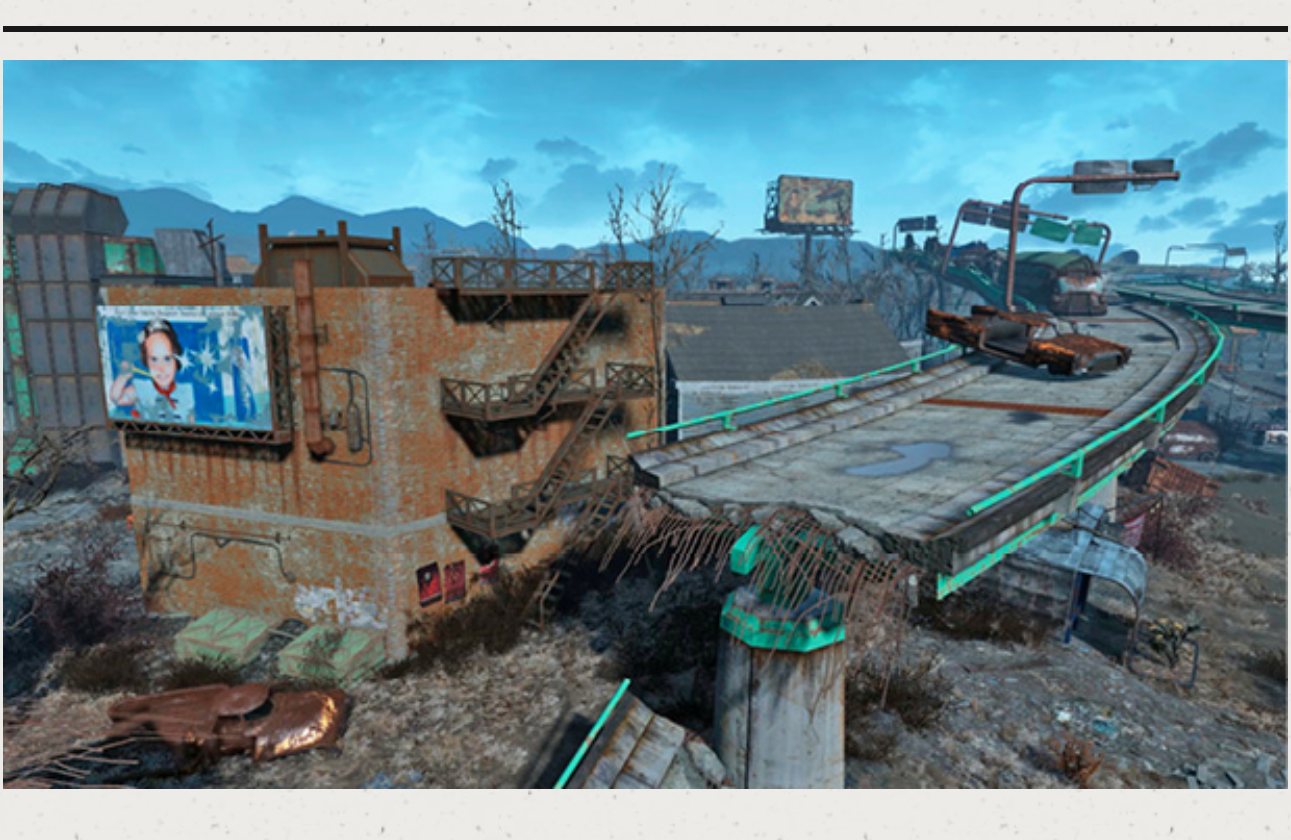
[4.19] CONTAINER CRATES STASH



- Armaments and Ammo
- Crafting: Cooking Station

Climb the ramp of the rusting truck and hop across the containers to reach this loot.

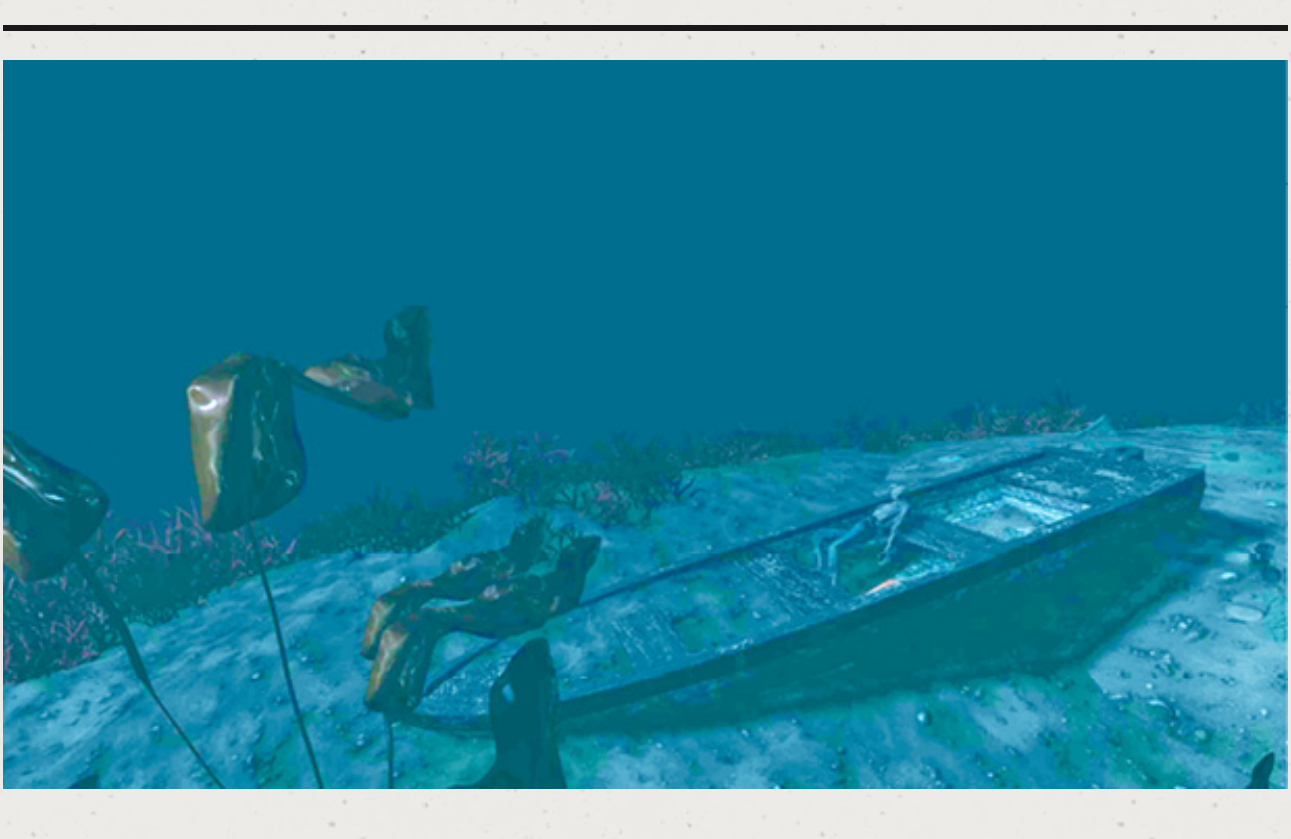
[4.20] FREEWAY ROOFTOPS



- Armaments and Ammo
- Health or Chems

The rusting fire escape on this structure allows you (with some deft jumping) to reach the upper freeway. Stroll north and gather some loot from a blue tent.

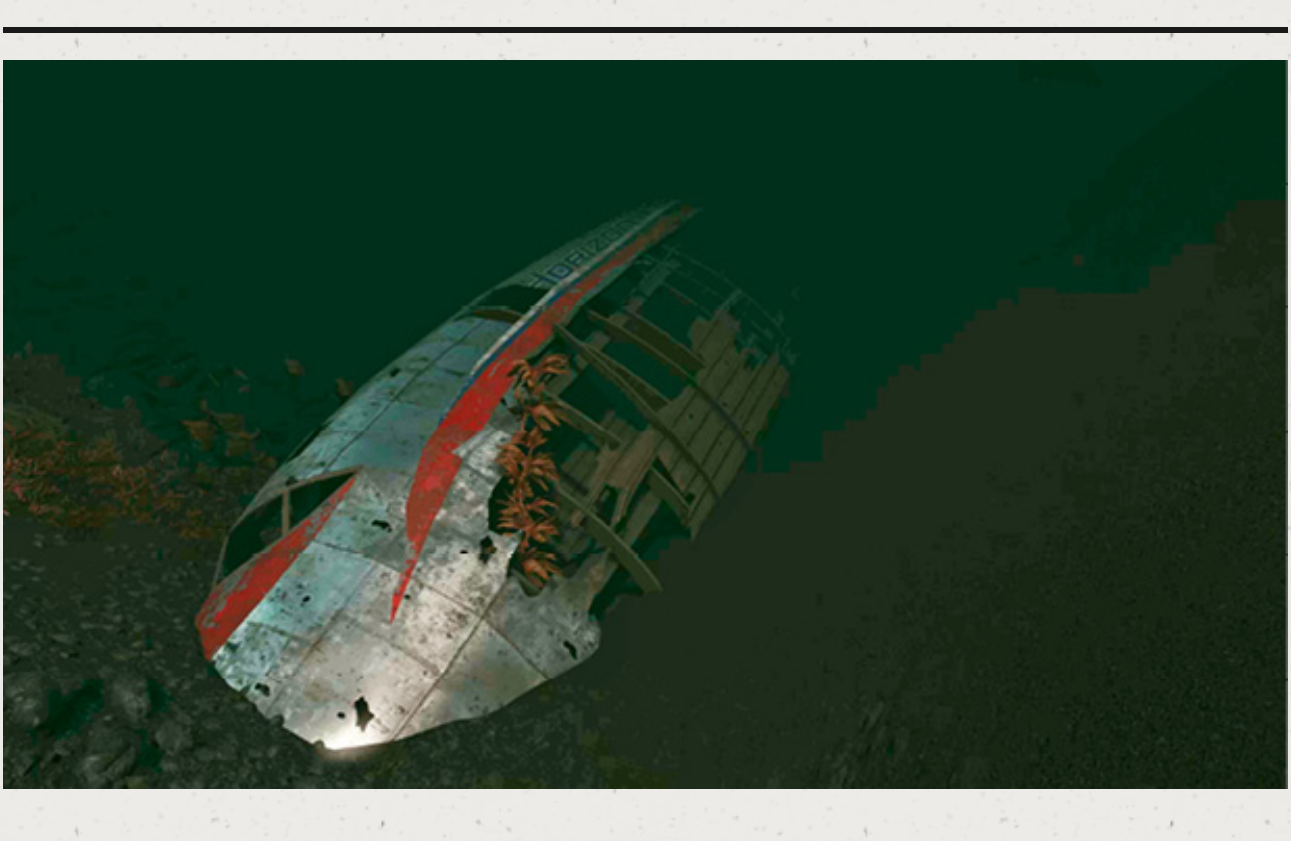
[4.21] UPSIDE DOWN ROWBOAT



- Armaments and Ammo: Trunk

After getting into choppy waters off the coast, a small rowboat sank. It is said there's a (randomly appearing) trunk of items to loot from under the hull. Look for the boat outline on your Pip-Boy's local map before diving.

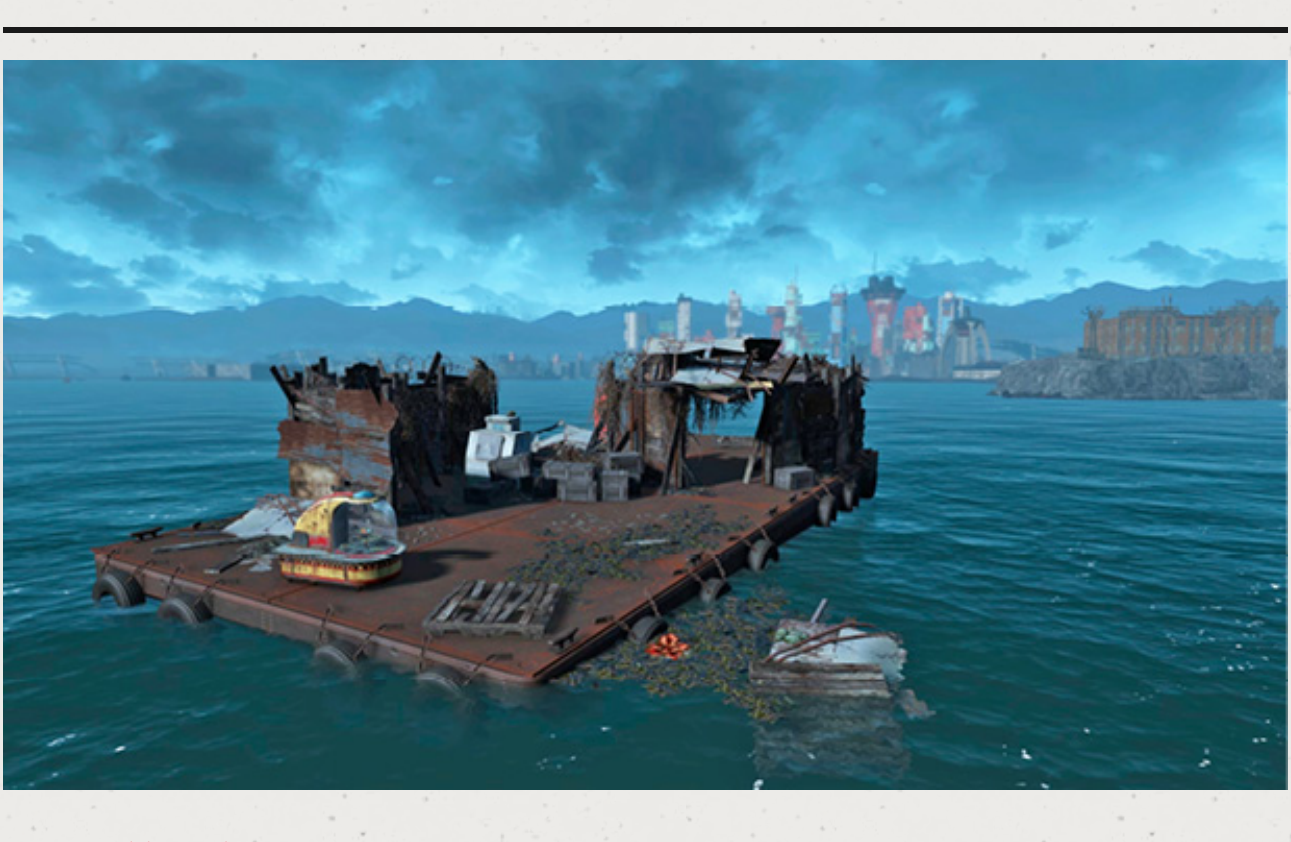
[4.22] DOOMED AIRLINES FLIGHT



- Armaments and Ammo: Trunk
- Health or Chems

The rusting fuselage of a doomed flight, which fell into the ocean southeast of Fort Strong. Swim through the cockpit window to find a trunk (appearing randomly).

[4.23] FLOATING BARGE



- Health or Chems

Moored by a cable to the ocean floor, this is the perfect spot to relax in relative safety.

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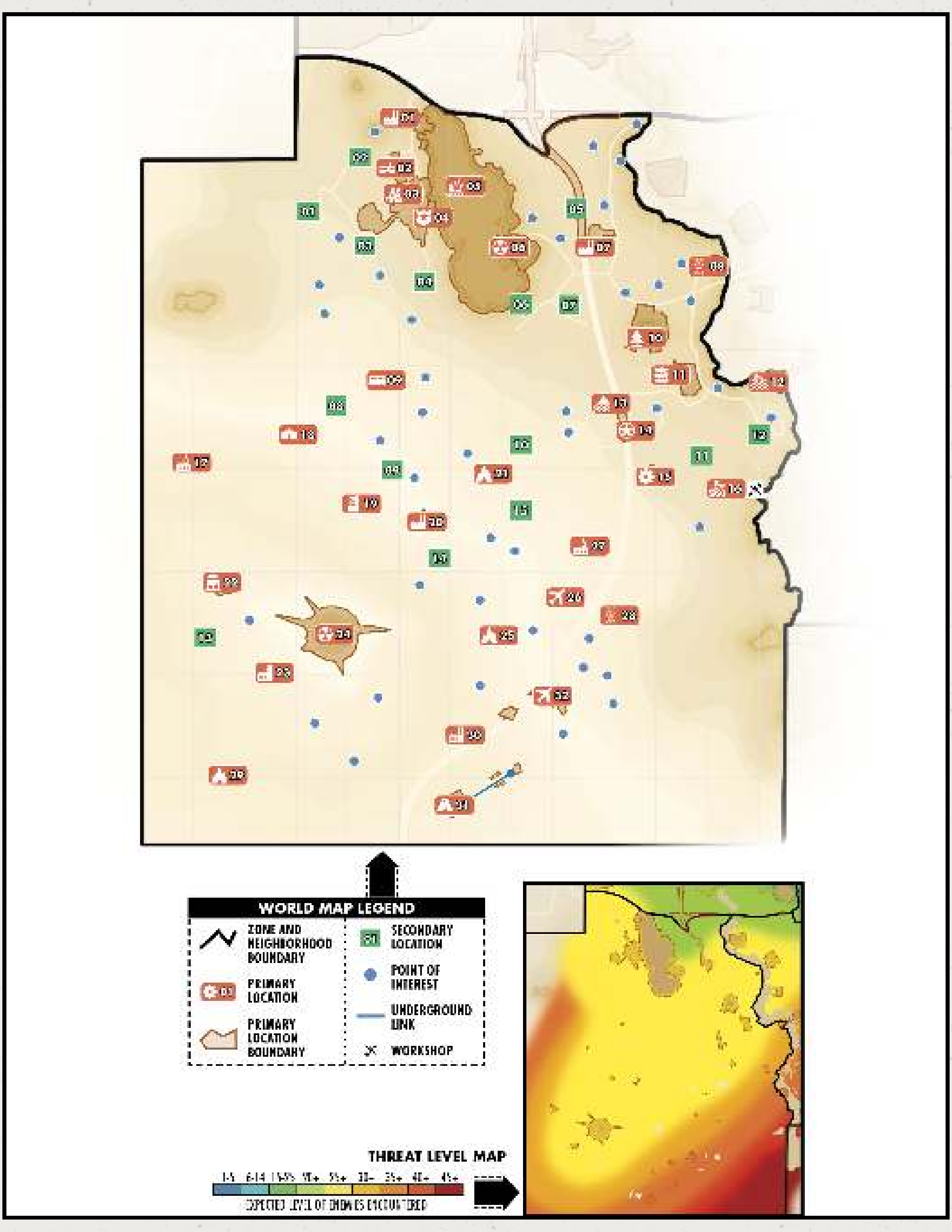
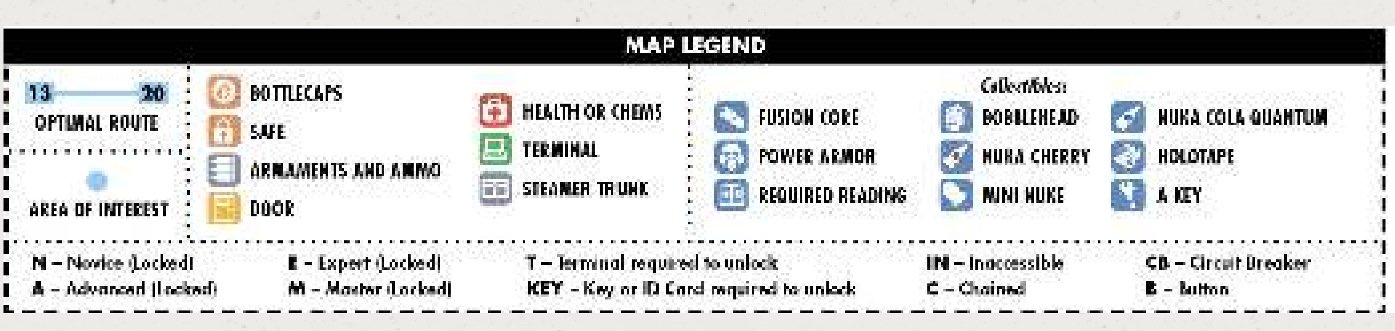
Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Zone 5: Natick and the Glowing Sea

Overview


WORLD MAP LEGEND
ZONE AND NEIGHBORHOOD BOUNDARY
PRIMARY LOCATION
PRIMARY LOCATION BOUNDARY
SECONDARY LOCATION
POINT OF INTEREST
UNDERGROUND LINK
WORKSHOP
THREAT LEVEL MAP
EXPECTED LEVEL OF ENEMIES ENCOUNTERED


MAP LEGEND
13
20
OPTIMAL ROUTE
AREA OF INTEREST
BOTTLECAPS
SAFE
ARMAMENTS AND AMMO
DOOR
HEALTH OR CHEMS
TERMINAL
STEAMER TRUNK
FUSION CORE
POWER ARMOR
REQUIRED READING
Collectibles:
BOBBLEHEAD
NUKA CHERRY
MINI NUKE
NUKA COLA QUANTUM
HOLOTAPE
A KEY
N – Novice (Locked)
A – Advanced (Locked)
E – Expert (Locked)
M – Master (Locked)
T – Terminal required to unlock
KEY – Key or ID Card required to unlock
IN – Inaccessible
C – Chained
CB – Circuit Breaker
B – Button

Complete and utter desolation as far as your blistered, irradiated eyes can see. A perpetual cloud of radiation haze. Fierce and toxic storms. If the Deathclaws and Radscorpions don't get you, the radiation sickness might. This is the epicenter of a massive (and highly successful) nuclear strike centered on what is known colloquially as the Crater of Atom. While the northern and riverside fringes of this zone are relatively free of radiation, be sure to stock up on chems and wear proper protective attire once you're south of Natick. Welcome to the Glowing Sea.

Primary Locations

[5.01] Poseidon Reservoir

[5.02] Roadside Pines Motel

[5.03] Natick Banks

[5.04] Natick Police Department

[5.05] Lake Cochituate

[5.06] Mass Fusion Disposal Site

[5.07] Electrical Hobbyist's Club

[5.08] WRVR Broadcast Station

[5.09] Federal Supply Cache 84NE

[5.10] Robotics Pioneer Park

[5.11] Scrap Palace

[5.12] Cutler Bend

[5.13] Edge of the Glowing Sea

[5.14] Waypoint Echo

[5.15] Vault 95

[5.16] Somerville Place

[5.17] Forgotten Church

[5.18] Abandoned Shack

[5.19] Atlantic Offices

[5.20] Capsized Factory

[5.21] Cave (Red Rocket Filling Station)

[5.22] Decayed Reactor Site

[5.23] Decrepit Factory

[5.24] Crater of Atom

[5.25] Cave (Super Duper Mart)

[5.26] Vertibird Wreckage

[5.27] Hopesmarch Pentecostal Church

[5.28] Relay Tower 0DB-521

[5.29] Rocky Cave (Virgil's Laboratory)

[5.30] O'Neill Family Manufacturing

[5.31] Sentinel Site

[5.32] Skylanes Flight 1665

Secondary Locations

[5.01] Natick Power Station

[5.02] Natick Hillside Home

[5.03] Settler Campsite (Natick Outskirts)

[5.04] Military Checkpoint (Lake Cochituate)

[5.05] The Mausoleum

[5.06] Fishing Cabin

[5.07] Two Cabins and an Outhouse

[5.08] Collapsed Billboard (Glowing Sea)

[5.09] Buried Mansion

[5.10] Radiation Lake

[5.11] Military Pillbox (Somerville)

[5.12] The Splintered Statue

[5.13] Derelict Bus

[5.14] Buried House

[5.15] Buckled Freeway

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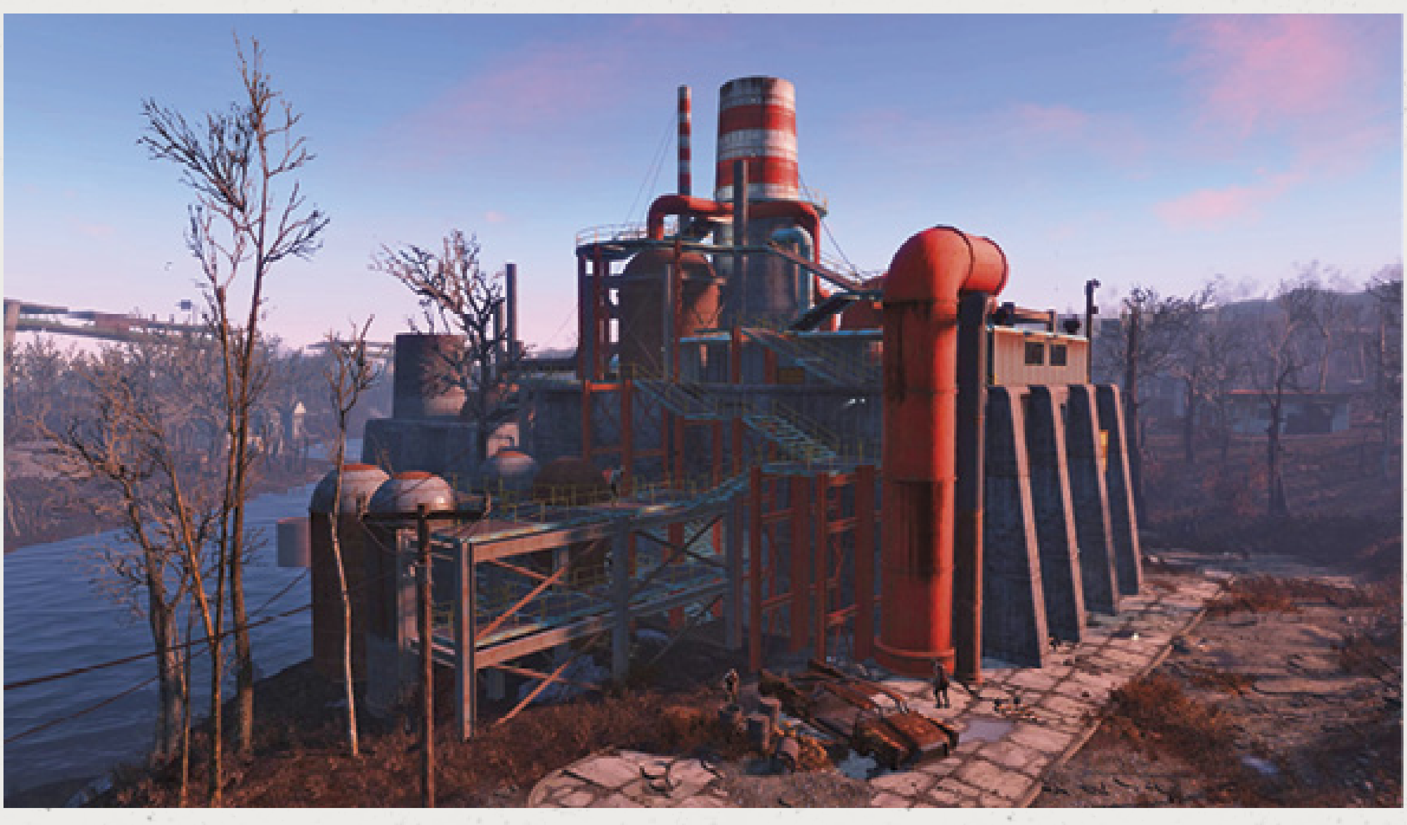
[5.01] Poseidon Reservoir

THREAT LEVELS 25+



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Collectible: robot model kit (parts)
- Crafting: Armor Workbench
- Crafting: Chemistry Station
- Crafting: Weapons Workbench
- Danger: Escaping Gas!
- Danger: Explosive Barrels!
- Danger: Oil!
- Danger: Radiation (Mild)!
- Faction: Feral Ghouls
- Health or Chems

Fig 5.01A: Poseidon Reservoir (Exterior)

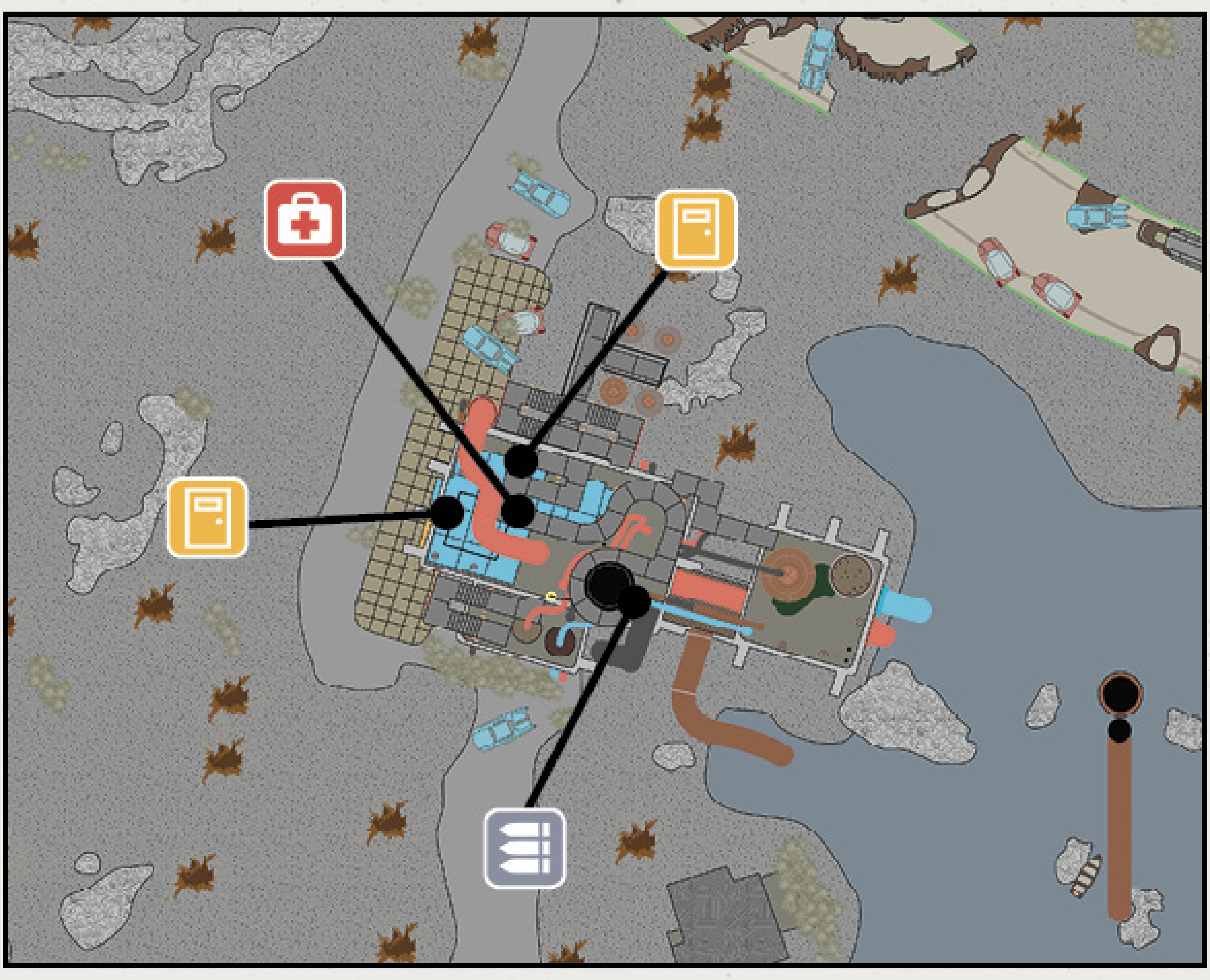
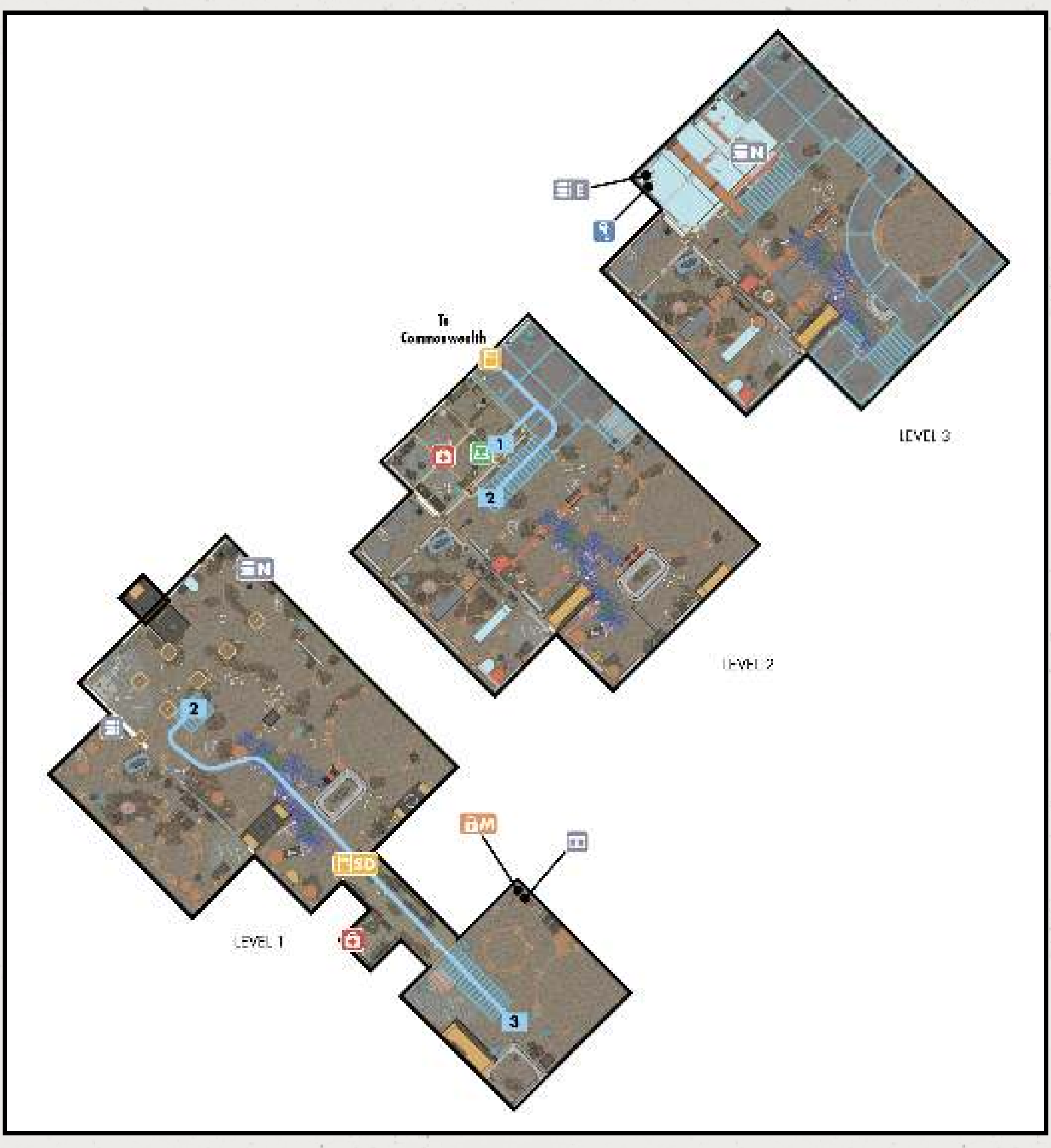


Fig 5.01B: Poseidon Reservoir (Interior)



VAULT-TEC RECOMMENDED LOOT

collectible:robot model kit parts

Poseidon Energy Reservoir not only distributed water to the surrounding farmlands and towns, but it was also a source of hydroelectric power. The power generated was used by Poseidon for its research facilities scattered about the Commonwealth. Currently, the reservoir is in a state of disrepair. The hydroelectric generators no longer operate and the water has become stagnant.

The roof gantries are easy to access, and the ferals up here can be wiped out while you gaze south at Natick and Lake Cochituate. Inside, the terminal in the first metal office pod opens the security doors leading deeper into the facility. The Poseidon Reservoir Safe Key is on top of the metal pod, near a locked toolbox (Expert). Also check the broken pipe on the south wall of the main building; it leads to a Railroad dead drop with some loot and a robot model kit. Nice!

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Primary Locations

[5.01] Poseidon Reservoir

THREAT LEVELS 25+ 🟦🟦🟩🟩🟨⬜⬜⬜⬜

- Armaments and Ammo
- Armaments and Ammo: Trunk
- Collectible: robot model kit (parts)
- Crafting: Armor Workbench
- Crafting: Chemistry Station
- Crafting: Weapons Workbench
- Danger: Escaping Gas!
- Danger: Explosive Barrels!
- Danger: Oil!
- Danger: Radiation (Mild)!
- Faction: Feral Ghouls
- Health or Chems

Fig 5.01A: Poseidon Reservoir (Exterior)

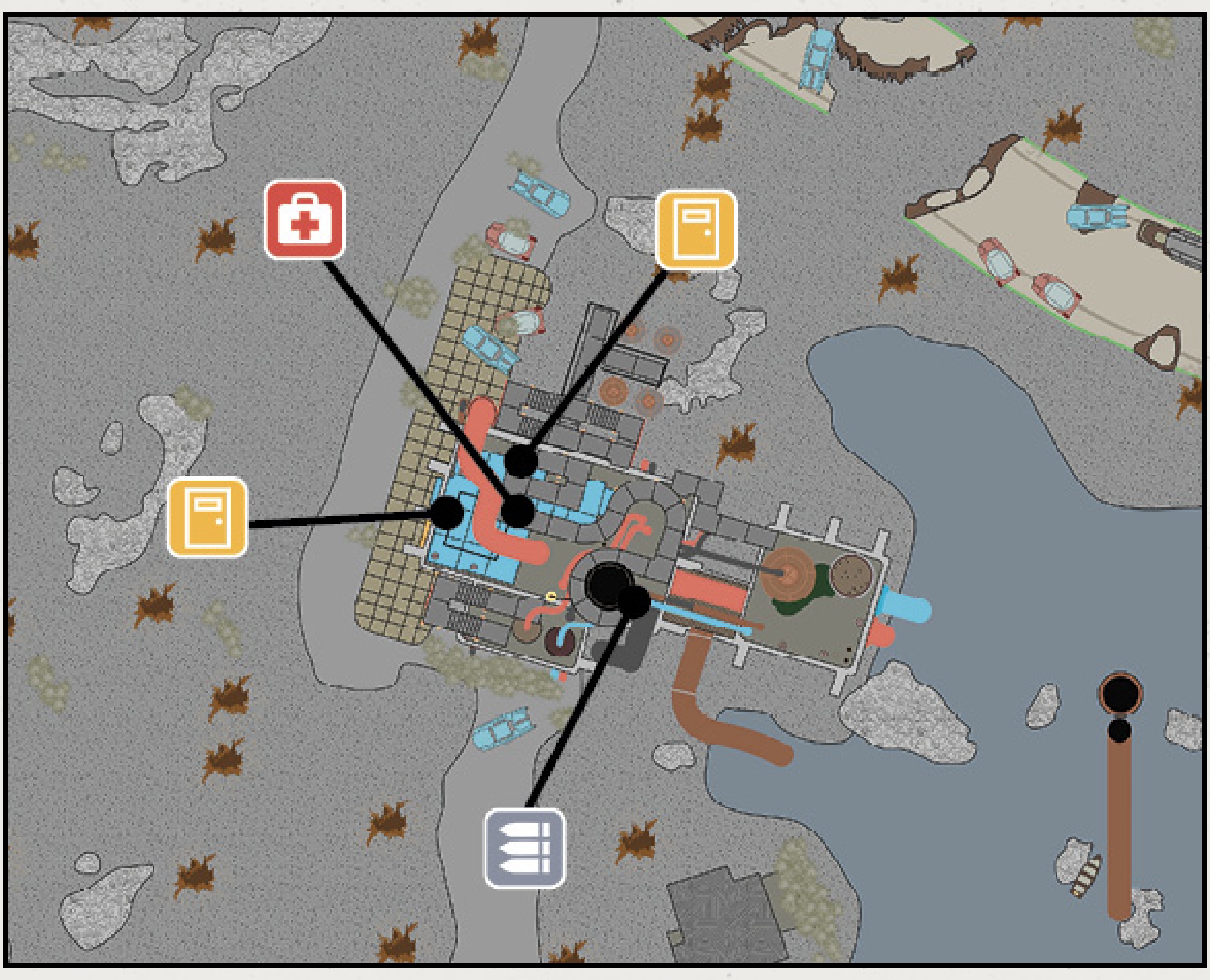
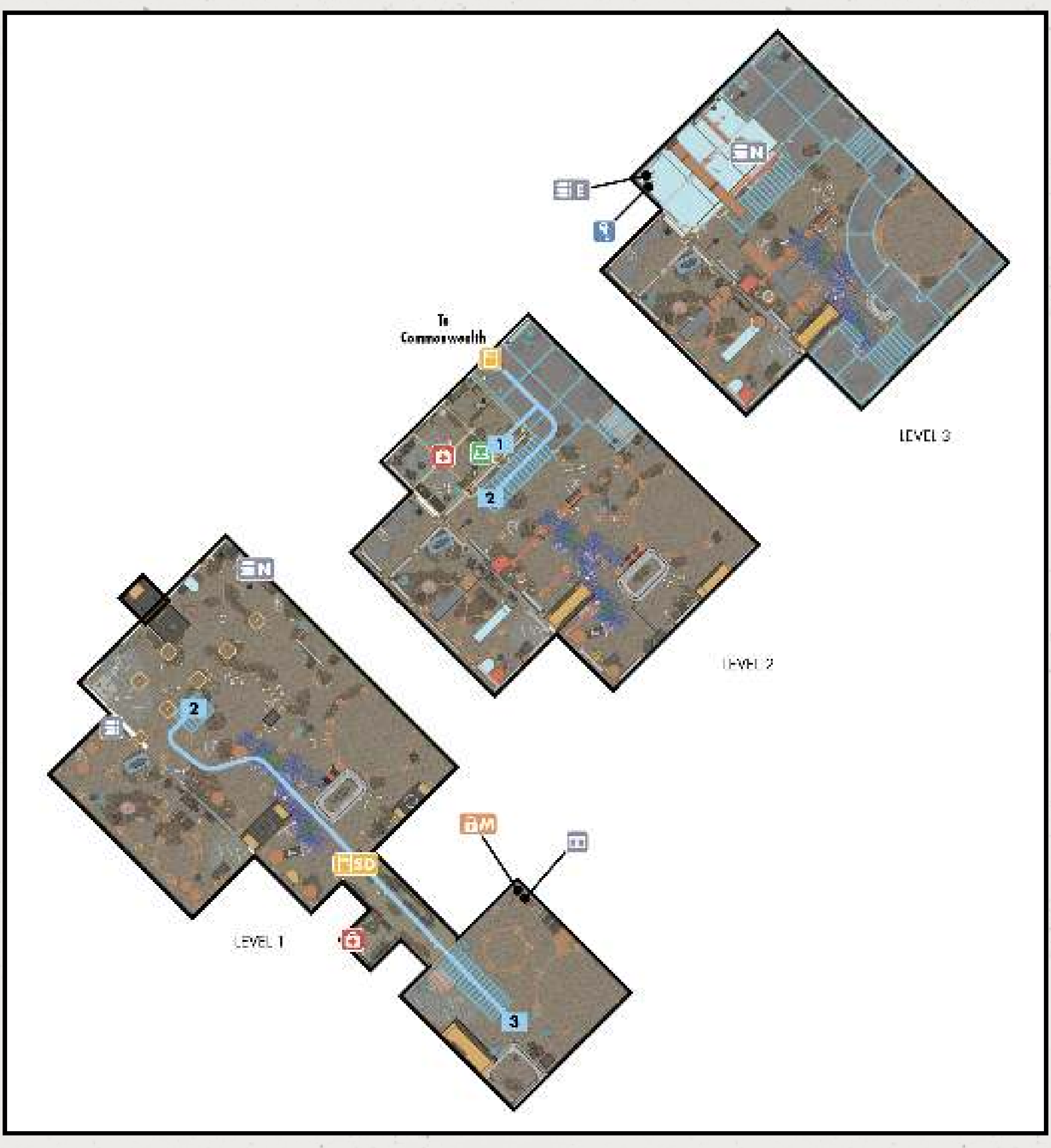


Fig 5.01B: Poseidon Reservoir (Interior)



VAULT-TEC RECOMMENDED LOOT

collectible:robot model kit parts

Poseidon Energy Reservoir not only distributed water to the surrounding farmlands and towns, but it was also a source of hydroelectric power. The power generated was used by Poseidon for its research facilities scattered about the Commonwealth. Currently, the reservoir is in a state of disrepair. The hydroelectric generators no longer operate and the water has become stagnant.

The roof gantries are easy to access, and the ferals up here can be wiped out while you gaze south at Natick and Lake Cochituate. Inside, the terminal in the first metal office pod opens the security doors leading deeper into the facility. The Poseidon Reservoir Safe Key is on top of the metal pod, near a locked toolbox (Expert). Also check the broken pipe on the south wall of the main building; it leads to a Railroad dead drop with some loot and a robot model kit. Nice!

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[5.02] Roadside Pines Motel (Natick Township)

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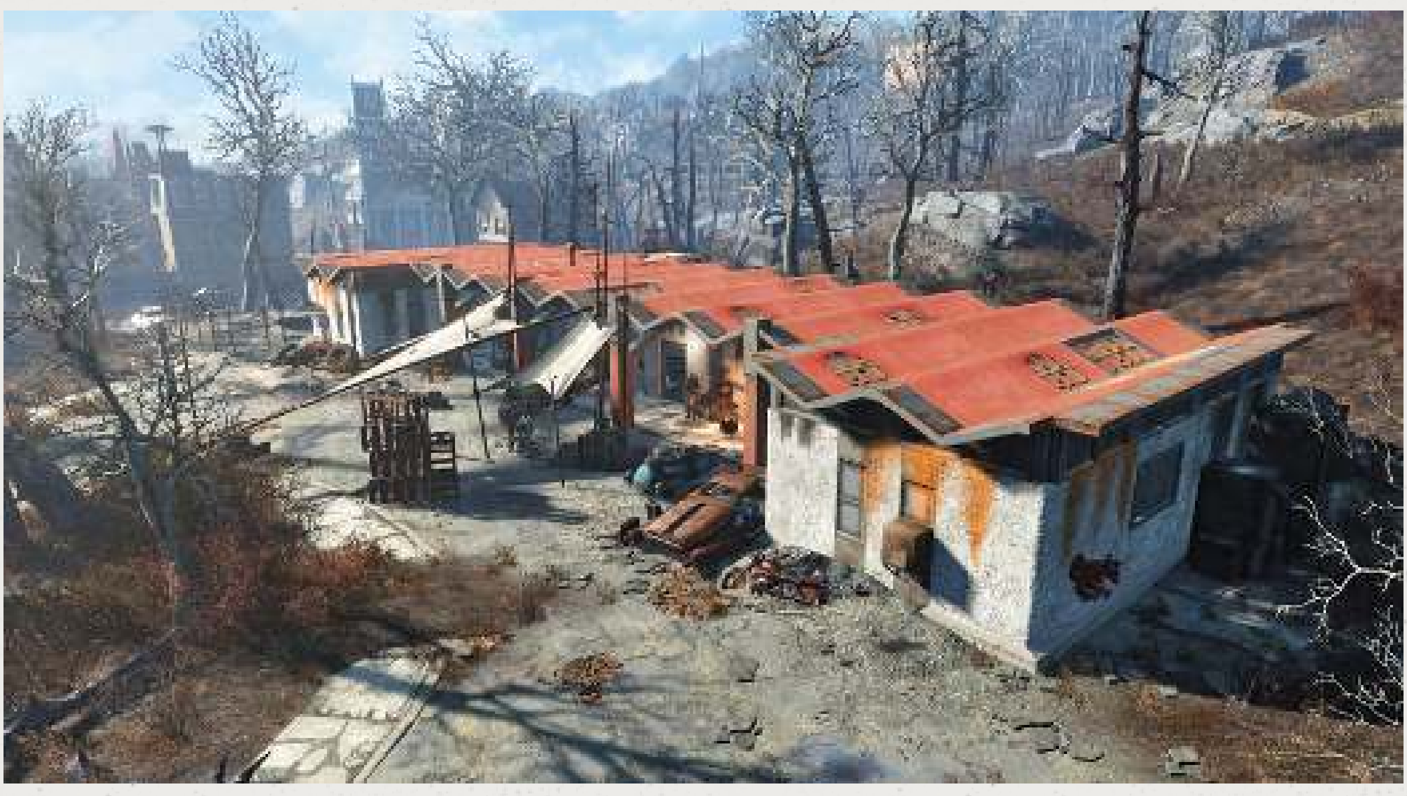
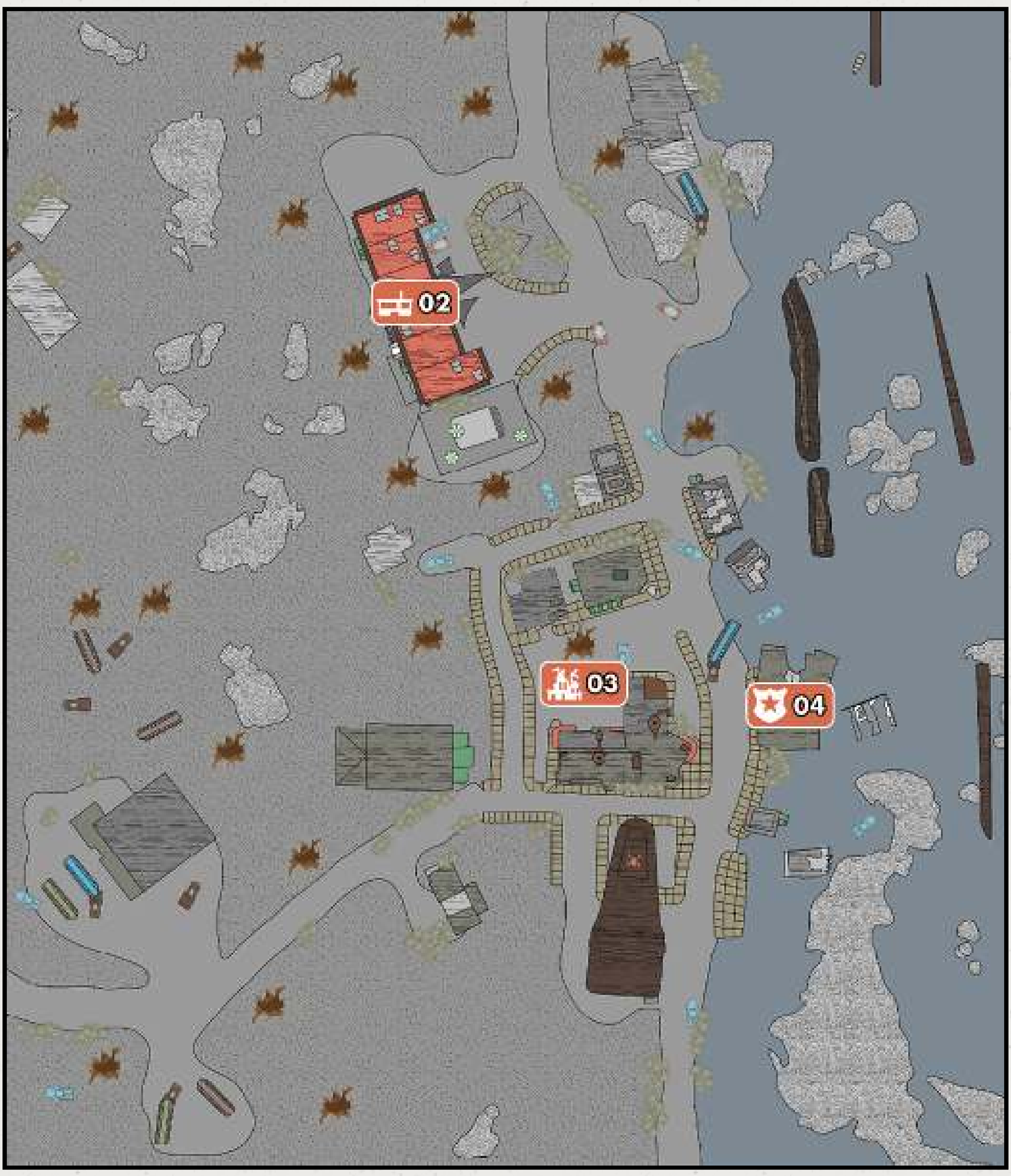


- Armaments and Ammo
- Armaments and Ammo: Trunk
- Armor Parts: Fusion Core
- Armor Parts: Power Armor (Raider)
- Crafting: Chemistry Station
- Danger: Can Chimes!
- Danger: Makeshift Bomb!
- Danger: Radiation (Mild)!
- Danger: Tripwire!
- Faction: Raider

Fig 5.02: Natick (Township)



VAULT-TEC RECOMMENDED LOOT

- **Armor Part: Fusion Core**
- **Armor Part: Power Armor (Raider)**

On the north outskirts of Natick is a motel of ill repute, thanks to recent Raider activities. Check the reception floor for a safe (Novice). Grab items from the trunk in the room with the chemistry station outside. Head around the back to the generator with the Fusion Core.

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[5.03] Natick Banks (Natick Township)

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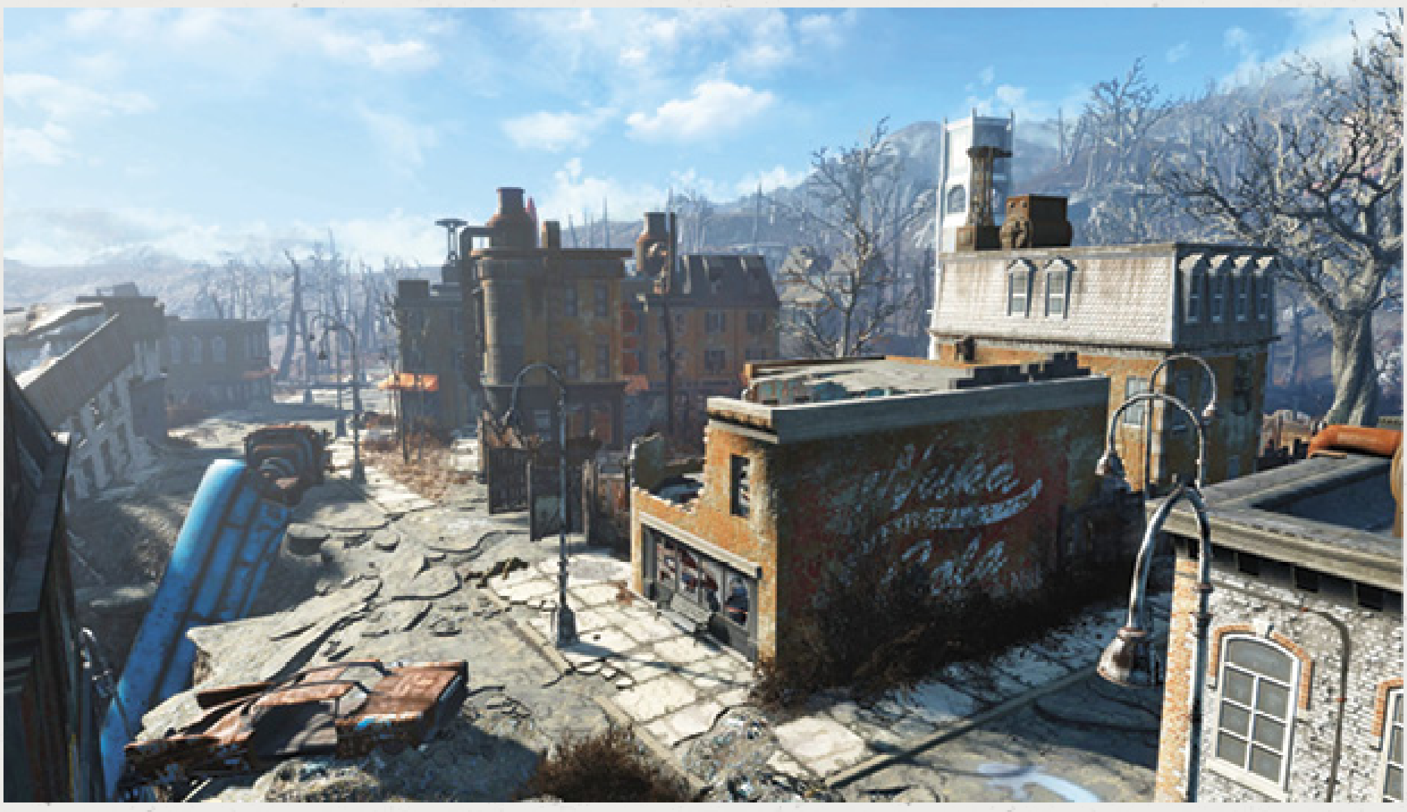

- Armaments and Ammo
- Armaments and Ammo: Trunk
- Collectible: Nuka Cherry
- Crafting: Cooking Station
- Crafting: Weapons Workbench
- Danger: Mines!
- Faction: Deathclaw
- Faction: Scavenger
- Faction: Super Mutant
- Faction: Character: Gene
- Health or Chems

VAULT-TEC RECOMMENDED LOOT

Collectible: Nuka Cherry

A small town on the banks of Lake Cochituate has suffered from major flooding and subsidence in recent times. Currently the Super Mutants that have mangled up and driven a group of Raiders north are experiencing their own demise, as a pack of Deathclaws has been active in this area.

For the scavenger about town, be certain to check the wall safe (Expert) in the ruined home west of the Red Rocket Filling Station. There's also a safe (Advanced) on the balcony upstairs in the warehouse overlooking the town. Enter the remains of the diner to secure a Nuka Cherry from the upstairs pool room. Look for the steamer trunk on the unsafe building by the water, opposite the diner.

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[5.04] Natick Police Department (Natick Township)

THREAT LEVELS 25+ 🟦🟦🟩🟩🟨☐☐☐☐☐

- Health or Chems
- Collectible: Holotape: Eddie Winter's Holotape
- Quest Visit: Long Time Coming (Side)

Caution! This structure is slowly toppling into Lake Cochituate; beware of uneven flooring. The fourth of Eddie Winter's Holotapes is in an evidence locker near some first aid kits. Should you have any overdue books, return them to the book return terminal here for tokens, which you can exchange for a variety of (mainly plastic) toys.

HELPFUL HINT FROM VAULT BOY!

Are you aware that the book return terminal over at Revere Beach Station has a better selection of **items** to swap for tokens, including a Fusion Core and stimpak? Are you aware that the Book Return Terminal over in Boston Public Library has a Skill Magazine you can purchase? Save those tokens!

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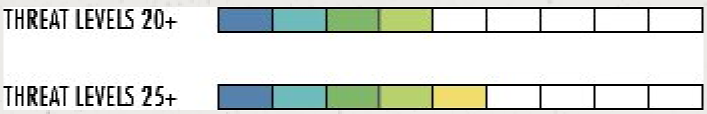
[5.05] Lake Cochituate



- Armaments and Ammo
- Armaments and Ammo: Trunk (2)
- collectible: robot model kit (parts)
- Danger: Radiation (Mild)!
- Faction: Mirelurks
- Faction: Raiders
- Health or Chems

VAULT-TEC RECOMMENDED LOOT

collectible:robot model kit parts

This was once a great fishing and recreation spot, until the contamination from the nearby disposal site shut down these activities. Now the lake stretches from the elevated freeway and Poseidon Reservoir area south by Natick to the devastated Mass Fusion Disposal Site to the south.

Check the abandoned homes on the northeastern shore for Raider and Mirelurk activity. Pay special attention to the northeast treehouse camp (there's a trunk here, and a robot model kit on an adjacent shelf). You can also find a second trunk at the bottom of the lake: Stand on the rickety jetty with the bathtub on it, facing west-southwest. Dive and swim straight ahead. The trunk is near a tree branch.

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[5.06] Mass Fusion Disposal Site

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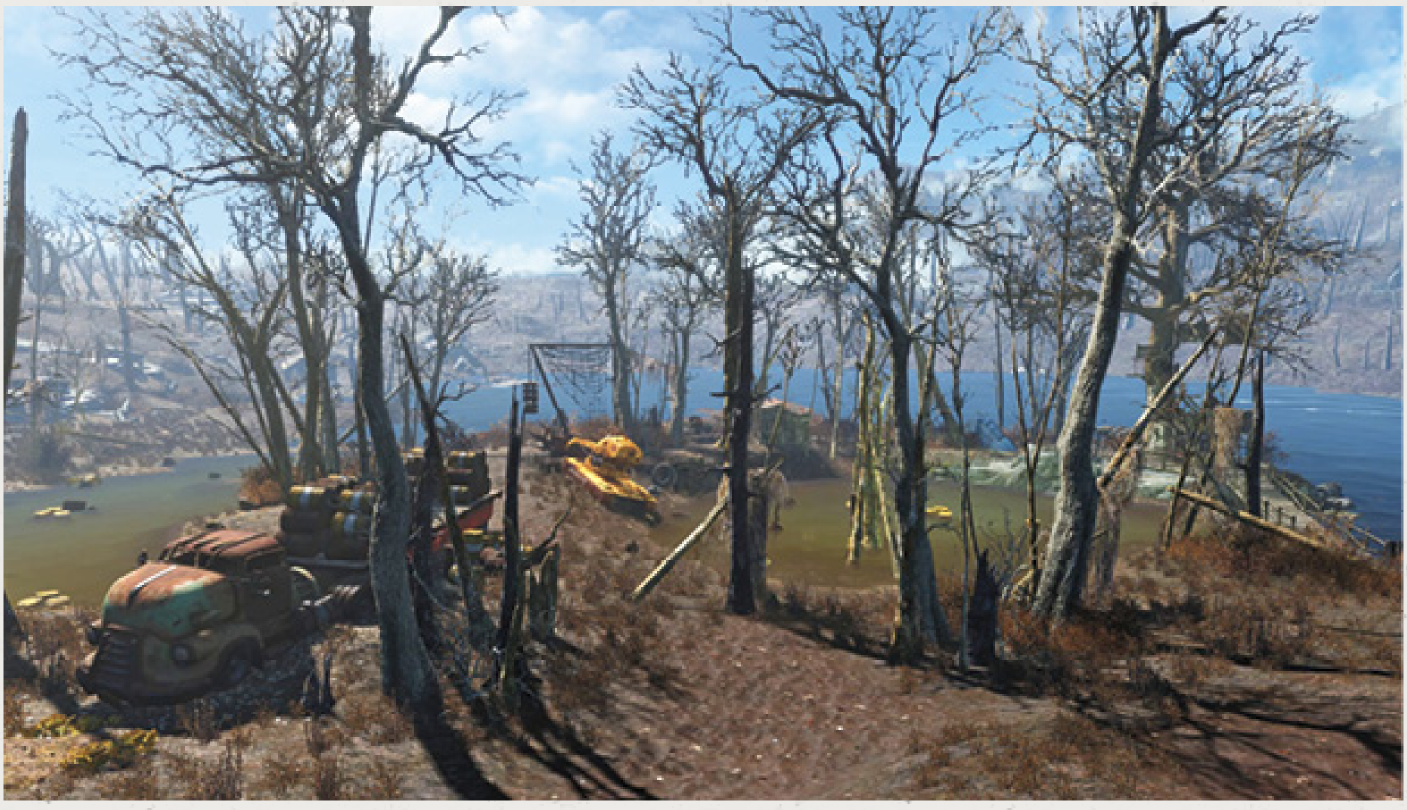

- Armaments and Ammo
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Trunk (2)
- Danger: Radiation (Severe)!
- Faction: Super Mutant
- Health or Chems

VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke

This was the property of Mass Fusion and used as a disposal site for coolants and other liquids. As much of the poisons were buried at this site, pressure has built up and the irradiated pools around the shores of the lake have bubbling gasses. Be wise: Wear radioactive protective gear at all times. Be perceptive: Locate the steamer trunk in the treehouse to the northeast. Be extra perceptive: There's a Mini Nuke inside the large tire by the yellow digging machine.

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[5.07] Electrical Hobbyists Club

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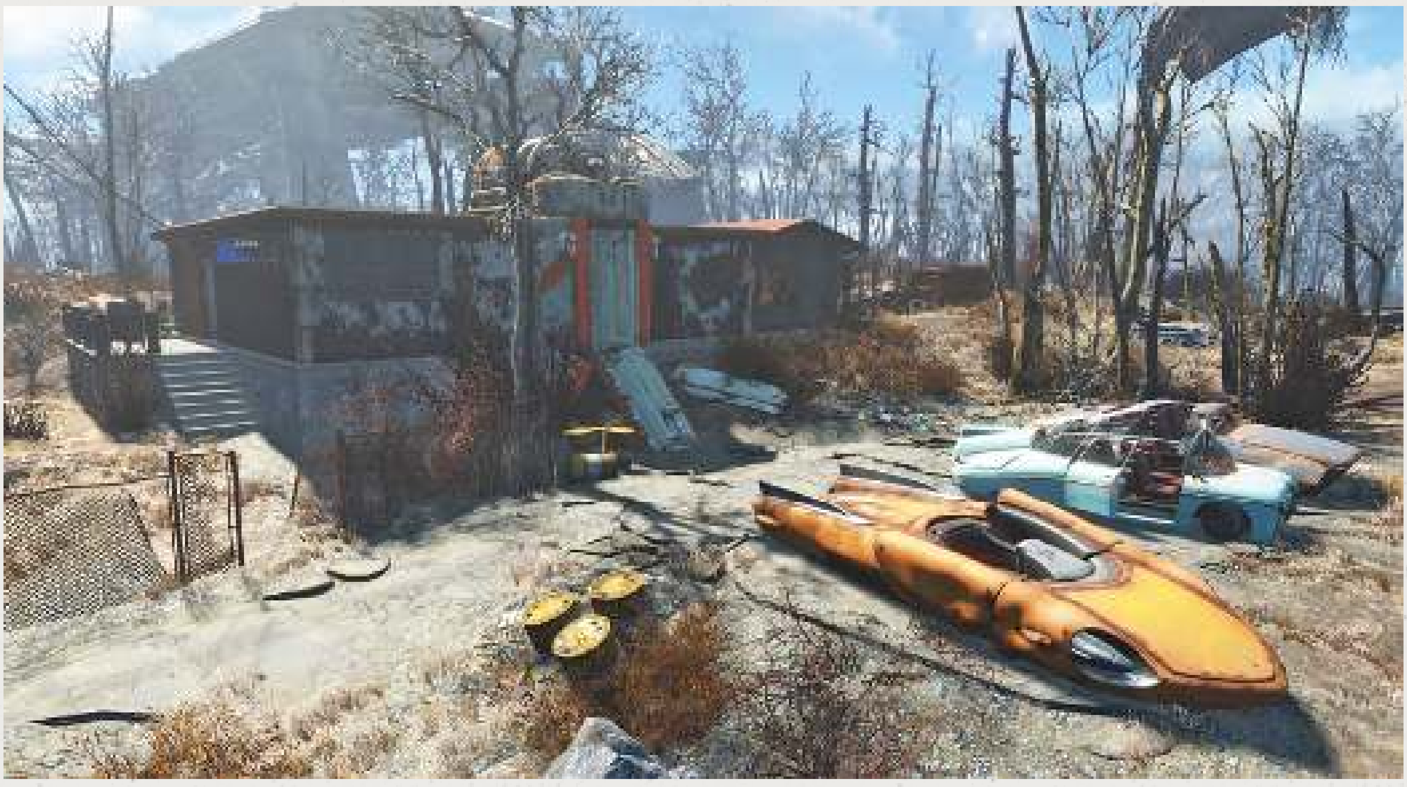

- Crafting: Armor Workbench (2)
- Crafting: Chemistry Station
- Danger: Makeshift Bomb!
- Danger: Mines!
- Danger: Oil!
- Danger: Radiation (Mild)!
- Danger: Tension Trigger!
- Danger: Tesla Arc!
- Danger: Tripwires!
- Danger: Turrets!

A wealth of electrical junk rests inside this location, where tinkerers once met. The front door to this establishment is locked (Master), but the side entrance is heavily trapped. Both lead to a cellar, which is also heavily trapped. Listen to Hobbyist Holotapes and play with an Assaultron down here, if you're so inclined.

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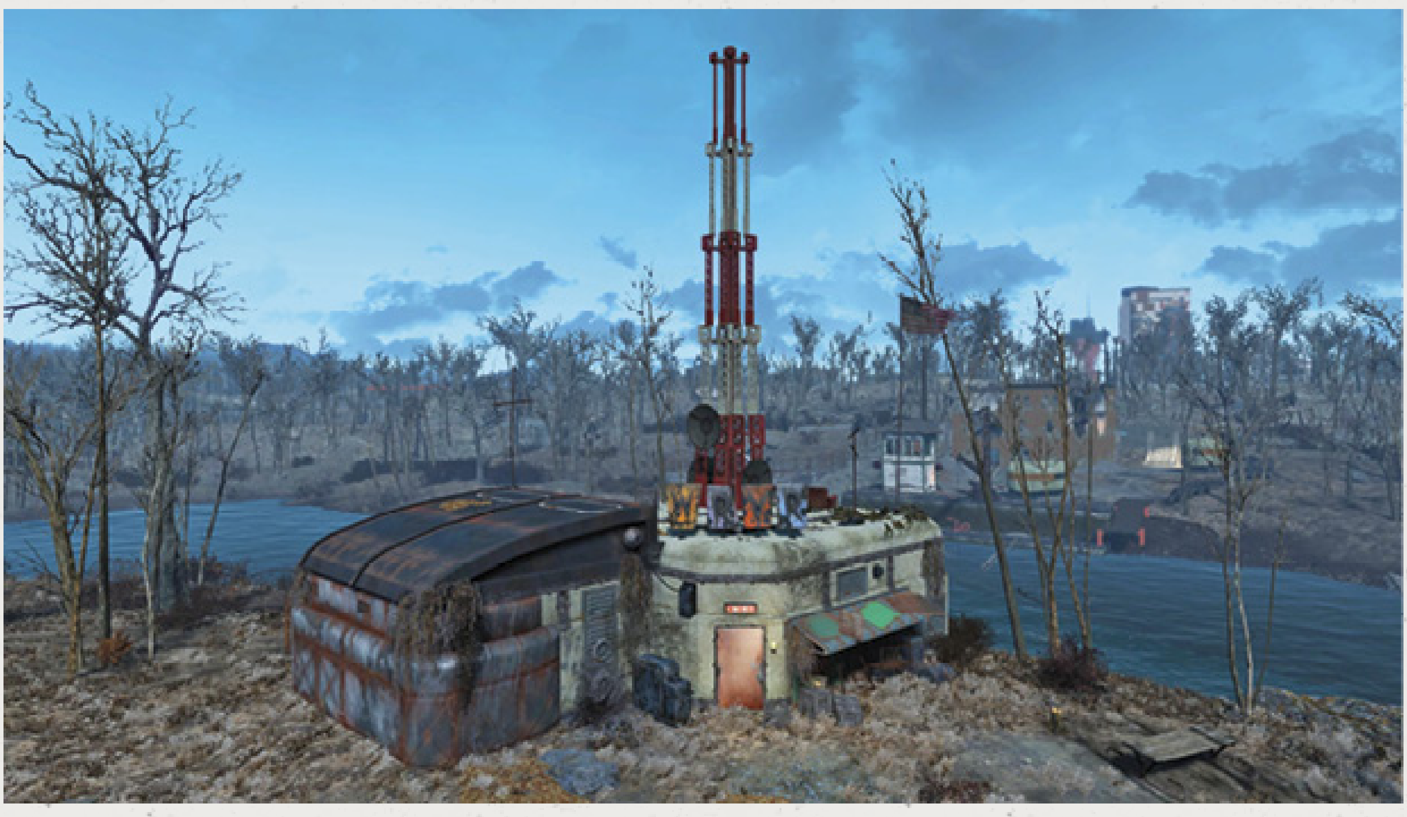
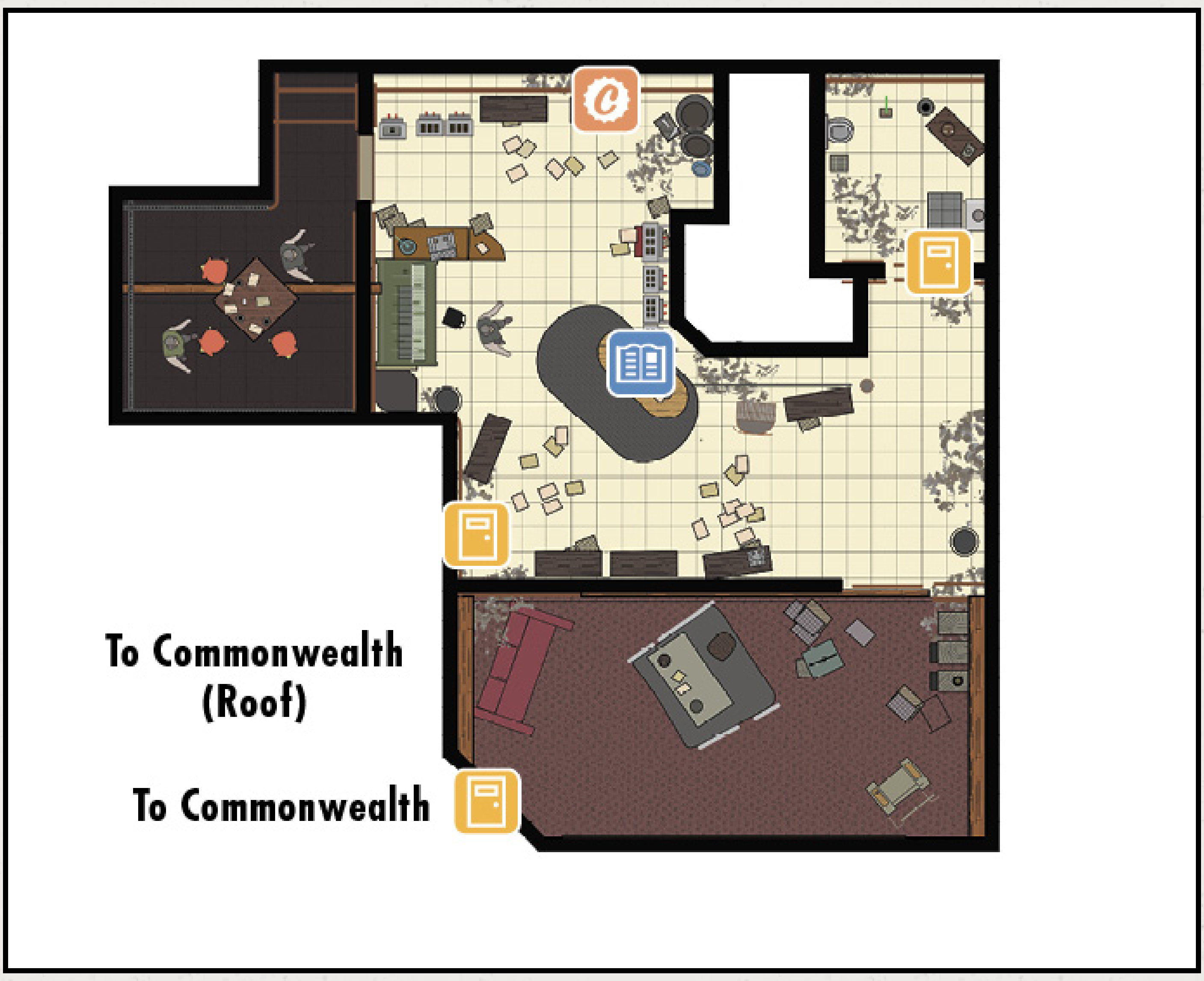
[5.08] WRVR Broadcast Station

THREAT LEVELS 20+



- Armaments and Ammo
- Bottlecaps
- Collectible: Required Reading: Live & Love
- Faction: Settler
- Faction: Character: Anne Hargraves
- Faction: Character: George Cooper
- Quest Start: Curtain Call (Side)
- Radio: Trinity Tower Radio

Fig 5.08: WRVR Broadcast Center (Interior)



VAULT-TEC RECOMMENDED LOOT

Required Reading: Live & Love Magazine

This local radio is home to the Charles River Trio and famous for their radio plays, though the third member of the group has gotten himself into a bit of a pickle. Listen to his panicked message and save him to help these folks out. Need a baseball bat? There's one on the roof.

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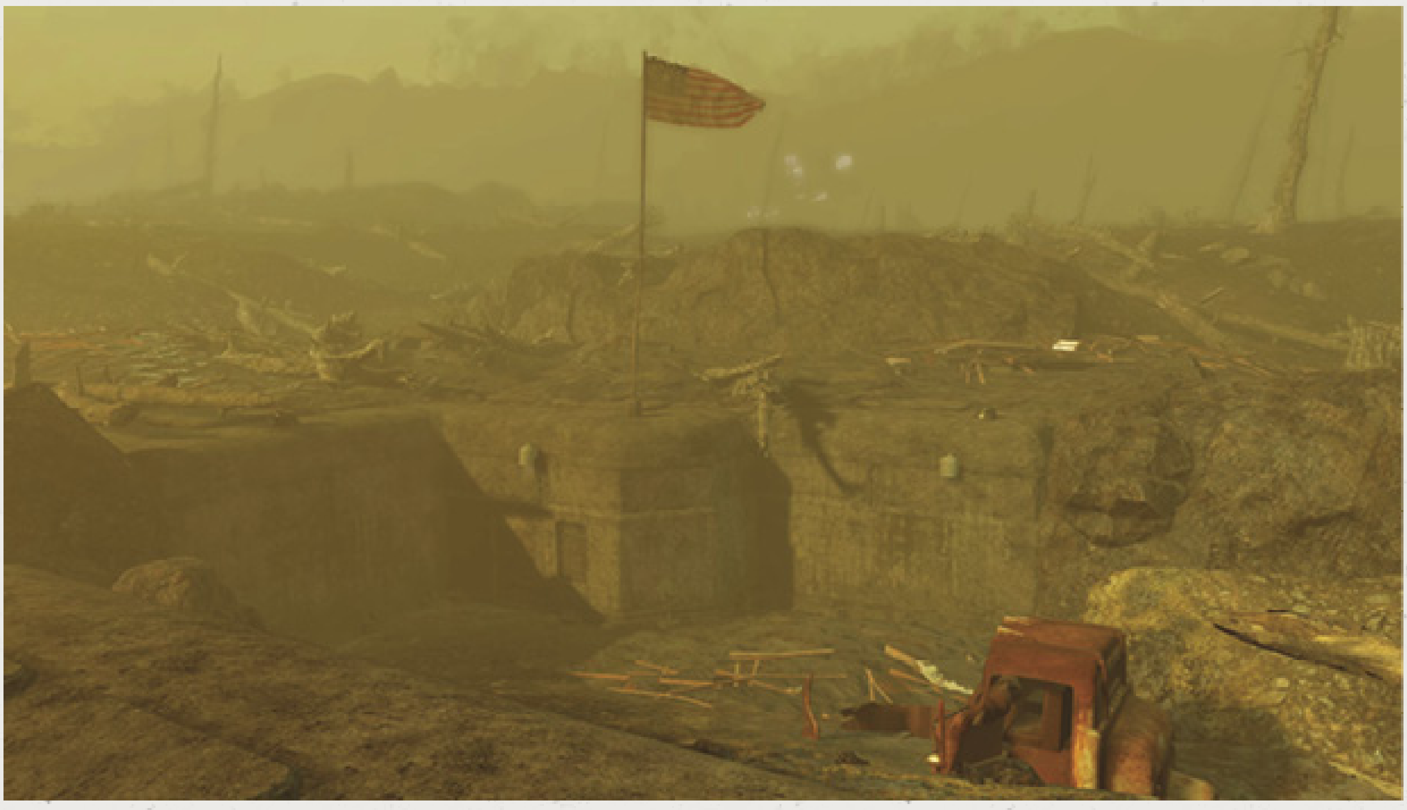
[5.09] Federal Supply Cache 84NE

THREAT LEVELS 25+ 🟦🟦🟩🟩🟨☐☐☐☐



- Armaments and Ammo
- Collectible: Nuka Cherry
- Crafting: Weapons Workbench
- Danger: Radiation (Severe)!
- Faction: Robot (Protectron)
- Health or Chems

VAULT-TEC RECOMMENDED LOOT

Collectible: Nuka Cherry

Warning! Extreme radiation danger! This small federal bunker offers a brief respite from the terrors of the Glowing Sea. Check the footlockers for items, flip the circuit breaker to activate the two (hostile) Protectrons, and check the terminal (Expert). Did you find the Nuka Cherry behind the bed?

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[5.10] Robotics Pioneer Park

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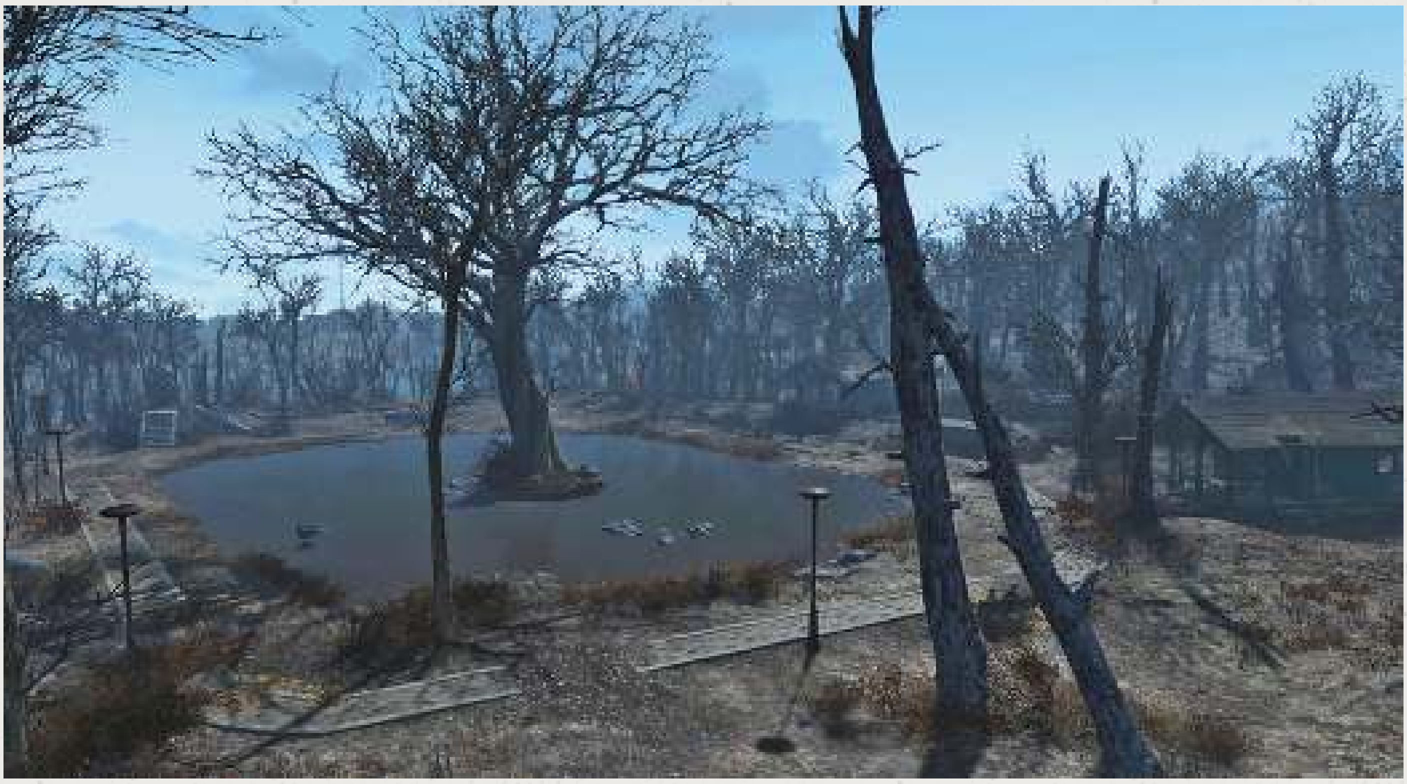

- Armaments and **Ammo**
- Armaments and **Ammo**: Trunk
- Danger: Radiation (Mild)!
- Faction: Deathclaw
- Faction: Feral Ghoul
- Faction: Robot (Protectron)

A prewar memorial park built in honor of a roboticist of General Atomics International. Beware of Feral Ghouls. Of the two remaining cabins, one has a rear wall missing and a Deathclaw to face. The other has a Park Protectron Control Terminal (Novice) to hack, after which the four Protectron types can be activated. Don't leave without inspecting the cabin west of the podium for a trunk.

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[5.11] Scrap Palace

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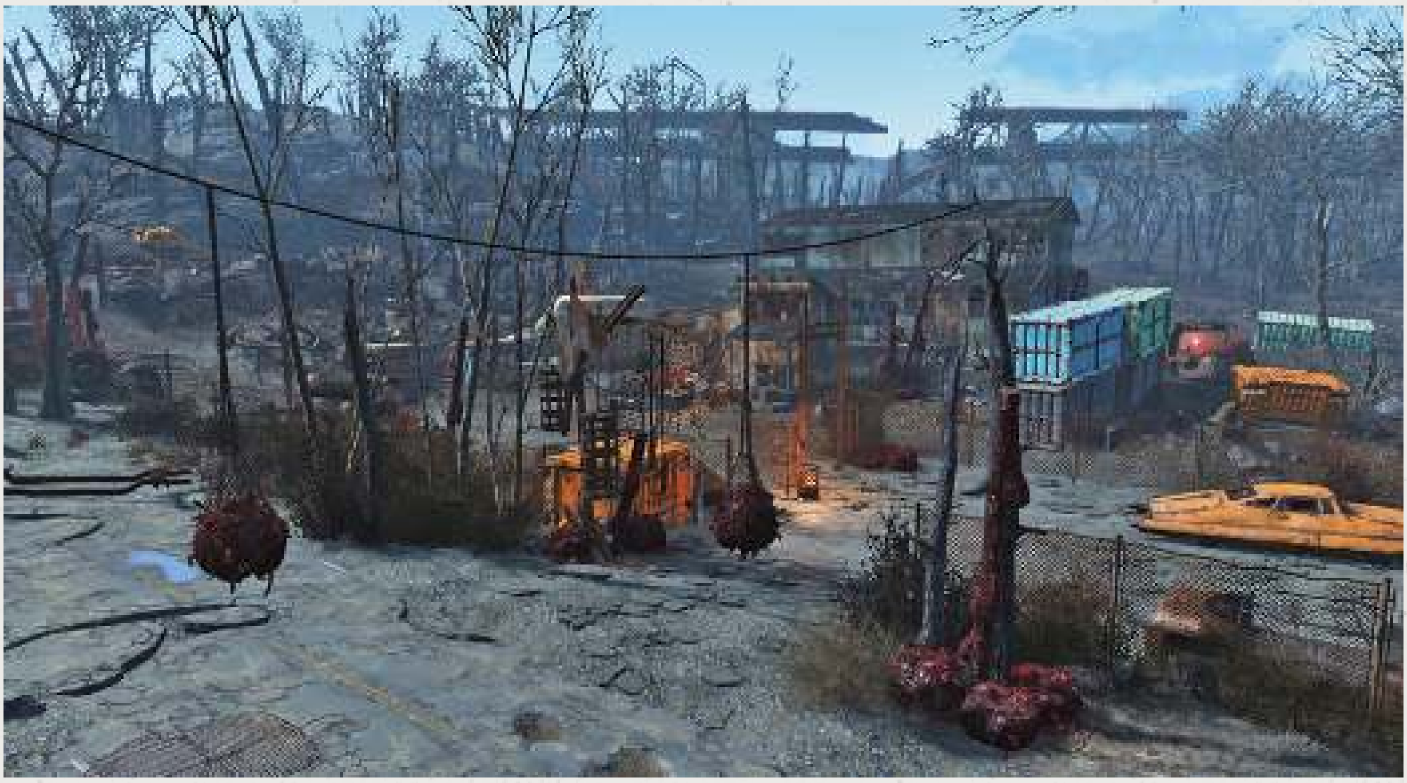

- Armaments and Ammo
- Armaments and Ammo: Trunk
- Bottlecaps
- Crafting: Armor Workbench
- Crafting: Weapons Workbench
- Danger: Tripwire!
- Faction: Super Mutant

This junkyard has been turned into sinew storage by a group of grotesque Super Mutants. Check upstairs in the warehouse for a safe (Expert) and steamer trunk. One of the sheds has a floor safe (Advanced) near the workbench.

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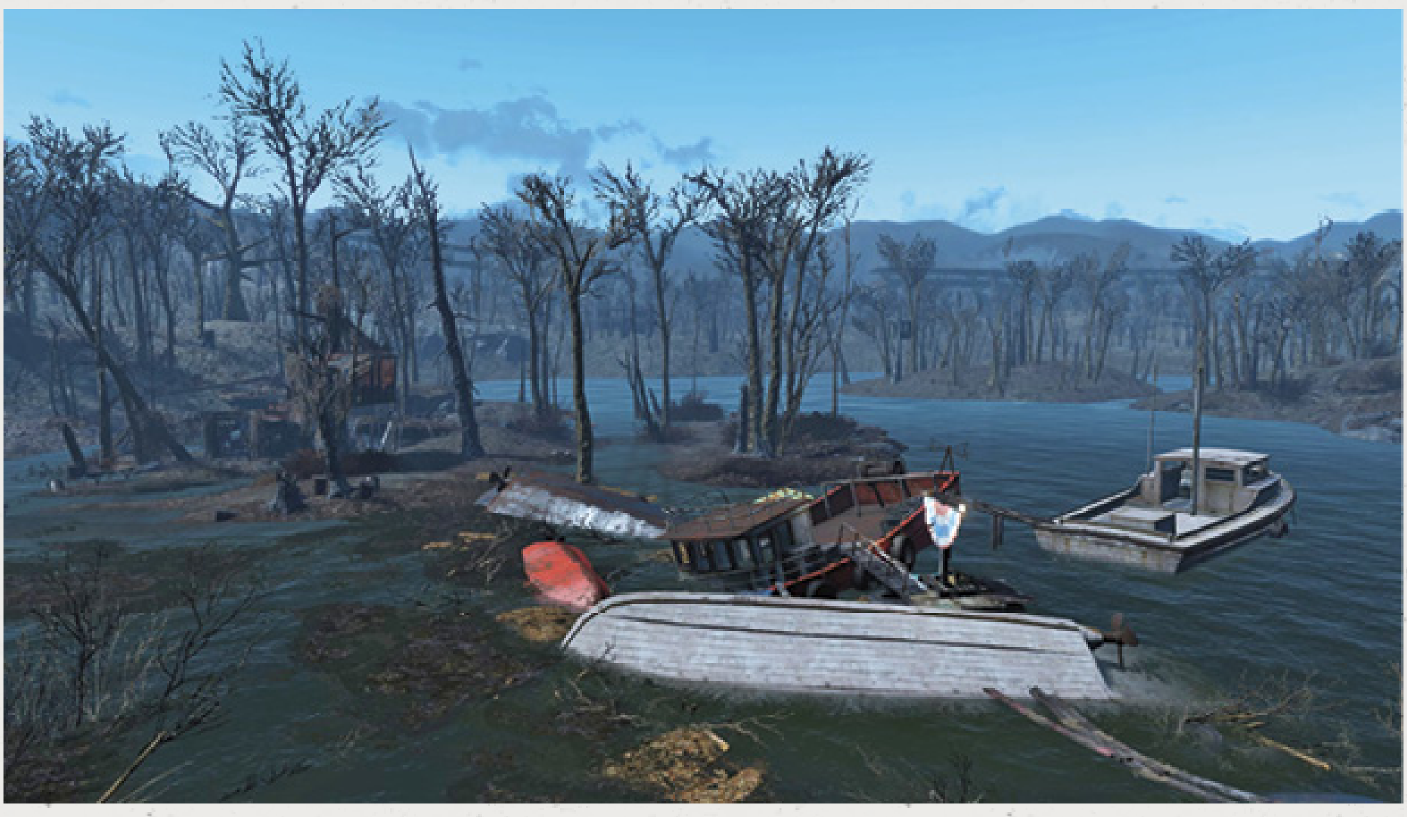
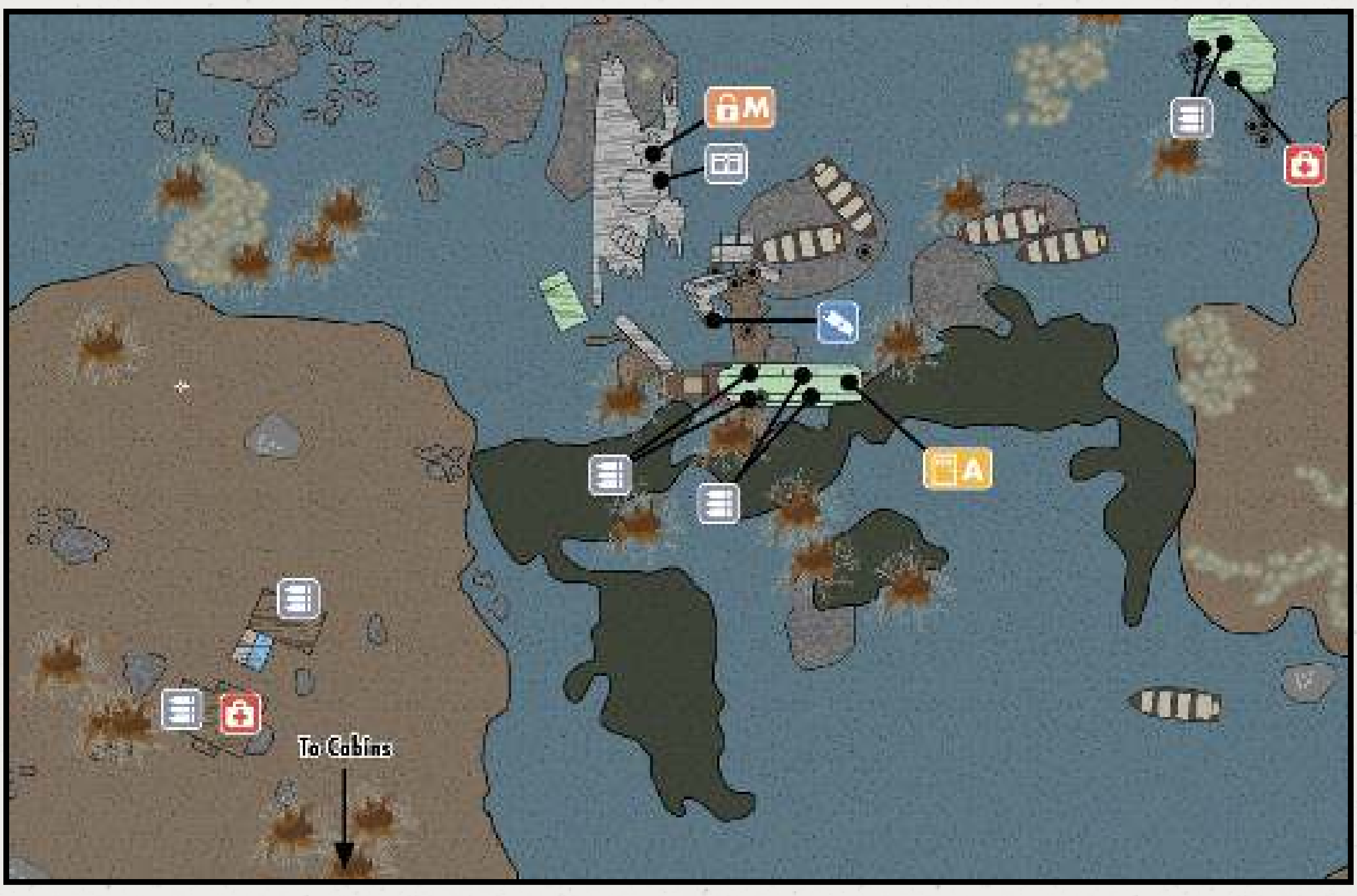
[5.12] Cutler Bend

THREAT LEVELS 30+



- Armaments and Ammo
- Armaments and Ammo: Trunk (2)
- Armor Part: Fusion Core
- Bottlecaps
- Crafting: Cooking Station
- Danger: Mines!
- Faction: Irradiated Wildlife (Mirelurks)
- Faction: Irradiated Wildlife (Stingwings)
- Health or Chems

Fig 5.12: Cutler Bend (Exterior)



VAULT-TEC RECOMMENDED LOOT

Armor Part: Fusion Core

A boggy mess of rusting boats, tires, and other debris forming a makeshift bridge across the Charles River. This has long been infested by Mirelurks, and the pickings are good for those with quick wits. The caravan on the east shore of the river is locked (Advanced). There's a shack on the west shore of the river.

Check the overturned white boat in the middle of this muck for a loose Fusion Core. Then make sure you inspect the small fishing boat on the river, attached to the plank, as well as the cabin southwest of the river crossing. Both locations have steamer trunks.

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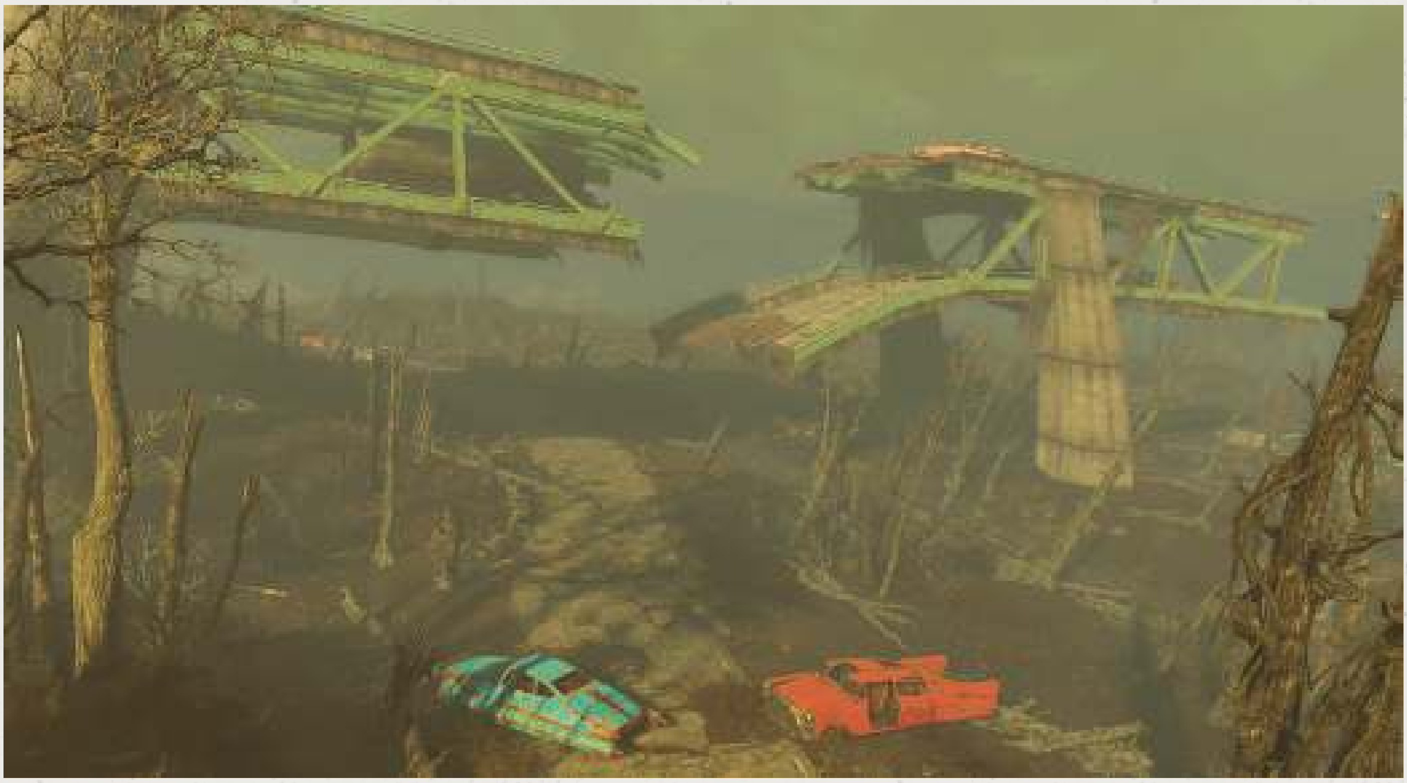
[5.13] Edge of the Glowing Sea

THREAT LEVELS 20+ 🟦🟦🟩🟩⬜⬜⬜⬜⬜



- Armaments and Ammo
- Danger: Radiation (Severe!)
- Faction: Raider

Warning! Extreme radiation danger! This small Raider encampment along the ruined freeway overpass marks the entrance to the Glowing Sea. You are strongly encouraged to wear protective clothing from this point. Climb the section of freeway to reach a rusting truck trailer to scavenge items from.

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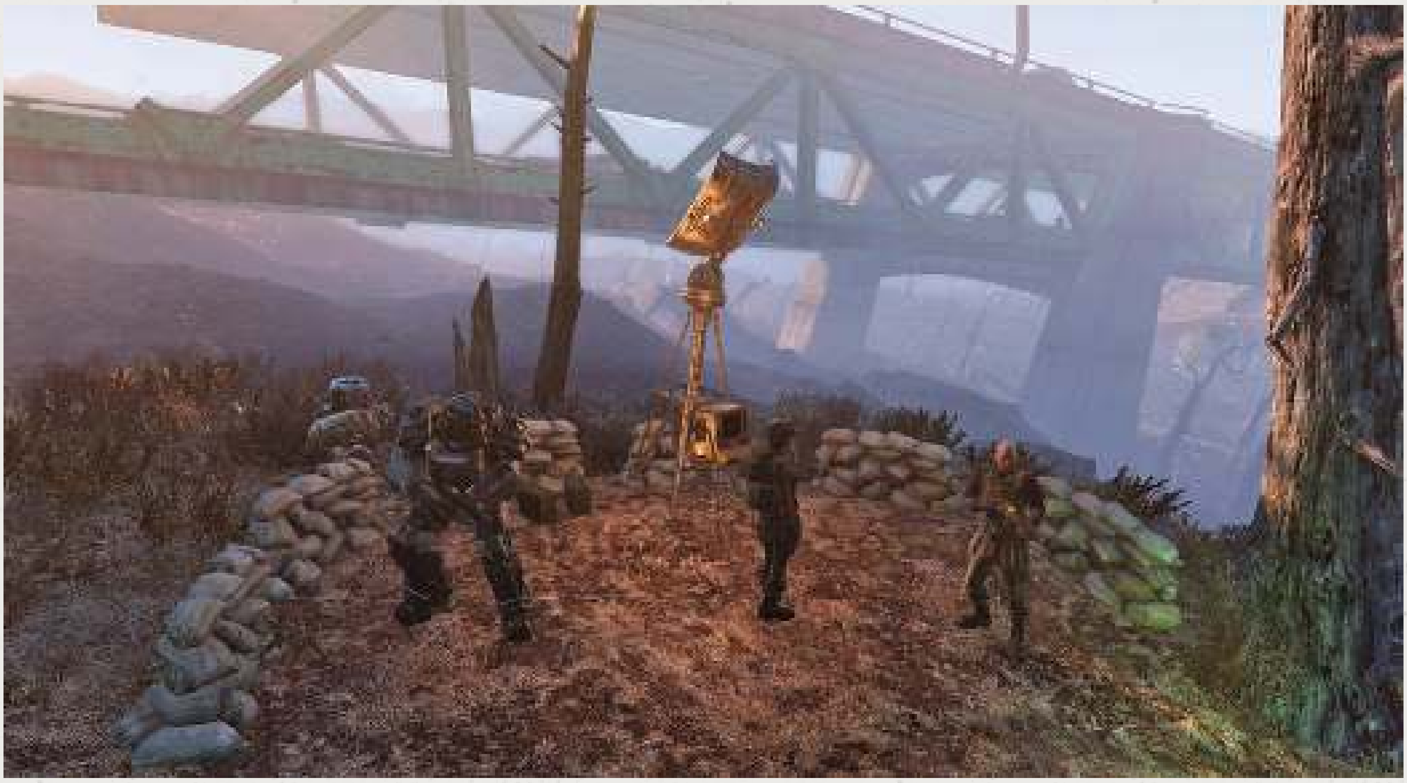
[5.14] Waypoint Echo

THREAT LEVELS 25+ 🟦🟦🟩🟩🟨⬜⬜⬜⬜



- Danger: Turret!
- Faction: Brotherhood of Steel (quest only)
- Faction: Character: Scribe Haylen
- Quest Visit: Liberty Reprimed (Brotherhood of Steel)

Close to the entrance of the Glowing Sea is a single machine-gun turret. However, during the specified quest, this becomes a rendezvous point for you to reach.

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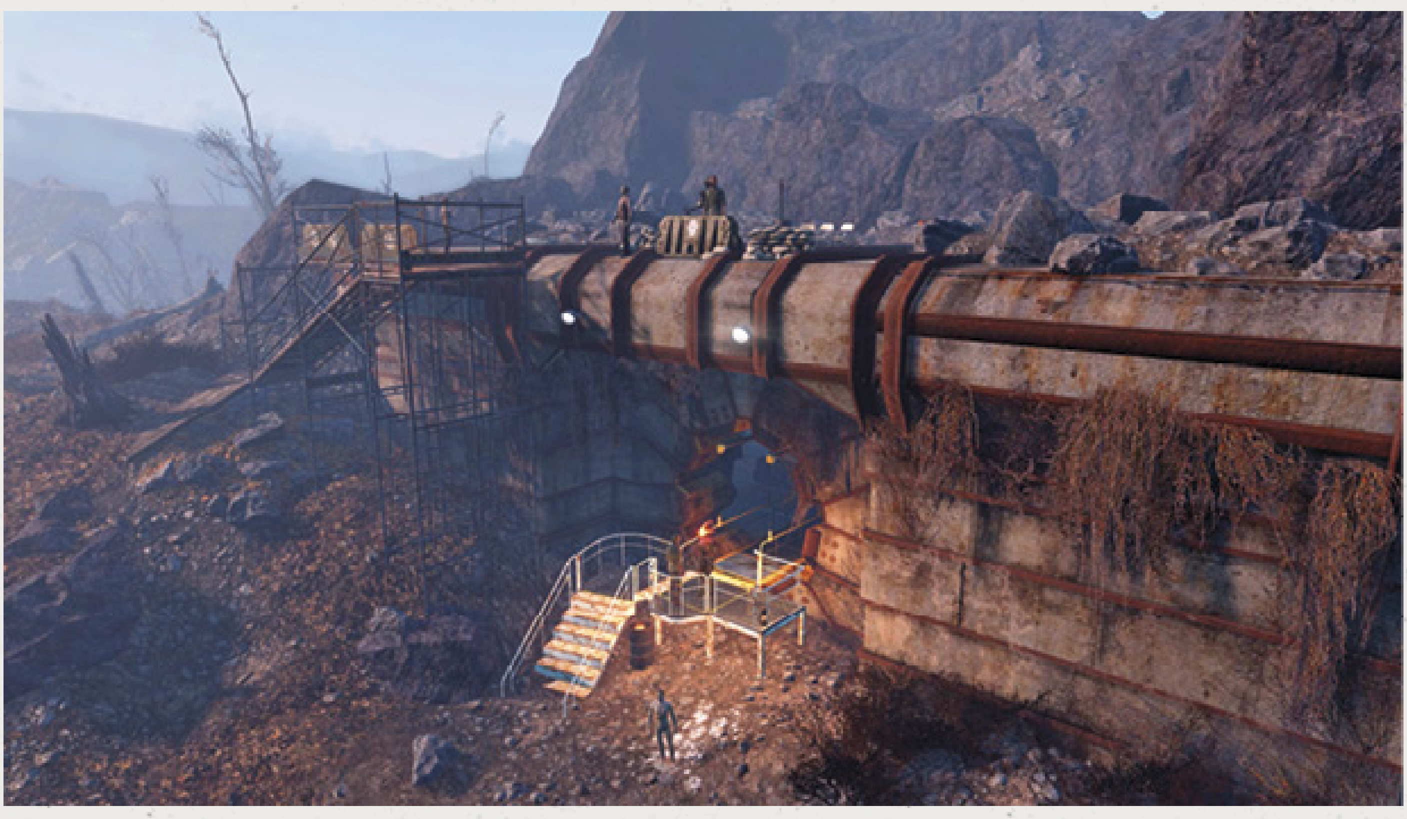
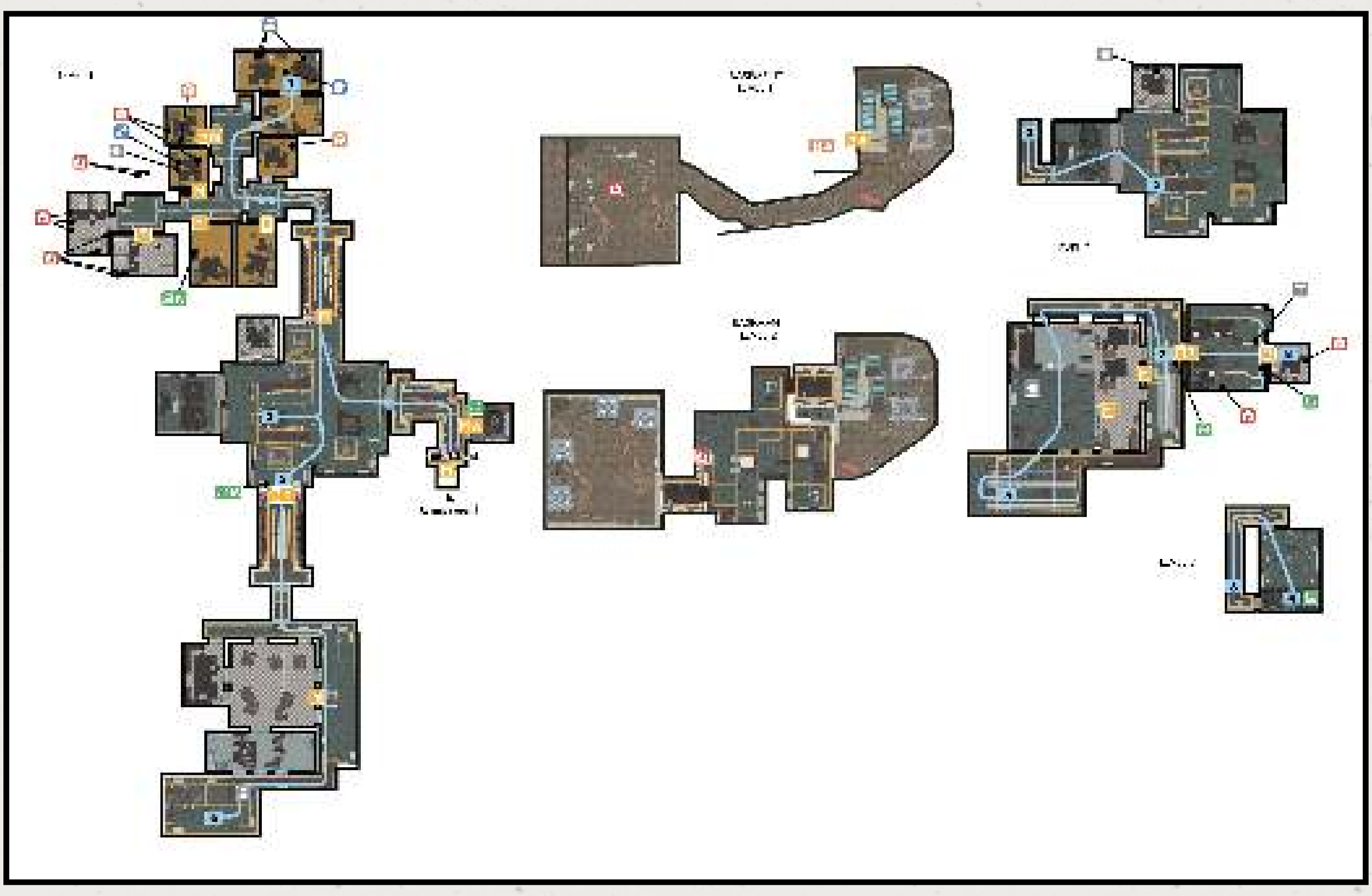
[5.15] Vault 95

THREAT LEVELS 25+



- Armaments and Ammo+
- Armaments and Ammo: Trunk
- Bottlecaps
- Collectible: Bobblehead: Big Guns
- Collectible: Nuka Cherry
- Crafting: Armor Workbench
- Crafting: Cooking Station (2)
- Danger: Grenades!
- Danger: Oil!
- Danger: Tesla Arc (Reactor)!
- Danger: Tripwires!
- Danger: Turrets!
- Faction: Gunners
- Health or Chems
- Quest Visit: Benign Intervention

Fig 5.15: Vault 95 (Interior)



VAULT-TEC RECOMMENDED LOOT

Bobblehead: Big Guns

Collectible: Nuka Cherry

Gunners have overwhelmed the vault dwellers here and are utilizing this location for purposes other than those originally intended. You are encouraged to remove these threats. Beware of Assaultrons. Battle your way through the open vault door and reach the elevator to enter the vault's interior.

To access the facilities wing without impressive hacking skills (Master), head to the overseer's terminal on the upper floor. It is advisable to explore this location with Cait (companion). It is also advisable to check the classroom for a steamer trunk and the habitation quarters for a limited-edition Vault-Tec Bobblehead—one of a kind!

- Faction: Settler
- Health or Chems
- Services: Workshop

A simple farmstead with settlers growing corn and being terrorized by nearby marauders. Helping them out guarantees loyalty and a settlement to tend to.

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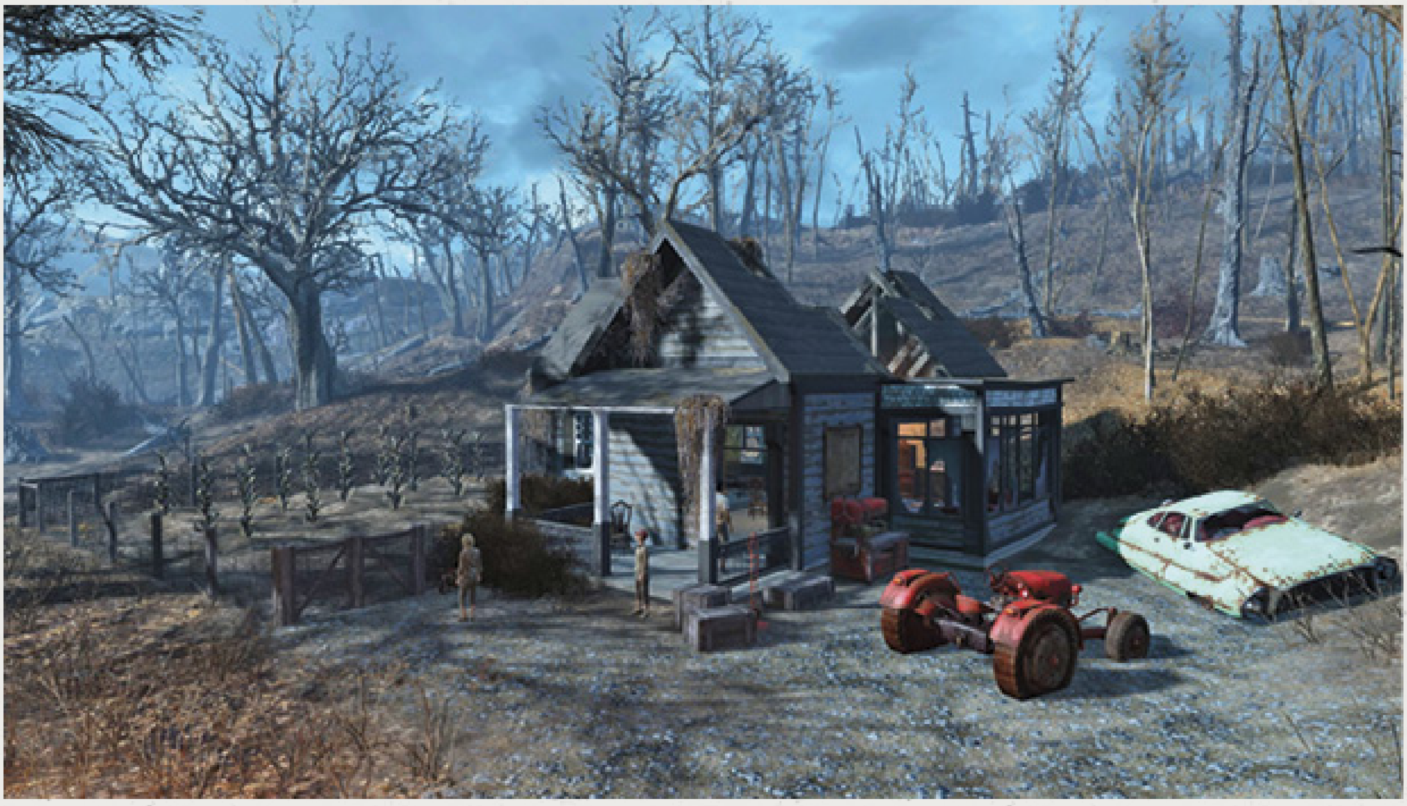
Primary Locations

[5.16] Somerville Place

THREAT LEVELS 35+



VAULT-TEC RECOMMENDED LOOT

Armor Part: Power Armor (leveled)

Armaments and Ammo: Mini Nuke

Required Reading: U.S. Covert Operations Manual

Warning! Extreme radiation danger! An unassuming shack has a federal survival installation (codenamed K-21B) hidden beneath it. Enter the shack and open the trapdoor (Novice) or use the key in Bill the skeleton's suitcase.

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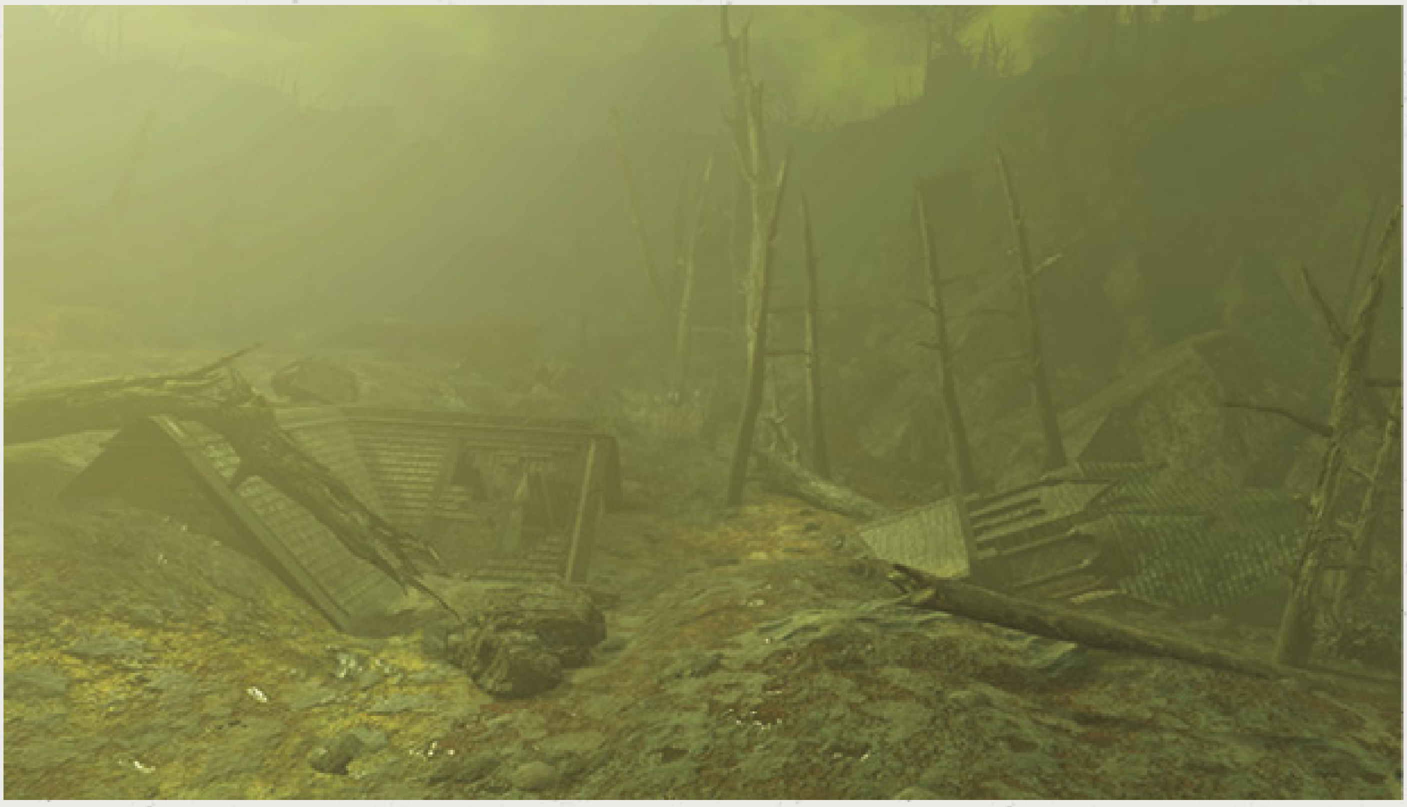
[5.17] Forgotten Church

THREAT LEVELS 30+



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Danger: Long Drop!
- Danger: Radiation (Severe)!

Warning! Extreme radiation danger! Somewhere to the west of the Glowing Sea are the buried remains of a church. Make sure you descend to the trunk inside.

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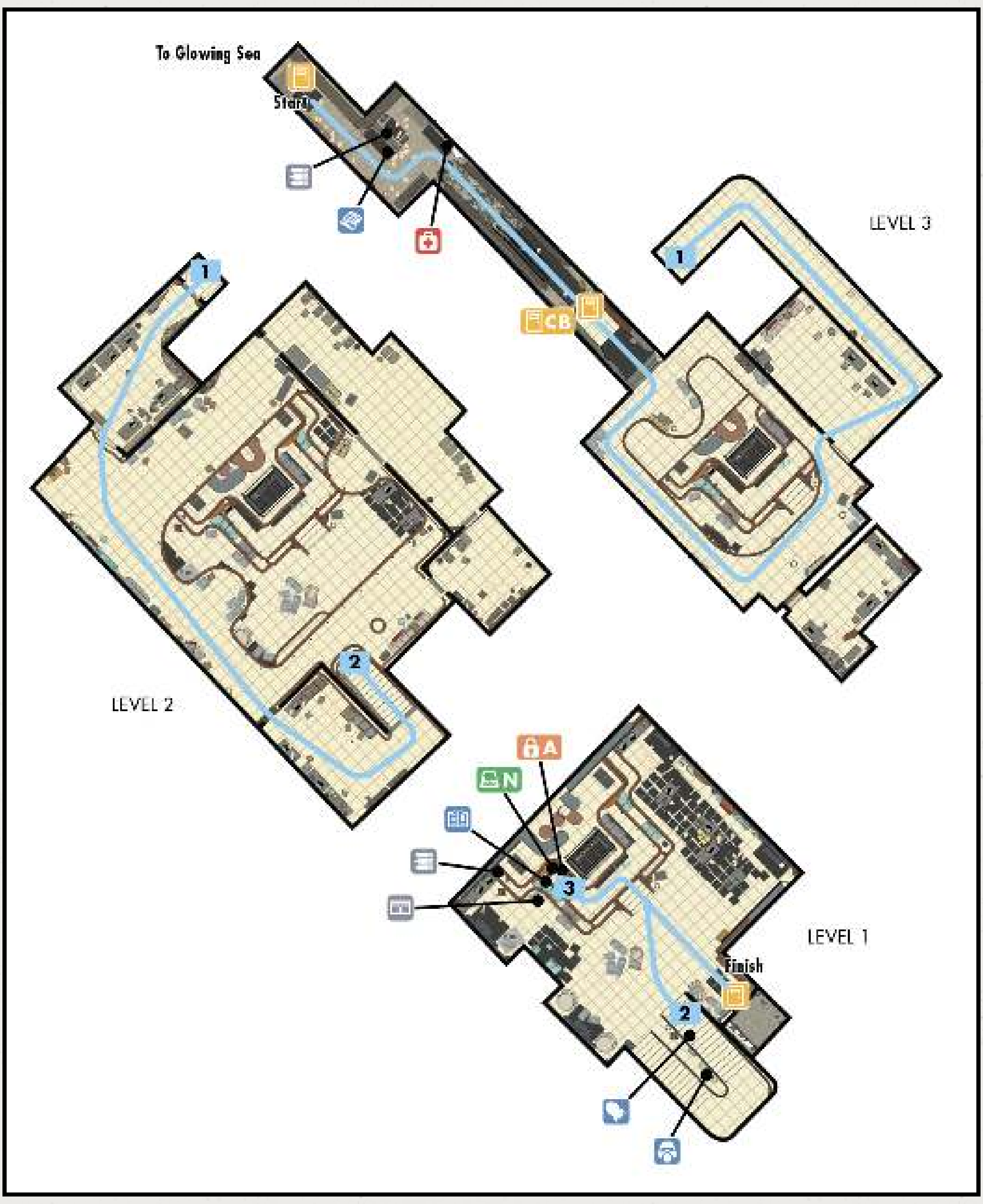
[5.18] Abandoned Shack

THREAT LEVELS 25+ 🟦🟦🟩🟩🟨⬜⬜⬜⬜

- Armaments and Ammo
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Trunk
- Armor Part: Power Armor (leveled)
- Collectible: Holotape: Employee 011985TP Personal Log
- Collectible: Required Reading: U.S. Covert Operations Manual
- Crafting: Armor Workbench
- Crafting: Power Armor Station
- Danger: Radiation (Severe)!
- Danger: Long Drop!
- Danger: Tesla Arc!
- Danger: Tripwire!
- Faction: Synths (Institute)
- Health or Chems

Fig 5.18: Bunker (Interior)



Access the mainframe terminal if you wish to ride the elevator up to the surface bunker behind the shack and activate the Protectrons. The base of the main subterranean chamber is where you'll find a Mini Nuke, some essential reading, and a steamer trunk.

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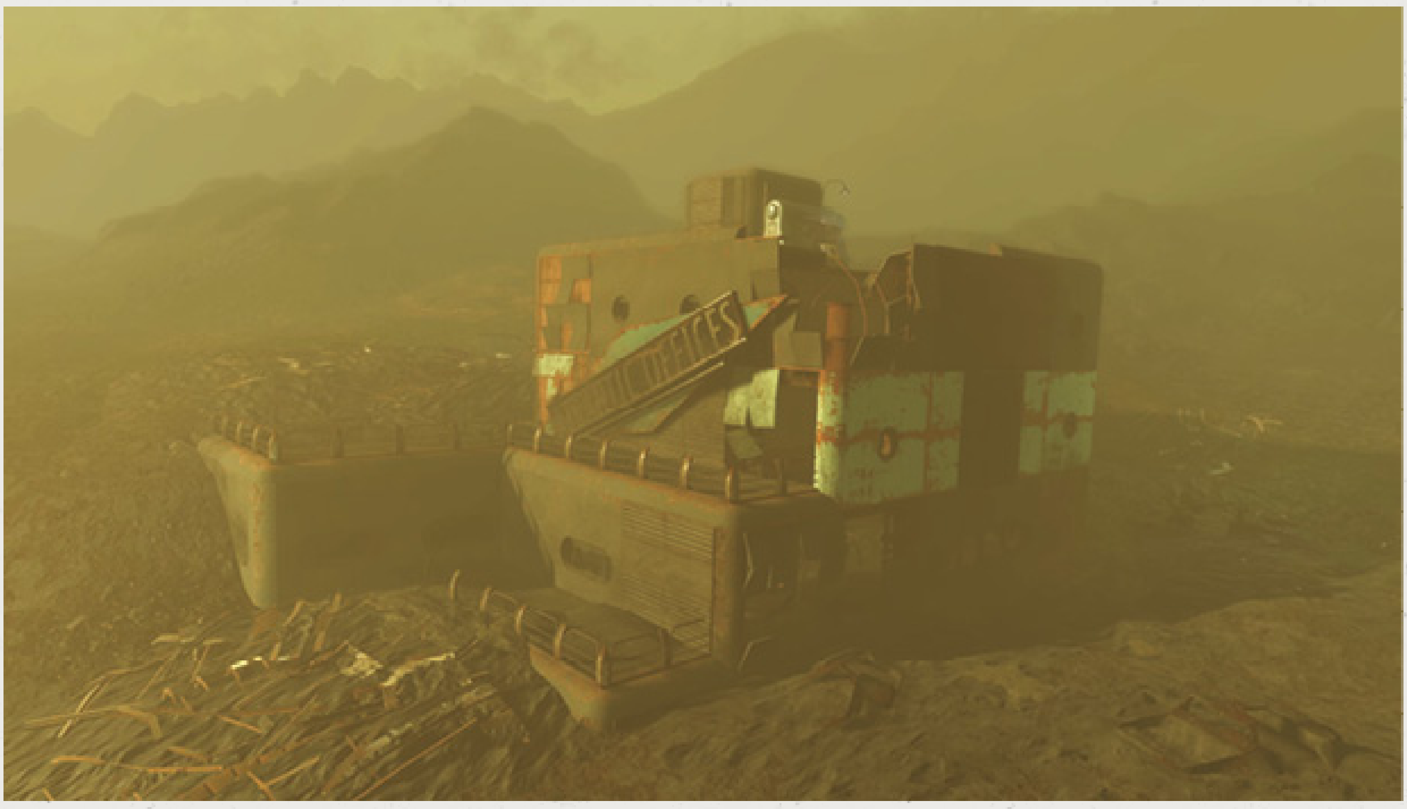
[5.19] Atlantic Offices

THREAT LEVELS 20+ 🟦🟦🟩🟩⬜⬜⬜⬜⬜



- **Armor** Part: Fusion Core
- Danger: Gas Leak!
- Danger: Long Drop!
- Danger: Radiation (Severe)!
- Danger: Tripwires!
- Faction: Feral Ghoul
- **Health or Chems**

VAULT-TEC RECOMMENDED LOOT

Armor Part: Fusion Core

Warning! Extreme radiation danger! Atlantic Offices offers little more than a reminder of the follies of man within this hellscape. It is a tomb for ferals. The lower levels are infested with them. The “slightly above ground” floor has a terminal allowing you to open a security door. Reach the upper levels and ruined roof via the elevator. Up here, the women’s bathroom is locked (Novice). Check the safe too (Advanced).

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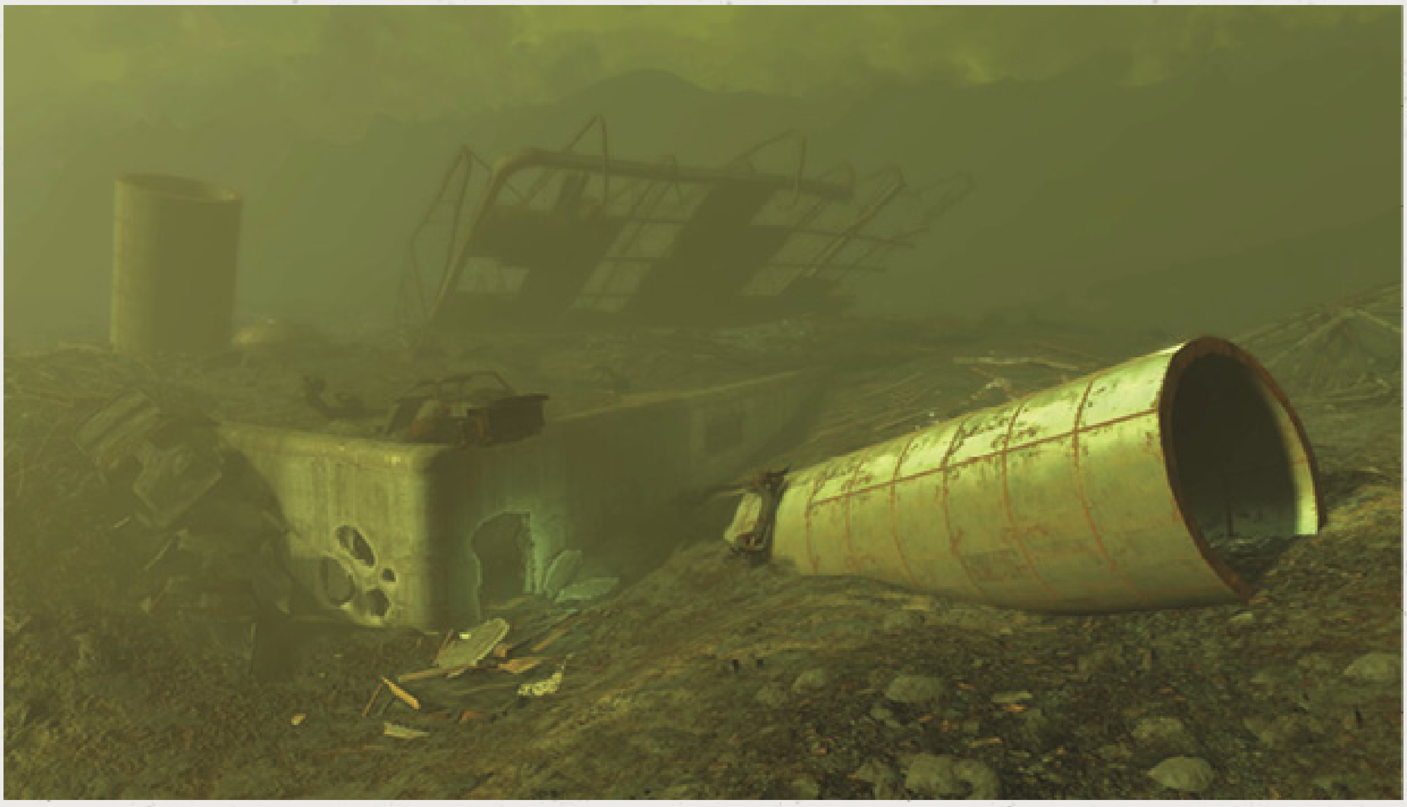
[5.20] Capsized Factory

THREAT LEVELS 20+ 🟦🟦🟩🟩⬜⬜⬜⬜⬜



- Danger: Radiation (Severe)!
- Faction: Feral Ghoul
- Health or Chems+

Warning! Extreme radiation danger! Amid the mangled metal is a half-buried factory filled with lolling ferals. Enter via the hole or the remains of the doorway. The base of the structure has a safe (Advanced) and a variety of chems and health to claim.

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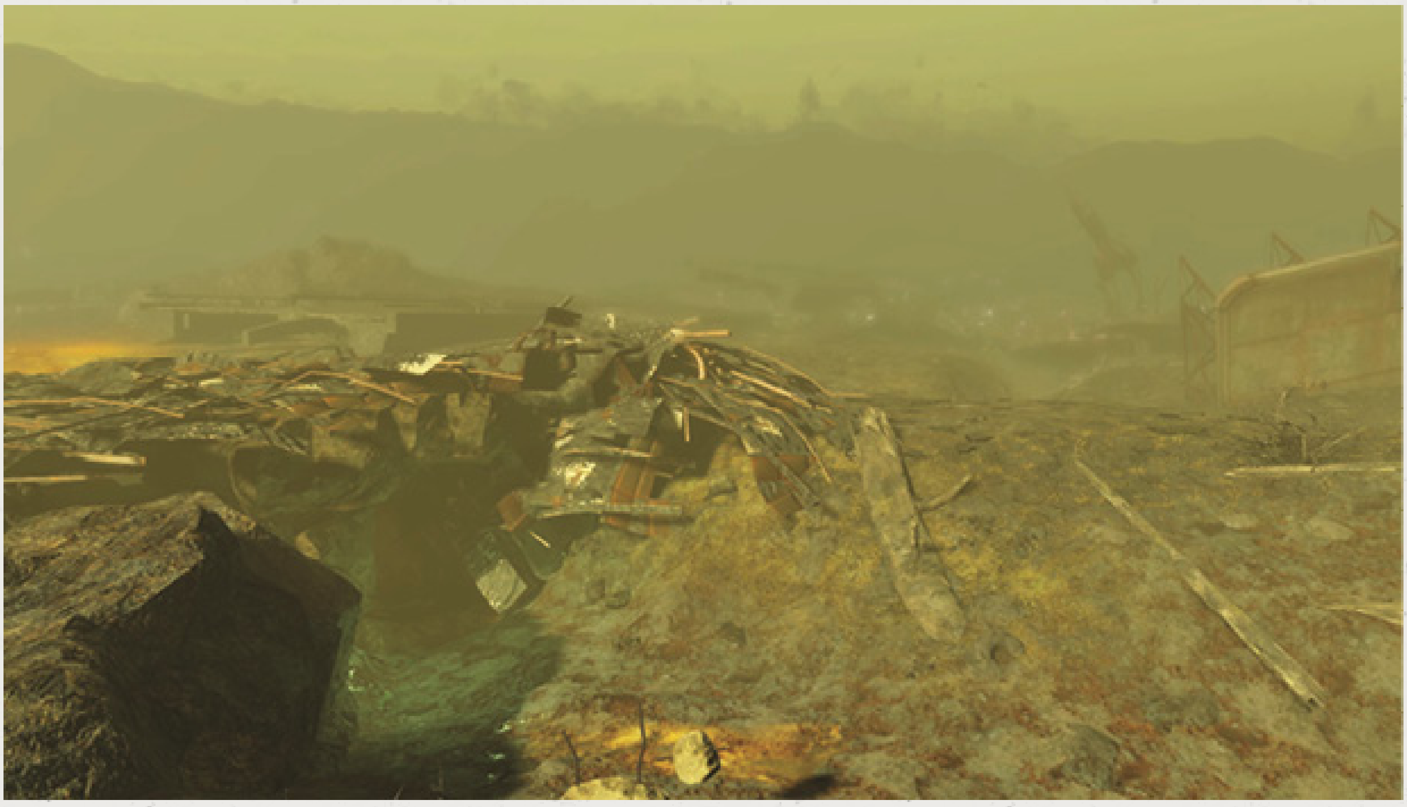
[5.21] Cave (Red Rocket Filling Station)

THREAT LEVELS 20+ 🟦🟦🟩🟩⬜⬜⬜⬜⬜



- Danger: Radiation (Severe)!
- Faction: Radscorpion
- Health or Chems

Warning! Extreme radiation danger! A winding cave of twisted metal leads you to a small pool of filthy water and the sagging remains of a Red Rocket Filling Station. Inside is a button to open the garage (accessing a crate) and a safe (Master).

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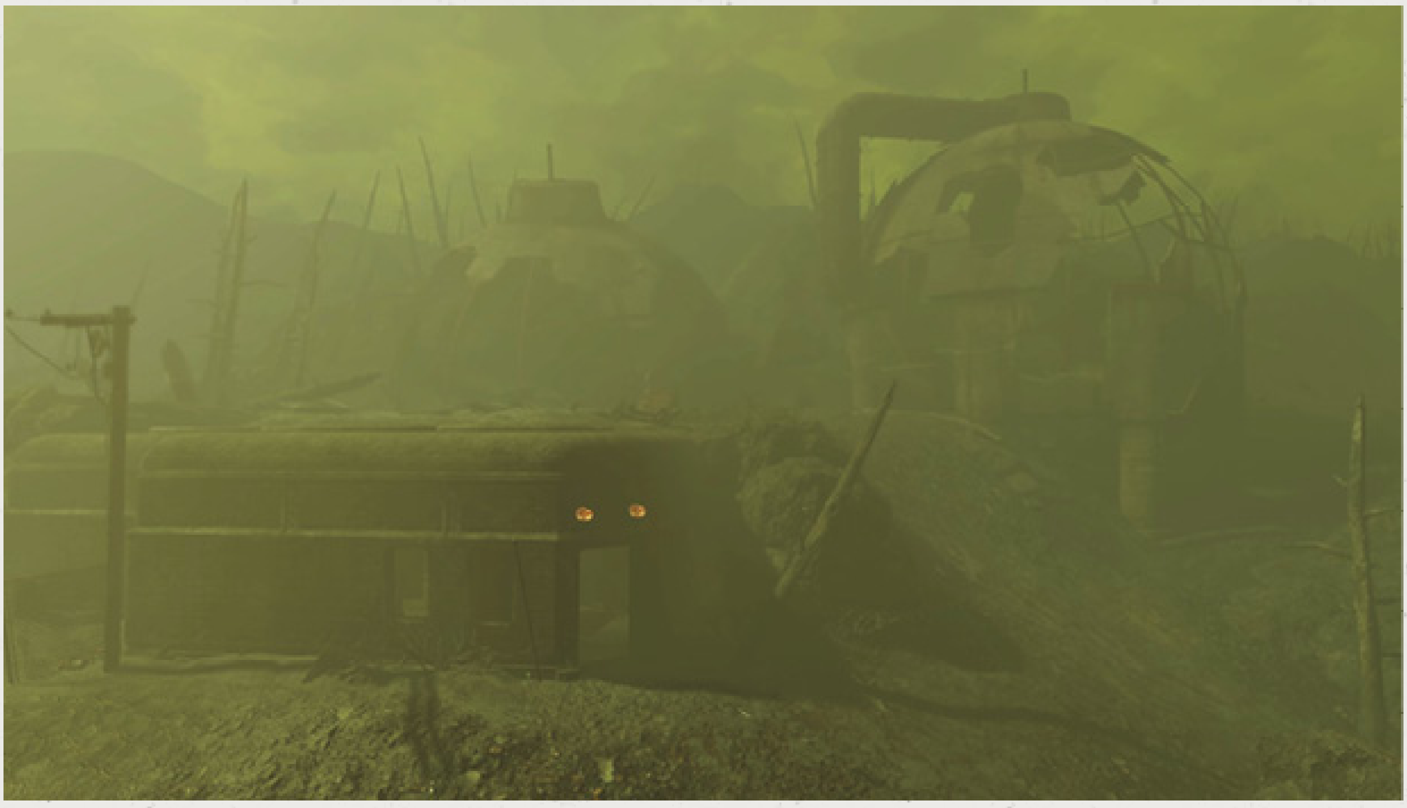
Primary Locations

[5.22] Decayed Reactor Site

THREAT LEVELS 25+ 🟦🟦🟩🟩🟨☐☐☐☐



- Danger: Radiation (Severe)!
- Faction: Deathclaw

Warning! Extreme radiation danger! The shell of a nuclear reactor, now home to roaming Deathclaws. The small concrete bunker has a circuit breaker to switch the countdown on.

VAULT-TEC RECOMMENDED LOOT

Required Reading: Astoundingly Awesome Tales

Warning! Extreme radiation danger! The impact crater that created the Glowing Sea is now a shrine and place of pilgrimage for a strange cult called the Children of the Atom. Ruled by Mother Isolde, they are hostile unless the specified quest is active.

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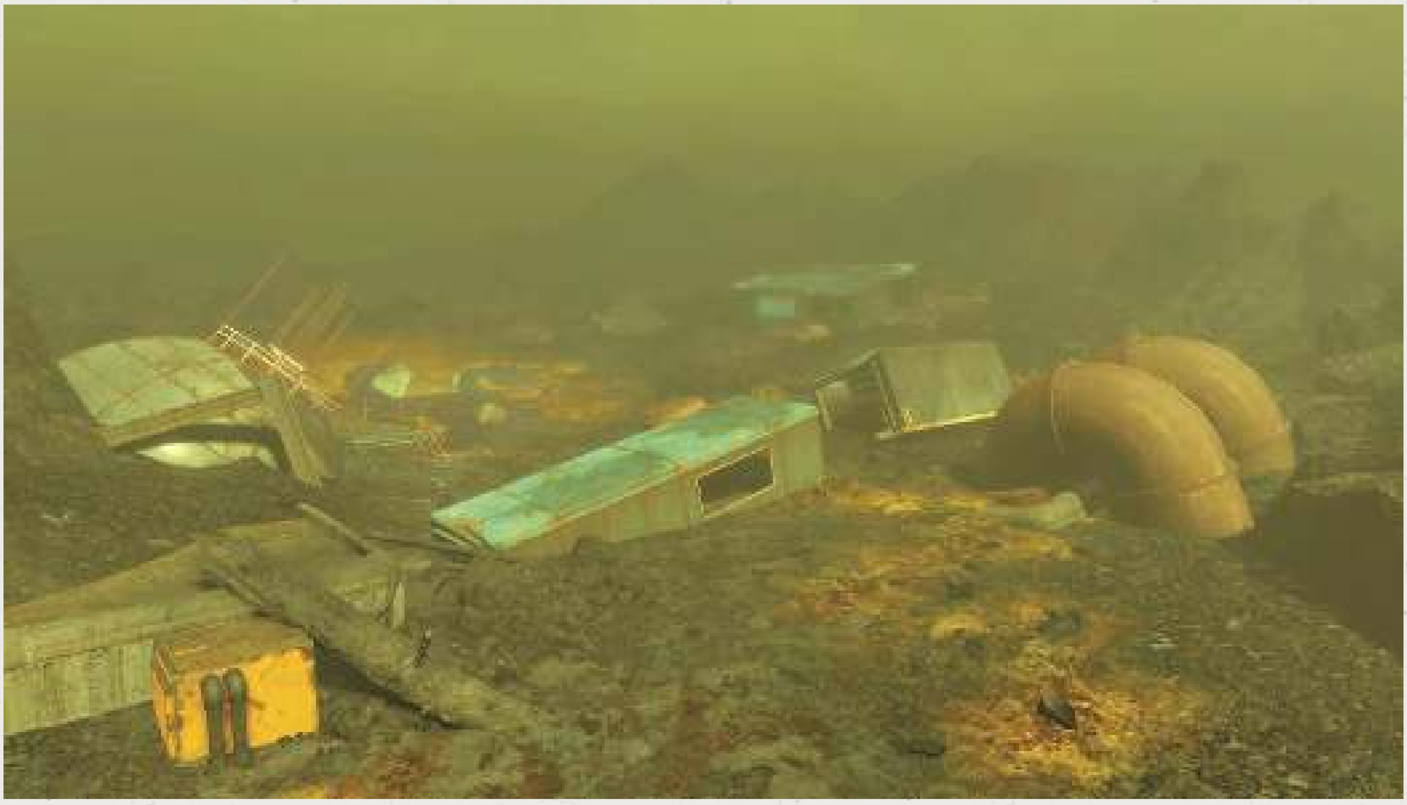
[5.23] Decrepit Factory

THREAT LEVELS 20+ 🟦🟦🟩🟩⬜⬜⬜⬜⬜



- Danger: Radiation (Severe)!
- Health or Chems

Warning! Extreme radiation danger! Slowly sinking into the irradiated ooze are the remains of a factory.

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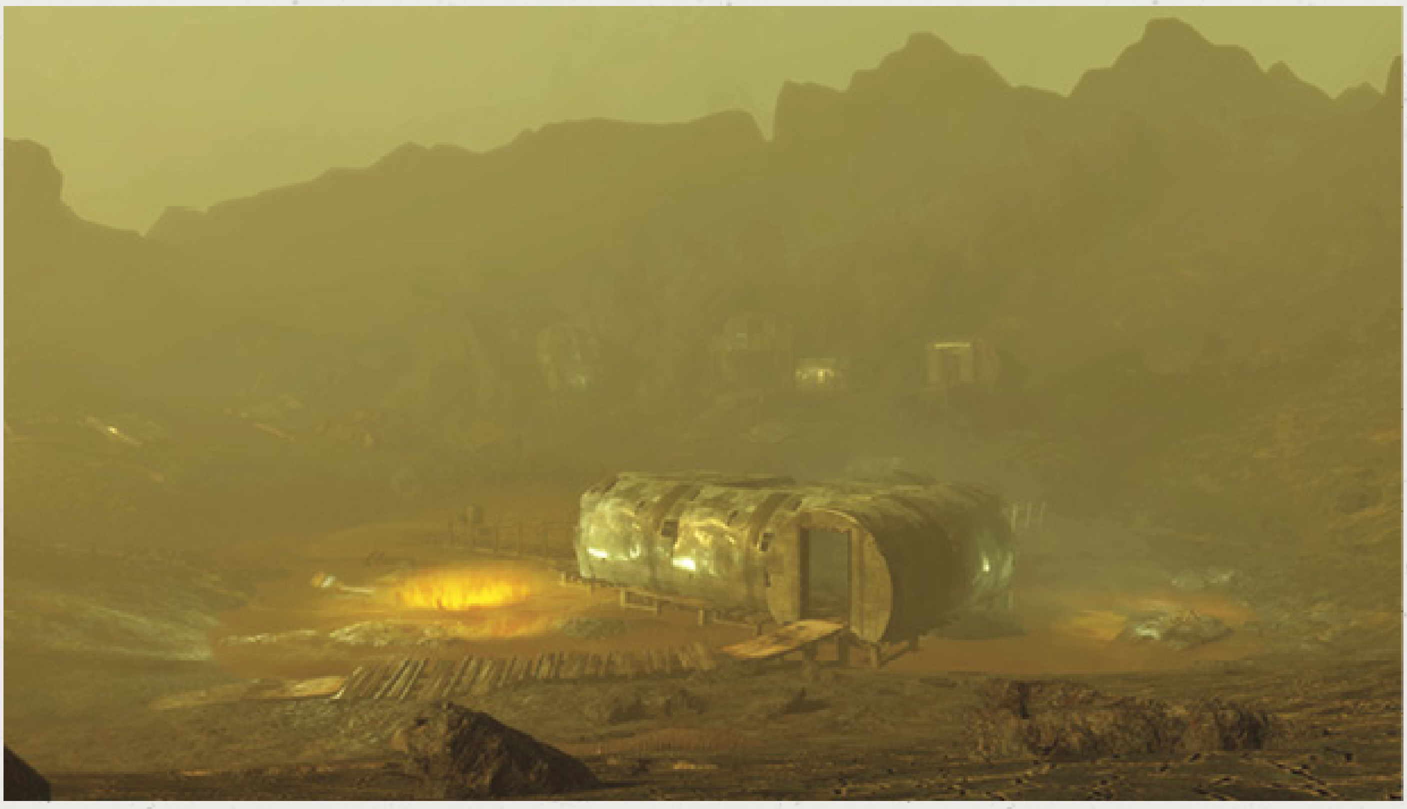
[5.24] Crater of Atom

THREAT LEVELS 20+



- Armaments and Ammo
- Collectible: Required Reading: Astoundingly Awesome Tales
- Danger: Radiation (Severe)!
- Faction: Children of the Atom
- Faction: Character: Brother Griffith
- Faction: Character: Brother Ogden
- Faction: Character: Mother Isolde
- Faction: Character: Sister Layla
- Faction: Character: Sister Verena
- Health or Chems
- Quest Visit: The Glowing Sea (Main)

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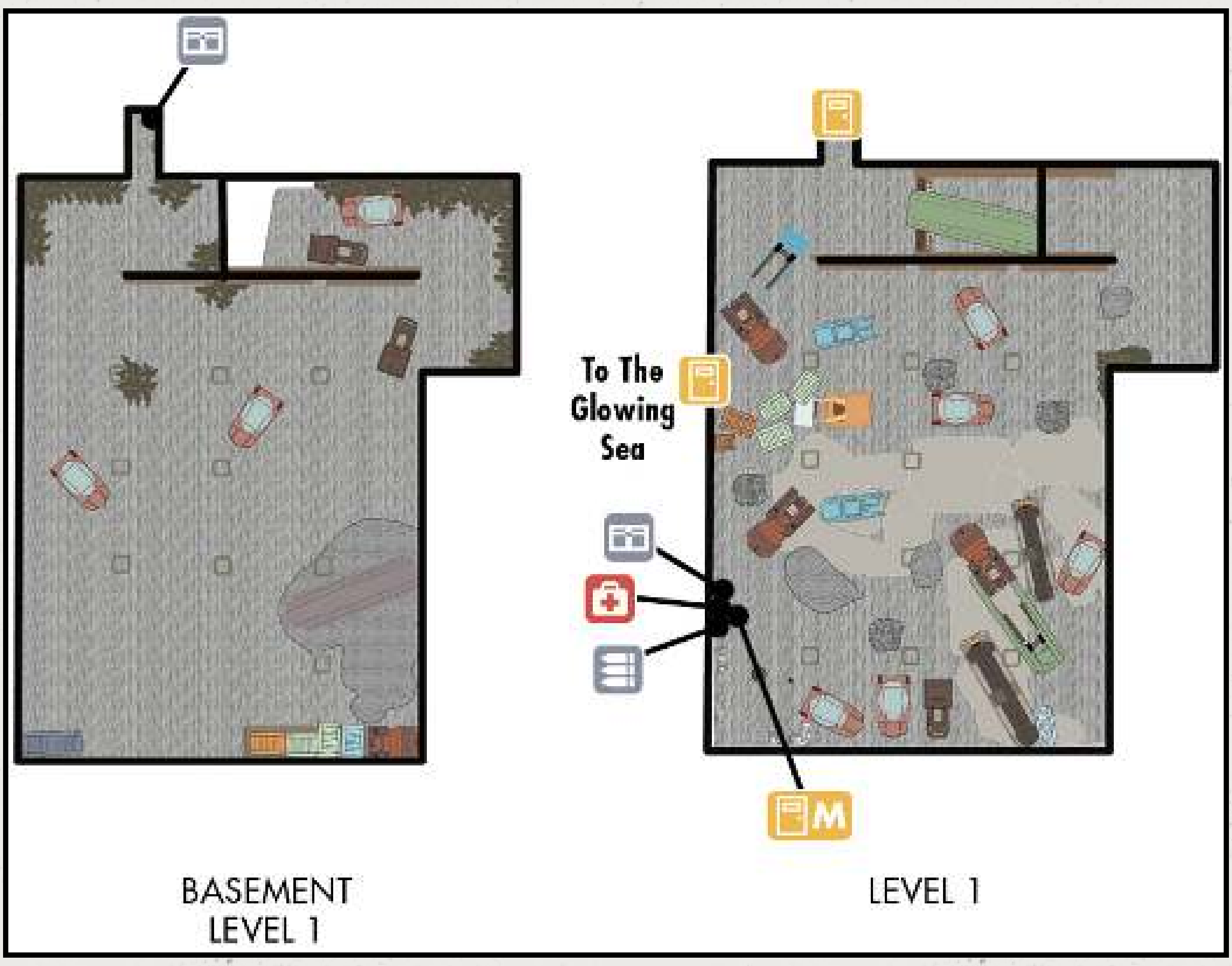
[5.25] Cave (Super Duper Mart)

THREAT LEVELS 25+

- Armaments and Ammo
- Armaments and Ammo: Trunk (2)
- Armor Part: Fusion Core
- Armor Part: Power Armor (Raider)
- Crafting: Cooking Station
- Danger: Oil!
- Danger: Radiation (Severe)!
- Faction: Irradiated Wildlife (Radscorpion)
- Faction: Deathclaw
- Health or Chems

Fig 5.25: Parking Garage (Interior)



VAULT-TEC RECOMMENDED LOOT

Armor Part: Fusion Core

Armor Part: Power Armor (Raider)

Warning! Extreme radiation danger! A cave mouth of bent metal leads to a weaving cave of debris, with Power Armor to claim. North is a half-buried Super Duper Mart. Take the exterior stairs entrance to the interior of the parking garage; the first of two steamer trunks is on this level. There is a security gate (Master) to unlock. Access the bus to drop down to the lower level where a Deathclaw is. Take the elevator atop the remains of the parking garage down to the lower flooded levels, where you can face the Deathclaw and open the steamer trunk.

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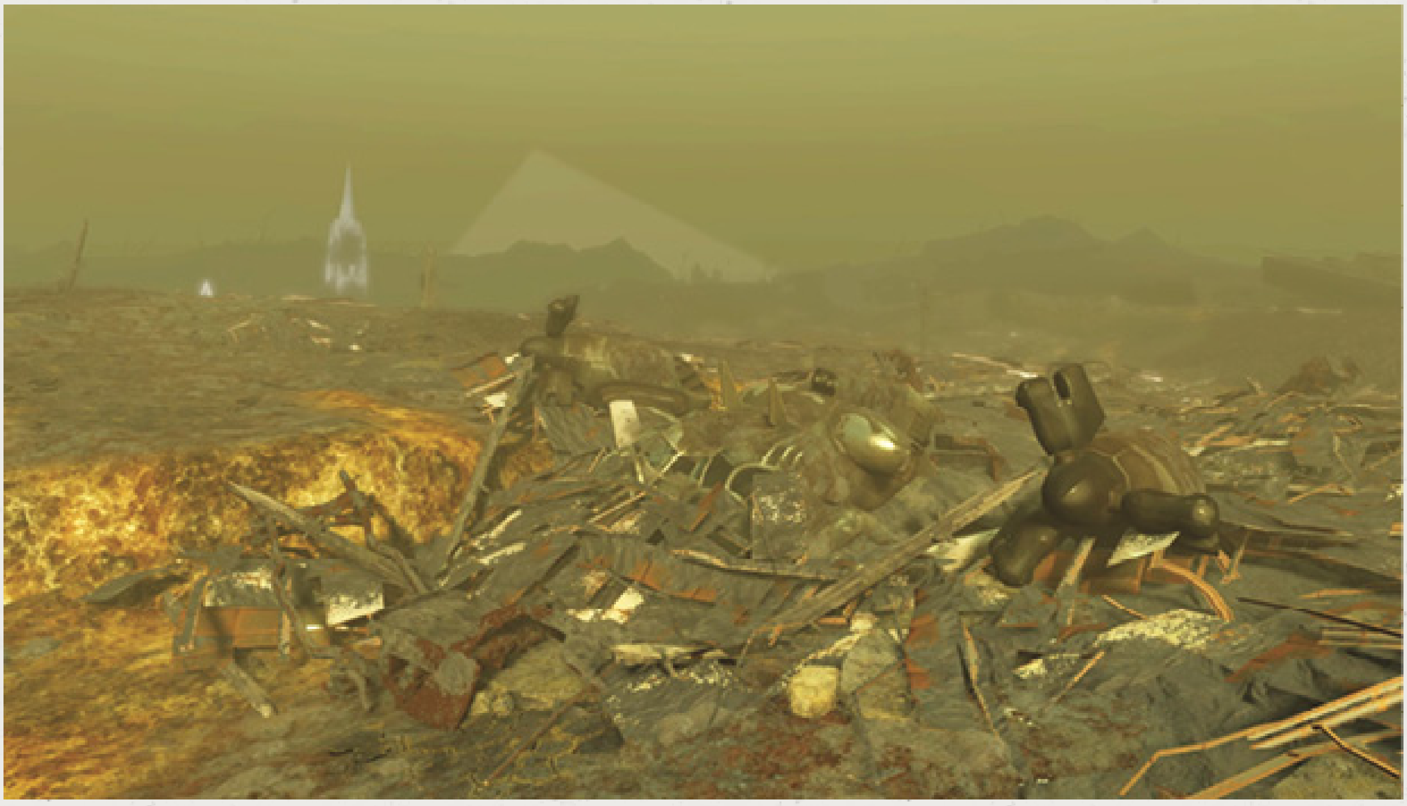
Primary Locations

[5.26] Vertibird Wreckage

THREAT LEVELS 30+ 🟦🟦🟩🟩🟨🟨⬜⬜⬜



- Danger: Radiation (Severe)!

Warning! Extreme radiation danger! The tangled remains of a Vertibird lie in the eradicated zone, close to the remains of the freeway.

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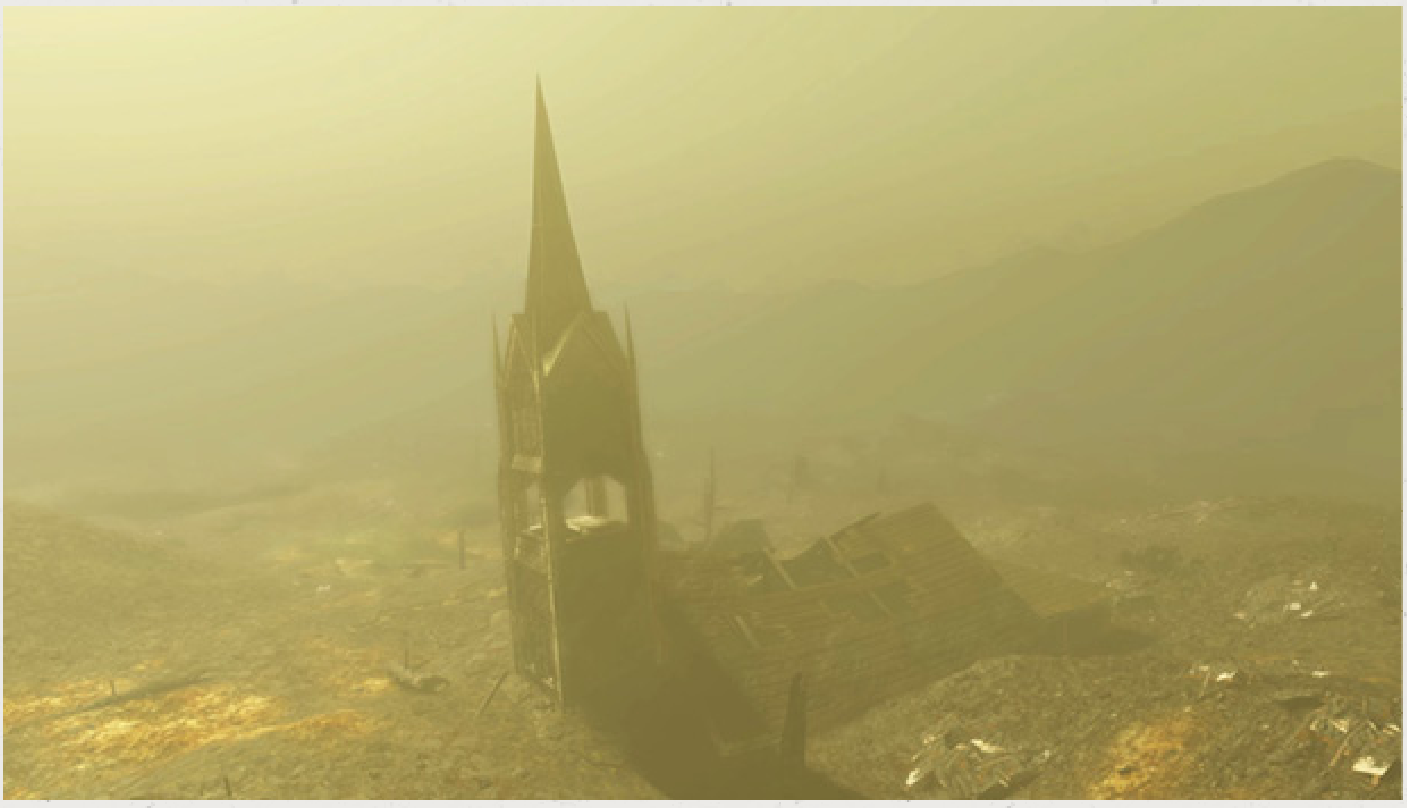
Primary Locations

[5.27] Hopesmarch Pentecostal Church

THREAT LEVELS 25+ 🟦🟦🟩🟩🟨⬜⬜⬜⬜



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Danger: Long Drop!
- Danger: Oil!
- Danger: Radiation (Severe)!
- Faction: Feral Ghoul
- Health or Chems

Warning! Extreme radiation danger! The steeple of this church still points skyward and offers a modicum of familiarity in this vastness of despair. Avoid a long fall by descending through the steeple. Unlock a safe (Master) atop the stairs. Remaining on the balcony allows you to manage the congregation of ferals in this area. The exploration ends at the buried bus (check it for a trunk).

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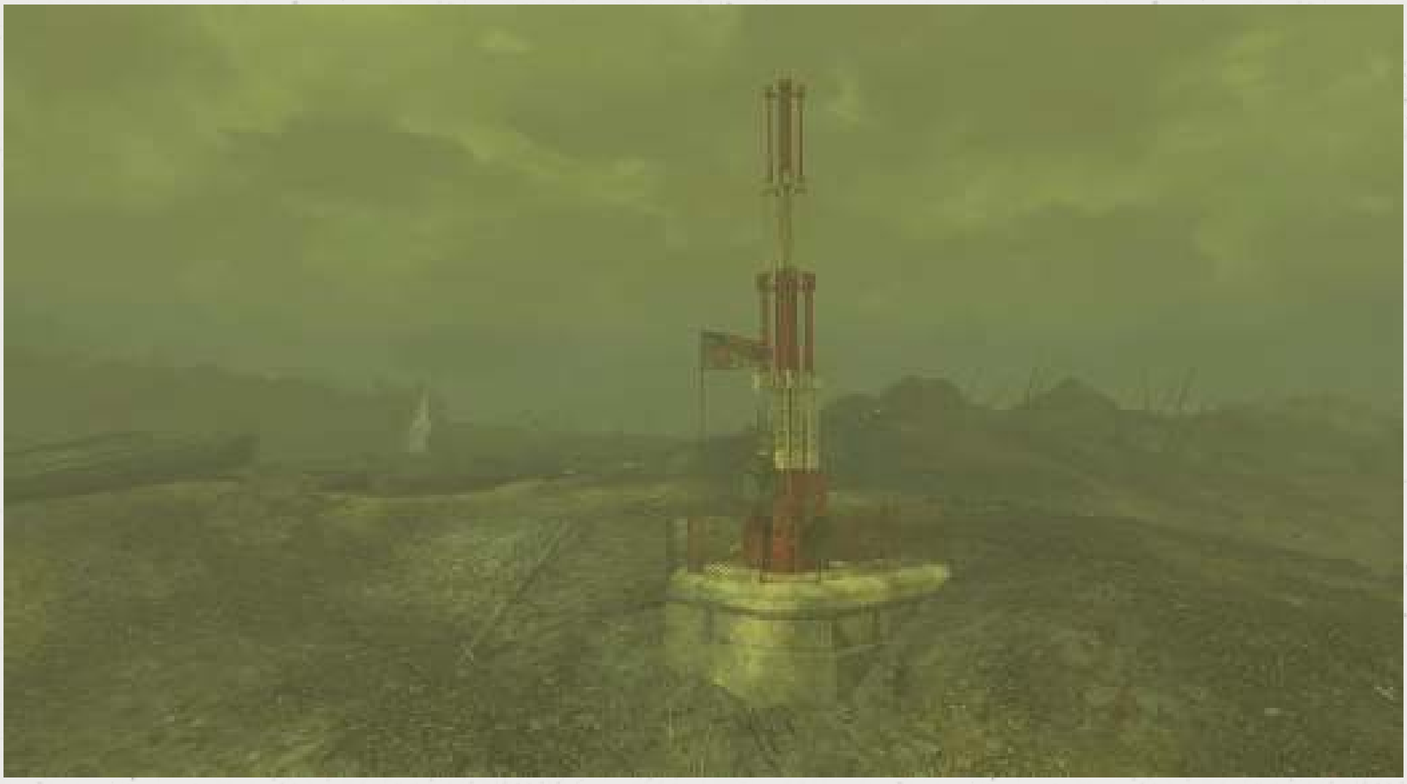
[5.28] Relay Tower 0DB-521

THREAT LEVELS 30+



- Danger: Radiation (Severe)!
- Radio: Skylanes 1665 Mayday
- Radio: Distress Signal

Warning! Extreme radiation danger! This is part of the Commonwealth Relay Tower Network. Authorized personnel only. Use the relay tower terminal to amplify both nearby radio signals.

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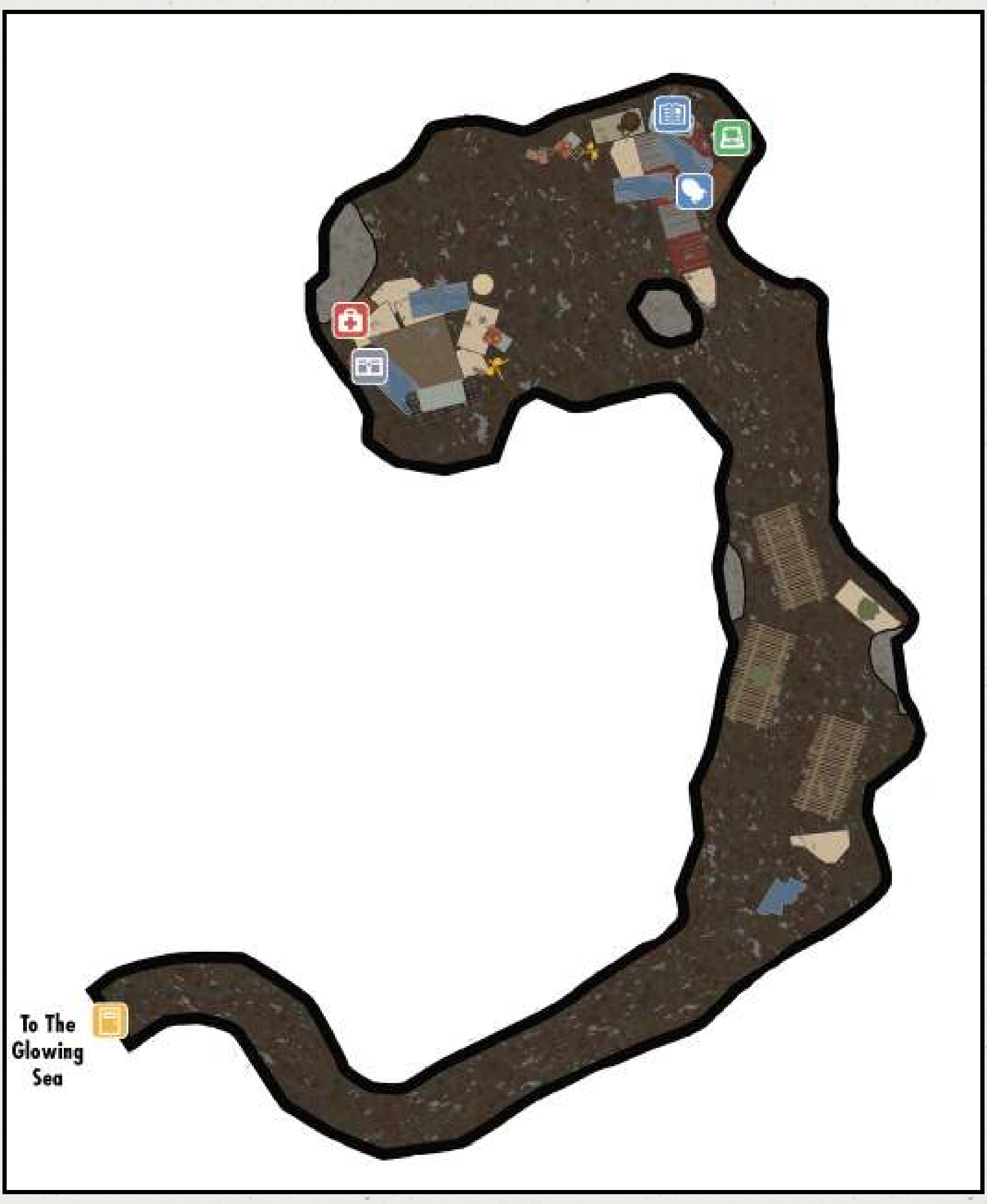
[5.29] Rocky Cave (Virgil's Laboratory)

THREAT LEVELS 20+

- Armaments and Ammo
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Trunk
- Bottlecaps
- Collectible: Required Reading: Tesla Science
- Crafting: Chemistry Station
- Danger: Can Chimes!
- Danger: Radiation (Severe)!
- Danger: Turrets!
- Faction: Deathclaw
- Faction: Super Mutant (Friendly)
- Faction: Character: Virgil
- Health or Chems
- Quest Start: Hunter Hunted (Main)
- Quest Start: Miscellaneous (Virgil's Cure)
- Quest Visit: The Glowing Sea (Main)
- Quest Visit: The Molecular Level (Main)
- Quest Visit: From Within (Brotherhood of Steel)
- Quest Visit: A Loose End (Brotherhood of Steel)
- Unique Item: Virgil's Rifle

Fig 5.29: Virgil's Laboratory (Interior)



VAULT-TEC RECOMMENDED LOOT

- **Armaments and Ammo: Mini Nuke**
- **Required Reading: Tesla Science**
- **Collectible: Nuka Cola Quantum**
- **Unique Item: Virgil's Rifle**

A former scientist named Virgil still experiments out here in the loneliest corner of the Glowing Sea, with only a Protectron for company. He appears only if Quest: The Glowing Sea is active. Search his laboratory for a magazine and steamer trunk and a Mini Nuke under some metal shelving.

Miscellaneous (Virgil's Cure)

1. Find Virgil's serum

2. Bring the serum to Virgil

3. Check on Virgil

Speak to Virgil and he mentions an experimental serum in his old laboratory that could reverse the effects of his Forced Evolutionary Virus. Continue your Main Quest until you're able to access the Institute. Once inside, explore the FEV Laboratory. Work your way through to the lab, and take the experimental serum. Give it to Virgil and leave his laboratory for 72 hours while he waits for the change. Upon your return, speak to Virgil again, and he rewards you by allowing you to loot his laboratory (though not his rifle, which must be pried from his cold, dead, green hands).

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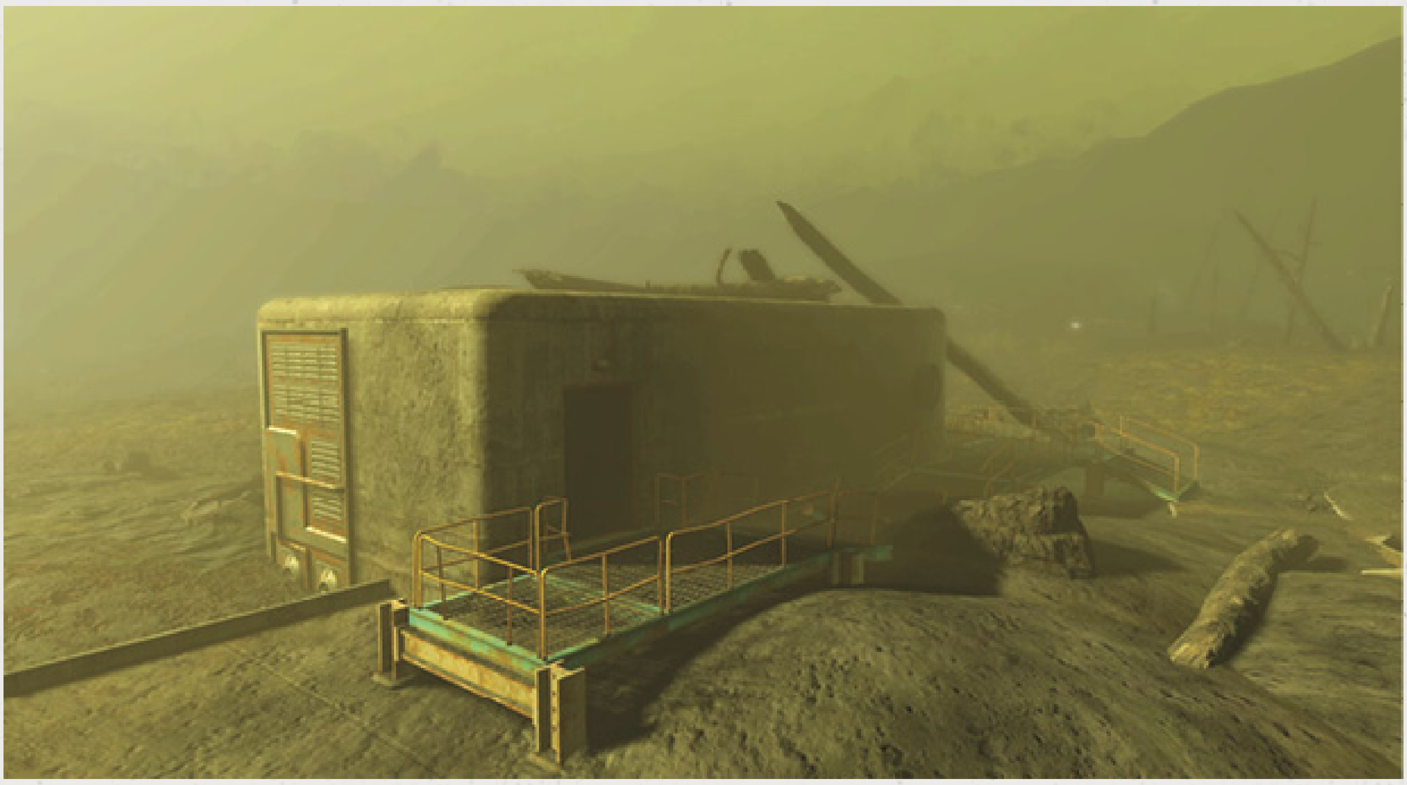
[5.30] O'Neill Family Manufacturing

THREAT LEVELS 30+ 🟦🟦🟩🟩🟨🟨⬜⬜⬜



- Armaments and Ammo
- Bottlecaps
- collectible: robot modelkit (sentry Bot)
- Crafting: Power Armor Station
- Faction: Radscorpion
- Faction: Feral Ghouls
- Health or Chems

Warning! Extreme radiation danger! Only the roof section of this manufacturing plant is visible. Enter via the hole in the concrete. In the repair area, use the terminal to open the exterior door, then retrace your steps. Enter and open the steamer trunk at your own risk. Don't leave without the sentry bot model kit sitting near the wall terminal.

VAULT-TEC RECOMMENDED LOOT

collectible: sentry bot model kit

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[5.31] Sentinel Site

THREAT LEVELS 30+

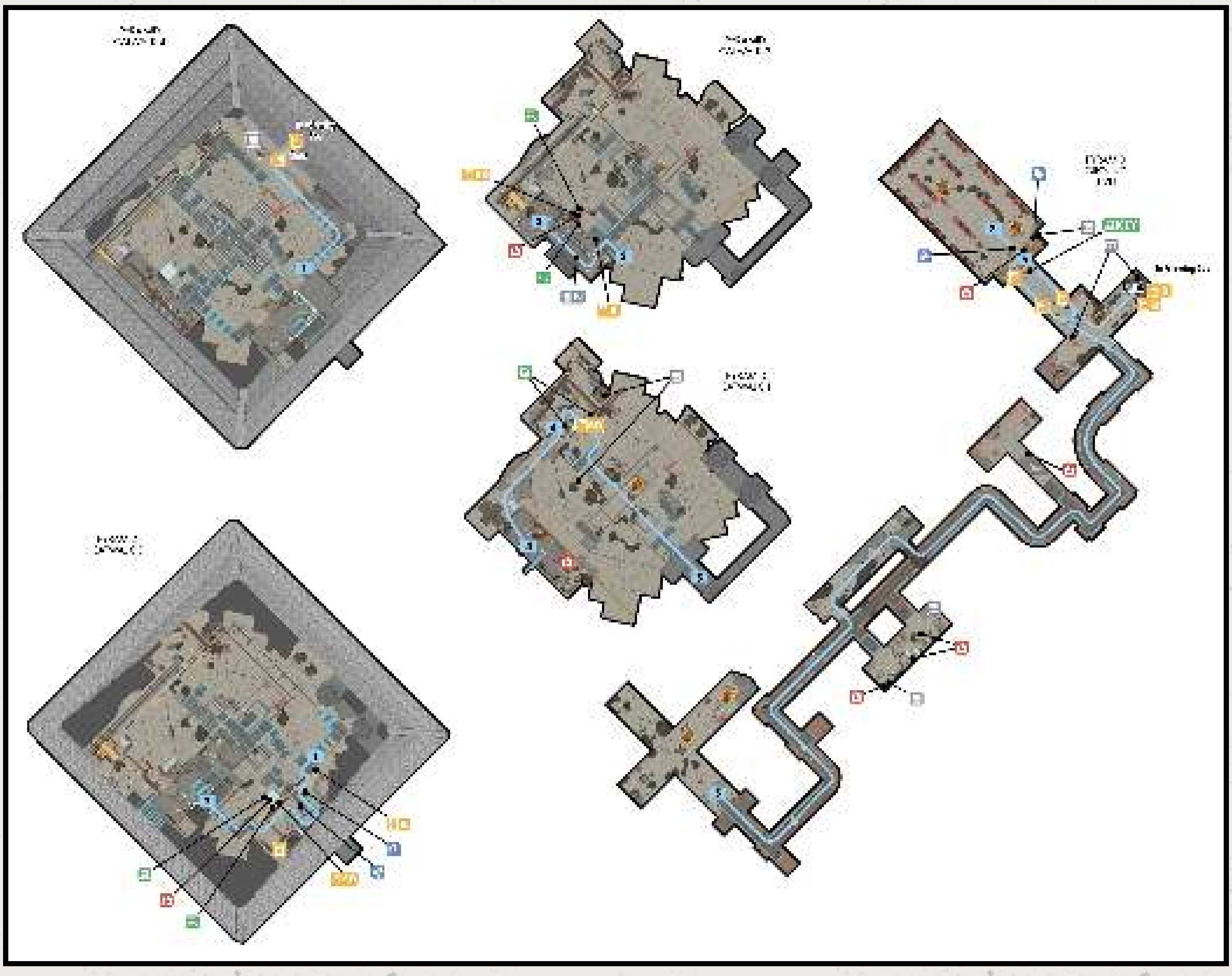
- Armaments and Ammo++
- Armaments and Ammo: Mini Nuke
- Collectible: Holotape: Captain Dunleavy's Holotape
- Collectible: Holotape: Sentinel Site Blast Door Override
- Collectible: Required Reading: Astoundingly Awesome Tales
- Crafting: Chemistry Station
- Danger: Long Drop!
- Danger: Radiation (Severe)!
- Faction: Children of the Atom
- Faction: Feral Ghouls
- Faction: Mole Rats
- Faction: Character: Brother Henri
- Faction: Character: Atom's Wrath
- Health or Chems
- Quest Visit: Liberty Reprimed (Brotherhood of Steel)

VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke

Required Reading: Astoundingly Awesome Tales

Fig 5.31: Sentinel Site Prescott (Interior)



Warning! Extreme radiation danger! Not all of this location is accessible until the specified quest is active!

This secret military installation has a stockpile of potent Mark 28 nuclear warheads, many of them still intact. An ominous pyramid surrounded by irradiated sludge, this location was in the middle of launching a missile strike when the bombs dropped. It is now a tomb for ferals.

Inside, you must shut down the launch at the terminal located at the base of the pyramid. Work your way to the stockpile. If you wish to use the cargo elevator to exit this facility, exit atop one of the towers to the southwest of the pyramid.

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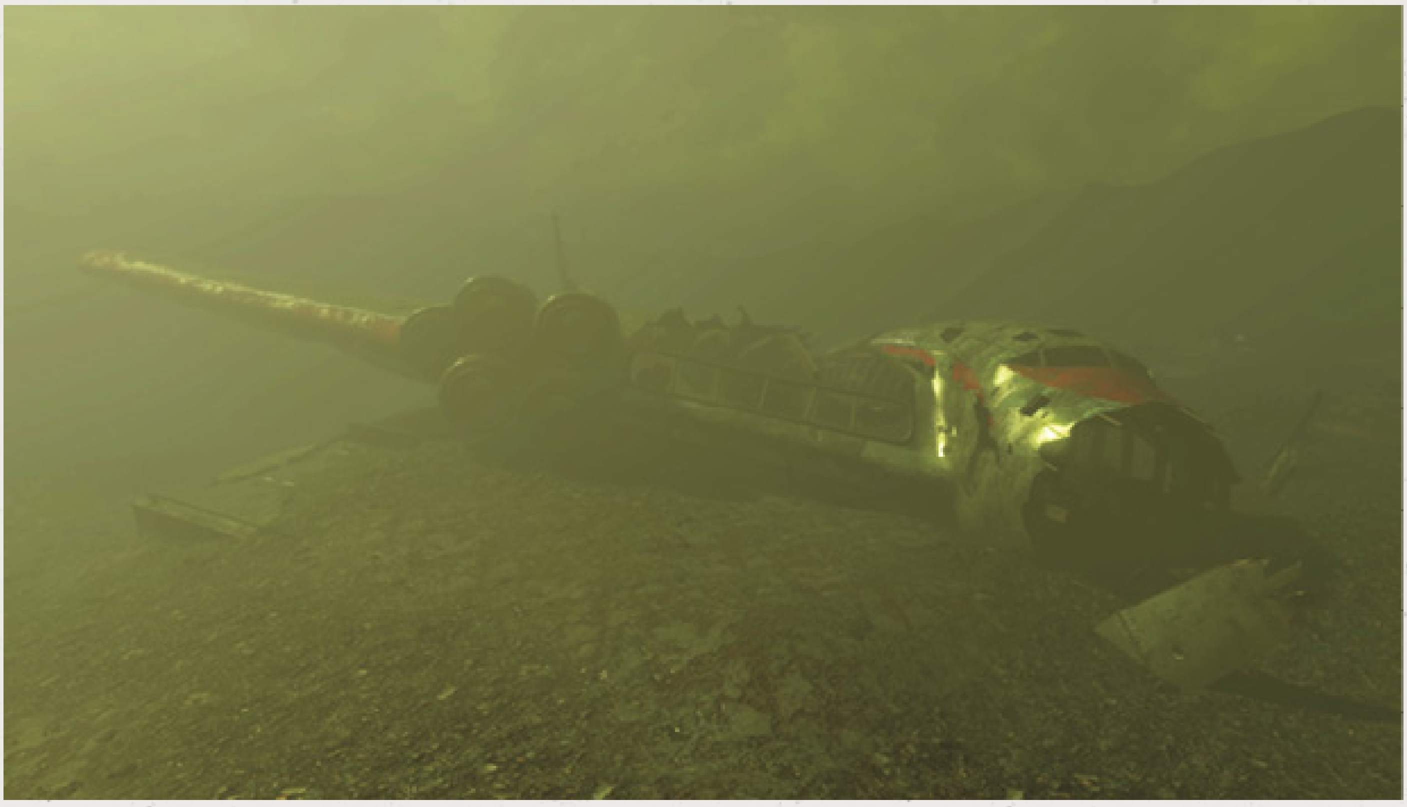
Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

[5.32] Skylanes Flight 1665

THREAT LEVELS 30+ 🟦🟦🟩🟩🟨🟨⬜⬜⬜



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Danger: Radiation (Severe)!
- Health or Chems

Warning! Extreme radiation danger! Scattered pieces of the commercial flight 1665 lie here. The wing has a steamer trunk to ransack. The data recorder in the cockpit charts the final seconds of the doomed flight. There's also a secret compartment in the plane's cargo hold (Master). If you killed Ness (in a Random Encounter, or at Primary Location [2.10] Skylanes Flight 1983, her Skylanes Cargo Key will unlock it.

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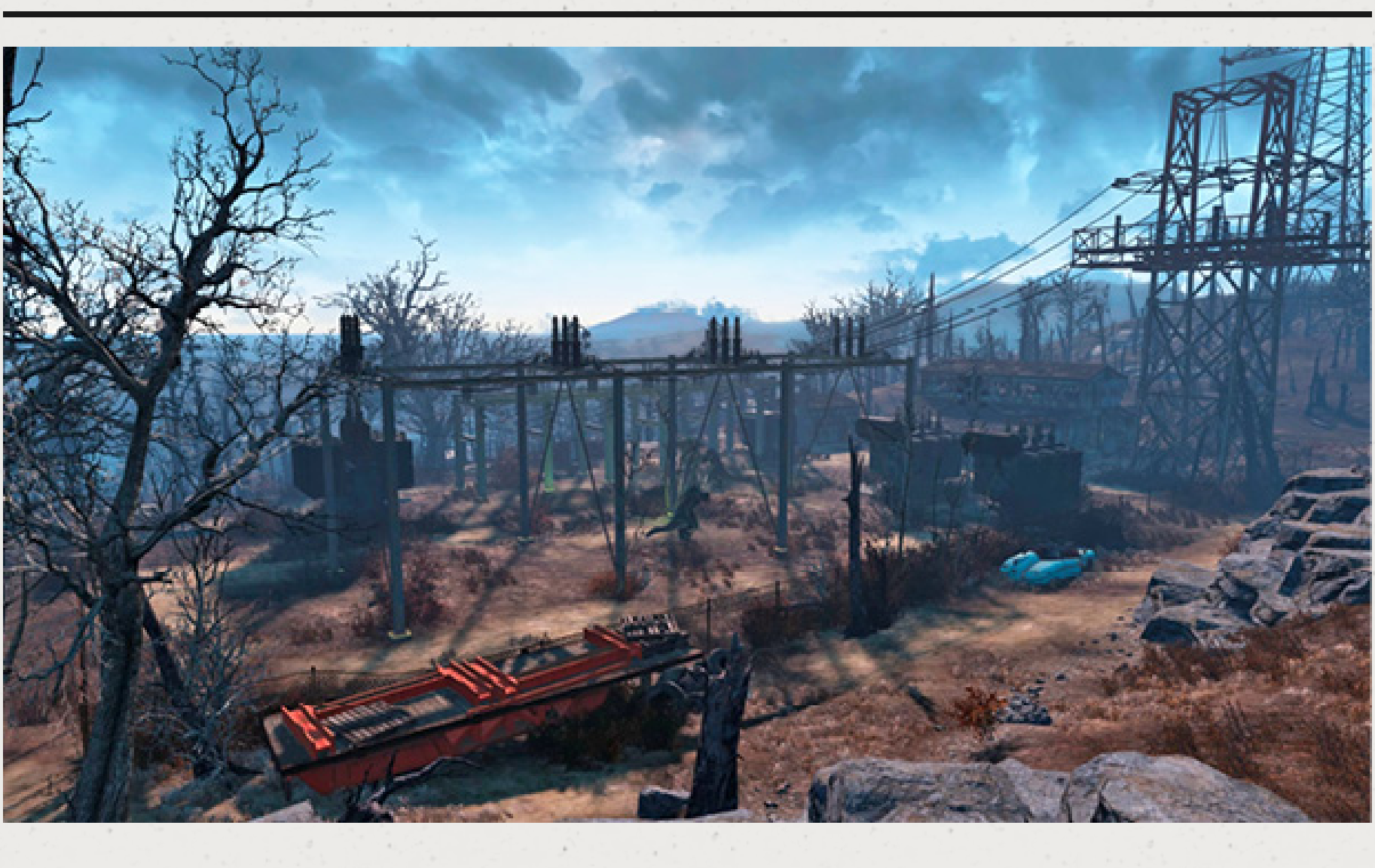
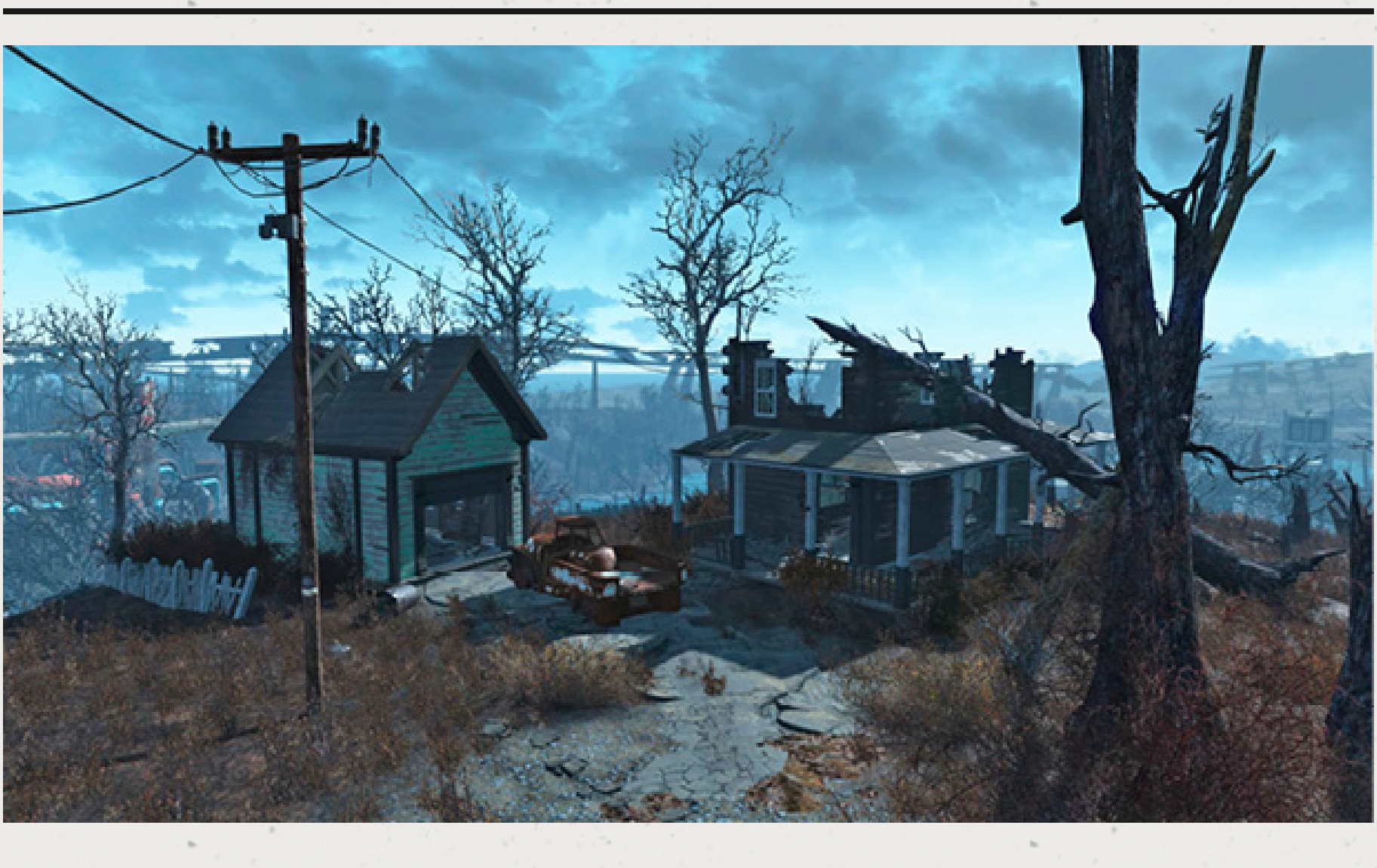
[5.01] NATICK POWER STATION



- Armaments and **Ammo**
- Faction: Deathclaws
- Faction: Super Mutants

The animosity between the two gigantic mutations vying for territory in Natick reaches its zenith in this abandoned **power** station. The Super Mutants, it seems, have brought out one of their heavy hitters.

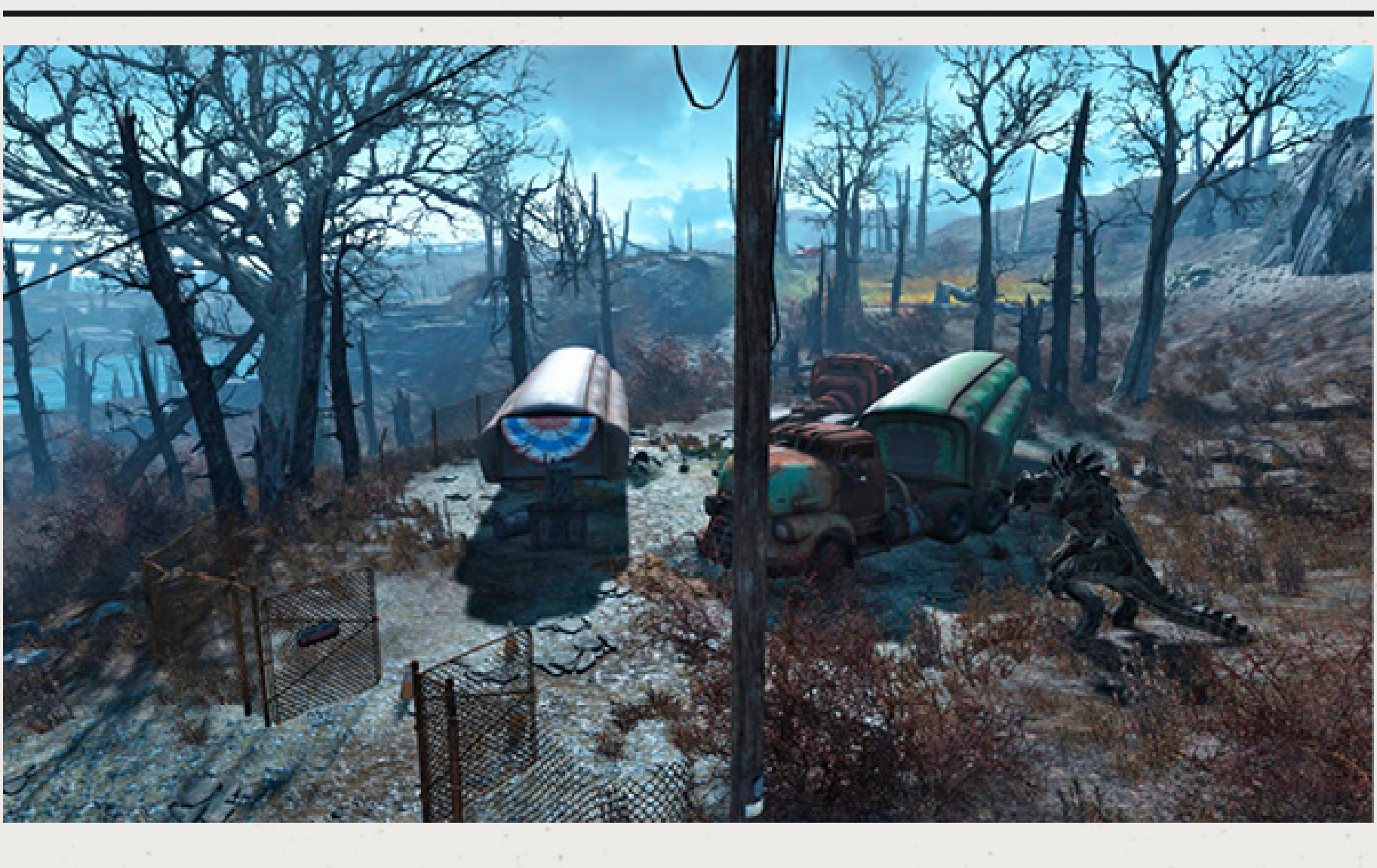
[5.02] NATICK HILLSIDE HOME



- Armaments and **Ammo**
- Faction: Attack Dogs
- Faction: Deathclaws
- **Health or Chems**

While the home owner has retired to the garage, this house overlooking Natick has a few scavengable **items** and some intruders to watch for.

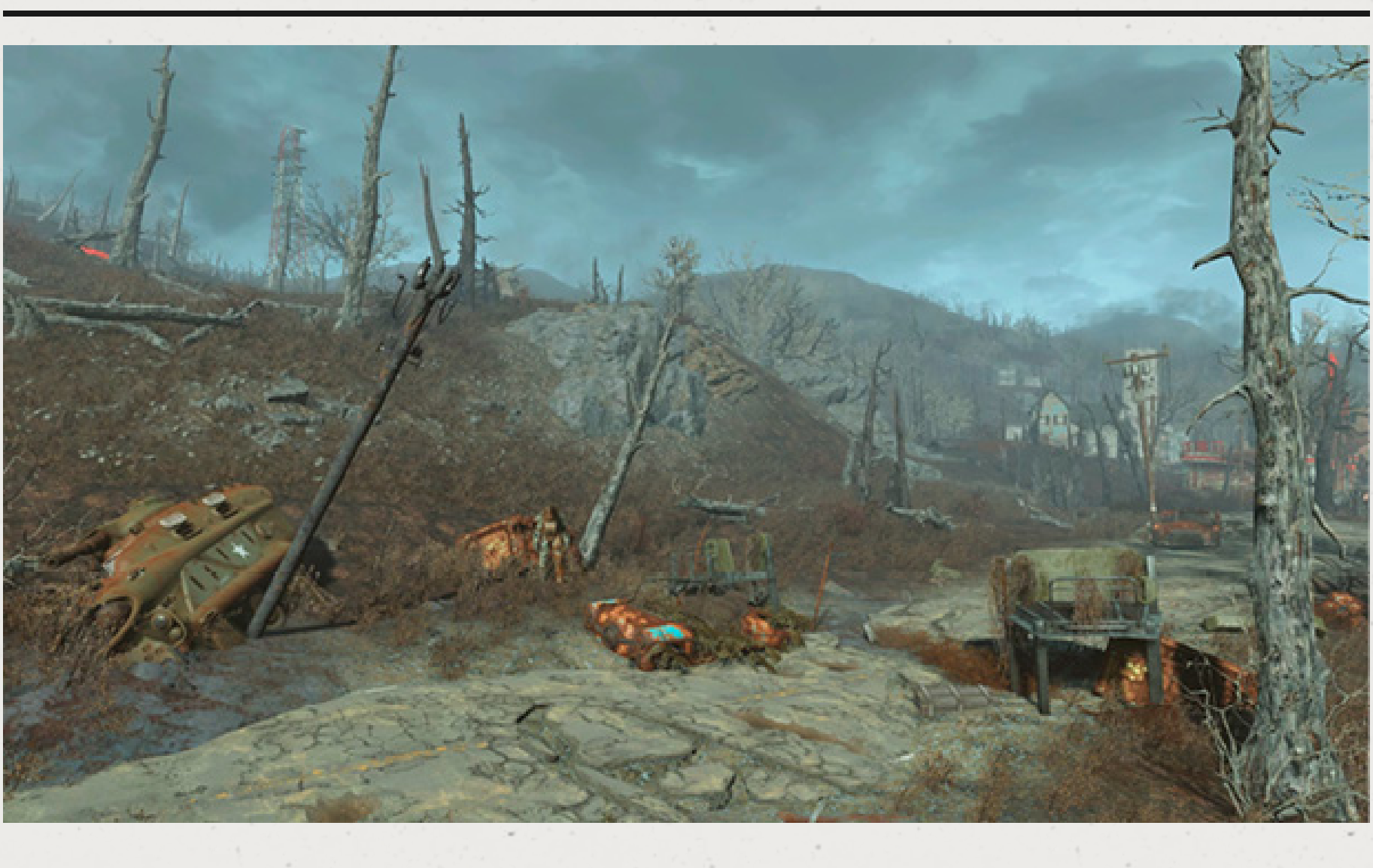
[5.03] SETTLER CAMPSITE (NATICK OUTSKIRTS)



- **Crafting**: Cooking Station
- Faction: Deathclaw

A settler has found out, to his cost, that even the outskirts of Natick are no place for anything without giant claws or green skin.

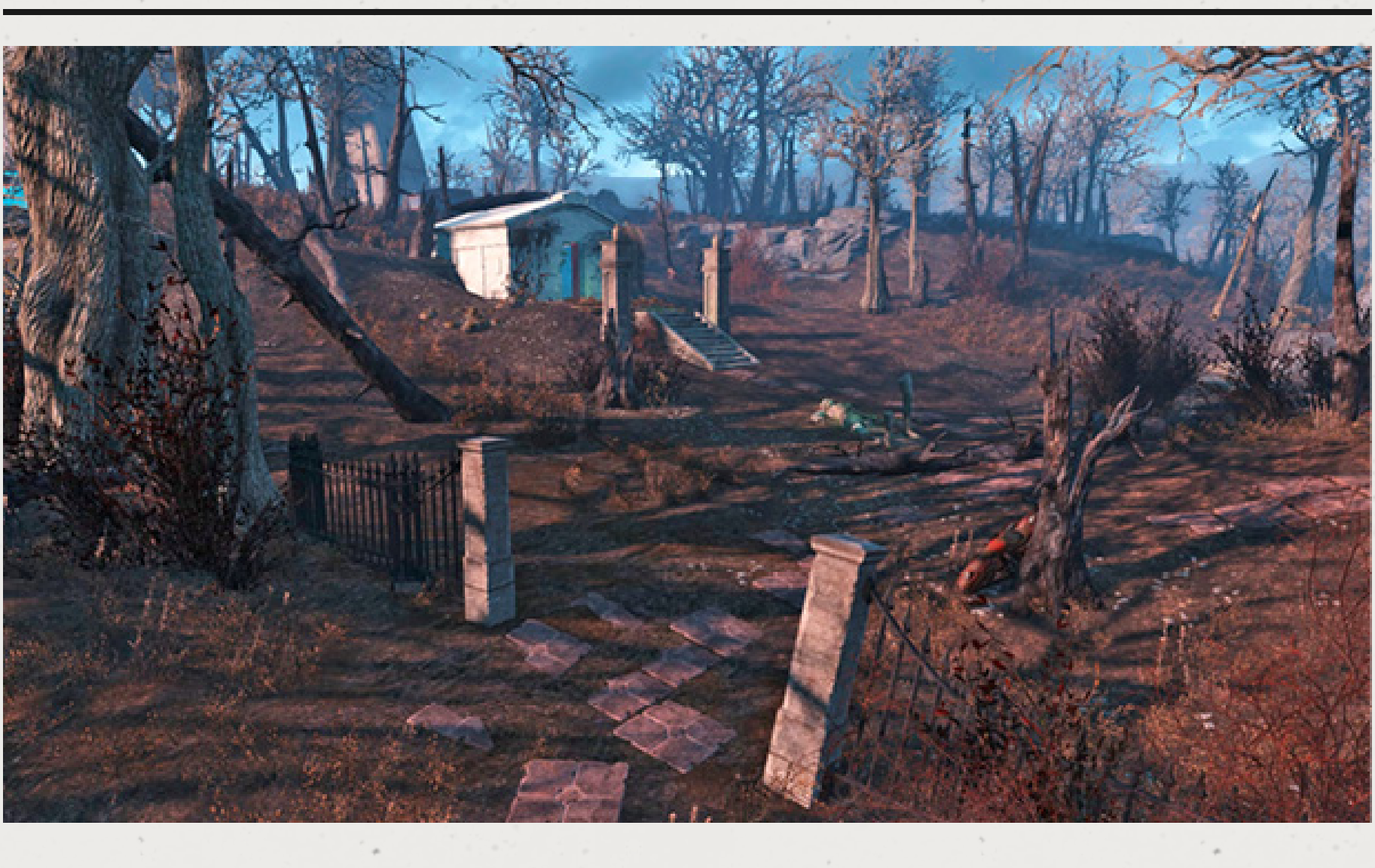
[5.04] MILITARY CHECKPOINT (LAKE COCHITUATE)



- Armaments and **Ammo**: Trunk
- **Armor** Part: **Power Armor** (leveled)

The remains of a military checkpoint still has a ghostly suit of **Power Armor** standing to attention. Check under one of the platforms for a (randomly appearing) trunk.

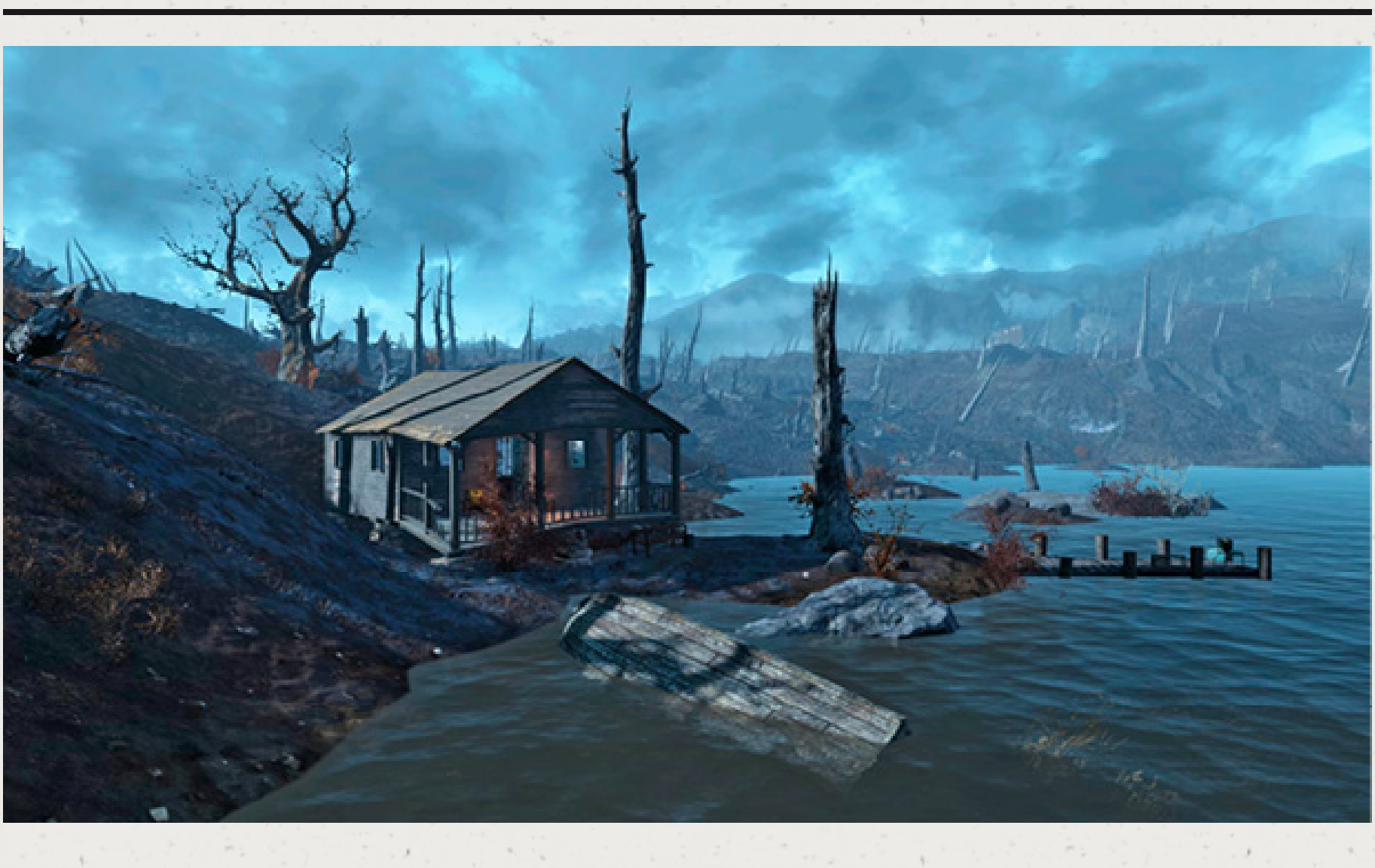
[5.05] THE MAUSOLEUM



- Armaments and **Ammo**
- Faction: Mirelurks

Under the freeway sits an old crypt, with a Mirelurk egg on the central dais. Perhaps no one (or nothing) will notice if you take it? Also check the open cargo container just south, by the freeway footing.

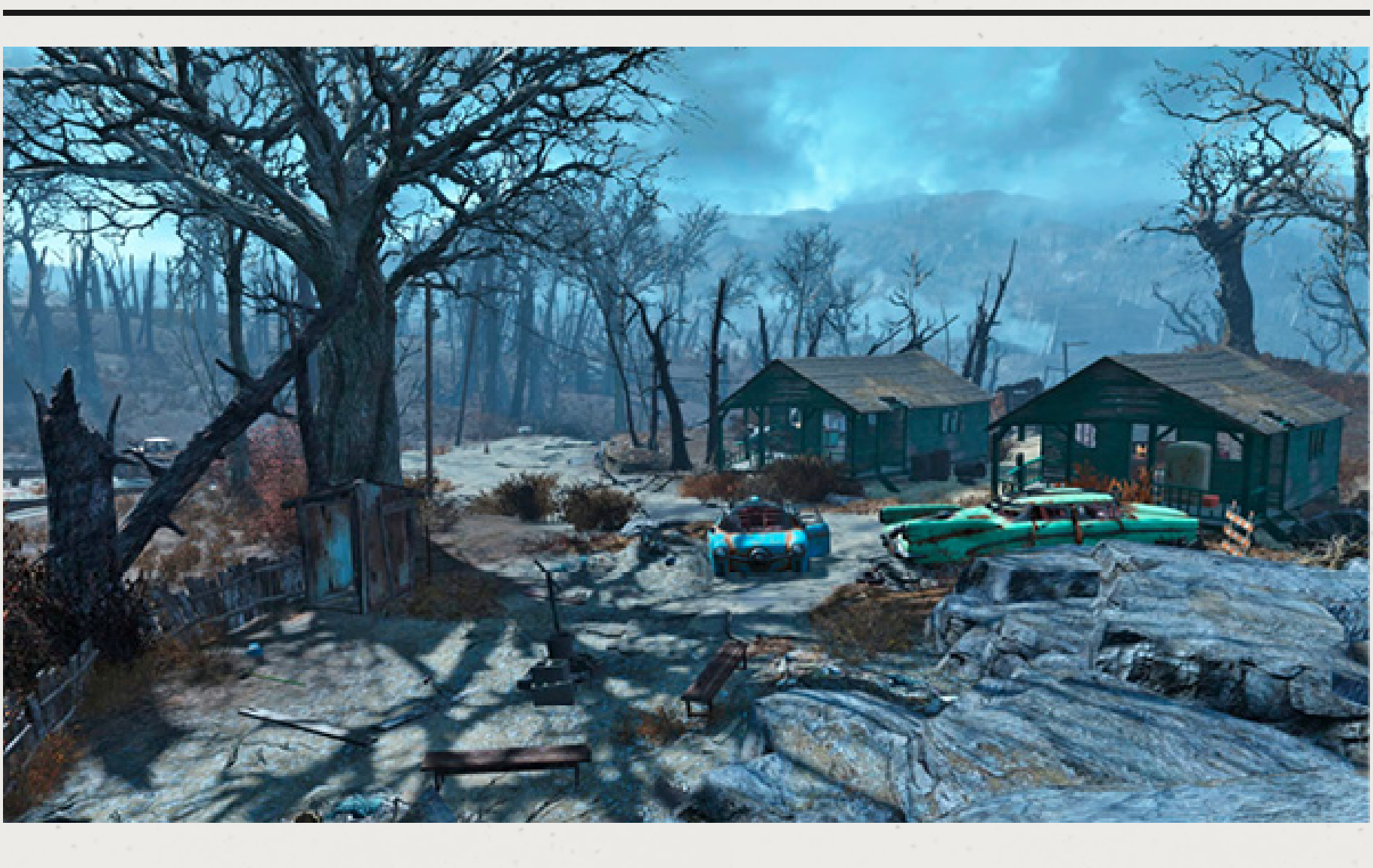
[5.06] FISHING CABIN



- **Health or Chems**

This rotting hut overlooks the fetid lake, with scraps of loot to gather.

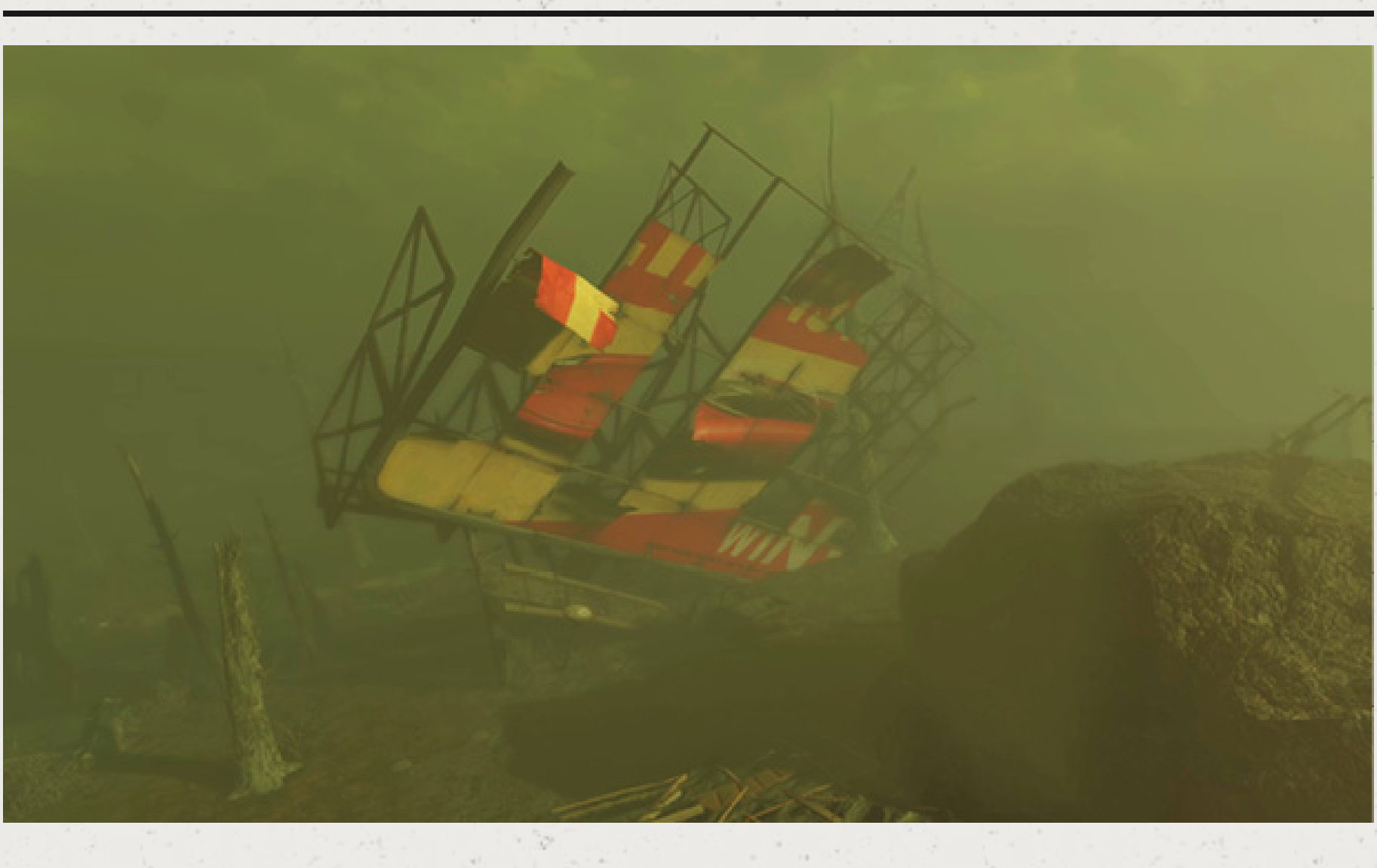
[5.07] TWO CABINS AND AN OUTHOUSE



- Armaments and **Ammo**: Trunk
- **Crafting**: Cooking Station
- Faction: Feral Ghouls

This is a small campsite just west of the remains of the freeway. The holidaymakers aren't the friendliest. Come for the trunk, as the views are slightly depressing.

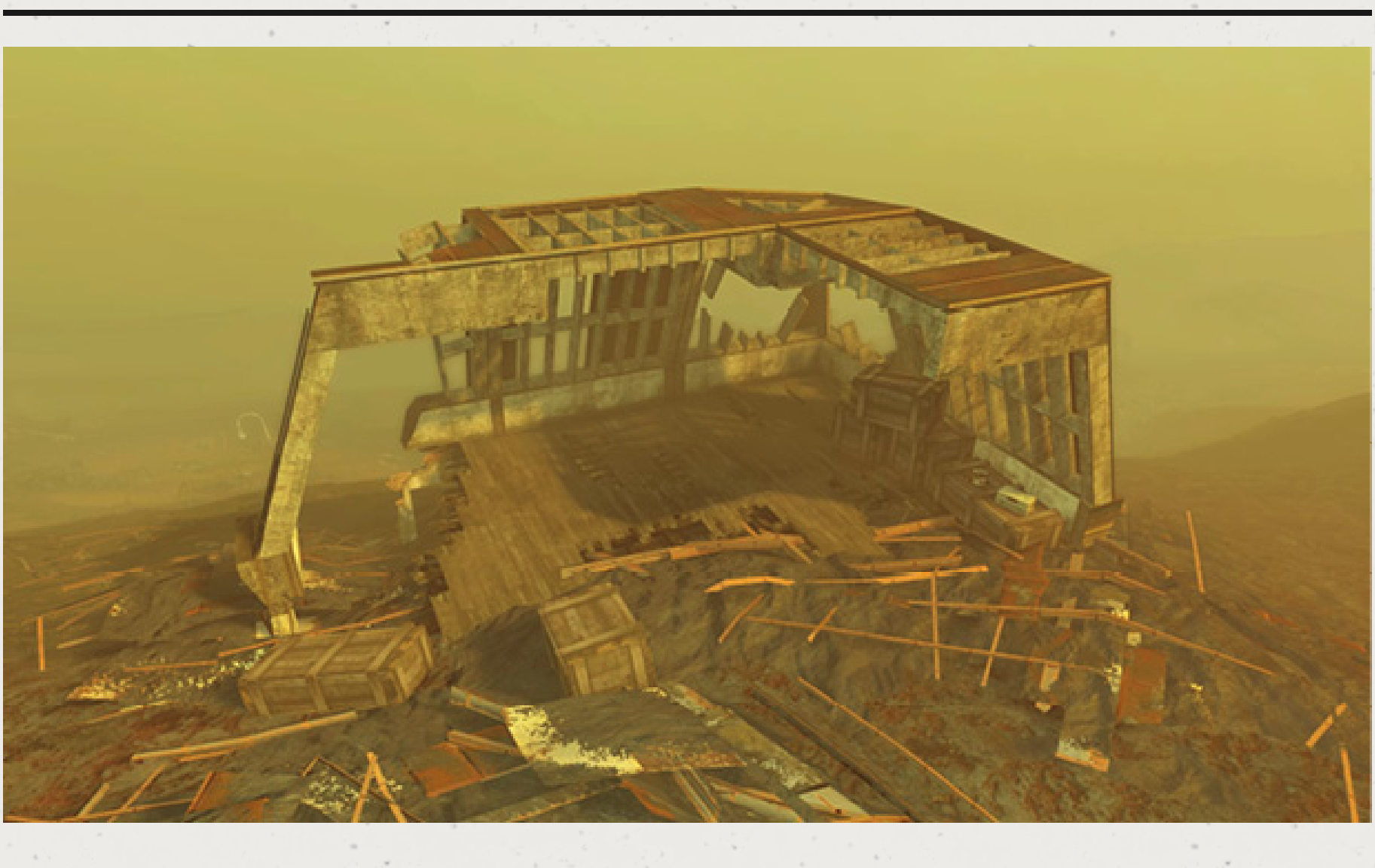
[5.08] COLLAPSED BILLBOARD (GLOWING SEA)



- Danger: Radiation (Severe)!
- Faction: Mole Rats

A half-buried billboard and the skeletal remains of buildings serve as a landmark in this inhospitable area.

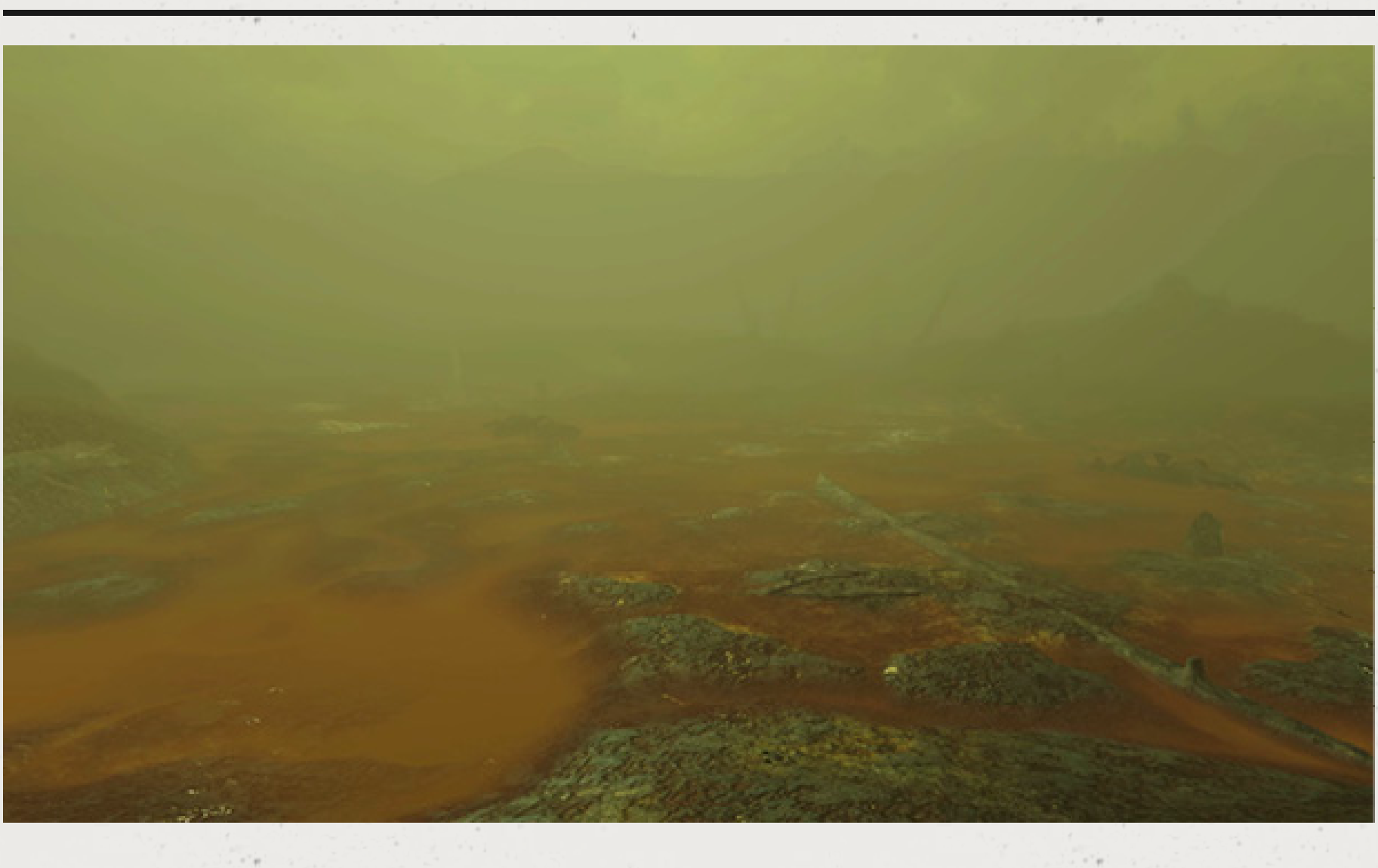
[5.09] BURIED MANSION



- Danger: Radiation (Severe)!
- Faction: Radscorpions
- **Health or Chems**

This is close to a half-sunk playground. Look for the roof sticking out of the rubble; it has a good number of **chems** to gather.

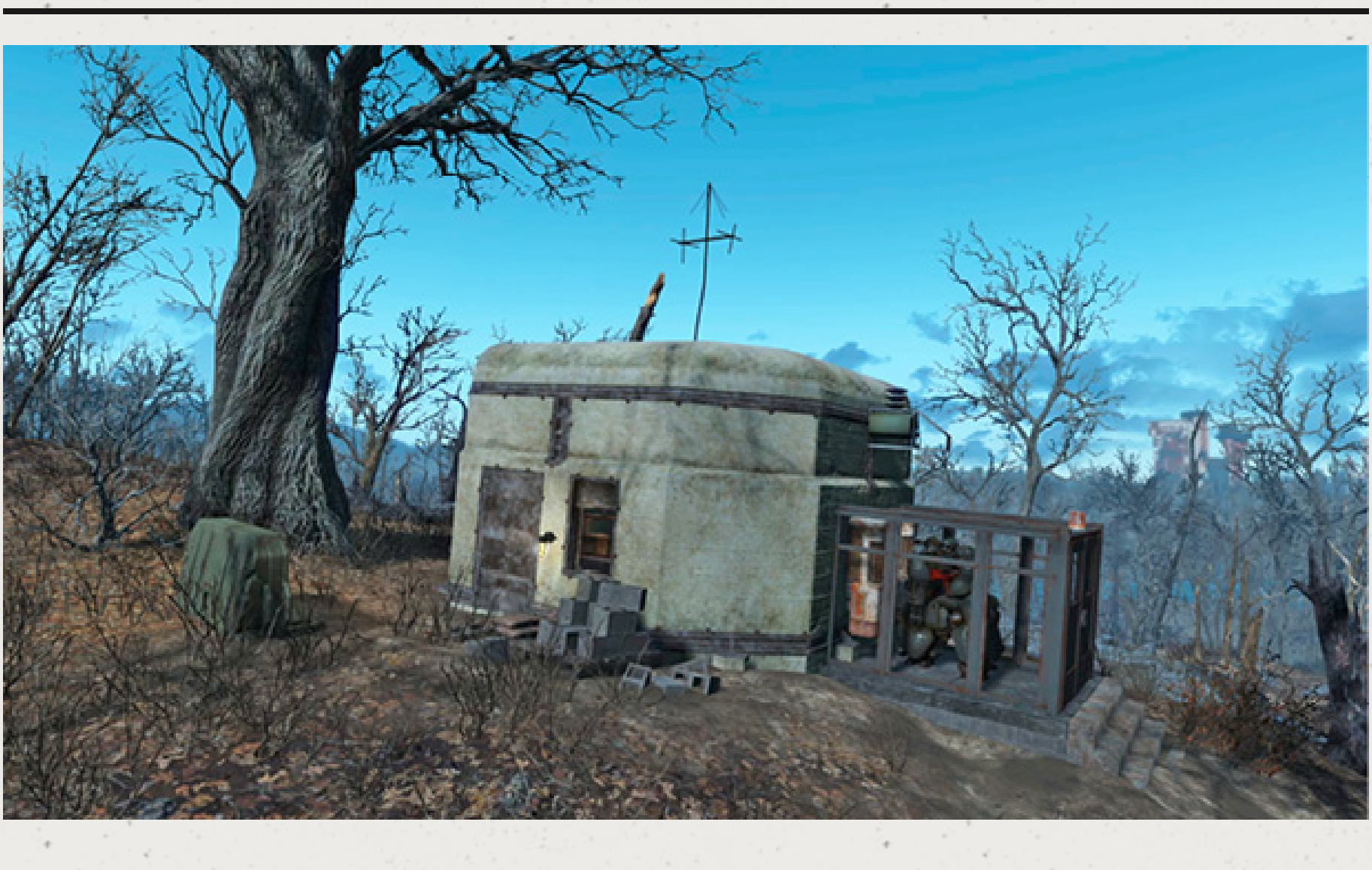
[5.10] RADIATION LAKE



- Danger: Radiation (Severe)!
- Faction: Bloodbugs
- Faction: Feral Ghouls

Even by the inhospitable standards of this region, this Bloodbug-infested pool of irradiated slime isn't a place to venture to willingly.

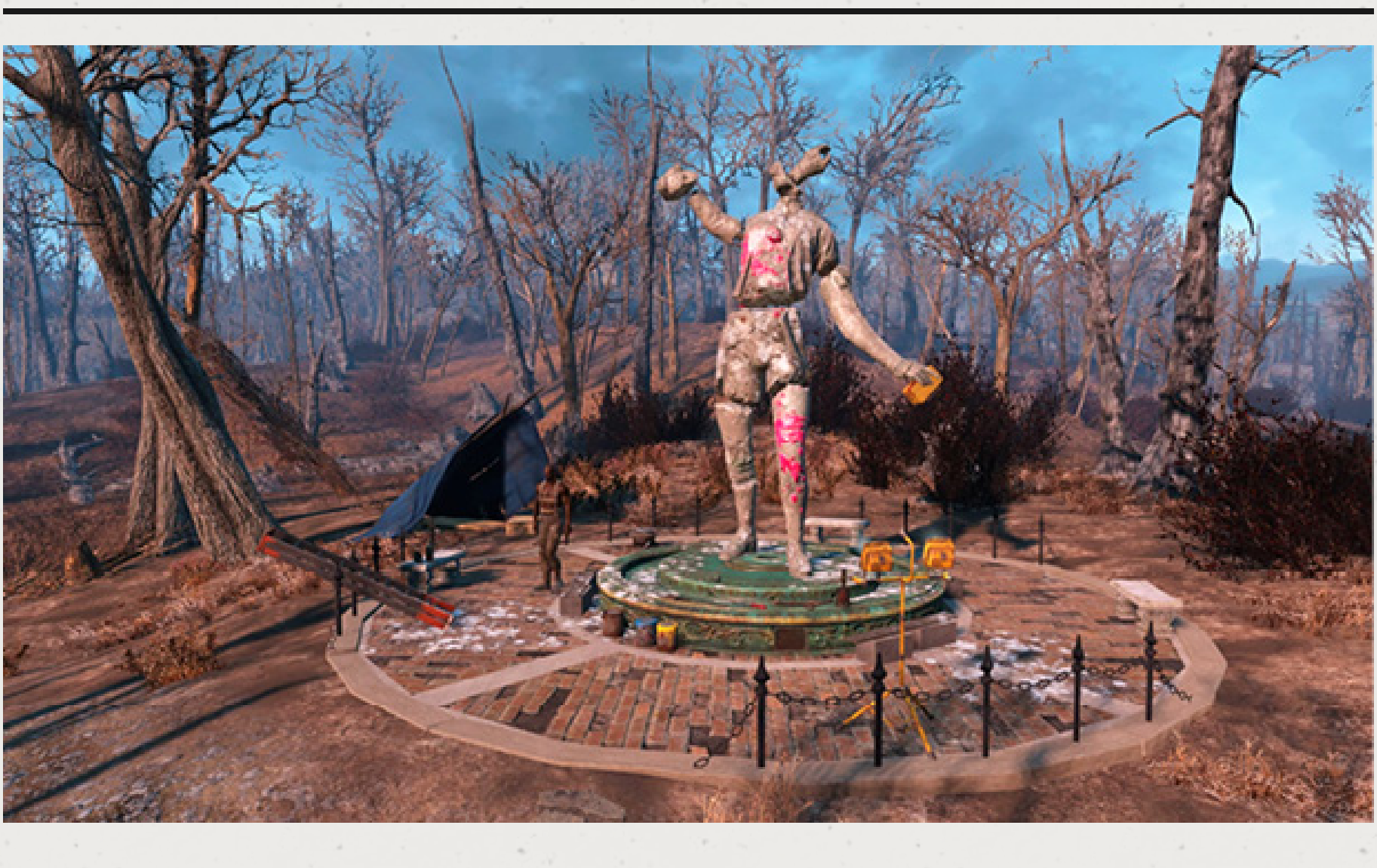
[5.11] MILITARY PILLBOX (SOMERVILLE)



- Armaments and **Ammo**
- Armaments and **Ammo**: Trunk
- Faction: Robots

A docile sentry bot turns hostile if you attempt to raid the pillbox of its wooden box and trunk. The door inside is locked (Advanced).

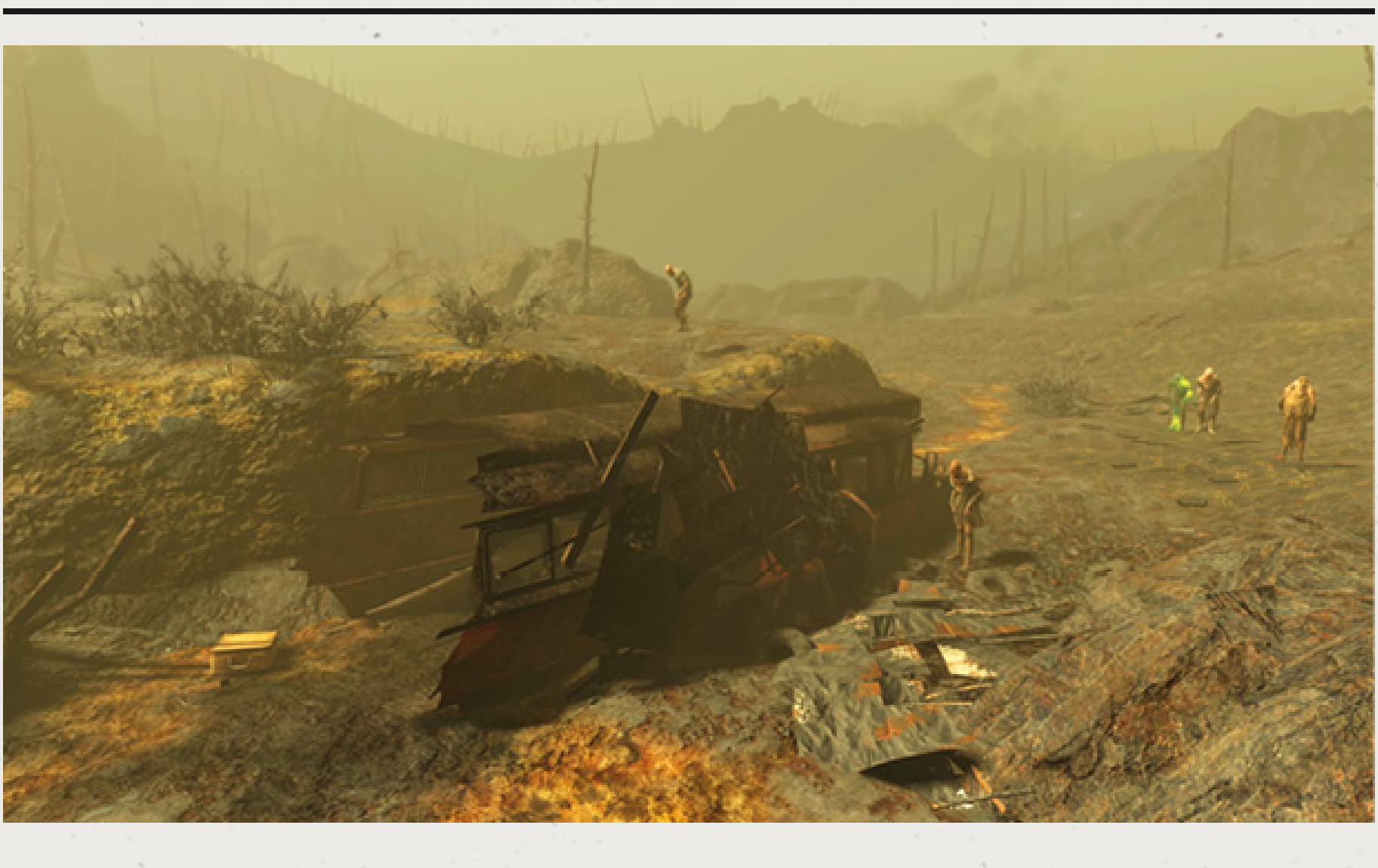
[5.12] THE SPLINTERED STATUE



- Armaments and **Ammo**
- Armaments and **Ammo**: Trunk
- **Crafting**: Cooking Station
- Faction: Raiders
- Faction: Stingwings
- **Health or Chems**

Everything is in place for the repainting of a long-forgotten statue—that is, until you arrive. Check the cabin to the northeast for a trunk.

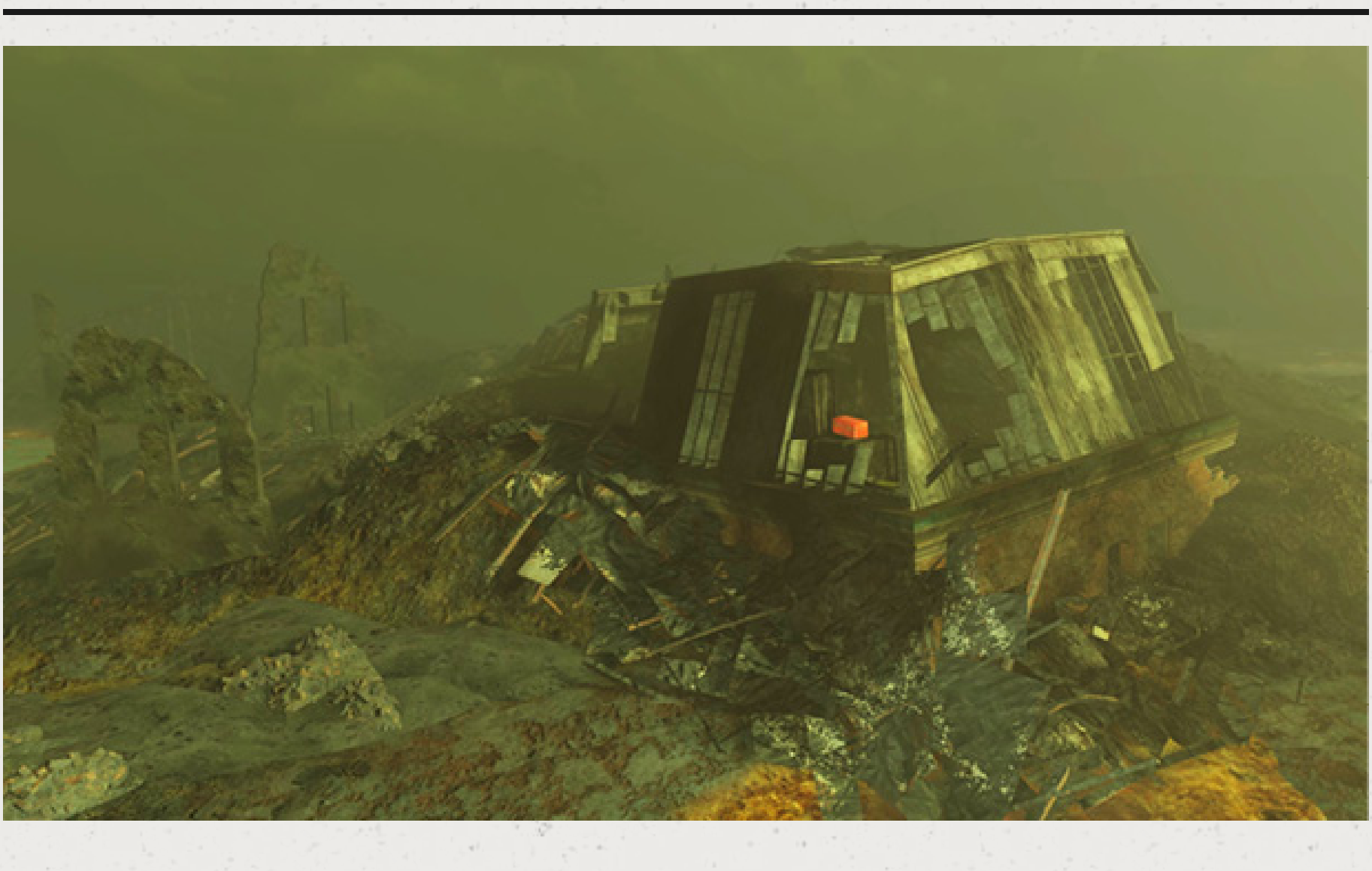
[5.13] DERELICT BUS



- Armaments and **Ammo**: Trunk
- Danger: Radiation (Severe)!
- Faction: Feral Ghouls

A bus of commuters is stuck in the mire here, with its passengers milling about nearby. Check inside for a steamer trunk.

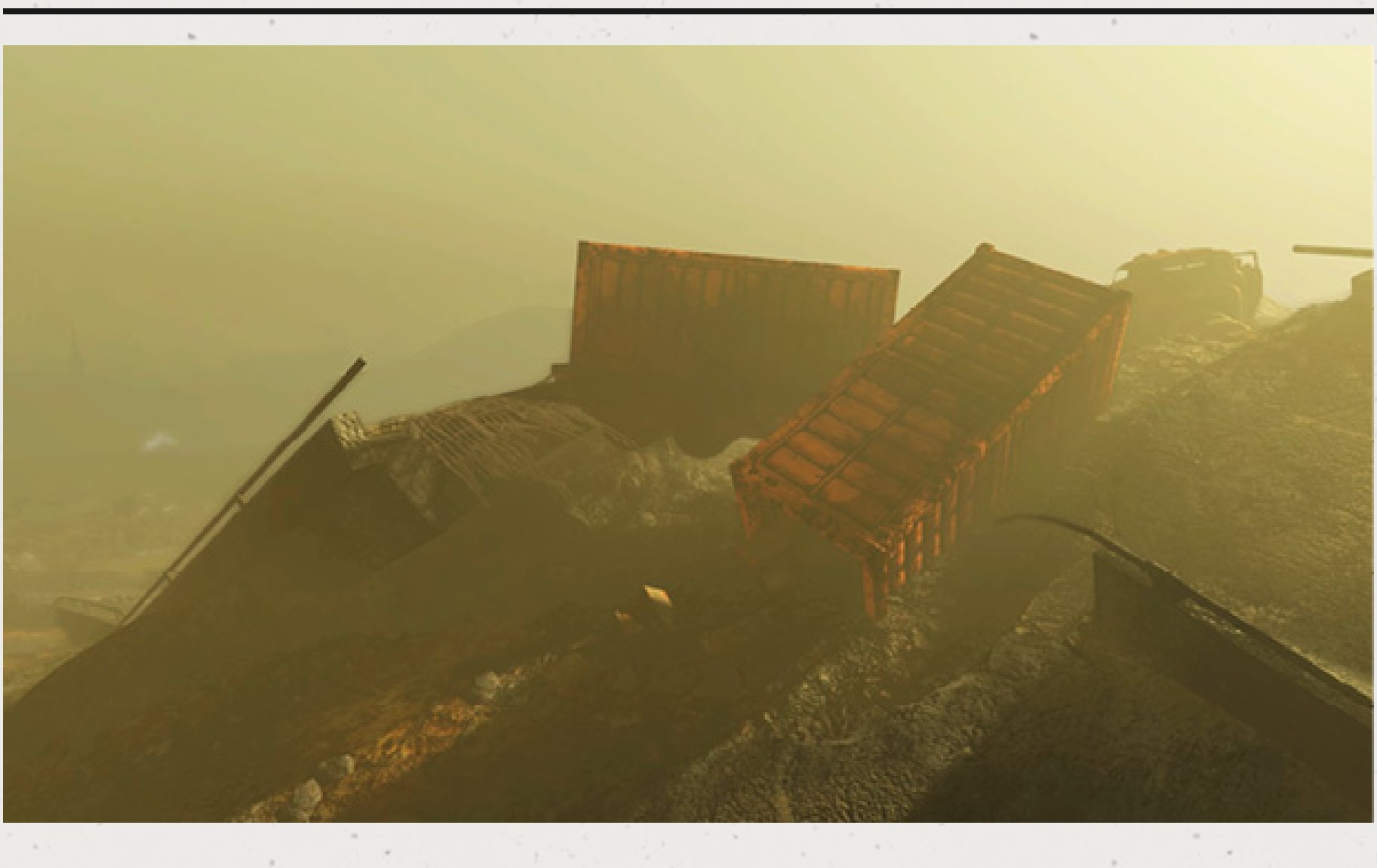
[5.14] BURIED HOUSE



- Danger: Radiation (Severe)!
- **Health or Chems**

If you're in danger of succumbing to the elements, head here and search out this ruined house for **chems**.

[5.15] BUCKLED FREEWAY



- Armaments and **Ammo**
- Bottlecaps
- Danger: Radiation (Severe)!
- Faction: Deathclaws

Close to the prowling Deathclaws is a section of buckled freeway where a container truck has spilled out its contents—a number of safes, both empty and full.

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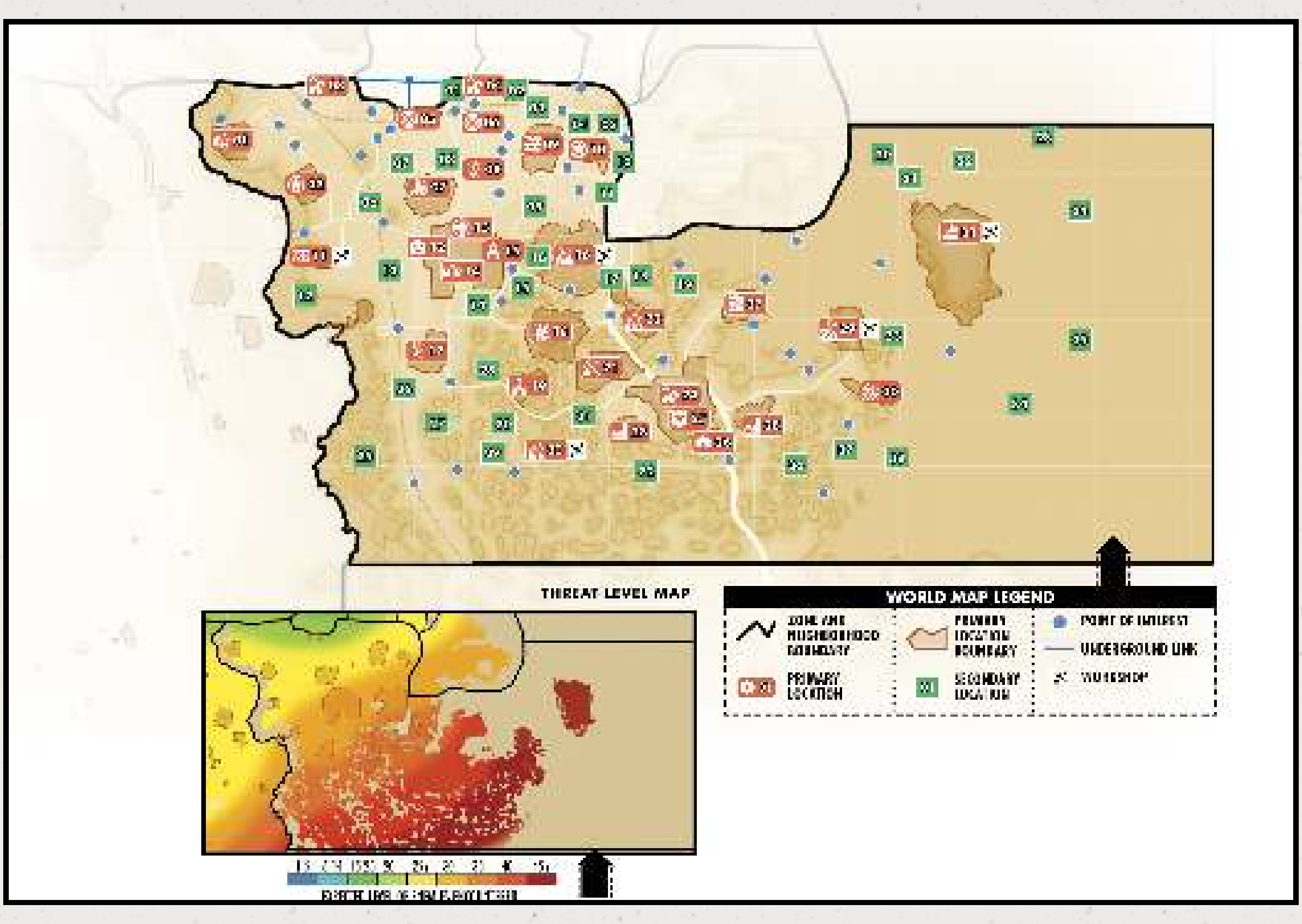
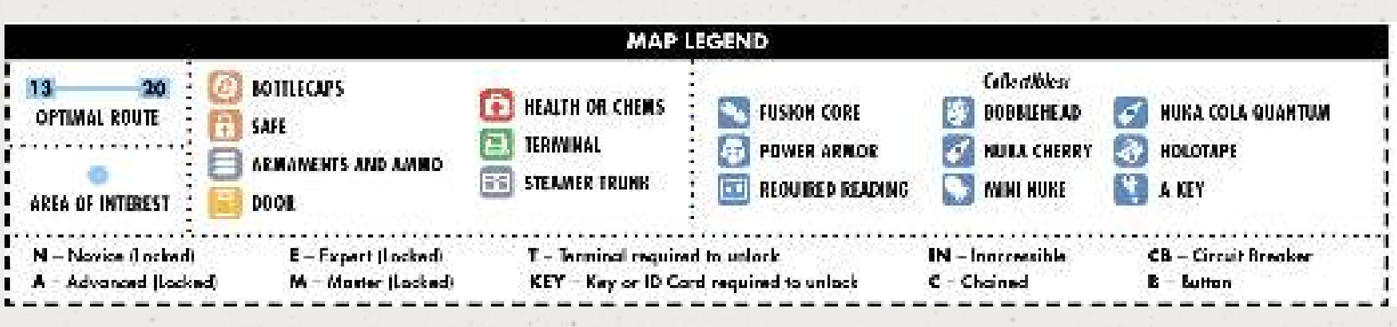
Overview


THREAT LEVEL MAP
WORLD MAP LEGEND
ZONE AND NEIGHBORHOOD BOUNDARY
PRIMARY LOCATION BOUNDARY
POINT OF INTEREST
UNDERGROUND LINK
PRIMARY LOCATION
SECONDARY LOCATION
WORKSHOP


MAP LEGEND
13
20
OPTIMAL ROUTE
AREA OF INTEREST
BOTTLECAPS
SAFE
ARMAMENTS AND AMMO
DOOR
HEALTH OR CHEMS
TERMINAL
STEAMER TRUNK
Collectibles
FUSION CORE
POWER ARMOR
REQUIRED READING
BOBBLEHEAD
NUKA CHERRY
MINI NUKE
NUKA COLA QUANTUM
HOLOTAPE
A KEY
N – Novice (Locked)
A – Advanced (Locked)
E – Expert (Locked)
M – Master (Locked)
T – Terminal required to unlock
KEY – Key or ID Card required to unlock
IN – Inaccessible
C – Chained
CB – Circuit Breaker
B – Button

Primary Locations

[6.01] Westing Estate

[6.02] Coast Guard Pier

[6.03] Mass Pike Tunnel West

[6.04] Mass Pike Tunnel East

[6.05] Boston Police Rationing Site

[6.06] NH&M Freight Depot

[6.07] Fairline Hill Estates

[6.08] Relay Tower 0SC-527

[6.09] Big John's Salvage

[6.10] South Boston Military Checkpoint

[6.11] Egret Tours Marina

[6.12] Fallon's Department Store

[6.13] Milton General Hospital

[6.14] West Roxbury Station

[6.15] Shaw High School

[6.16] Jamaica Plain

[6.17] Gunners Plaza

[6.18] Hyde Park

[6.19] Suffolk County Charter School

[6.20] Murkwater Construction Site

[6.21] Quincy Quarries

[6.22] Neponset Park

[6.23] Wilson Atomatoys Factory

[6.24] Quincy Ruins

[6.25] Quincy Police Station

[6.26] Peabody House

[6.27] Atom Cats Garage

[6.28] Poseidon Energy

[6.29] Warwick Homestead

[6.30] Wreck of the FMS Northern Star

[6.31] Spectacle Island

Secondary Locations

[6.01] Red Rocket Filling Station (Mass Pike East)

[6.02] Layton Towers Underpass Entrance

[6.03] Crater and Shack

[6.04] Red Rocket Filling Station (Big John's Salvage)

[6.05] Wicked Shipping Container Truck #4

[6.06] Railroad Maintenance Shed

[6.07] The Trading Post

[6.08] Dog's Dinner

[6.09] Military Checkpoint (West Roxbury)

[6.10] Deserted Camp (Elevated Freeway)

[6.11] Raider Camp (University Point Outskirts)

[6.12] Island Cabin

[6.13] Waystation (West Roxbury)

[6.14] Moonshiner's Cabin

[6.15] The Hanging Tree

[6.16] Jamaica Plain Pond

[6.17] Military Convoy (Elevated Freeway)

[6.18] The Fridge

[6.19] Military Barge (University Point)

[6.20] Boating Platforms

[6.21] Sunken Fishing Boat (Spectacle Island)

[6.22] Barge Platform

[6.23] Deep Trench Wreckage

[6.24] Sunken Supertanker

[6.25] Sniper's Hideout

[6.26] Waystation (Gunners' Plaza)

[6.27] Ruined Grove Estates

[6.28] The Small Dig

[6.29] Crashed Vertibird (Marshland)

[6.30] Military Pillboxes

[6.31] Old Military Monument

[6.32] Overflow Outlet Camp (Atomatoys Factory)

[6.33] Scuppered Boat

[6.34] Floating Barge

[6.35] Skylines Flight Salvage

[6.36] Boat Graveyard

[6.37] Quincy Lighthouse

[6.38] Undersea Hatch Pipe

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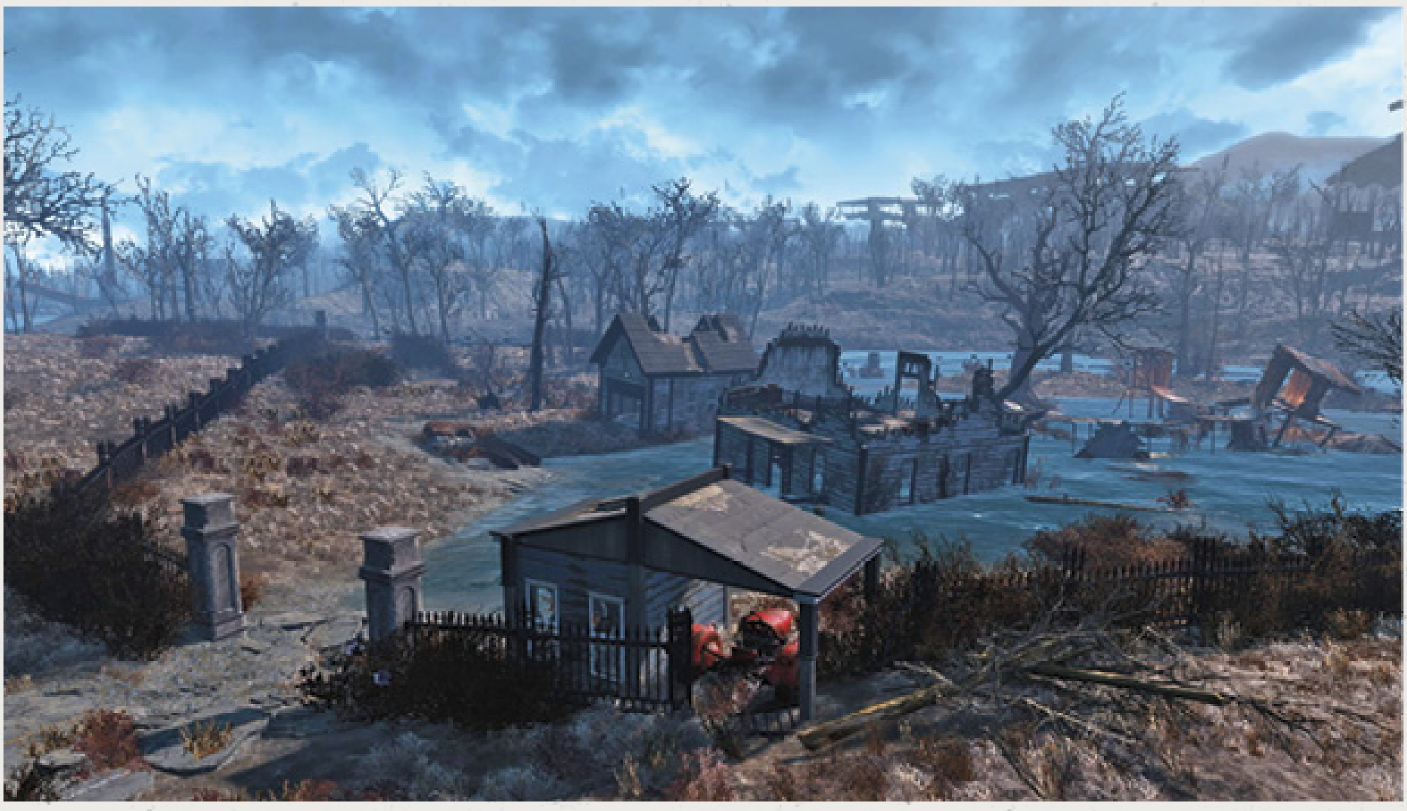
[6.01] Westing Estate

THREAT LEVELS 15-25



- Armaments and **Ammo**
- Collectible: Required Reading: Unstoppables
- Faction: Mirelurks
- **Health or Chems**
- Quest Visit: Out in Left Field (Diamond City Freeform Activity)
- Unique Item: Signed Baseball
- Unique Item: Signed Baseball Card
- Unique Item: Signed Catcher's Mitt

VAULT-TEC RECOMMENDED LOOT

Required Reading: Unstoppables

Unique Item: Baseball Memorabilia

The well-to-do Westing family once owned this idyllic slice of riverfront property. Now this is a Mirelurk swamp. Moe Cronin, of Swatters in Diamond City Market, is extremely keen on finding baseball relics from a bygone age. Unlock the safe (Novice), find the toolbox, and locate the cooler to find them.

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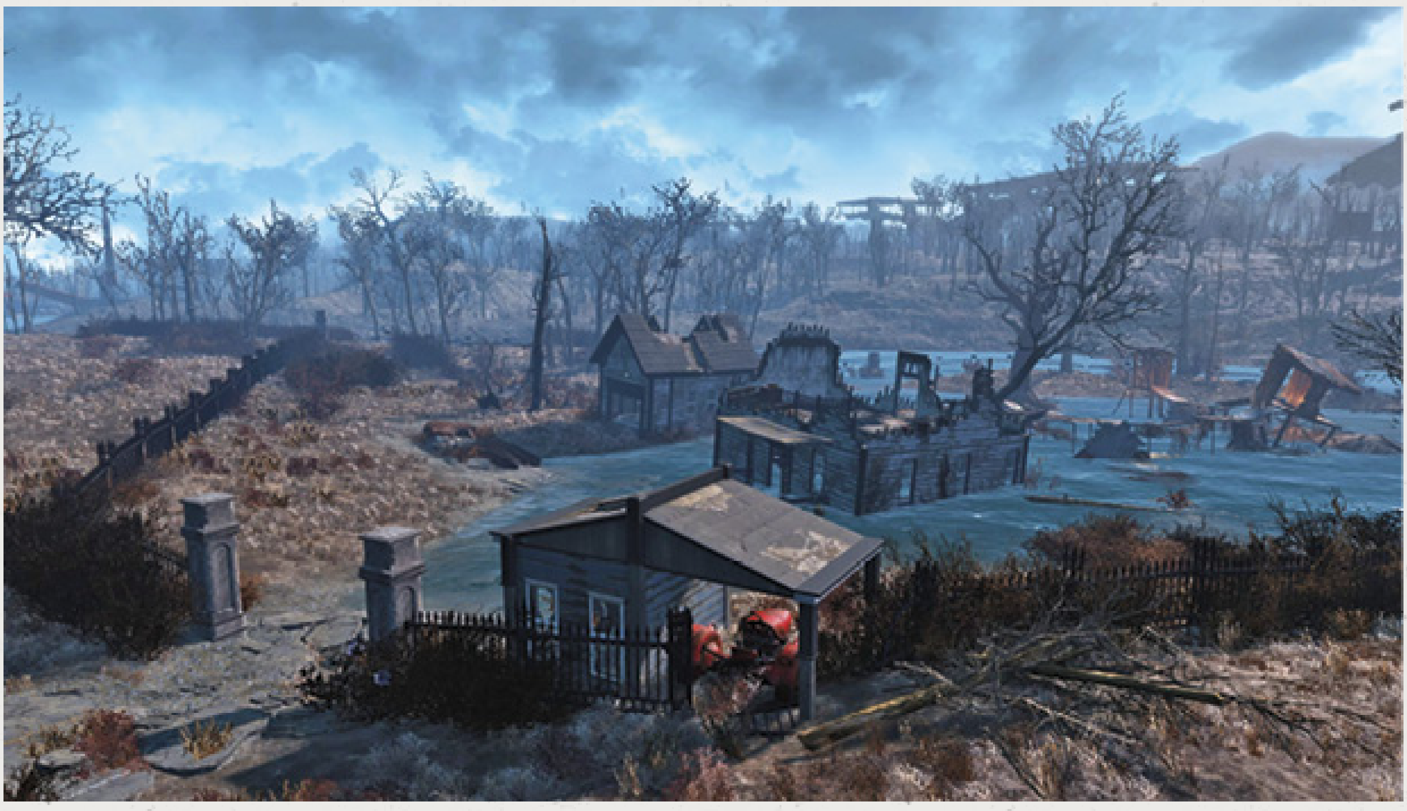
[6.01] Westing Estate

THREAT LEVELS 15-25 🟦🟦🟩⬜⬜⬜⬜⬜⬜



- Armaments and Ammo
- Collectible: Required Reading: Unstoppables
- Faction: Mirelurks
- Health or Chems
- Quest Visit: Out in Left Field (Diamond City Freeform Activity)
- Unique Item: Signed Baseball
- Unique Item: Signed Baseball Card
- Unique Item: Signed Catcher's Mitt

VAULT-TEC RECOMMENDED LOOT

Required Reading: Unstoppables

Unique Item: Baseball Memorabilia

The well-to-do Westing family once owned this idyllic slice of riverfront property. Now this is a Mirelurk swamp. Moe Cronin, of Swatters in Diamond City Market, is extremely keen on finding baseball relics from a bygone age. Unlock the safe (Novice), find the toolbox, and locate the cooler to find them.

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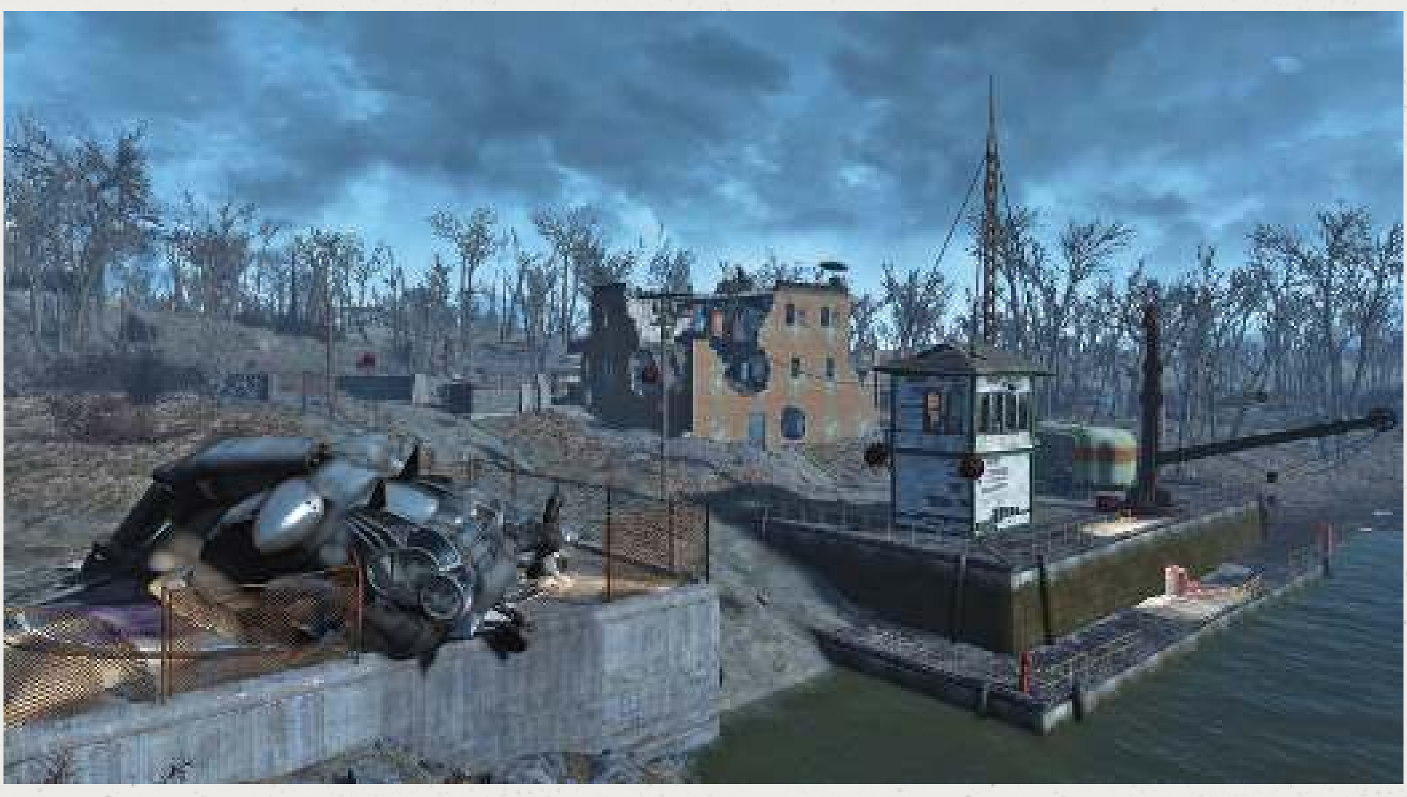
[6.02] Coast Guard Pier

THREAT LEVELS 20+



- Armaments and Ammo+
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Trunk
- Bottlecaps
- Collectible: Holotape: Eddie Winter's Holotape
- Collectible: Nuka Cherry
- Collectible: Required Reading:
- Astoundingly Awesome Tales
- Crafting: Armor Workbench
- Crafting: Weapons Workbench
- Danger: Door Trap!
- Danger: Oil!
- Danger: Mines!
- Faction: Super Mutant
- Health or Chems+
- Quest Visit: Long Time Coming (Side)

VAULT-TEC RECOMMENDED LOOT

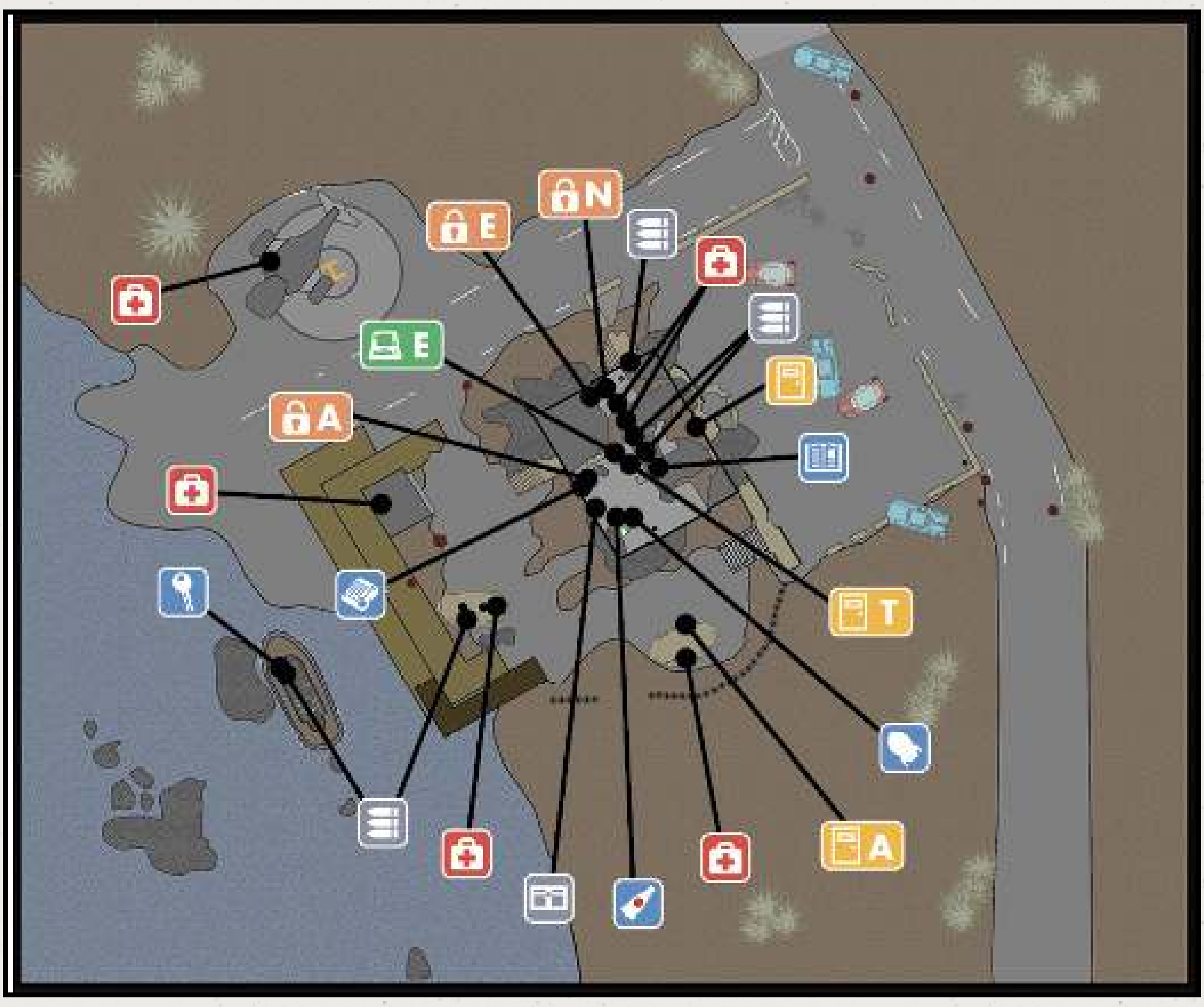
Armaments and Amm1o: Mini Nuke

Collectible: Nuka Cherry

Required Reading: Astoundingly Awesome Tales

The Coast Guard station along the Charles River had intercepted a shipment of smuggled chems. Now it is overrun by Super Mutants. The outside trailer (Advanced) allows access to an armor workbench and first aid. Another of Eddie Winter's Holotapes is on top of the main floor safe (Advanced). The upstairs restroom (Novice) contains first aid. The downstairs cell (Expert) holds a magazine and can be more easily opened at the adjacent lockup terminal. The evidence room terminal (Expert) is a trickier hack, but the room itself houses a good amount of ammo and chems, as well as two more safes (Novice, Expert).

Fig 6.02: Coast Guard Pier (Exterior)



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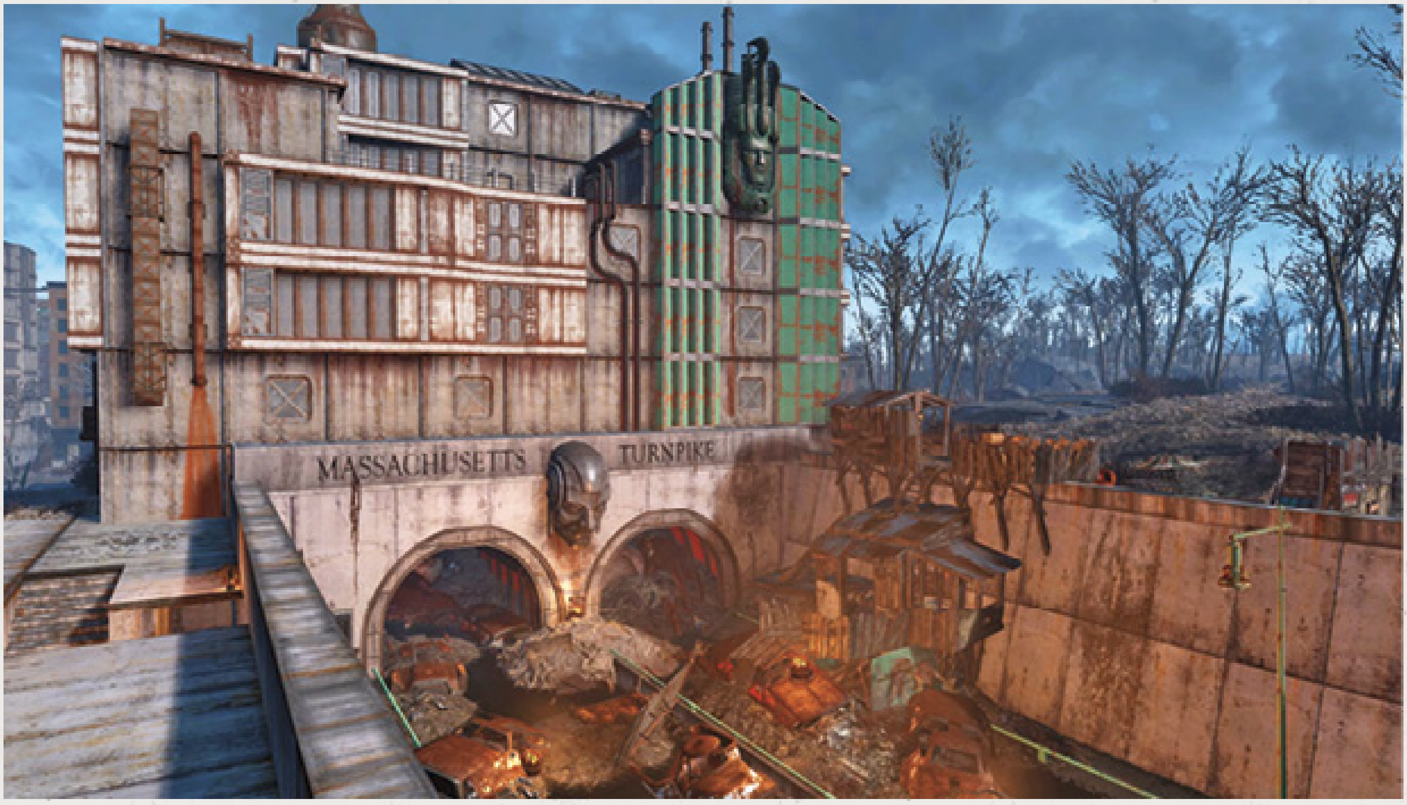
[6.03] Mass Pike Tunnel West

THREAT LEVELS 15-25 🟦🟦🟩☐☐☐☐☐☐☐



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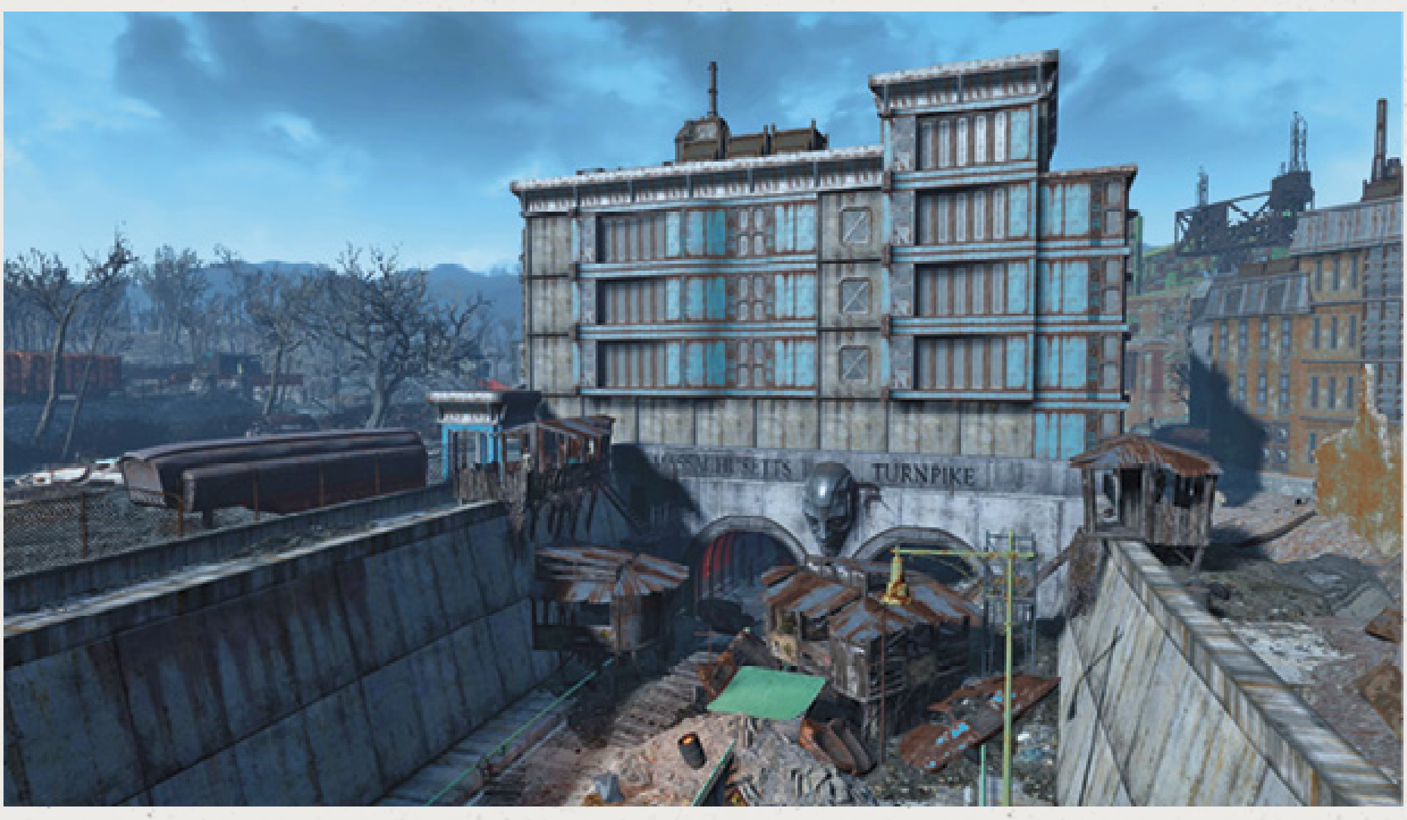
[6.04] Mass Pike Tunnel East

THREAT LEVELS 15-25



- Armaments and Ammo
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Trunk
- Armor Part: Fusion Core
- Collectible: Holotape: Det. Perry's Holotape
- Collectible: Holotape: Mass Pike Tunnel Password
- Collectible: Nuka Cola Quantum (2)
- Collectible: Required Reading: Taboo Tattoos
- Crafting: Chemistry Station
- Crafting: Cooking Station
- Crafting: Power Armor Station
- Danger: Oil!
- Danger: Mines!
- Danger: Radiation (Mild)!
- Danger: Turrets!
- Faction: Feral Ghoul
- Faction: Mole Rats
- Faction: Raiders
- Health or Chems

VAULT-TEC RECOMMENDED LOOT

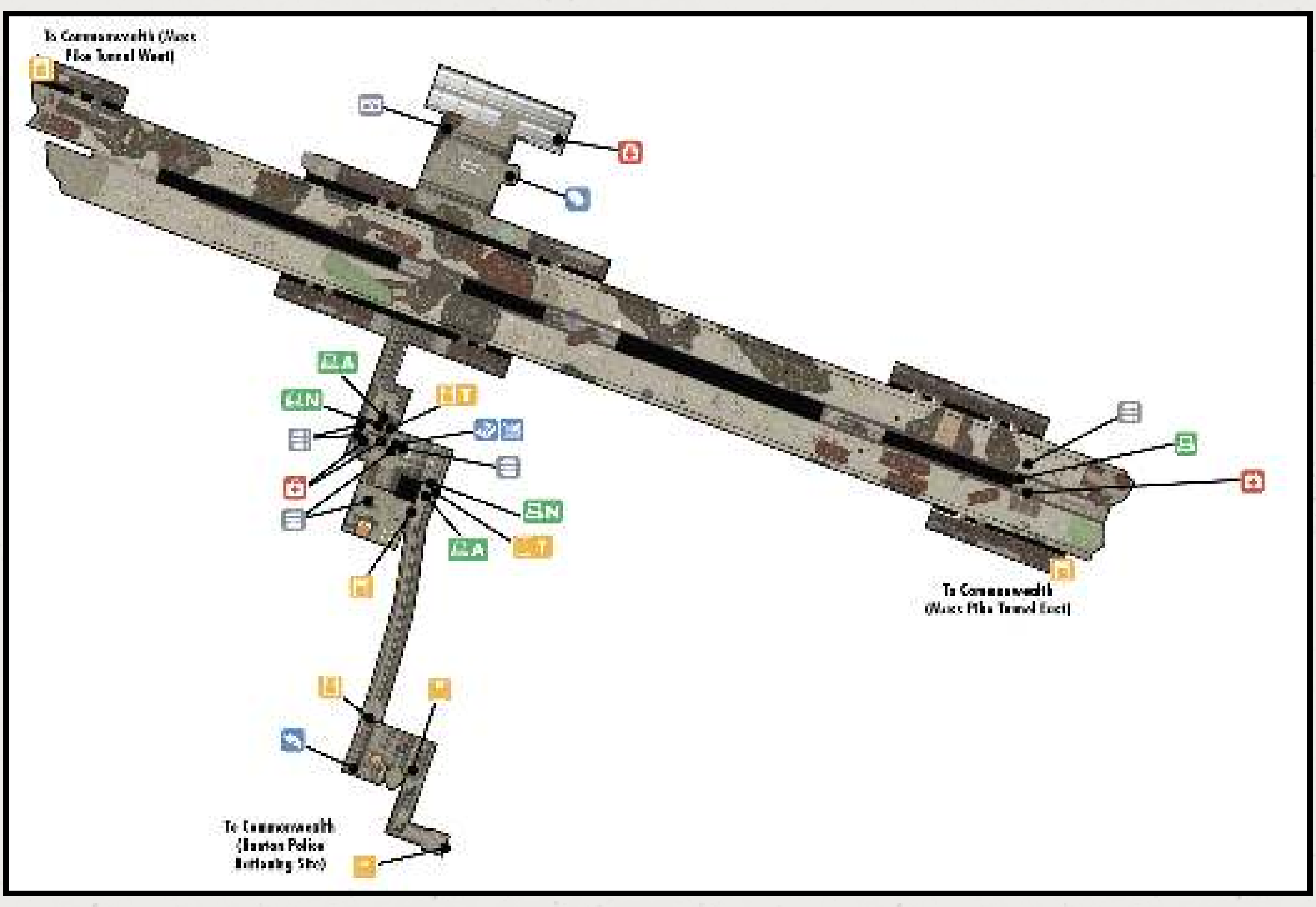
Armaments and Ammo: Mini Nuke

Armor Part: Fusion Core

Collectible: Nuka Cola Quantum (2)

Required Reading: Taboo Tattoos

Fig 6.04: Mass Pike Tunnel (Interior)


To Commonwealth (Mass Pike Tunnel West)
To Commonwealth (Mass Pike Tunnel East)
To Commonwealth (Boston Police Rationing Site)

Exterior West: Check the rickety huts outside the tunnel for chems and ammo, as well as a couple of Quantums on the south shack platform.

Exterior East: This is a small Raider camp primed with mines. There's ammo within the huts.

Interior: At the machinery chambers (south) by the skeleton are two Holotapes, one offering information and the other a password. Otherwise, prepare to be lightly irradiated and slathered upon by ferals. The interior links the west and east exits, as well as the Boston Police Rationing Site to the south.

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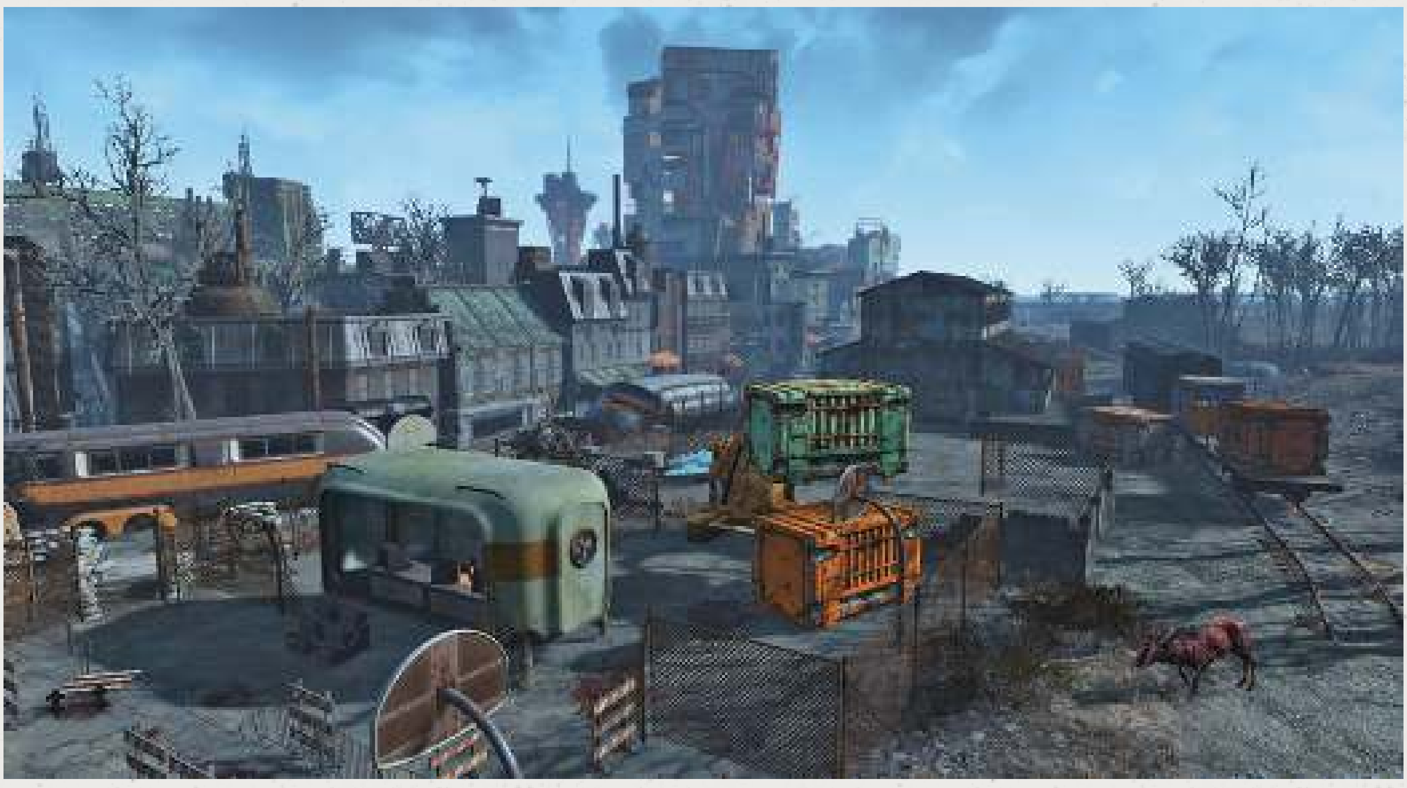
Primary Locations

[6.05] Boston Police Rationing Site

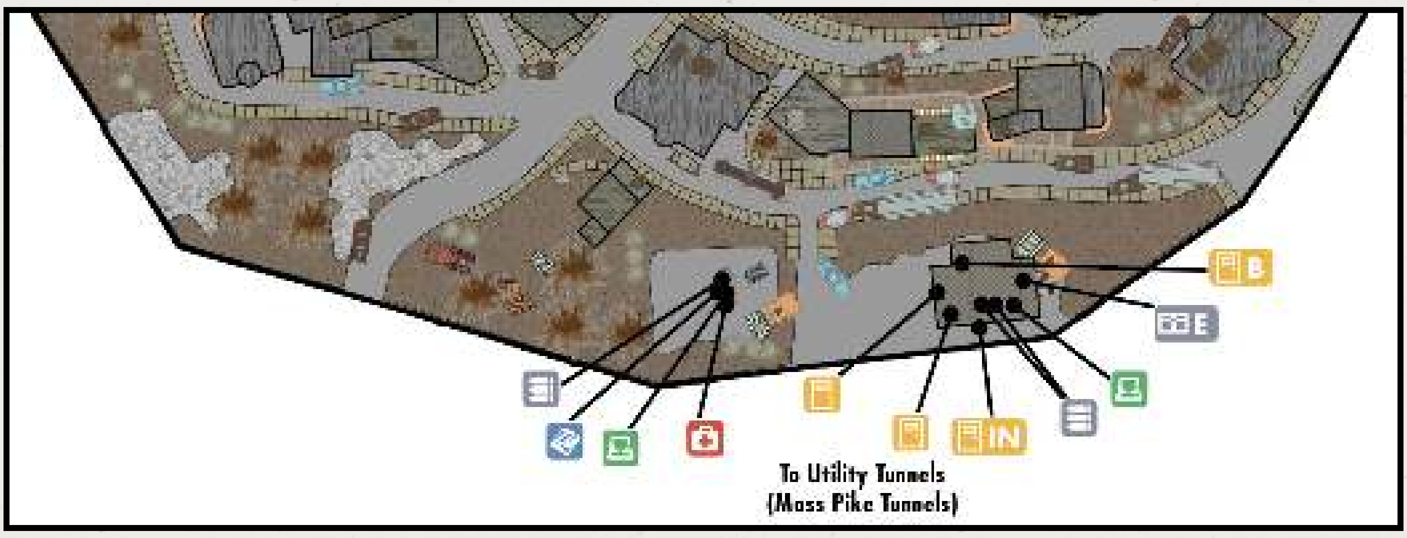
THREAT LEVELS 20+ 🟦🟦🟩🟩☐☐☐☐☐



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Collectible: Holotape: Det. McDonnell's Holotape
- Faction: Mole Rats
- Health and Chems

Just south of the Fens neighborhood is a pair of community basketball courts and a railway unloading depot. Boston PD set up a rationing site here, and the trailer, numerous crates, and an old warehouse are still standing. The police terminal has a Holotape regarding lost goods inside the warehouse with the barred door.

Access the warehouse via the blue train carriage, and leap to the roof. Then jump across the crates to the north side roof awning and enter. Inside is a steamer trunk (Expert) and an army terminal you can use to activate a nearby Protectron. Unbar the door and press the button to open the main sliding door before entering the utility tunnel (aka Mass Pike Tunnel). This tunnel links to Primary Locations: Mass Pike Tunnel West and Mass Pike Tunnel East. Consult those locations for the interior map.



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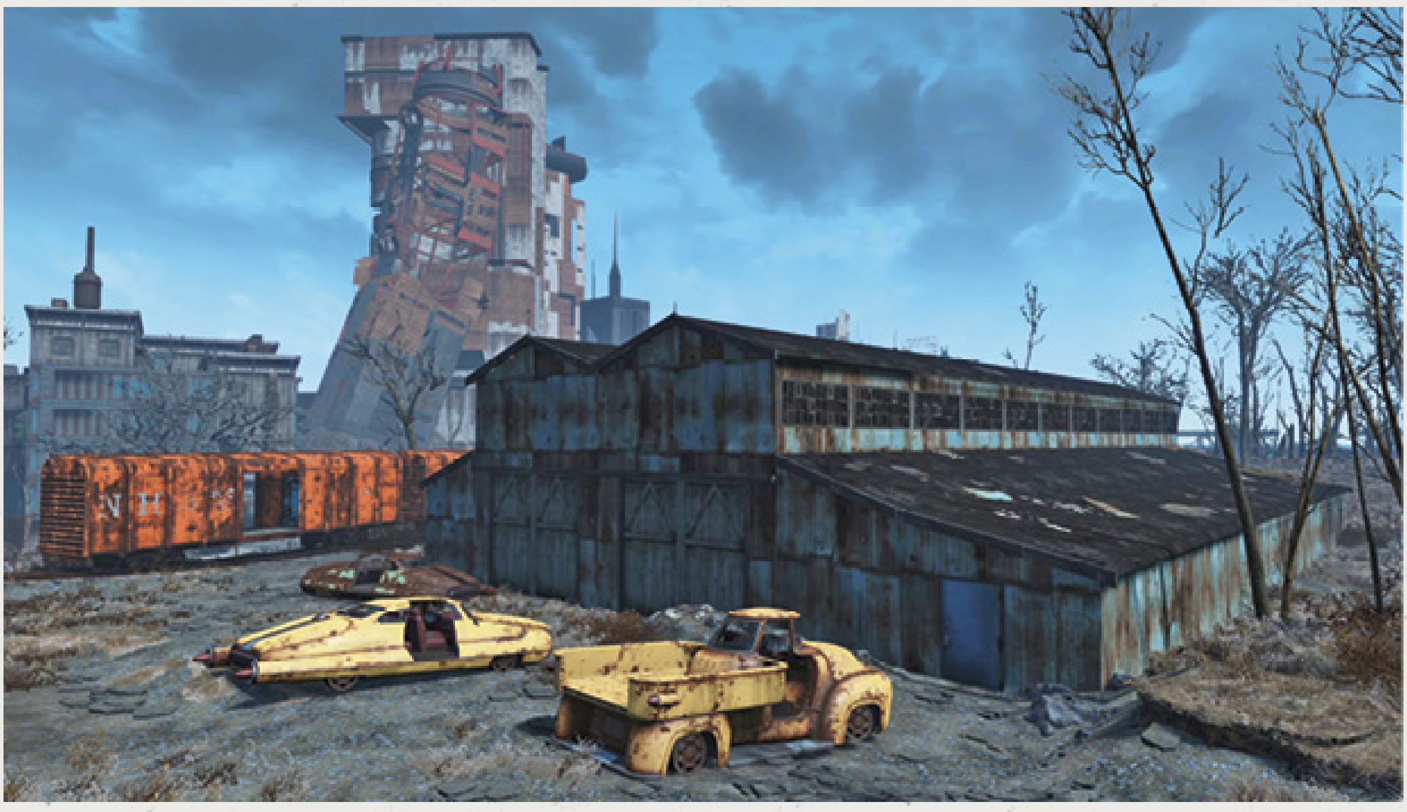
[6.06] NH&M Freight Depot

THREAT LEVELS 25+



- Armaments and Ammo
- Armor Part: Fusion Core (2)
- Bottlecaps
- Collectible: Nuka Cherry
- Danger: Explosive Barrels!
- Danger: Oil!
- Faction: Triggermen
- Health or Chems
- Quest Visit: The Big Dig (Side)
- Unique Item: Ashmaker

VAULT-TEC RECOMMENDED LOOT

Armor Part: Fusion Core (2)

Collectible: Nuka Cherry

Unique Item: Ashmaker

When the quest isn't active, the exterior door leads to a strongroom and is only accessible using Hancock's strongroom key (which isn't available). This is the alternate name of this location. As there's a security door directly inside, the only way you're getting in here is via an underground tunnel from Goodneighbor, during the quest. It's worth spending time ransacking the train cars full of loot, though! The unique weapon is awarded at the end of the quest, depending on who you side with.

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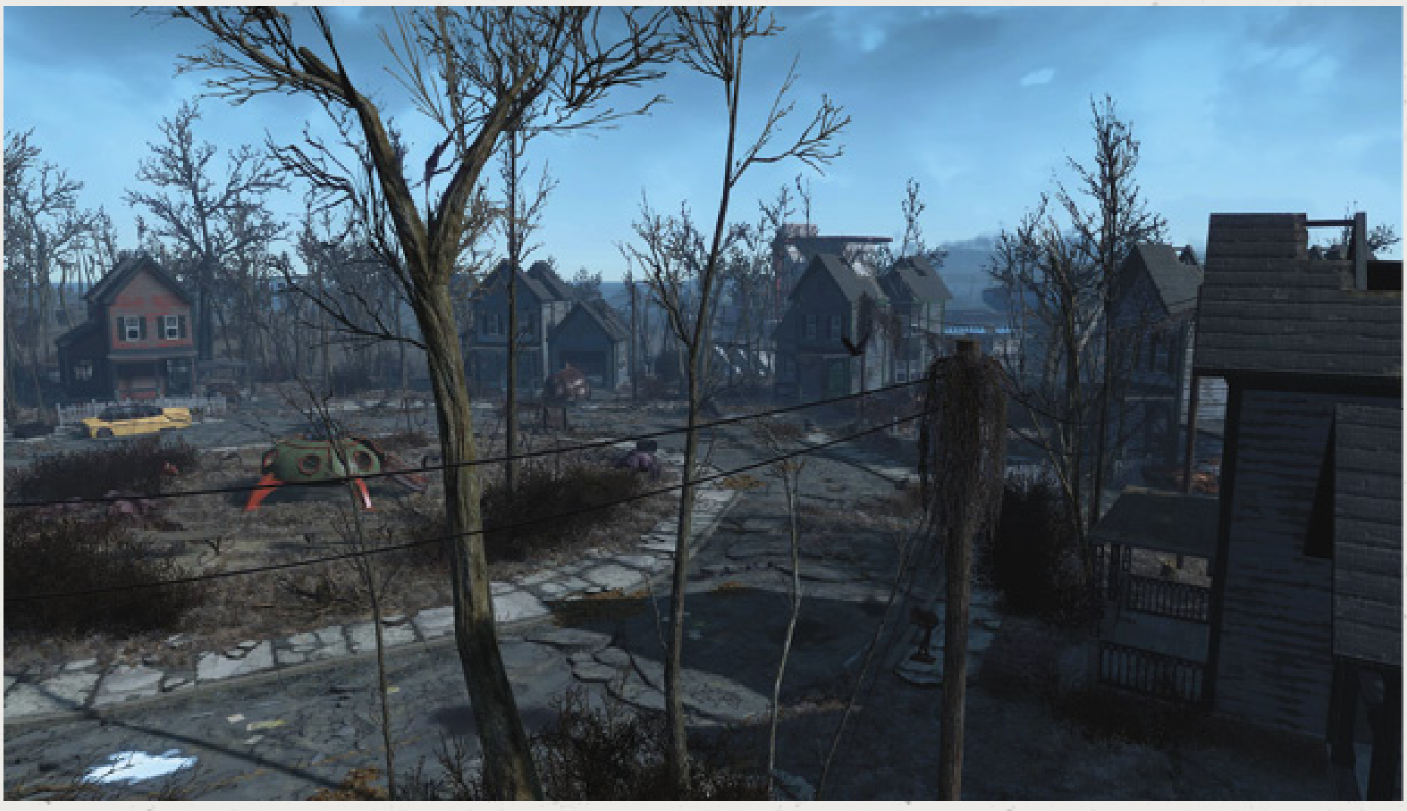
[6.07] Fairline Hill Estates

THREAT LEVELS 25+



- Armaments and **Ammo**+
- Armaments and **Ammo**: Trunk
- **Crafting**: Chemistry Station
- **Crafting**: **Power Armor** Station
- Danger: Can Chimes!
- Danger: Door Trap!
- Faction: Feral Ghouls
- Faction: Yao Guai
- **Health or Chems**+

Since the bombs dropped, several Scavenger and Raider gangs have used the faded remains of this fairly upscale gated community. It is now home to a family of Yao Guai. The northeast house has an unlocked floor safe upstairs. The southwest house has an unlocked floor safe in the laundry porch. The west house is of most concern, especially once you see what's glowing in the garden. Enter this abode by ascending the rusty truck and debris and heading into the upstairs hole.

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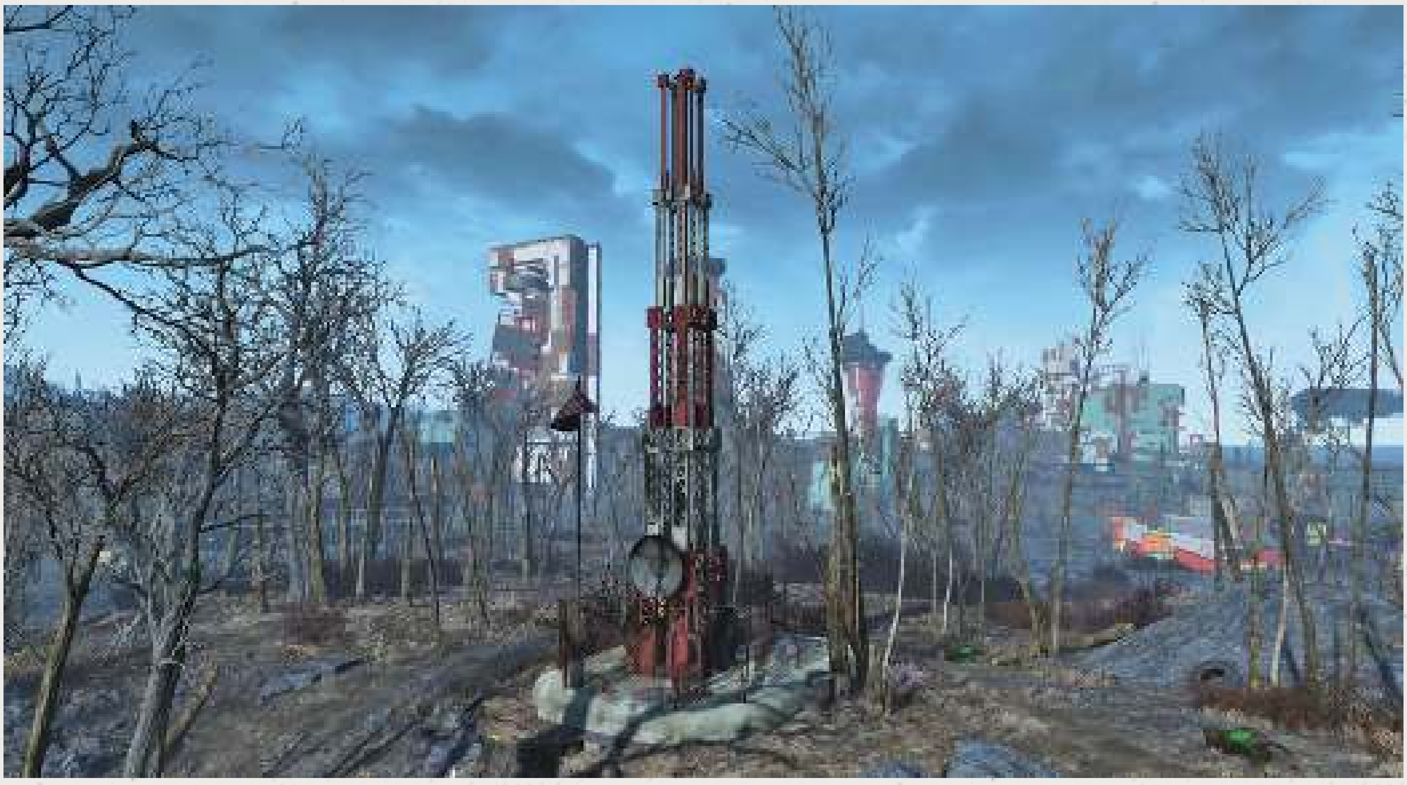
Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

[6.08] Relay Tower 0SC-527

THREAT LEVELS 25+



- Armaments and Ammo
- Bottlecaps
- Faction: Mole Rats
- Radio: Supermutant Radio Broadcast
- Radio: Distress Signal
- Radio: Miller Family Radio Signal

Warning! Extreme radiation danger! This is part of the Commonwealth Relay Tower Network. Authorized personnel only. Use the relay tower terminal to amplify three nearby radio signals.

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[6.09] Big Johns Salvage

THREAT LEVELS 25+

- Armaments and Ammo+
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Trunk
- Armor Part: Fusion Core
- Collectible: Required Reading: Tales of a Junktown Jerky Vendor
- Bottlecaps
- Collectible: Mini Nuke
- Crafting: Cooking Station
- Faction: Super Mutant
- Health or Chems+

VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke

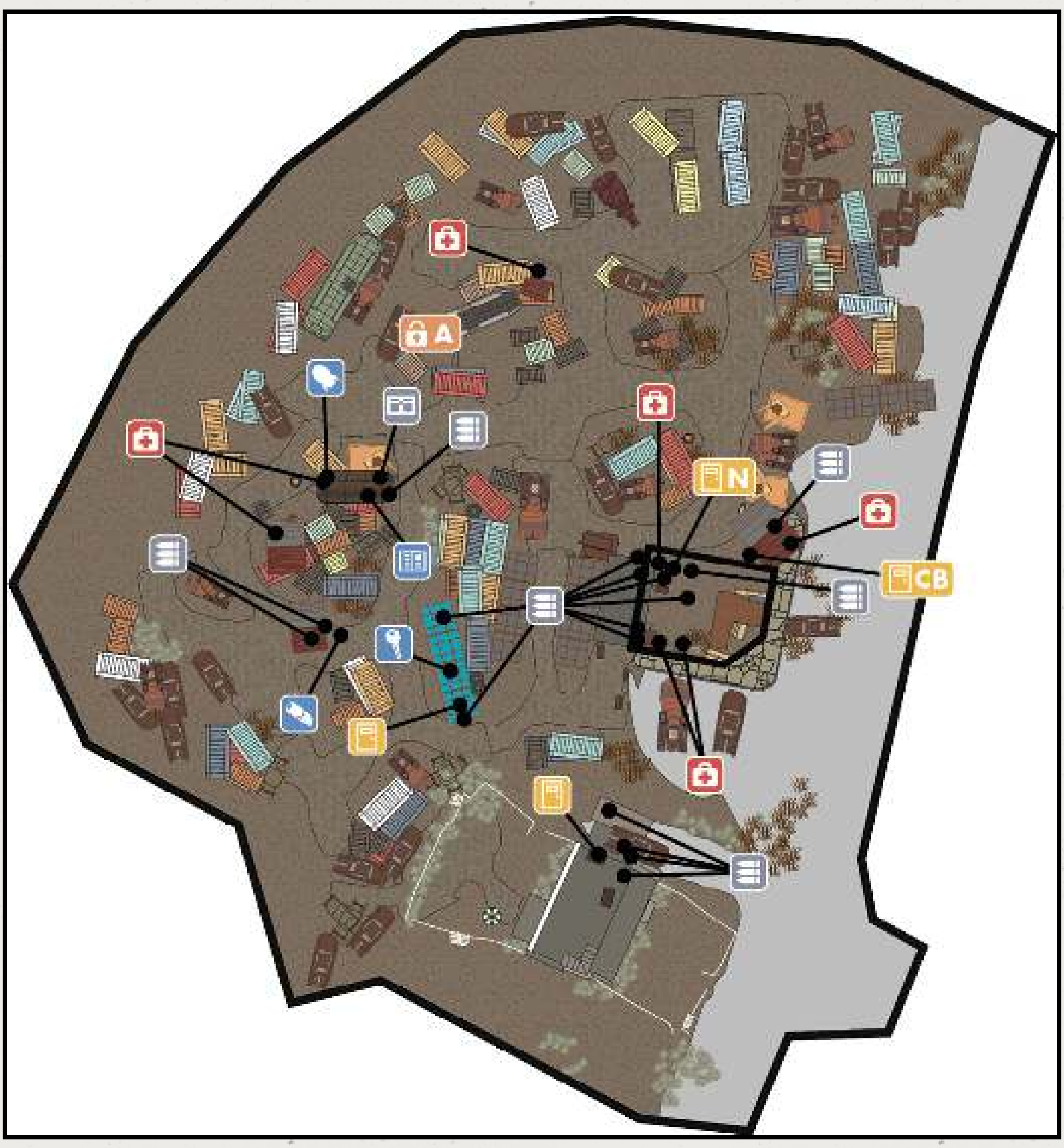
A

rmor Part: Fusion Core

Required Reading: Tales of a Junktown Jerky Vendor

The Miller family home by the road is in ruins, with corpses of Raiders strewn about. Upstairs is John Miller's terminal and his safe (Master). The hardware store offers a back room (Novice) and counter safe (Advanced). Stairs leading up to a makeshift lookout shack with a button moving two rusty vehicles allow access from the road.

Fig 6.09: Big John's Salvage (Exterior)



The salvage yard has numerous rickety walkways and rusting vehicles to inspect, including a bus with a safe (Advanced). There's also some makeshift ramps up to a trailer with a trunk and magazine to pilfer. Climb up a fridge and drop into a long blue container to reach a shelter trapdoor. It is sealed; follow the black electrical wire to a circuit breaker on a generator by the lookout hut and activate it. The shelter has a key to open the safes, revealing evidence of what happened to the Millers.

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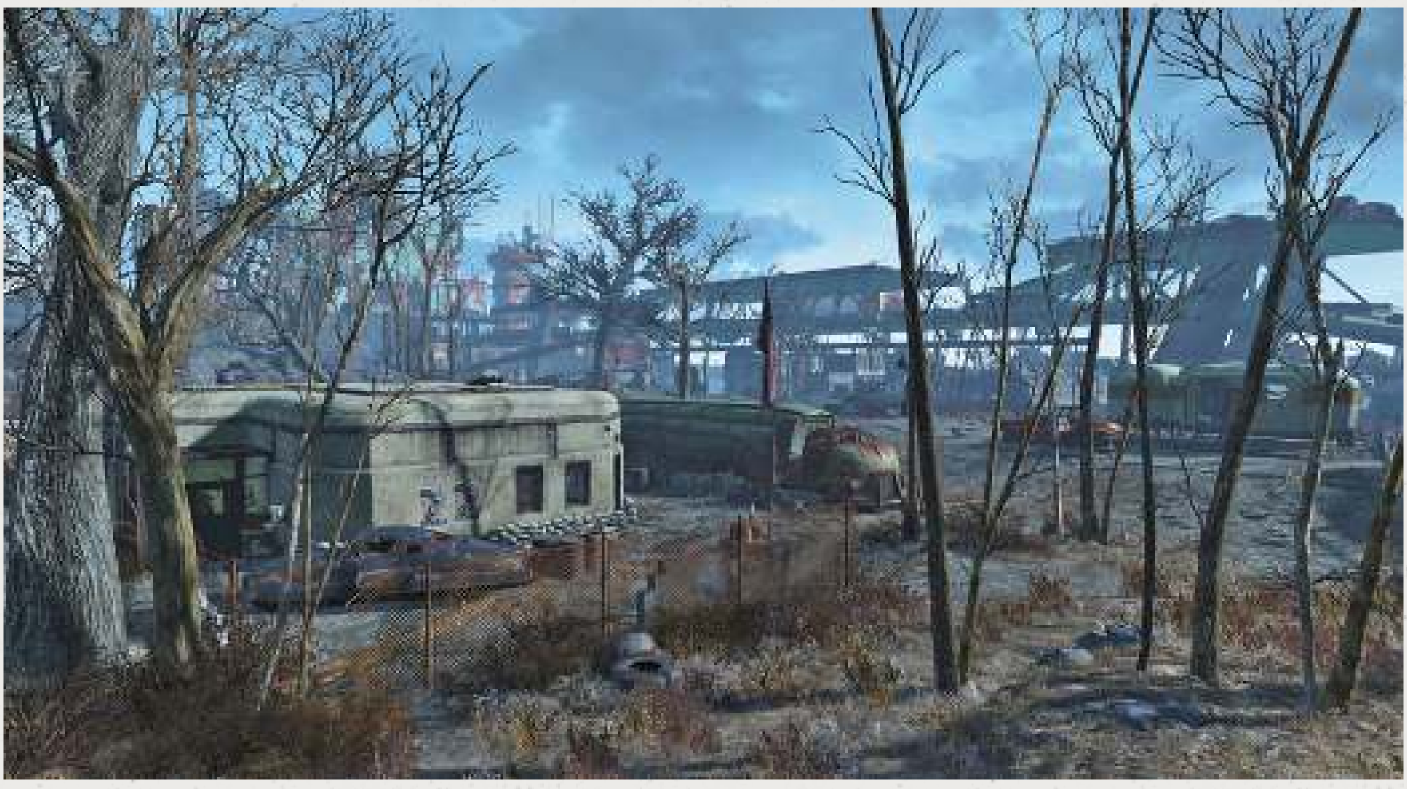
[6.10] South Boston Military Checkpoint

THREAT LEVELS 30+



- Armaments and Ammo
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Mini Nuke (Fat Man)
- Armaments and Ammo: Trunk
- Armor Part: Fusion Core
- Armor Part: Power Armor (leveled)
- Collectible: Required Reading: Guns and Bullets
- Crafting: Power Armor Station
- Crafting: Weapons Workbench
- Faction: Gunners
- Health or Chems

Just west of South Boston Neighborhood, this was once a gathering place for military but is now an ambush spot for Gunners. There's a Fat Man inside the truck trailer, loot (including a magazine) inside the small bunker, and a wall safe (Master). Unlock the outside terminal (Expert) around the back to access a small secured area with Power Armor and a Mini Nuke.

VAULT-TEC RECOMMENDED LOOT

- **Armaments and Ammo: Mini Nuke and Fat Man**
- **Armor Part: Fusion Core**
- **Armor Part: Power Armor (leveled)**
- **Required Reading: Guns and Bullets**

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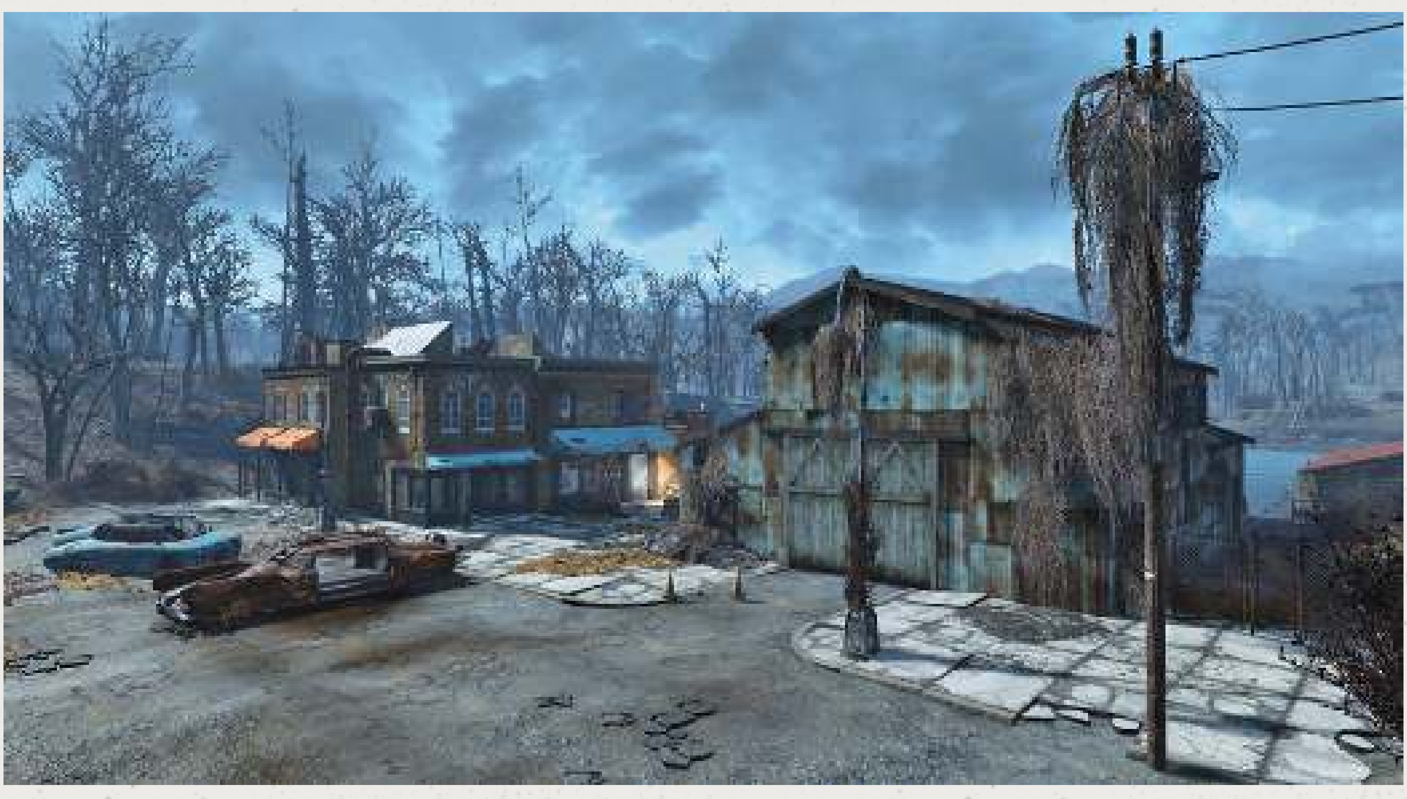
[6.11] Egret Tours Marina

THREAT LEVELS 25+

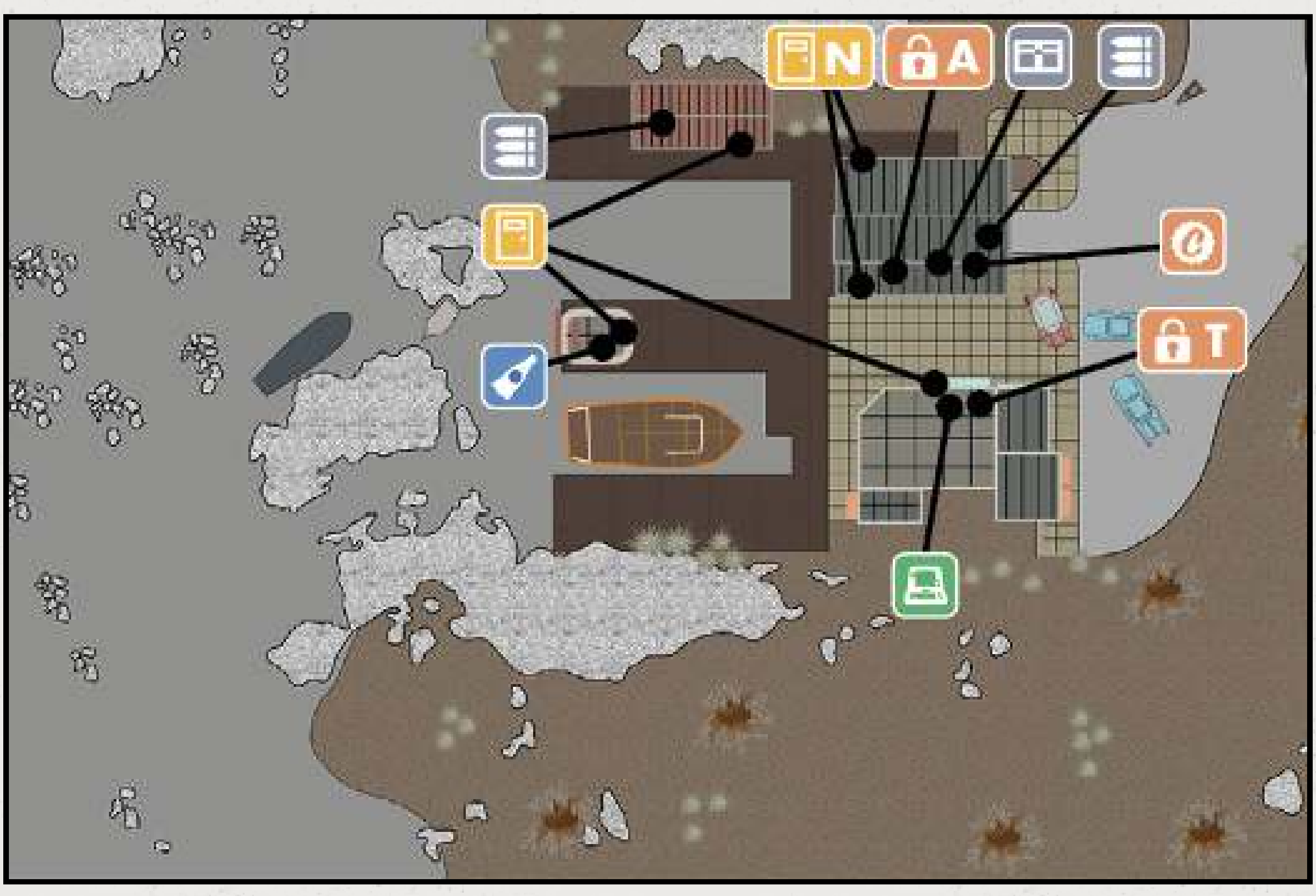


- Armaments and Ammo
- Armaments and Ammo: Trunk
- Bottlecaps
- Collectible: Nuka Cola Quantum
- Collectible: Required Reading: Wasteland Survival Guide
- Crafting: Cooking Station
- Crafting: Weapons Workbench
- Danger: Grenades!
- Danger: Makeshift Bombs!
- Danger: Mines!
- Danger: Oil!
- Danger: Radiation (Mild)!
- Danger: Tripwire!
- Faction: Settler
- Faction: Character: Phyllis Daily
- Health or Chems
- Quest Start: Miscellaneous (Phyllis Daily)
- Services: Workshop

VAULT-TEC RECOMMENDED LOOT

- **Collectible: Nuka Cola Quantum**
- **Required Reading: Wasteland Survival Guide**

Fig 6.11: Egret Tours Marina (Exterior)



An inlet off the Charles River houses a boat landing and a brick building making up a marina. The place is home to (and has been booby-trapped by) an old woman named Phyllis. It could prove to be a valuable settlement. Phyllis's terminal upstairs unlocks her safe. The warehouse is locked (Novice) at both doors but is accessible via the water.

Miscellaneous (Phyllis Daily)

1. Confront Phyllis about Samuel's death

A strange and angry old woman pulls a gun on you. Either slay her or speak to her.

> **CHARISMA**
>
> **(Easy, Medium, Hard) Ask about her situation.**

Learn more about her sorrows from the terminal upstairs. Speak to her again: You can kill her, tell her to leave, go to Covenant, or stay (you can console or entice her, turn her into the Covenant (if you're friendly with them), the Institute, or the Railroad). You're then able to use her workshop.

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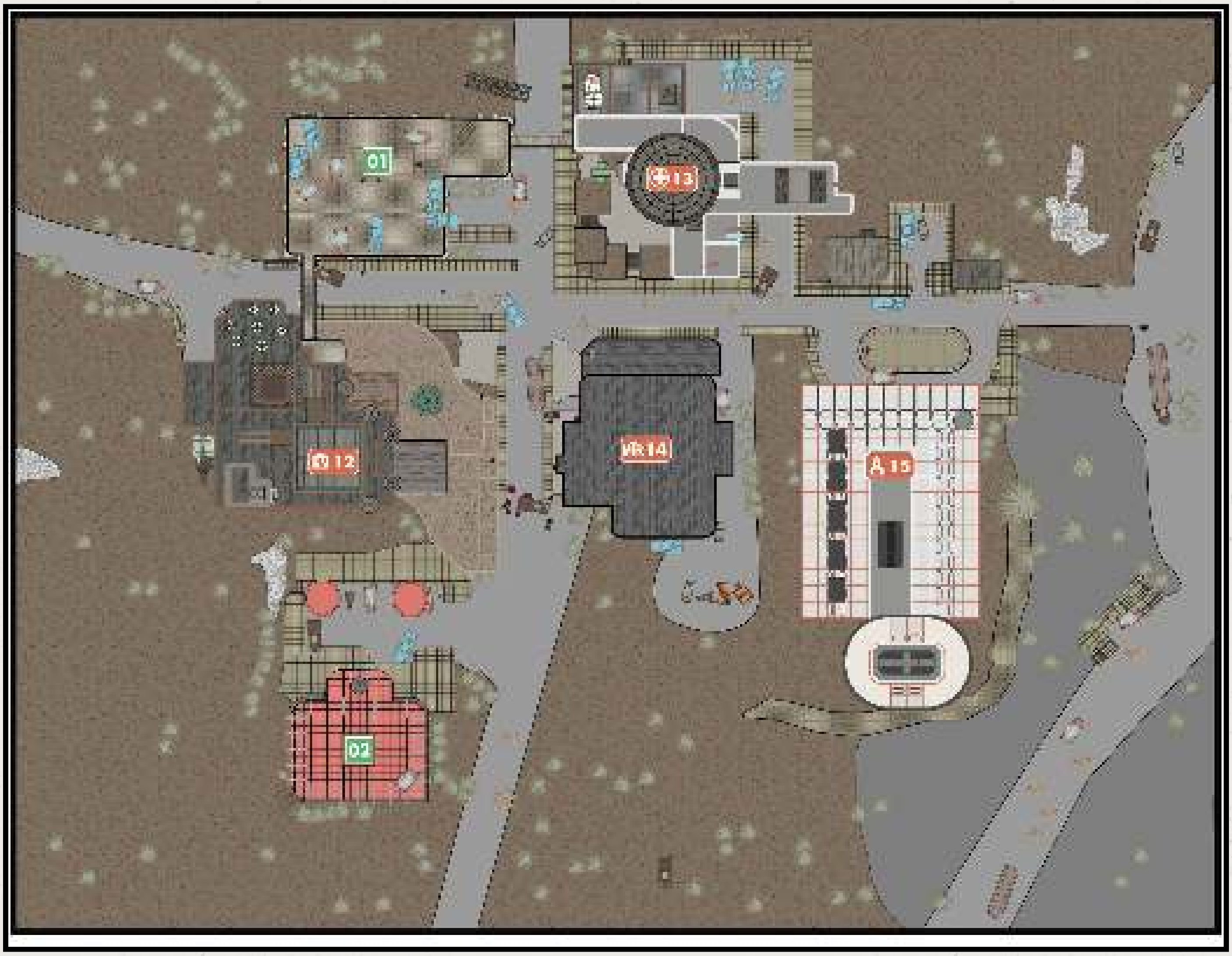
Primary Locations

[6.12-6.15] West Roxbury Township

Fig 6.12A: West Roxbury (Township)



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[6.12] Fallons Department Store (West Roxbury Township)

THREAT LEVELS 30+

- Armaments and Ammo
- Armaments and Ammo: Trunk
- Armor Piece: Fusion Core
- Bottlecaps+++
- collectible: robot model kit (eyebot)
- Collectible: Required Reading: La Coiffe
- Crafting: Chemistry Station
- Crafting: Cooking Station
- Danger: Long Drop!
- Danger: Makeshift Bomb!
- Danger: Radiation (Mild)!
- Faction: Super Mutant
- Health or Chems

VAULT-TEC RECOMMENDED LOOT

Armor Part: Fusion Core

Required Reading: La Coiffe

collectible: eyebot model kit

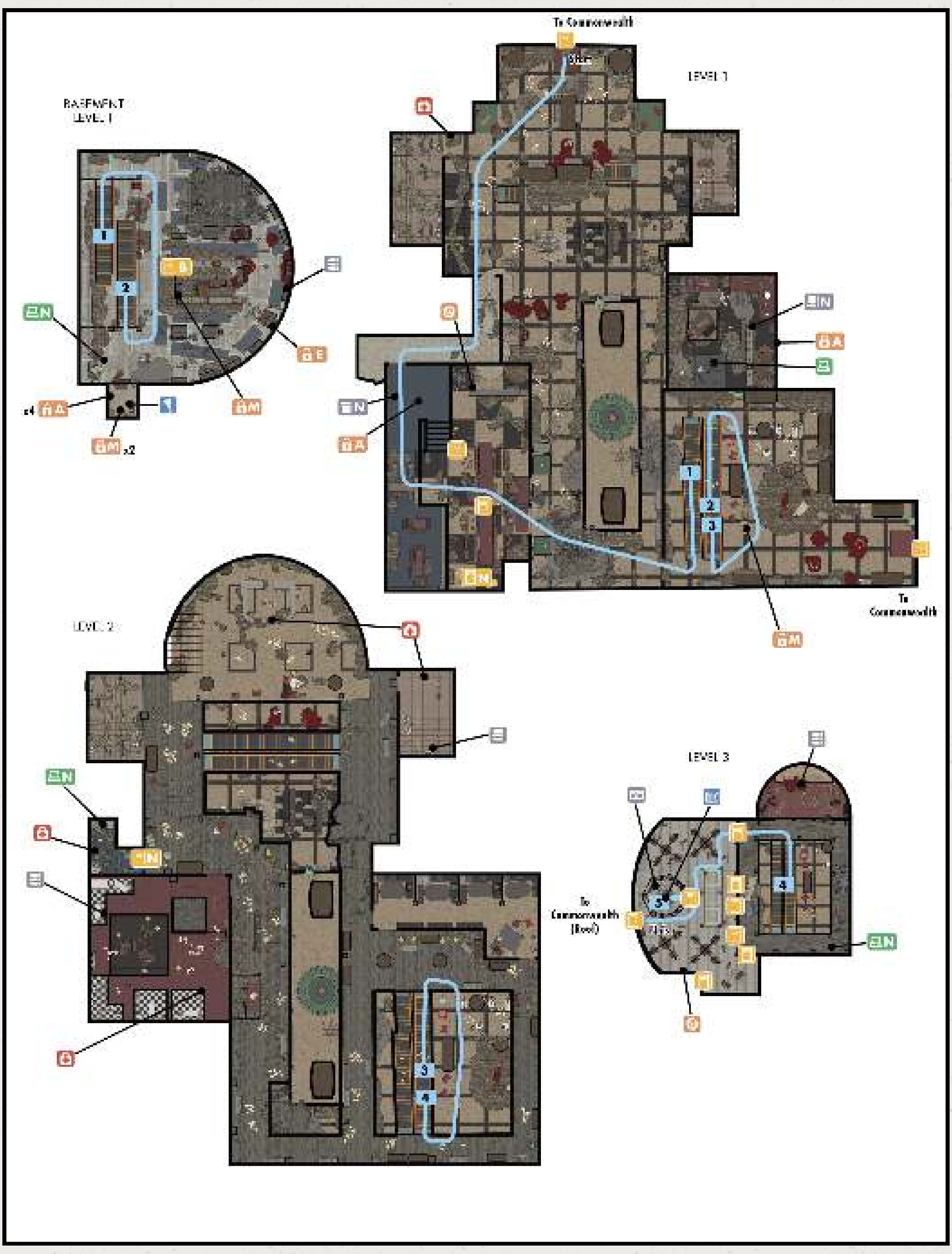

Fig 6.12B: Fallon's Department Store (Interior)

You can access this impressively vast department store from the heinous trap-festival funhouse (the parking lot to the north) or the concrete steps that lead from the ground to the roof entrance (the roof has a generator with a Fusion Core to grab). There are two entrances at street level, too.

Inside, prepare for combat with large green foes. Grab the magazine and search the trunk on the top floor, and don't forget to check the basement level—the remains of a jewelry store—to access a button near a Railroad sign. It opens a hidden bookcase in the southwest corner. Pry open six safes. Or just use the key in the toolbox if you're out of bobby pins or patience. Don't leave without heading to the Level 2 "Employees Only" storage room (Novice) on the west wall; there's an Eyebot model kit to take on the shelves near the Protectron and terminal (Novice).

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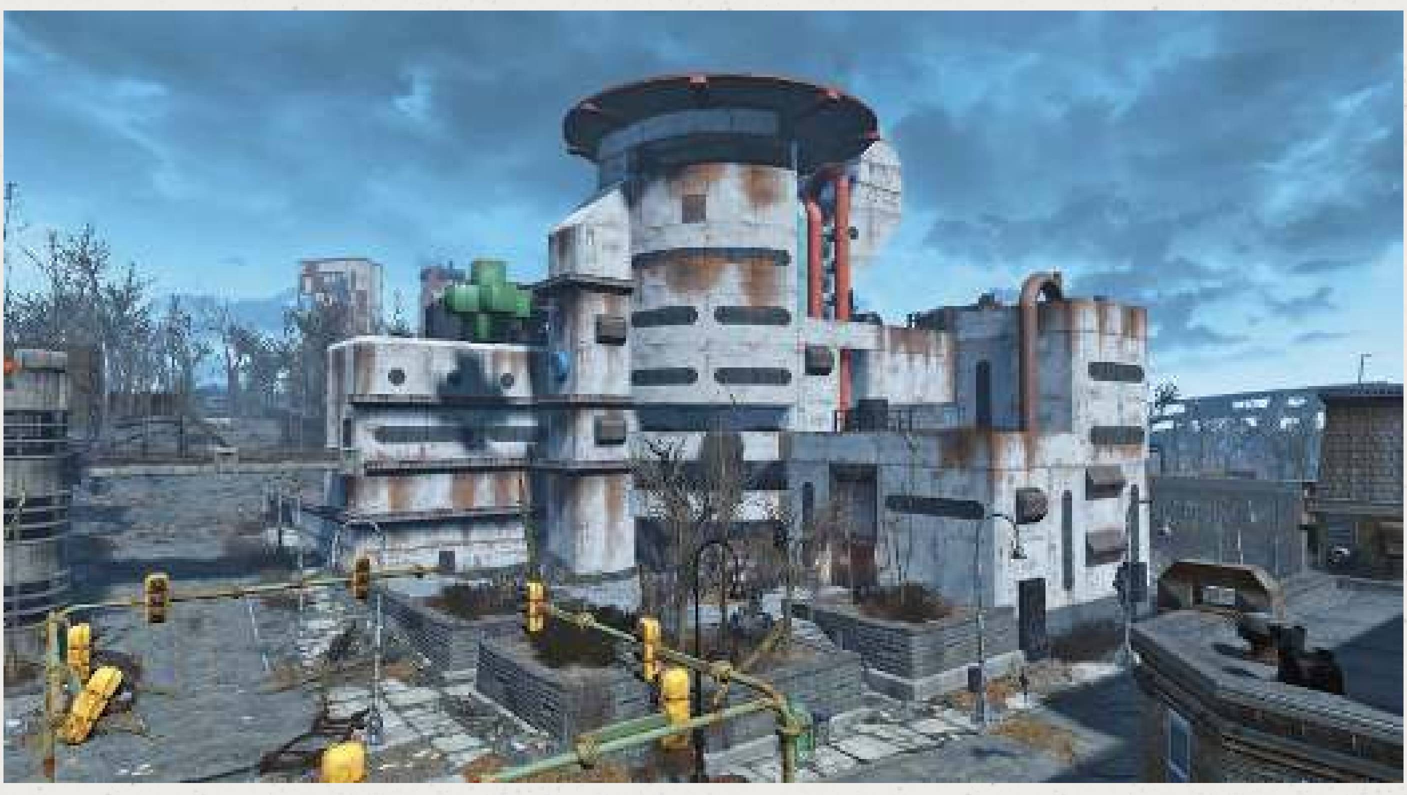
[6.13] Milton General Hospital (West Roxbury Township)

THREAT LEVELS 30+

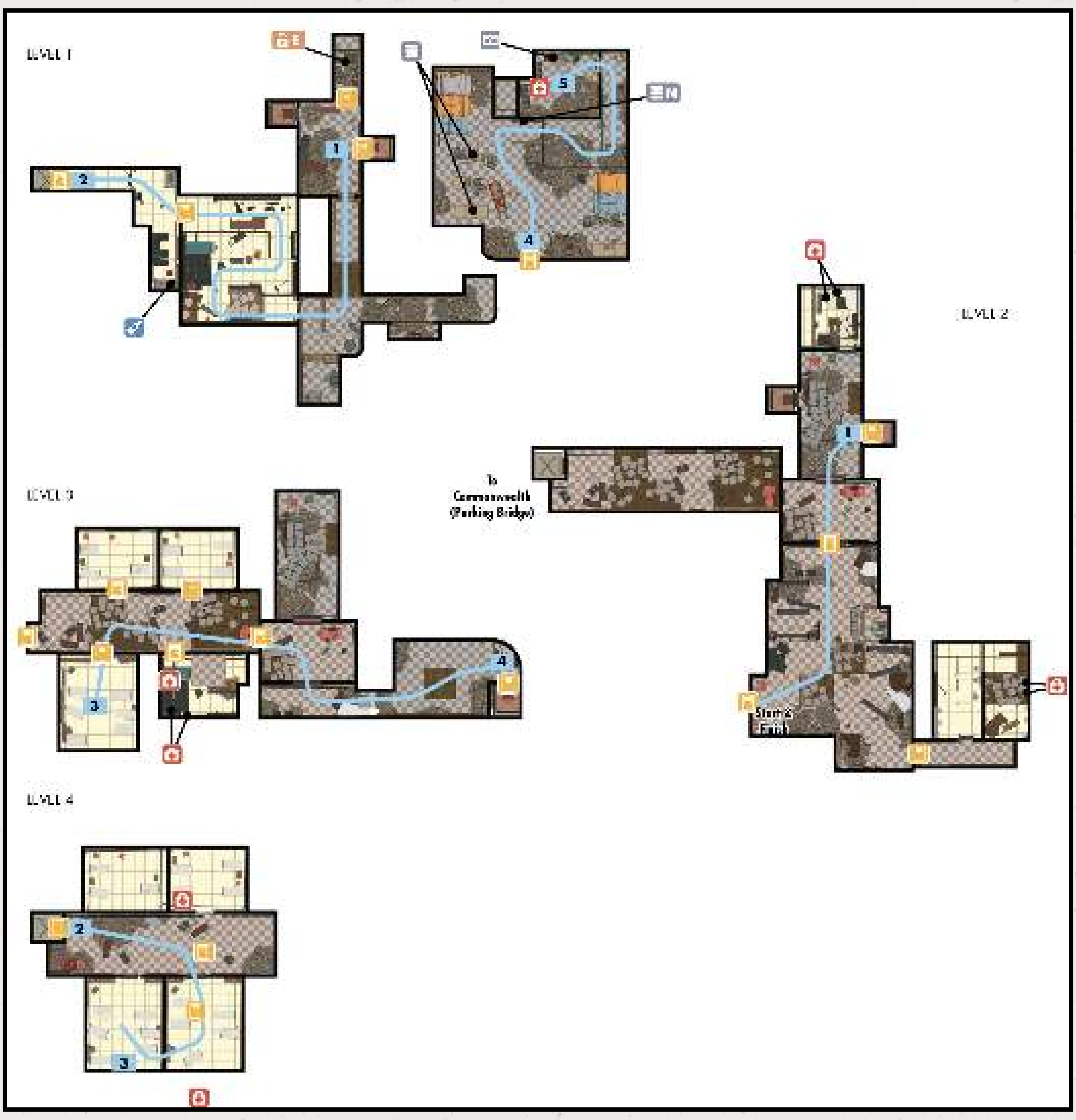


- Armaments and Ammo
- Armaments and Ammo: Trunk
- Collectible: Nuka Cola Quantum
- Crafting: Chemistry Station
- Faction: Robots
- Faction: Raiders (quest only)
- Faction: Character: Avery
- Faction: Character: Shinjin
- Health or Chems
- Quest Visit: The Silver Shroud (Side)

VAULT-TEC RECOMMENDED LOOT

Collectible: Nuka Cola Quantum

Fig 6.13: Milton General Hospital (Interior)



Historically, this hospital survived on donations from local churches and city funds until the invention of automated surgery. This hospital saw record earnings by employing a staff of Nurse Handys and Doctor Handy, MD, models and had a strong legal team to cover up any lawsuits. Then the bombs dropped.

There are two entrances to this confusing set of interior ruins (pause at the morgue for a refreshing Quantum). As long as you use each elevator once and don't fall through holes in the floor, you'll eventually reach the basement where the steamer trunk, or Shinjin if the quest is active, is located.

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Primary Locations

[6.14] West Roxbury Station (West Roxbury Township)

THREAT LEVELS 30+

- Armaments and Ammo
- Armaments and Ammo: Trunk
- Bottlecaps
- Collectible: Nuka Cherry
- Collectible: Required Reading: Tumblers Today
- Crafting: Armor Workbench
- Crafting: Weapons Workbench
- Danger: Explosive Barrels!
- Danger: Oil!
- Danger: Makeshift Bomb!
- Danger: Tension Trigger!
- Faction: Radroaches
- Faction: Super Mutants
- Health or Chems

Fig 6.14: West Roxbury Station (Interior)

TOP LEVEL
1
2
N
C
Start & Finish
To Commonwealth
B
A
E
1
2
3
4
B
N
B
B
B
1
2

VAULT-TEC RECOMMENDED LOOT

Collectible: Nuka Cherry

Required Reading: Tumblers Today

The exterior of this station is almost a shell of metal, with numerous meat bags and Super Mutants to encounter. Check behind the counter for a wall safe (Advanced) and some ammo in a nearby filing room before entering the station.

The interior involves pressing a series of buttons to move the subway carriages back and forth so you can access a hidden passage to the southwest; this winds back to the chained door area and a steamer trunk. The order of button pressing is shown on the map.

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[6.15] Shaw High School (West Roxbury Township)

THREAT LEVELS 30+

- Armaments and Ammo
- Armaments and Ammo: Trunk
- Bottlecaps
- Collectible: Holotape: Property of R. Burton
- Collectible: Nuka Cola Quantum (2)
- Collectible: Required Reading: Unstoppables
- Crafting: Armor Workbench
- Crafting: Chemistry Station
- Danger: Can Chimes!
- Danger: Mines!
- Danger: Tesla Arc!
- Danger: Tripwires!
- Danger: Turret!
- Faction: Super Mutant
- Health or Chems+

VAULT-TEC RECOMMENDED LOOT

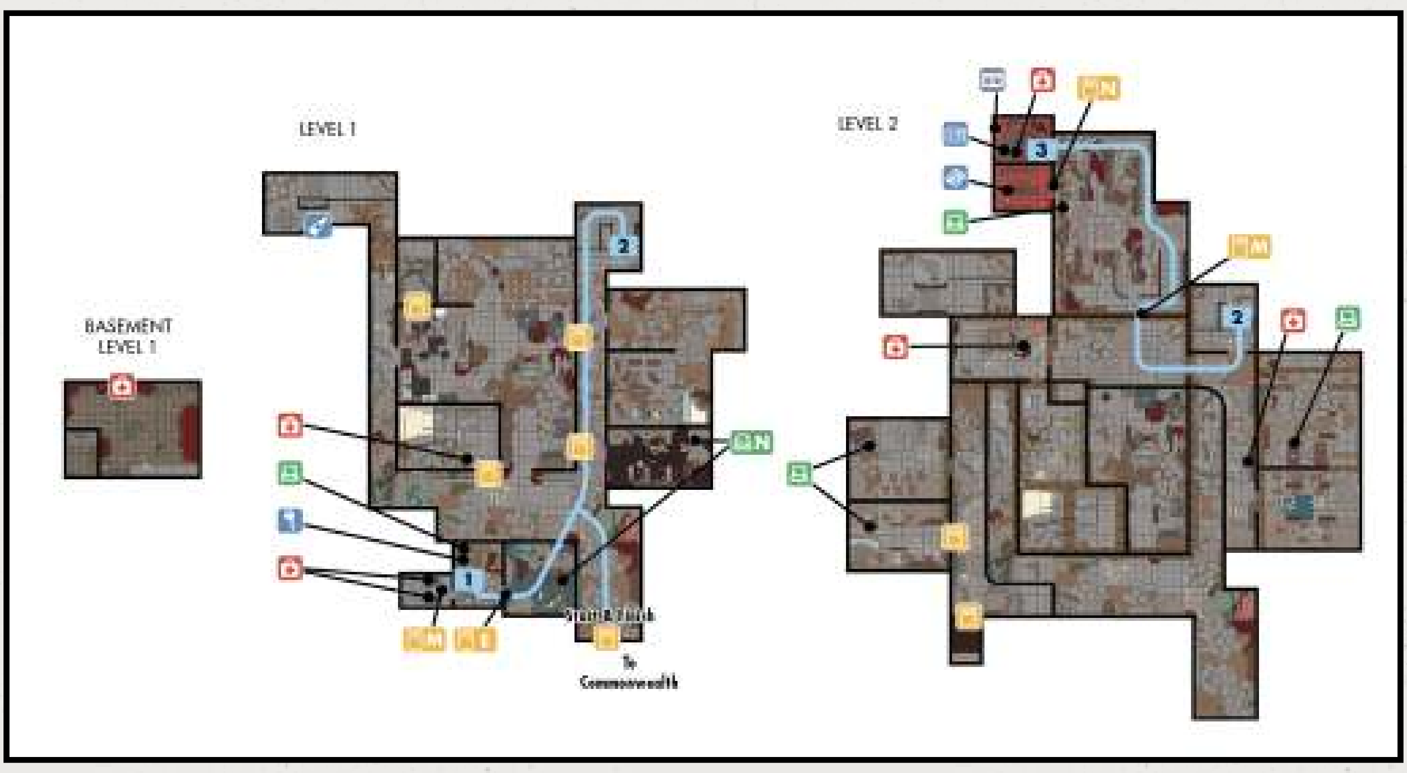
Collectible: Nuka Cola Quantum (2)

Required Reading: Unstoppables

A modern public school structure, now in rusting ruins with a strong Super Mutant presence in the halls. Do they seem more intelligent than normal?

Enter Principal Tanner's office, east of the entrance (Expert). Find the Library Key inside his locked desk (Novice). His terminal unlocks the nearby door (Master) and Mentats hoard. There's an abundance of this chem here. The library holds the steamer trunk, and the base of the northwest stairwell has some well-hidden Nuka Cola Quantums.

Fig 6.15: Shaw High School (Interior)



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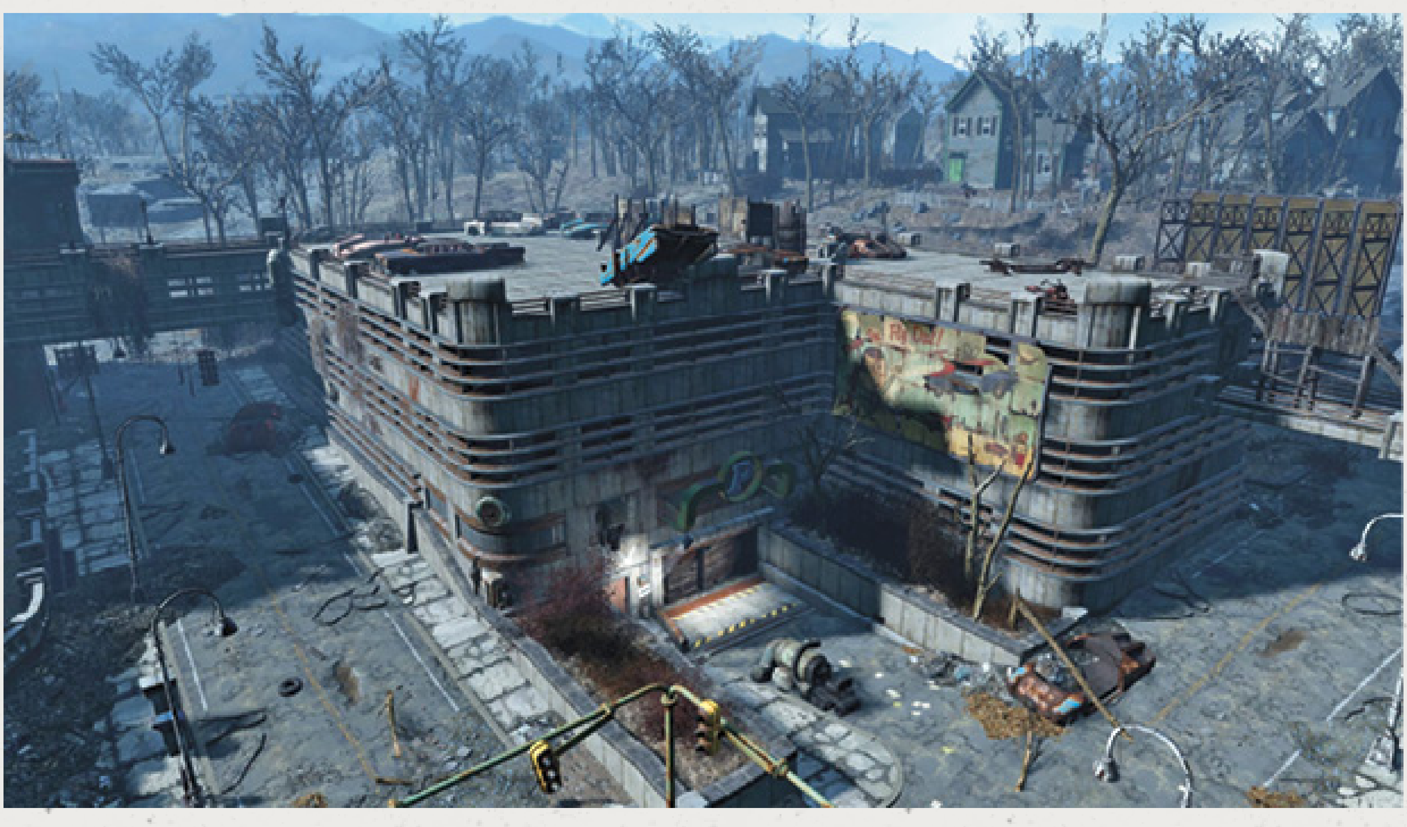
[01] Parking Lot Funhouse



- Armaments and Ammo+++
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Trunk (2)
- Armor Part: Fusion Core (4)
- Bottlecaps
- Collectible: Required Reading: Hot Rodders
- Crafting: Weapons Workbench
- Danger: Escaping Gas!
- Danger: Grenades!
- Danger: Makeshift Bombs!
- Danger: Tesla Arcs!
- Danger: Tripwires!
- Danger: Turret!
- Faction: Radroaches
- Faction: Feral Ghouls
- Health or Chems+++

VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke

Armor Part: Fusion Core (4)

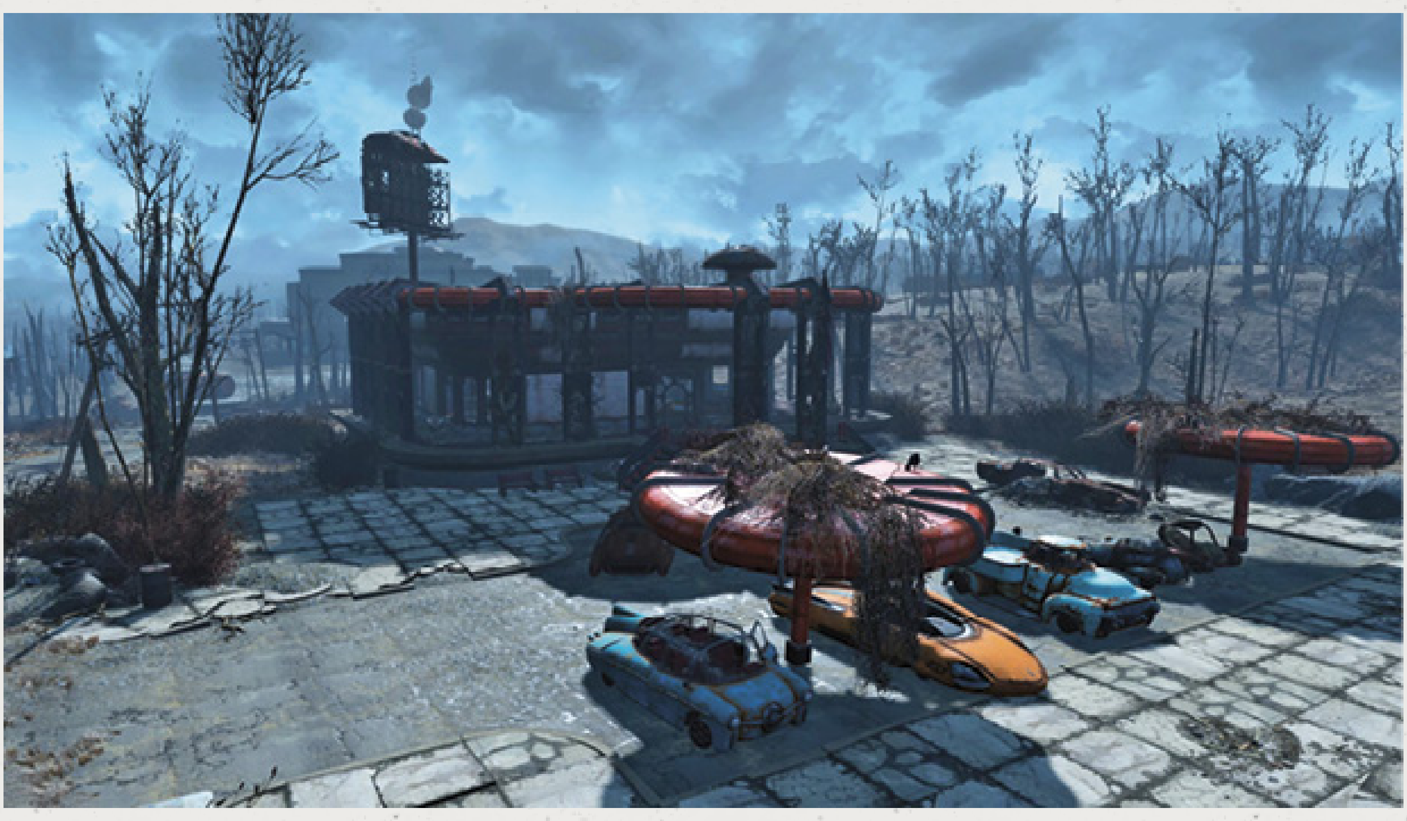
Required Reading: Hot Rodder

Some maniac with a penchant for carnage has set up a frightening series of death chambers in the abandoned parking structure between the hospital and department store. Try to enter via the hospital bridge (you need to access the hospital first or from the bridge to Fallon's), and you'll find your exit is barred. The only entrance is on the ground.

- Level 1: Here you'll find Radroaches and some makeshift rooms with caps and crates to ransack. Burning gas beckons you to solve the simple cell door puzzle (hit button 1, then 3). Check the red door for a turret and festive decorations. Check the room of monkeys for some health. Exit via the 18 bathroom scales; deactivate them all to prevent a grenade explosion.
- Level 2: Watch for the missile launcher trap. Keep turning left to reach the ramp to Level 3. Investigate the rest of this level to reach some health above the lower ramp you just came from. There's also a small alcove where some settlers can be found (they aren't in the best health).
- Level 3: A large-scale Feral Ghoul ambush can be thwarted slightly by placing traps or remaining at the ramp instead of running blindly around this level. Once the ferals are finished, proceed to the next ramp.
- Level 4: Beware of bathroom scales and tripwires connected to tesla arcs throughout this area. The barred door leads to Fallon's Department Store. But you're here to pick from doors #1, #2, and #3:
    - Doors #1 and #3: You might want to sidestep these as soon as you open them.
    - Door #2: Leads to more rooms and tripwires with makeshift bombs. Check the sleeping quarters for a magazine and a weapons workbench. There are two cells with a variety of excellent prizes! But you can only pick one, as a flamethrower trap incinerates the other before the cell door opens!
- The left cell: A steamer trunk, Mini Nuke, a Combat Armor Helmet, and four Fusion Cores.
- The Right Cell: A steamer trunk and a large amount of chems.

Simply head to the ramp up to the roof from here to access Fallon's, the hospital, or a jump down to the ground and freedom.

[02] Automobile Dealership



The buckled and twisted metal ruins of a once-shiny car dealership sits along the southern border of this township. There's little to pick through here.

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[6.16] Jamaica Plain

THREAT LEVELS 30+ ■■■■■■□□□

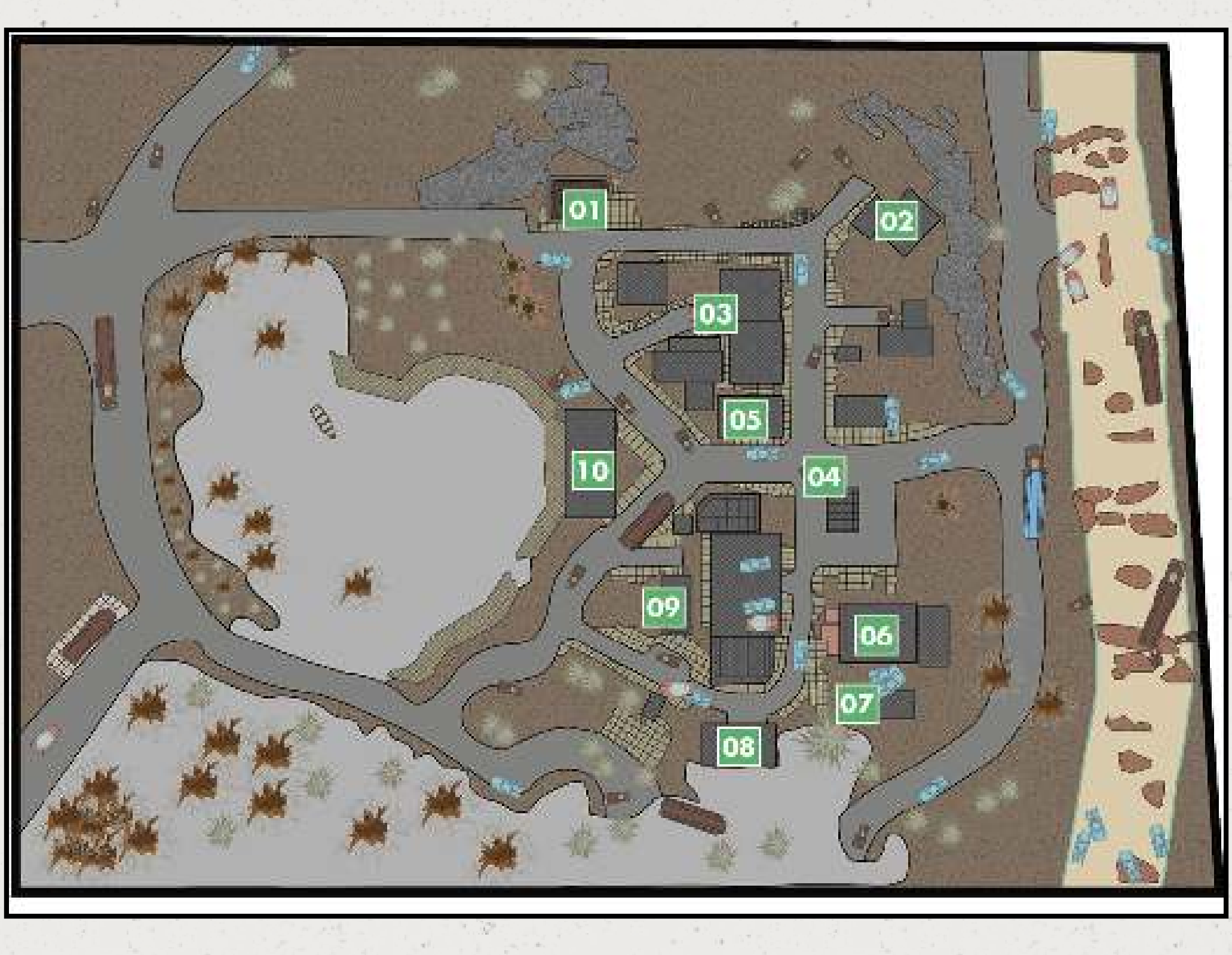
THREAT LEVELS 35+ ■■■■■■■□□

- Armaments and **Ammo**+
- Bottlecaps
- Collectible: Holotape: Carl's Log
- Collectible: Holotape: Sal's Holotape
- Collectible: Holotape: The Treasures of Jamaica Plain
- Collectible: Holotape: Treasures Inventory
- **Crafting**: Cooking Station
- **Crafting**: **Power Armor** Station
- Danger: Escaping Gas!
- Danger: Oil!
- Danger: Tripwires!
- Danger: Turrets!
- Faction: Feral Ghouls
- Faction: Robots
- Faction: Character: Carl Everett
- Faction: Character: Luke Silverhand
- Faction: Character: Ken Standish
- Faction: Character: Sal
- Faction: Character: Tanya Standish
- **Health or Chems**
- Quest Start: **Miscellaneous** (Treasure of Jamaica Plain)
- Quest Visit: **Miscellaneous** (Treasure of Jamaica Plain)
- Quest Visit: World Series Win (Freeform Diamond City)
- Services: Workshop
- Unique Item: Anchorage Veteran's Flag
- Unique Item: 2076 World Series Baseball Bat

VAULT-TEC RECOMMENDED LOOT

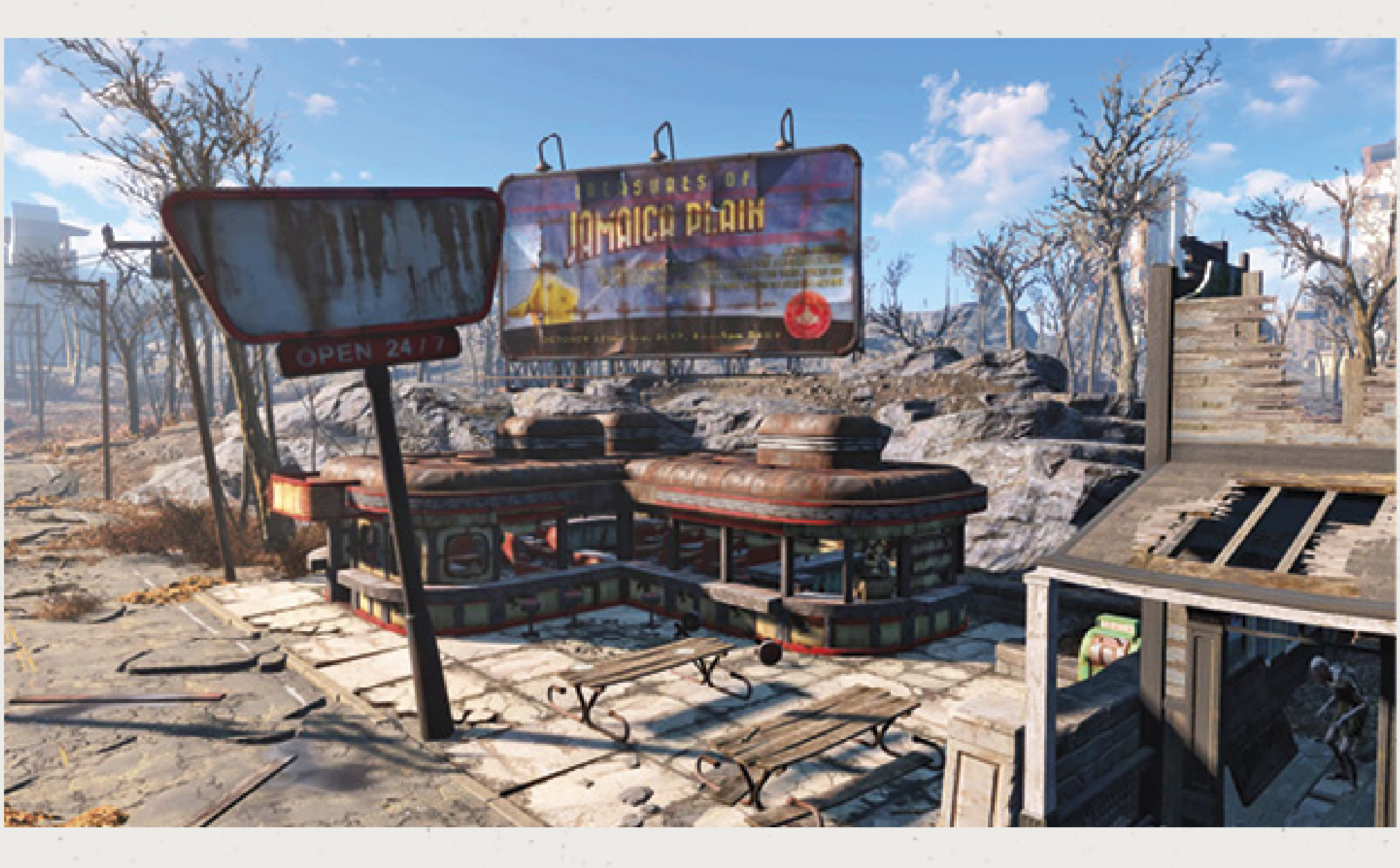
Unique Item: 2076 world series Baseball Bat

Fig 6.16A: Jamaica Plain (Exterior)



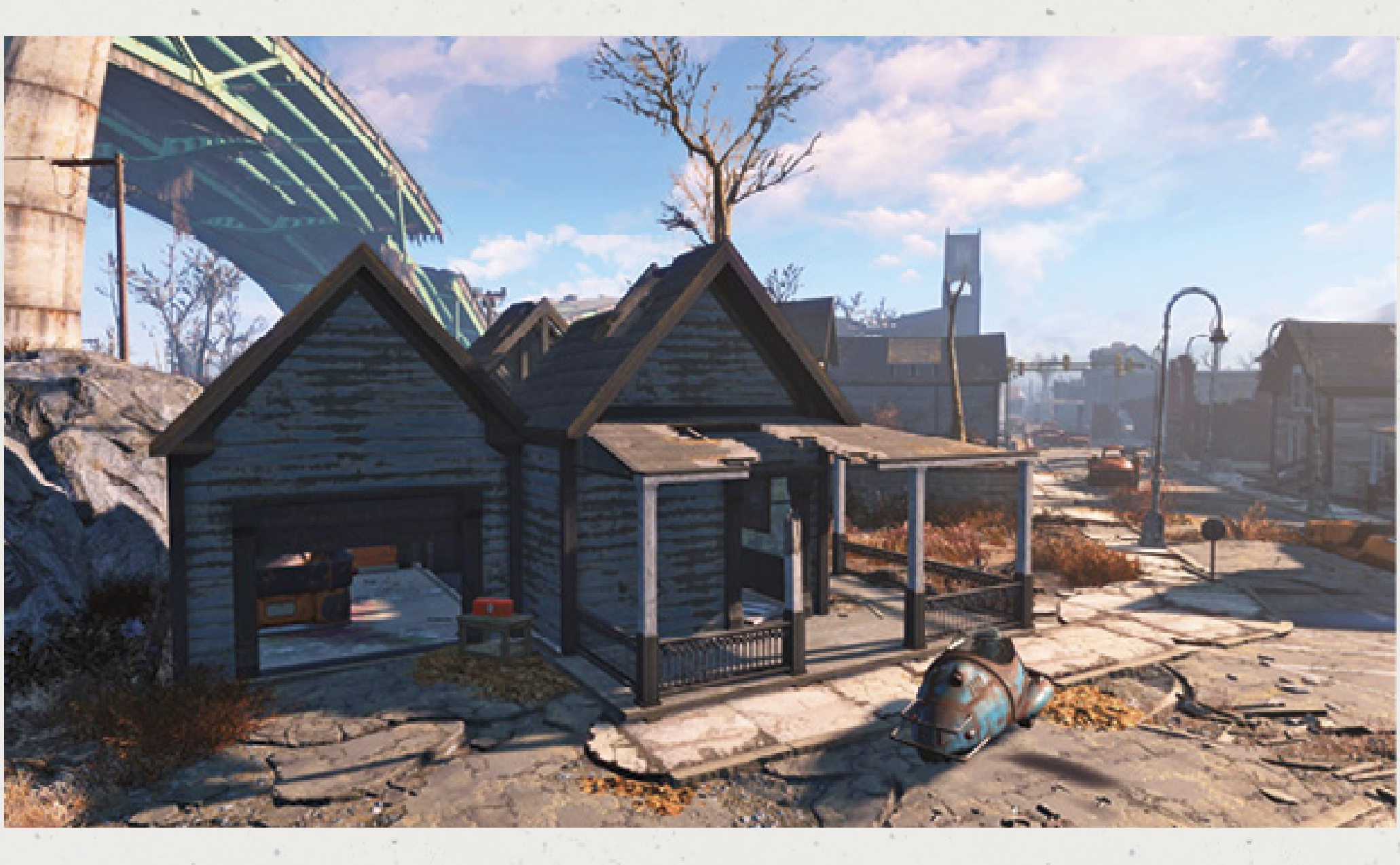
Ask any Scavenger and they'll tell you, Jamaica Plain is known for both its inhospitable locals and the fabled treasures that lie somewhere inside this Feral Ghoul–infested town. Rumor has it that just before the bombs fell, the neighborhood's inhabitants sealed a vast wealth in a secure chamber somewhere near here. The aforementioned Ghouls have kept any treasure hunters at bay. Until now!

[01] Jamaica Plain Diner



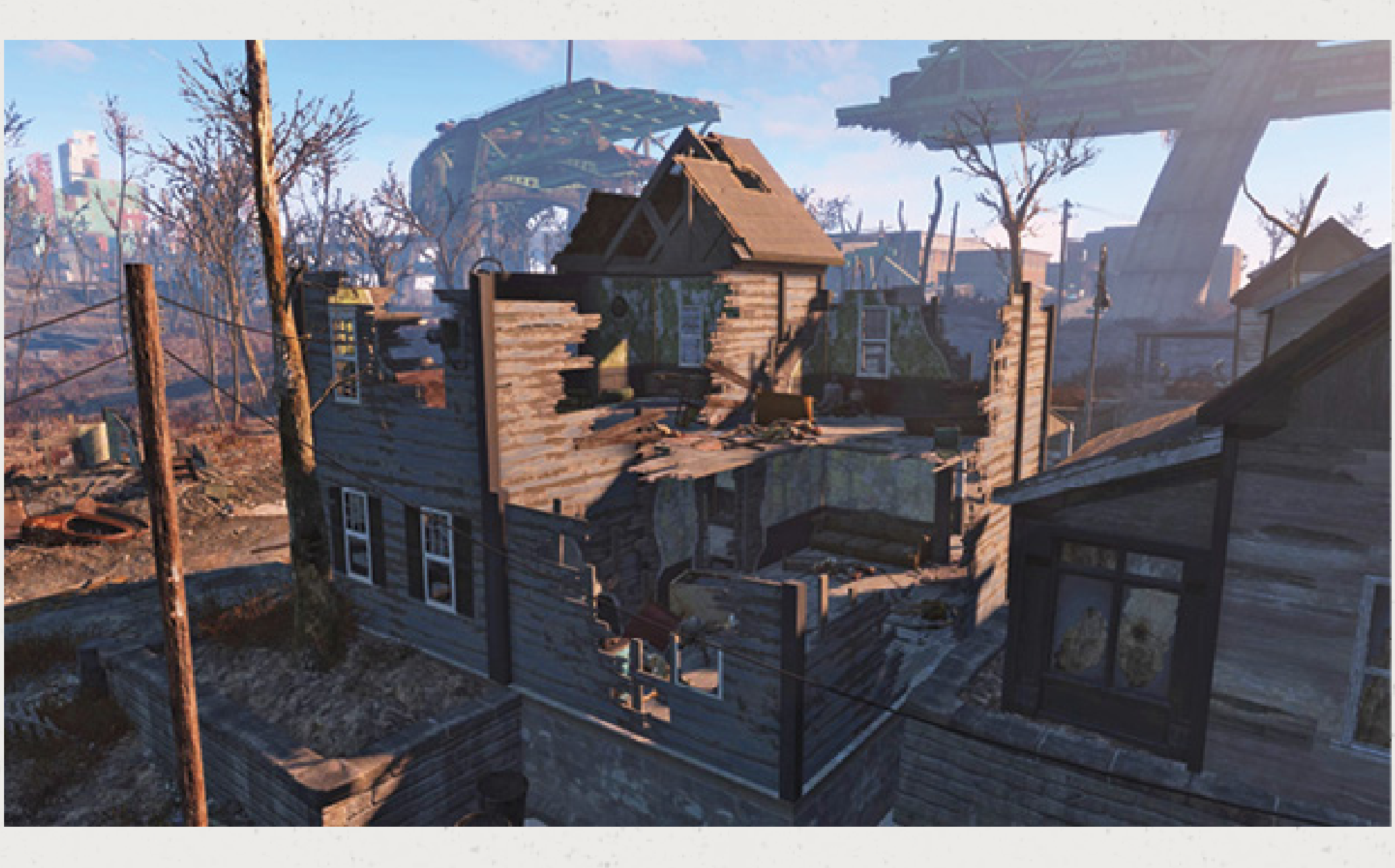
This diner is open, but not for business. Ferals lurk here.

[02] Northeast Ruined House



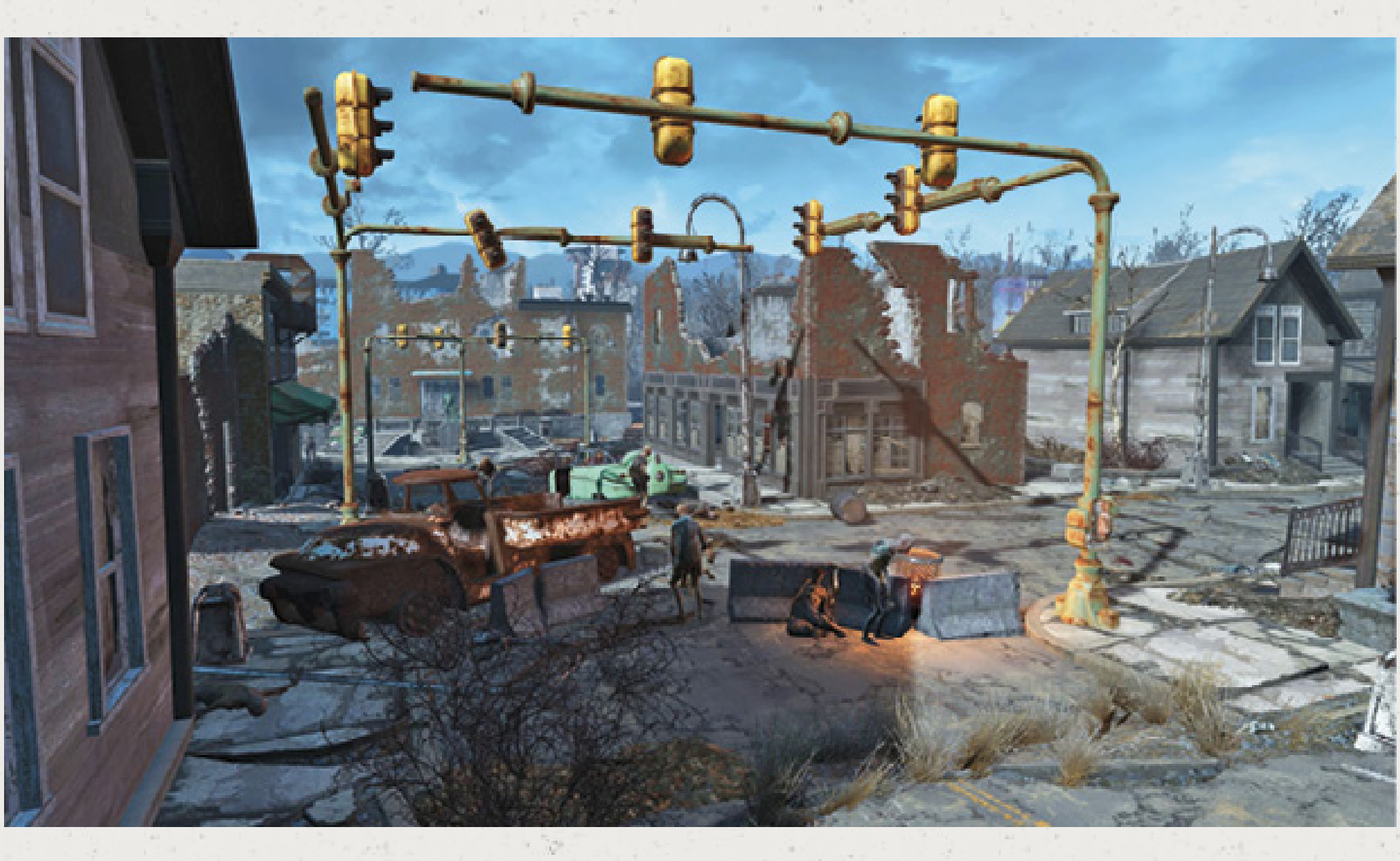
A small amount of ammunition and a feral to set on fire in the locked (Novice) garage.

[03] Jamaica Plain Duplex



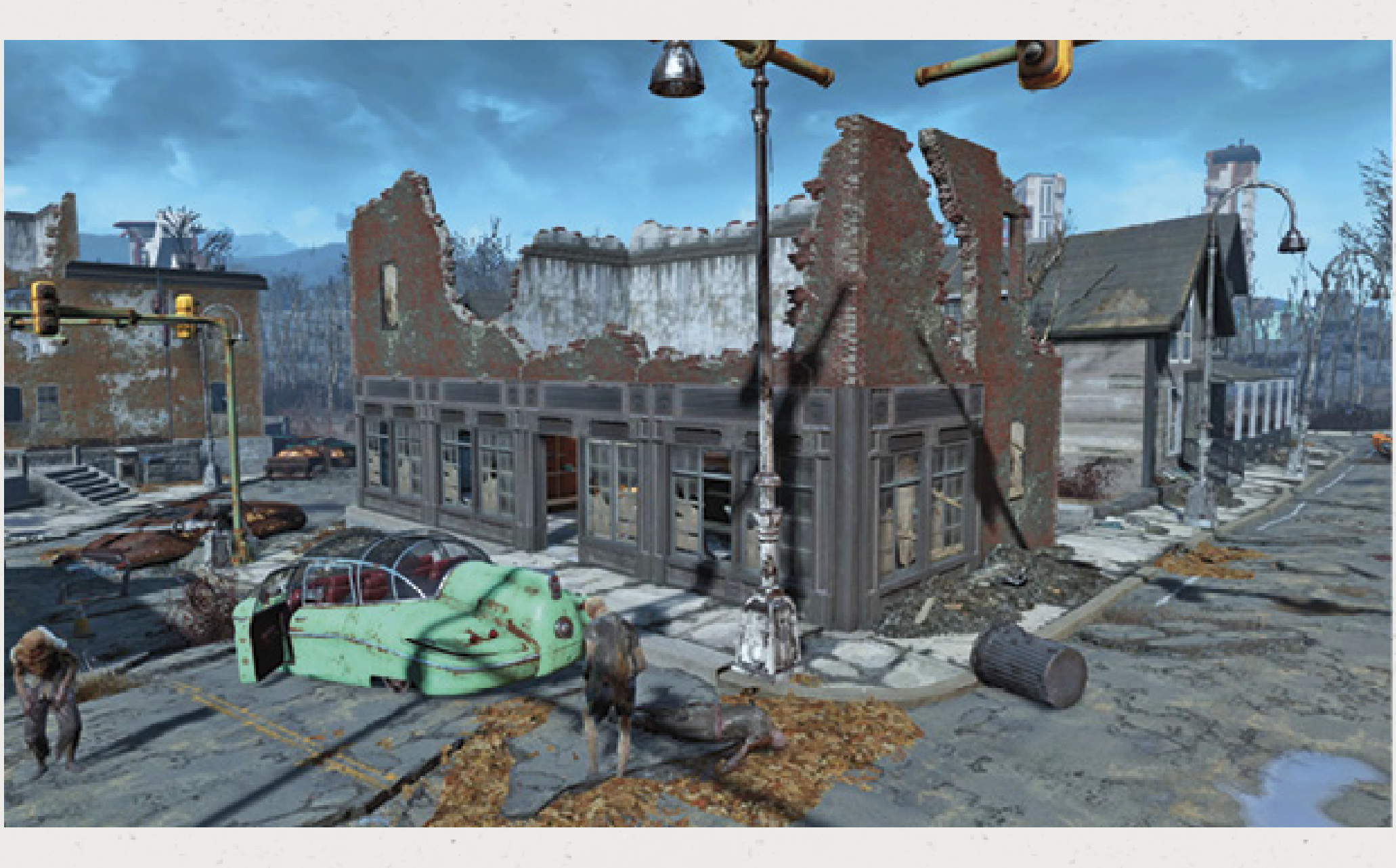
A cluster of Feral Ghouls can be tricky to overcome in the confines of this ruined duplex. Upstairs you'll see Ken and Tanya Standish. They are carrying a Jamaica Plain Flyer. Tanya has a torn journal page. Ken has the Jamaica Plain Archives Key along with an invitation. There's also **ammo** loot to pocket here, too.

[04] Eastern Barricade



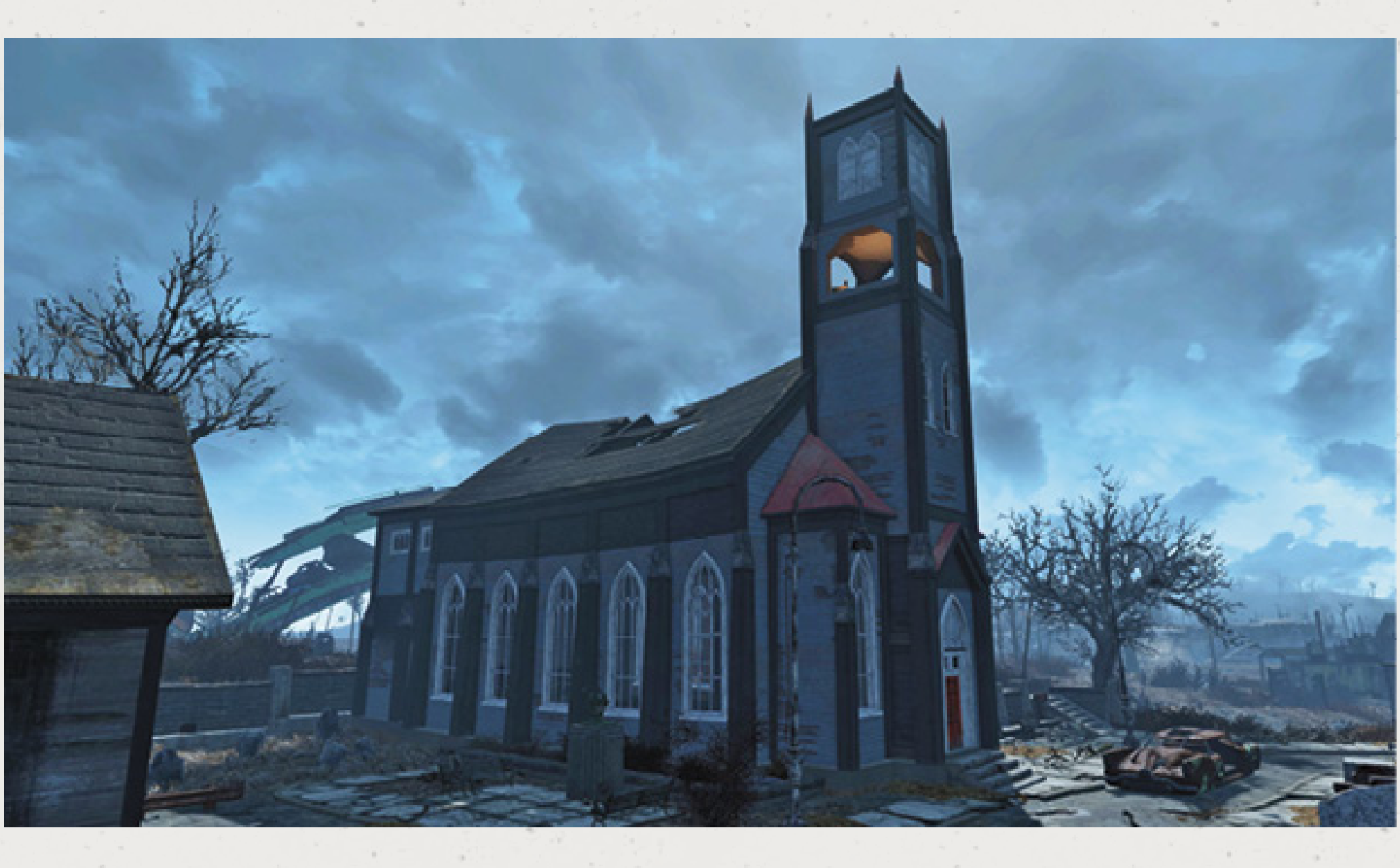
Carl Everett is taking a rest at the traffic lights here. He's happy to part with the Jamaica Plain Town Hall Key and has a Holotape (Carl's Log) to read through.

[05] Hardware Store



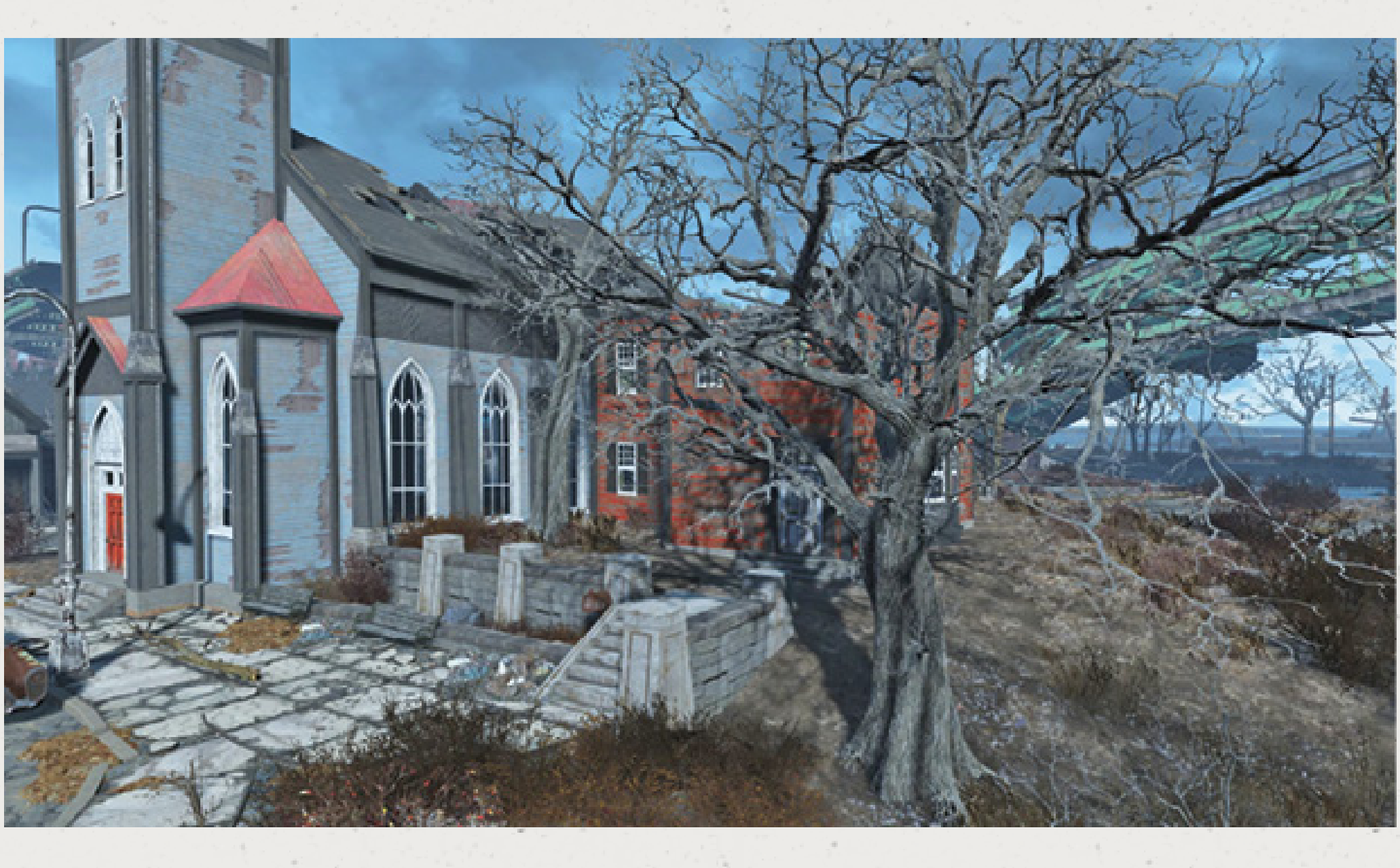
Two police Protectrons are housed in the remains of this hardware store. There's a terminal here to hack (Novice).

[06] Jamaica Plain Church



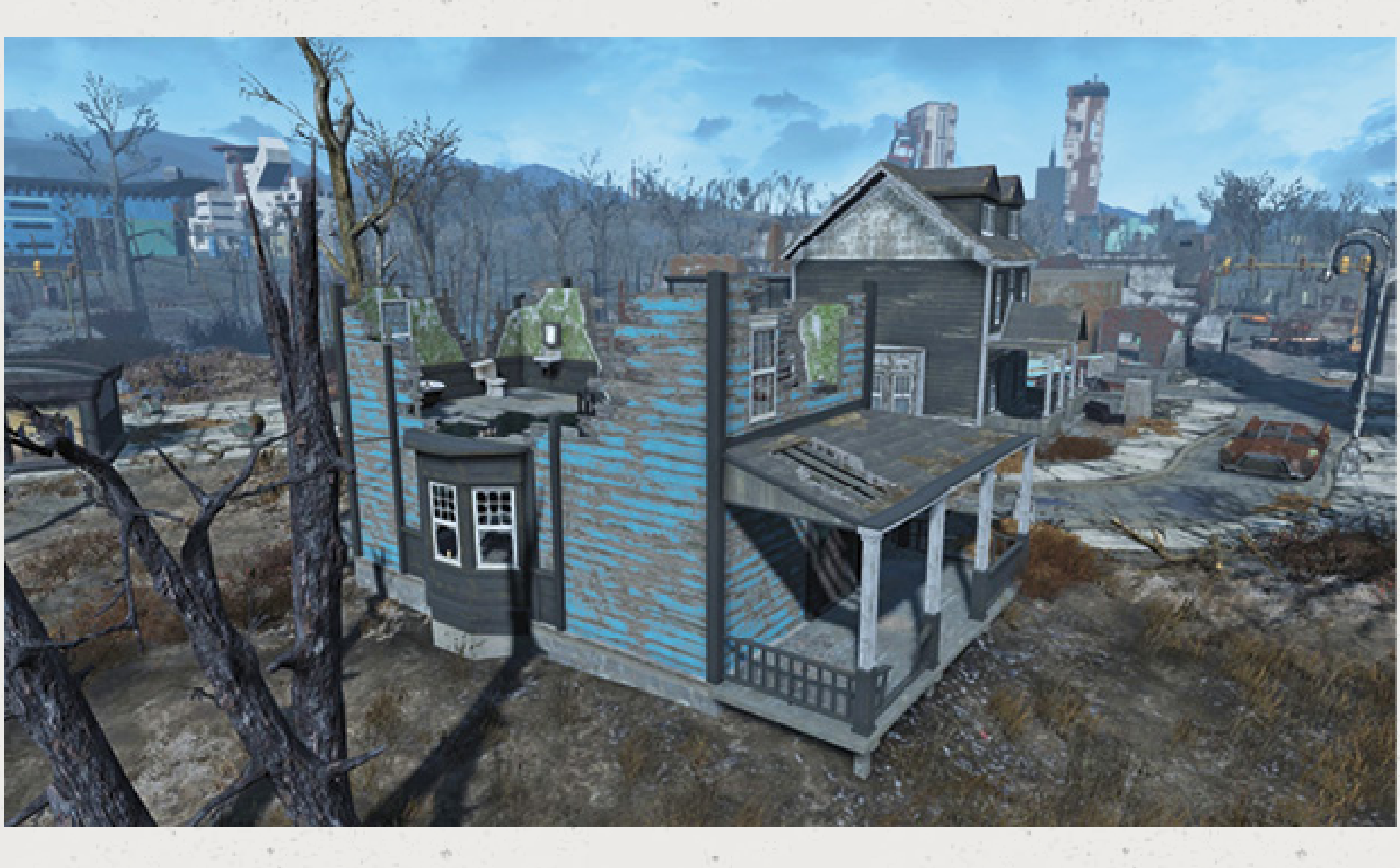
Access this location via the rectory roof. Climb to the steeple, which holds some **ammo**. This is a good spot to snipe. Then descend into the church. The upper floor has some **ammo** and **chems**. Resting on a pew is a man named Luke Silverhand. There's a flyer and note pertinent to the location quest on his person. There's also the mayor's ID, which is critical to the task. Unchain the door to leave, but not before you pocket the Caps stash by Luke's pew.

[07] Church Rectory



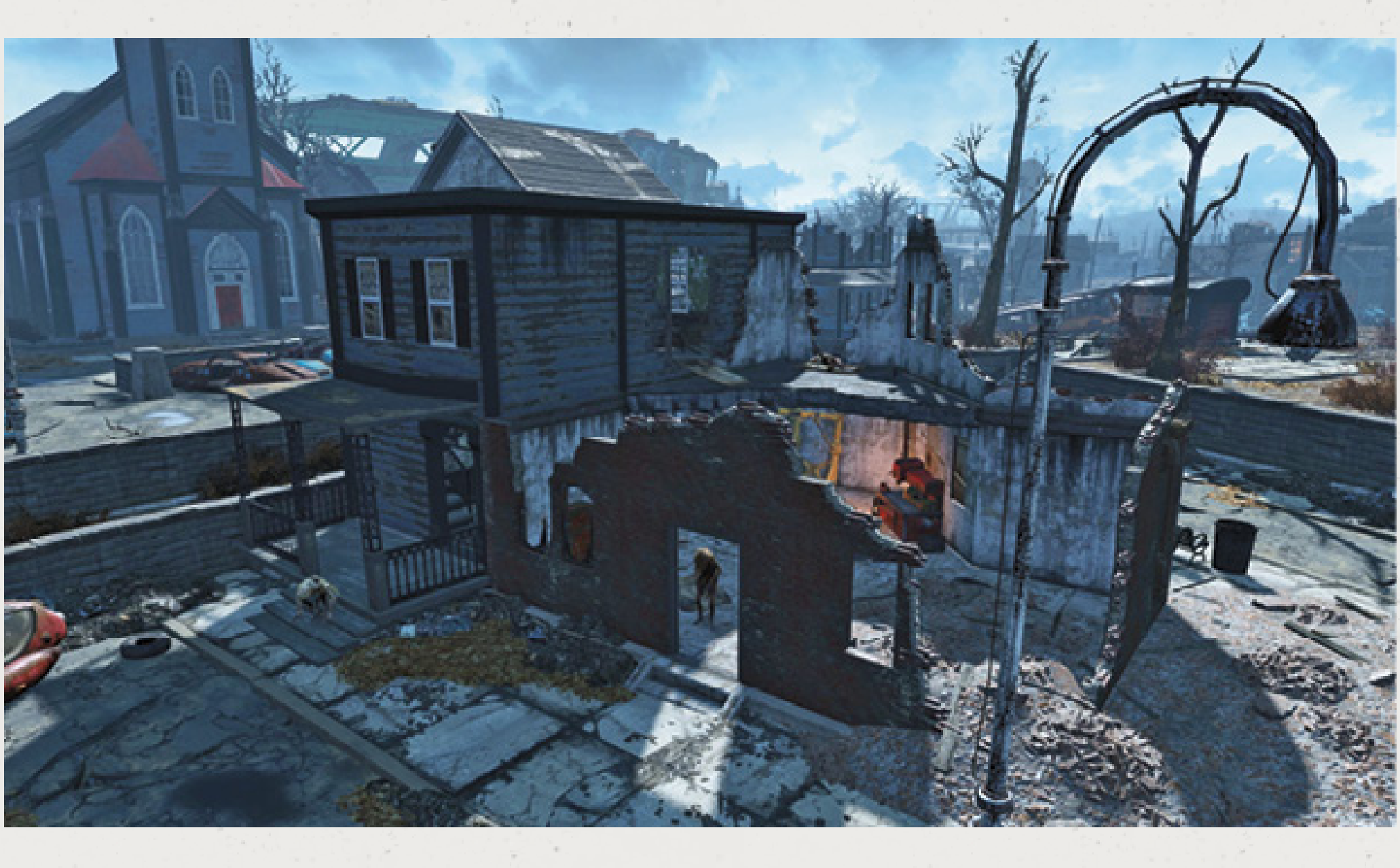
Open either door and watch for the gas leak in the kitchen. There's a light smattering of **items** and access to the open roof. This is the only way to reach the adjacent church.

[08] Ruined House (South)



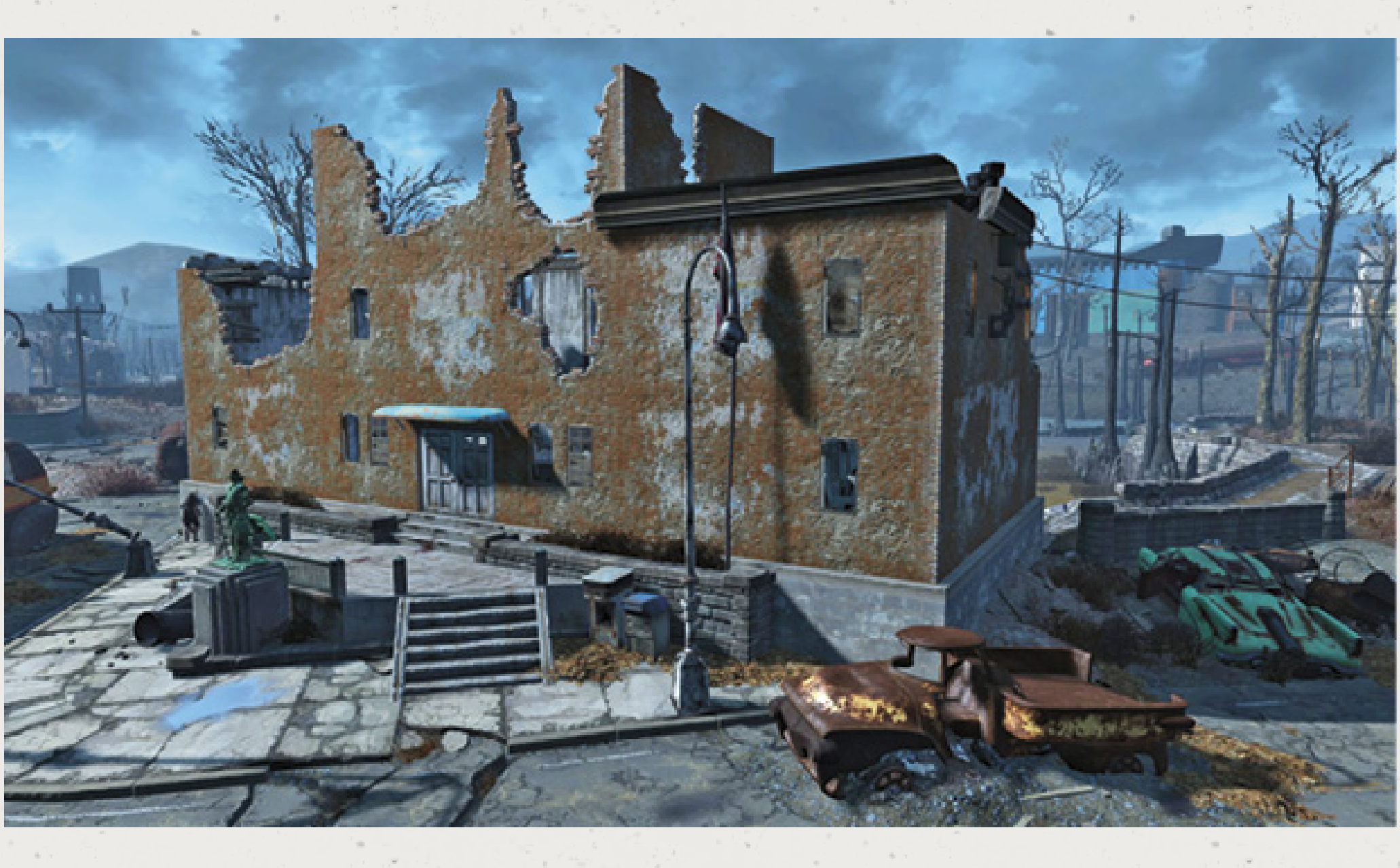
Check the mirror in the upstairs, open-air bathroom of this ruined home.

[09] Jamaica Plain Workshop



A modest and intact home next to a ruined garage hides a **Power Armor** station and workshop, allowing you to use this as a Minutemen settlement once all threats are removed.

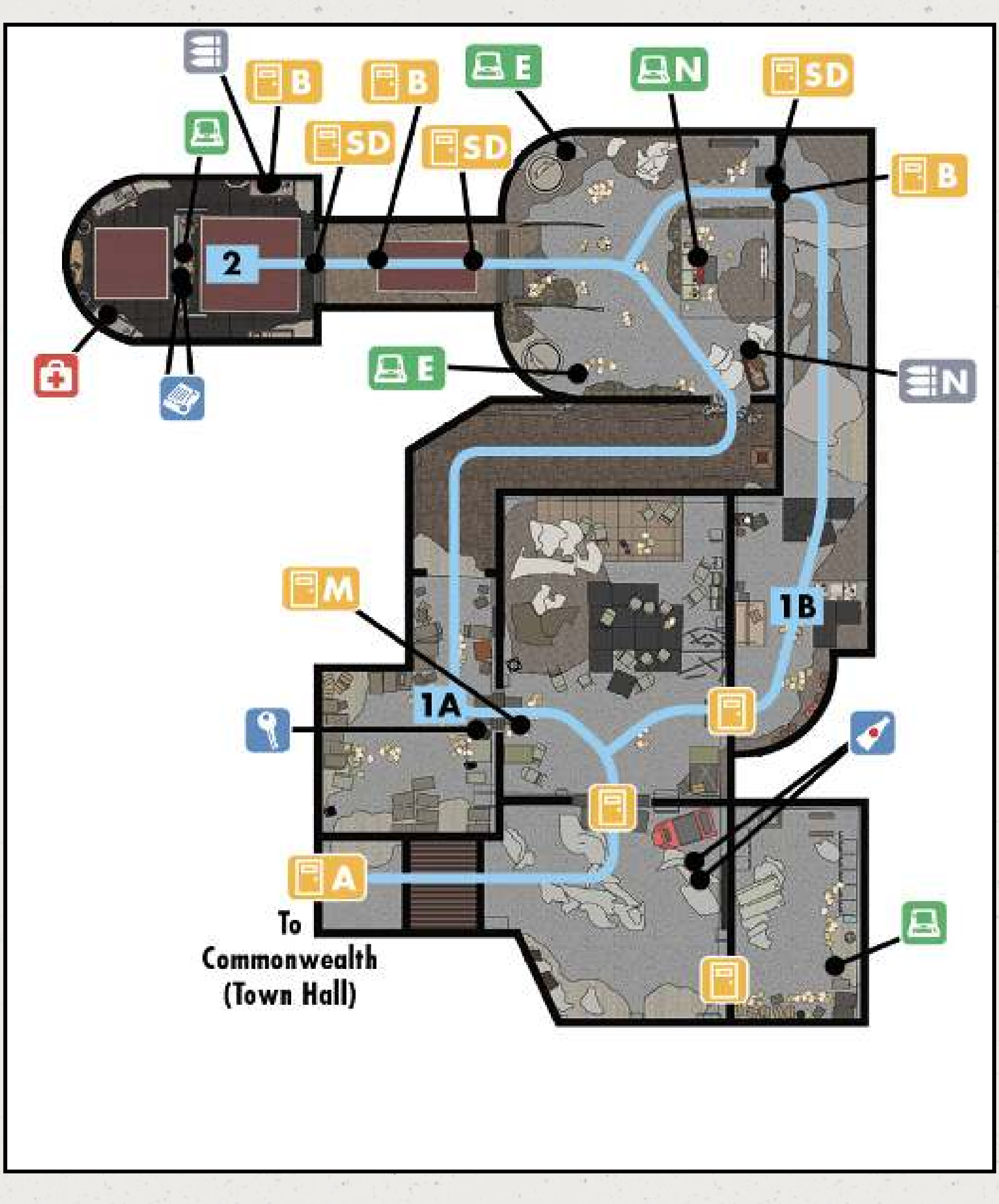
[10] Jamaica Plain Town Hall



Although there's no roof, the town hall still holds many secrets. Open the **doors** and secure the area. Inspect a wall safe (Expert) and terminal (Expert). Then access the blue metal door (or simply move around the hole in the wall), and descend to the basement door, unlocking it using the Town Hall Key you found when you met Carl or by lockpicking (Advanced).

Head through the holes in the bathroom walls and climb to the upper floor (without a roof). Here you'll find Sal, who has the Jamaica Plain Mayor's Password and a Holotape. Take that and any contents from the steamer trunk.

Fig 6.16B: Jamaica Plain Town Hall Basement (Interior)



The method for clearing this area is detailed in the **Miscellaneous** quest:

Miscellaneous (Treasures Of Jamaica Plain)

1. Find the treasures of Jamaica Plain

During your exploration, you may stumble upon a flyer, spot a billboard poster, or interact with some ne'er-do-wells that reveal the location of Jamaica Plain and the supposed treasures hidden there.

Explore Jamaica Plain and find Carl Everett, Luke Silverhand, and both Ken and Tanya Standish. Gather the various keys and passwords they possess. Then visit the town hall and find Sal upstairs. Sal won't mind if you borrow the mayor's password.

Enter the town hall basement. In the meeting hall, you can:

- Plan A: Unlock the archives room using a key or bobby pins (Master). Wander through the hole in the wall and enter the inner security room.
- Plan B: Move into the security room, and ignore the janitor's ID password on the console. Instead, swipe the mayor's ID to deactivate the tripwire field and turrets. The security door unlocks, allowing you to enter the inner security room.

Then activate the Treasures Access Terminal (Novice) using the Mayor's Password to open the fabled treasure room. Of course, you can force your way past most of these security systems, but be prepared for a fight.

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[6.17] Gunners Plaza

THREAT LEVELS 35+

- Armaments and Ammo+++
- Armaments and Ammo: Mini Nuke (2)
- Armaments and Ammo: Mini Nuke (Fat Man)
- Armaments and Ammo: Trunk (2)
- Armor Part: Fusion Core
- Bottlecaps
- Collectible: Bobblehead: Small Guns
- Collectible: Holotape: Cruz's Holotape
- Collectible: Holotape: Ryder's Holotape
- Collectible: Holotape: Wes's Holotape
- Collectible: Nuka Cherry
- Collectible: Nuka Cola Quantum
- Collectible: Required Reading: Guns and Bullets
- Crafting: Armor Workbench (2)
- Crafting: Chemistry Station
- Crafting: Cooking Station (2)
- Crafting: Weapons Workbench
- Danger: Can Chimes!
- Danger: Grenades!
- Danger: Long Drop!
- Danger: Oil!
- Danger: Makeshift Bomb!
- Danger: Mines!
- Danger: Tension Trigger!
- Danger: Tripwire!
- Danger: Turrets!
- Faction: Gunners
- Faction: Character: Captain Wes
- Faction: Character: Cruz
- Faction: Character: Ryder
- Health and Chems+

Fig 6.17A: Gunners Plaza (Exterior)

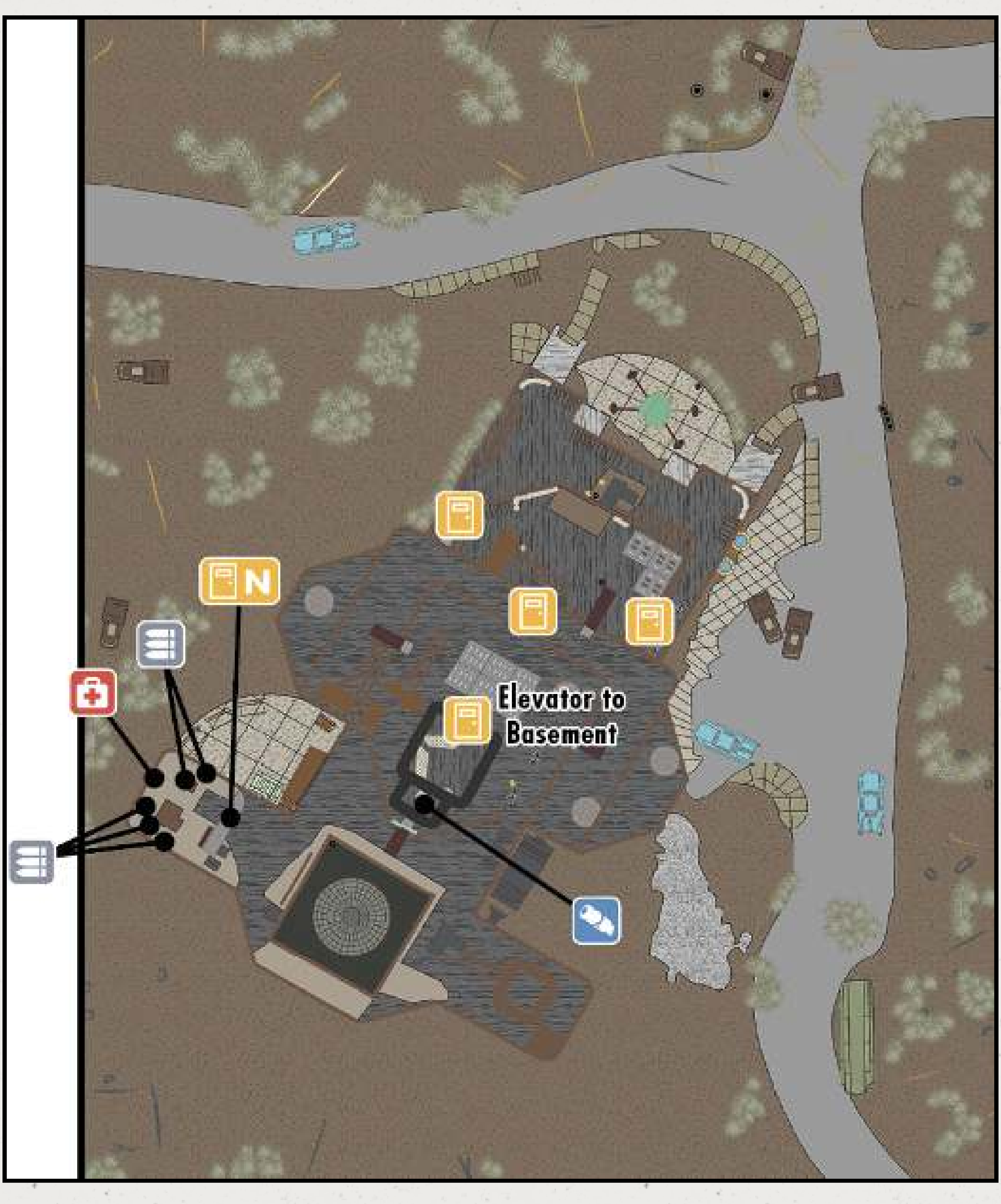


Fig 6.17B: Gunners Plaza (Interior)

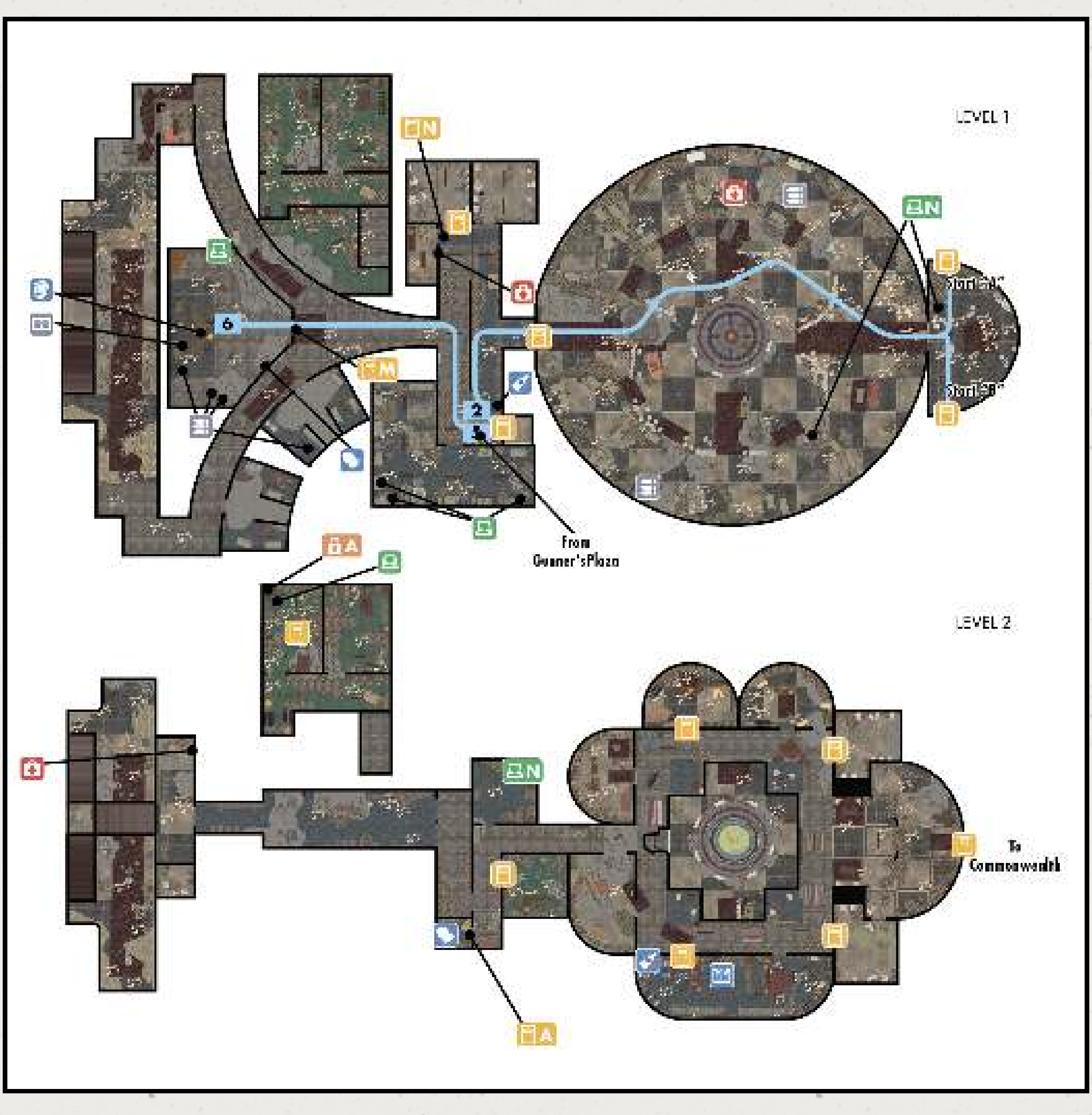
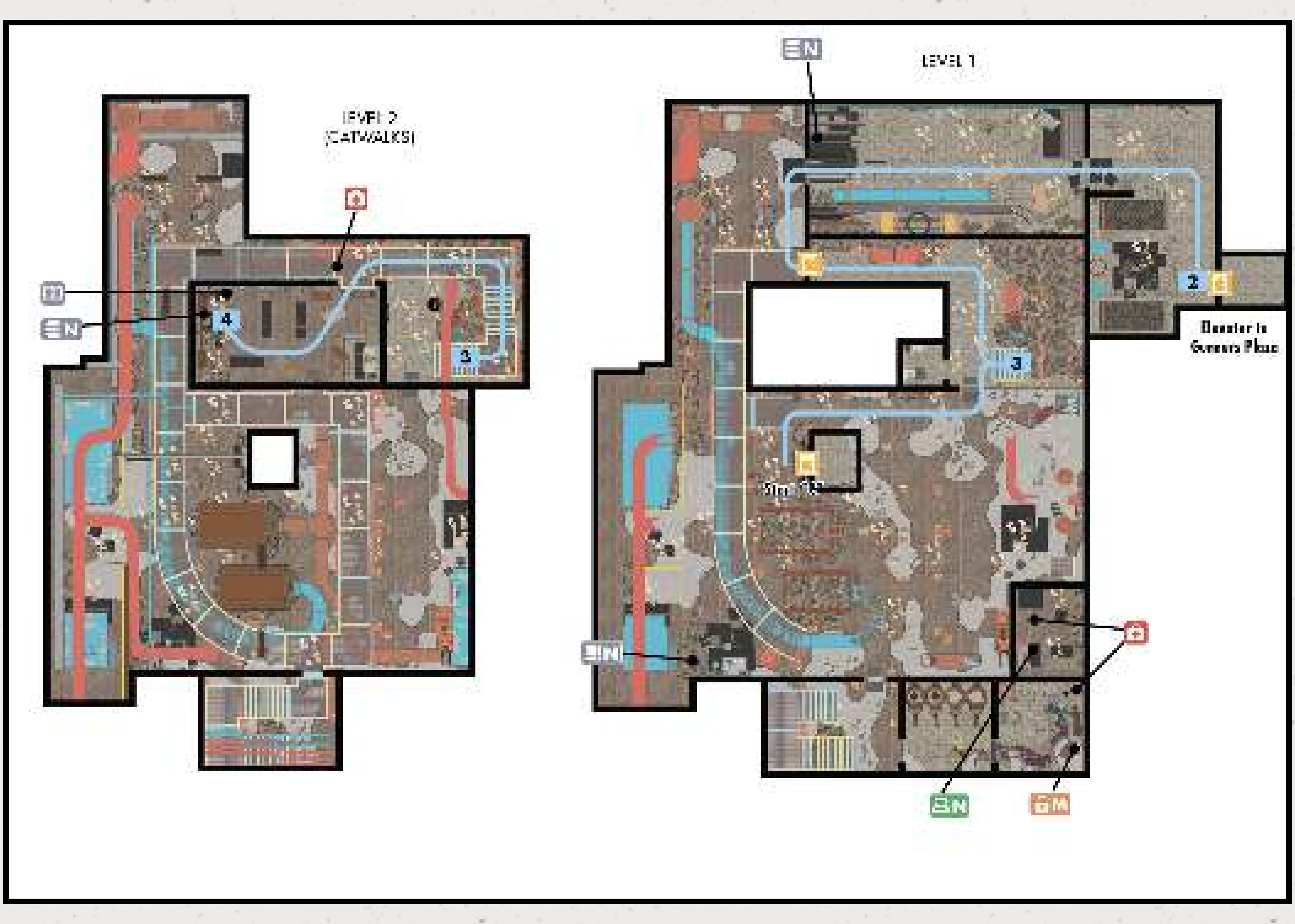


Fig 6.17C: Gunners Plaza Basement (Interior)



VAULT-TEC RECOMMENDED LOOT

- **Armaments and Ammo: Mini Nuke (2) and Fat Man**
- **Armor Part: Fusion Core**
- **Bobblehead: Small Guns**
- **Collectible: Nuka Cherry**
- **Collectible: Nuka Cola Quantum**
- **Required Reading: Guns and Bullets**

This was once the headquarters of the Galaxy News Network, delivering pro-government televised newsreels. Since the bombs dropped, the station has changed hands and is now the main base of a gang of ruthless mercenaries known as the Gunners. Their insignia (the "targeted skull") is daubed on their defenses. You can use a side fire escape or mount a charge from the north to reach the roof (and Fusion Core). The two main doors to the ground floor rotunda are on the sides of the structure.

Inside, the Gunner Cruz (roaming the top floor) has the GNN Recording Room Key and a Holotape. Or, you can obtain the same key from Ryder in the basement, along with a key for the safe (Master) in the basement.

In the basement (accessed via the elevator), expect further Gunner confrontations. After making a sweep, use the elevator to return to the main floor (Optimal Path waypoint #5), head into the recording room (waypoint #6) where Captain Wes is stationed. He has a safe key on his person, which opens a safe (Master) with his holotape in it. Don't forget the Bobblehead on the recording room's main desk.

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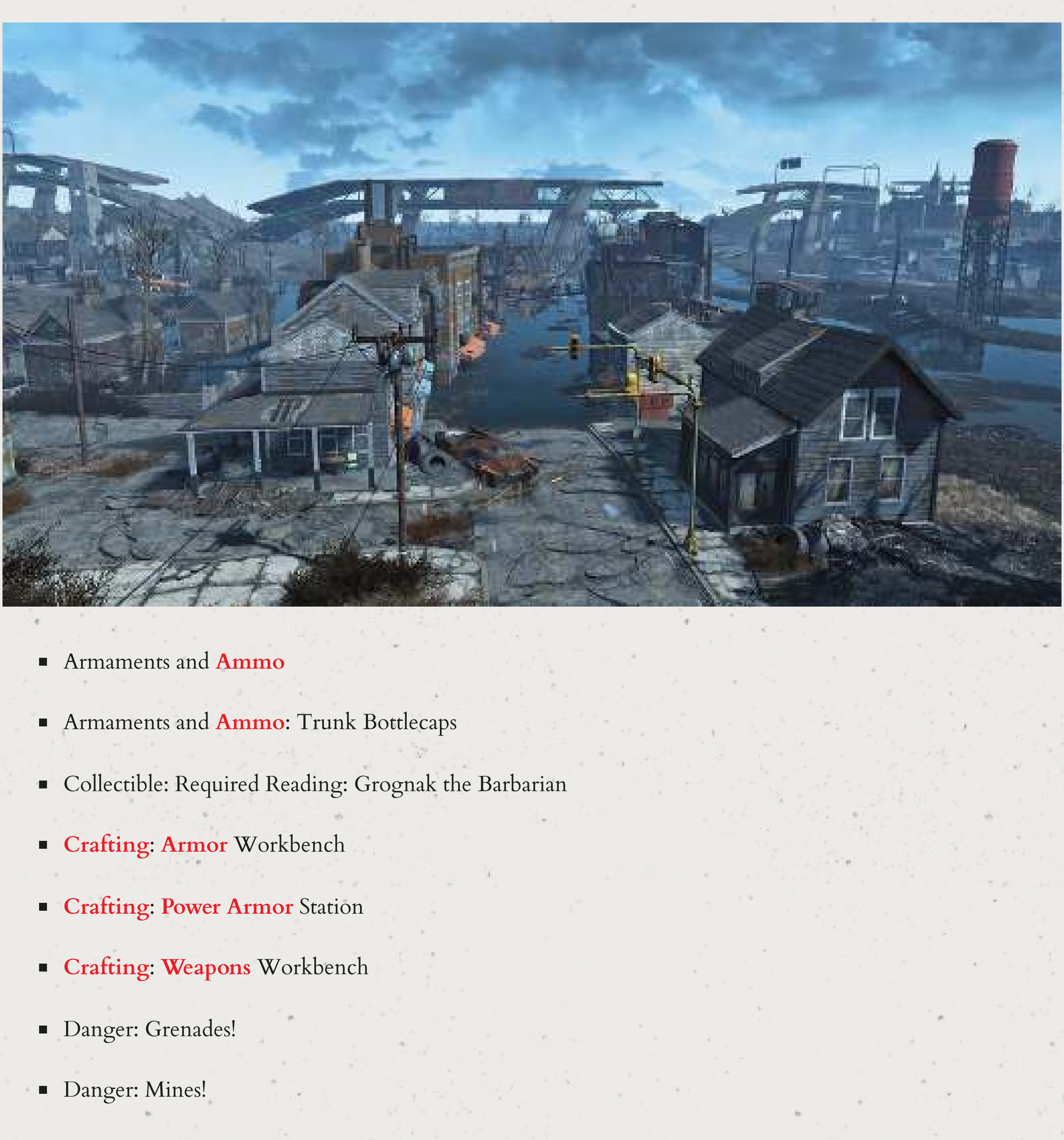
Primary Locations

[6.18] Hyde Park

THREAT LEVELS 35+



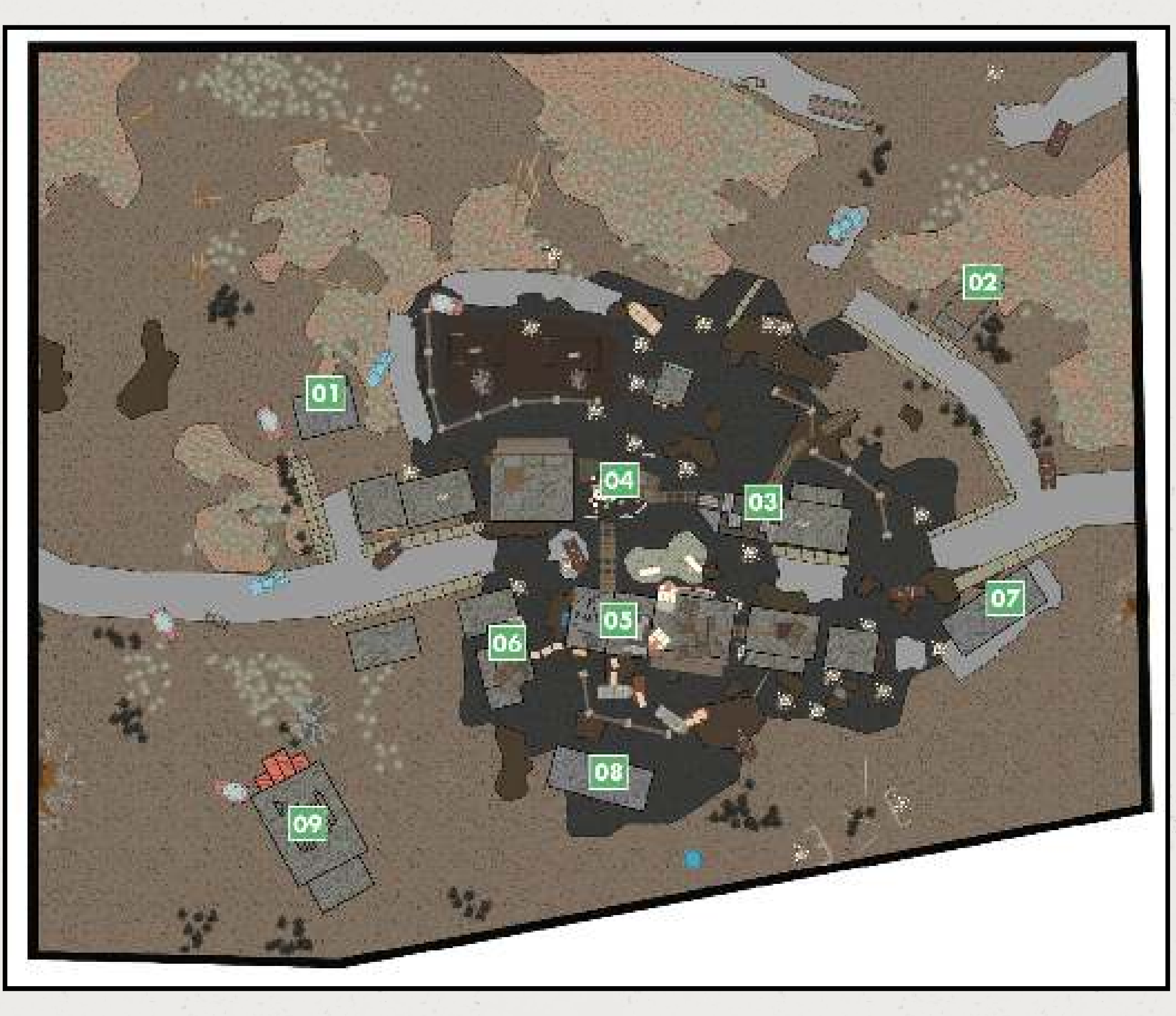
- Armaments and Ammo
- Armaments and Ammo: Trunk Bottlecaps
- Collectible: Required Reading: Grognak the Barbarian
- Crafting: Armor Workbench
- Crafting: Power Armor Station
- Crafting: Weapons Workbench
- Danger: Grenades!
- Danger: Mines!
- Danger: Radiation (Mild)!
- Danger: Tripwires!
- Faction: Raiders
- Faction: Robots
- Faction: Scavengers
- Faction: Character: Scutter
- Health or Chems

Local reports state that this seemingly deserted town has been taken over by Raiders with a penchant for skinning and wearing their victims. Most neighborly. You are advised to remain away from the flooded main thoroughfare to maximize your chances of survival.

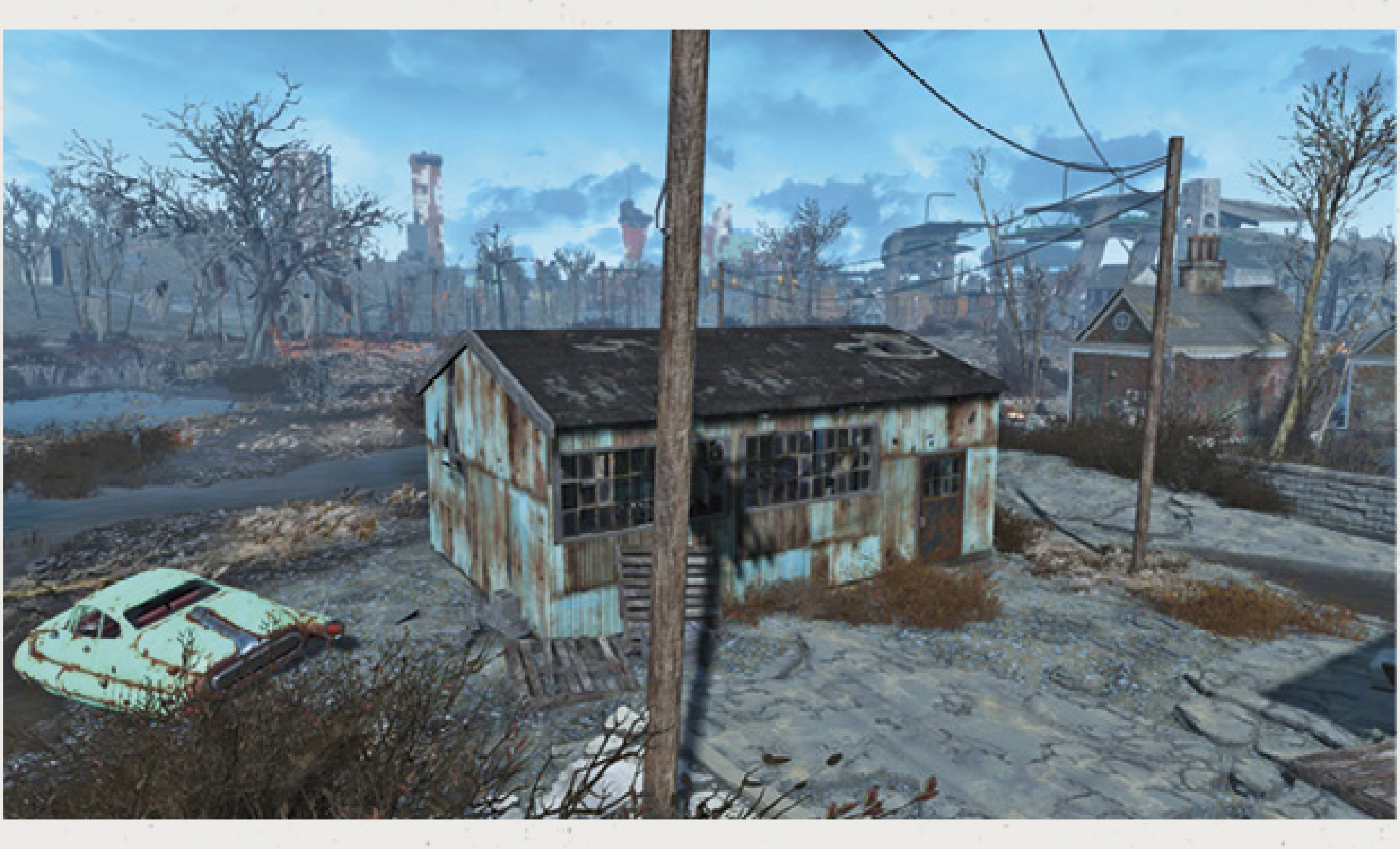
VAULT-TEC RECOMMENDED LOOT

Required Reading: Grognak the Barbarian

Fig 6.18: Hyde Park (Exterior)

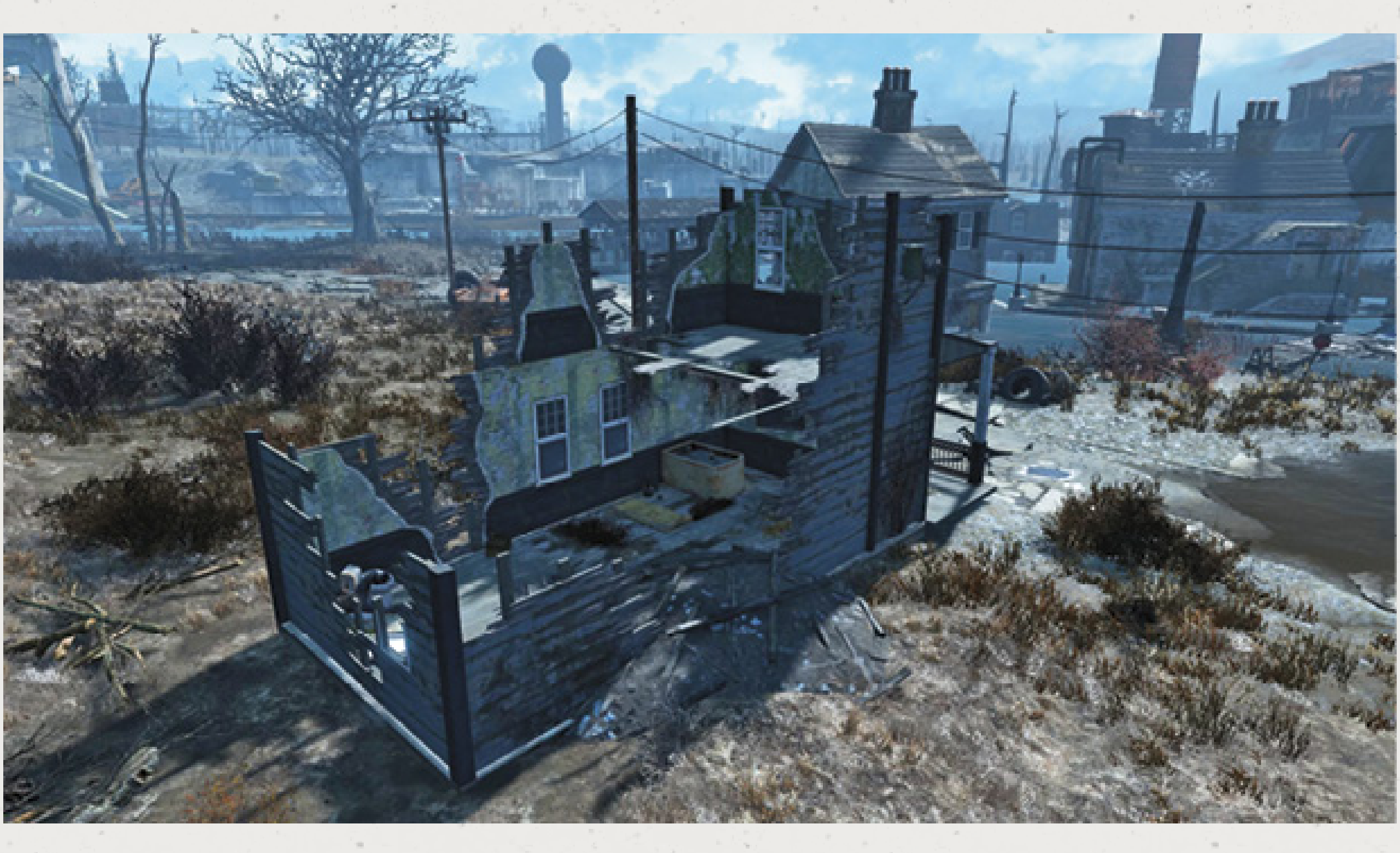


[01] Northwest Warehouse



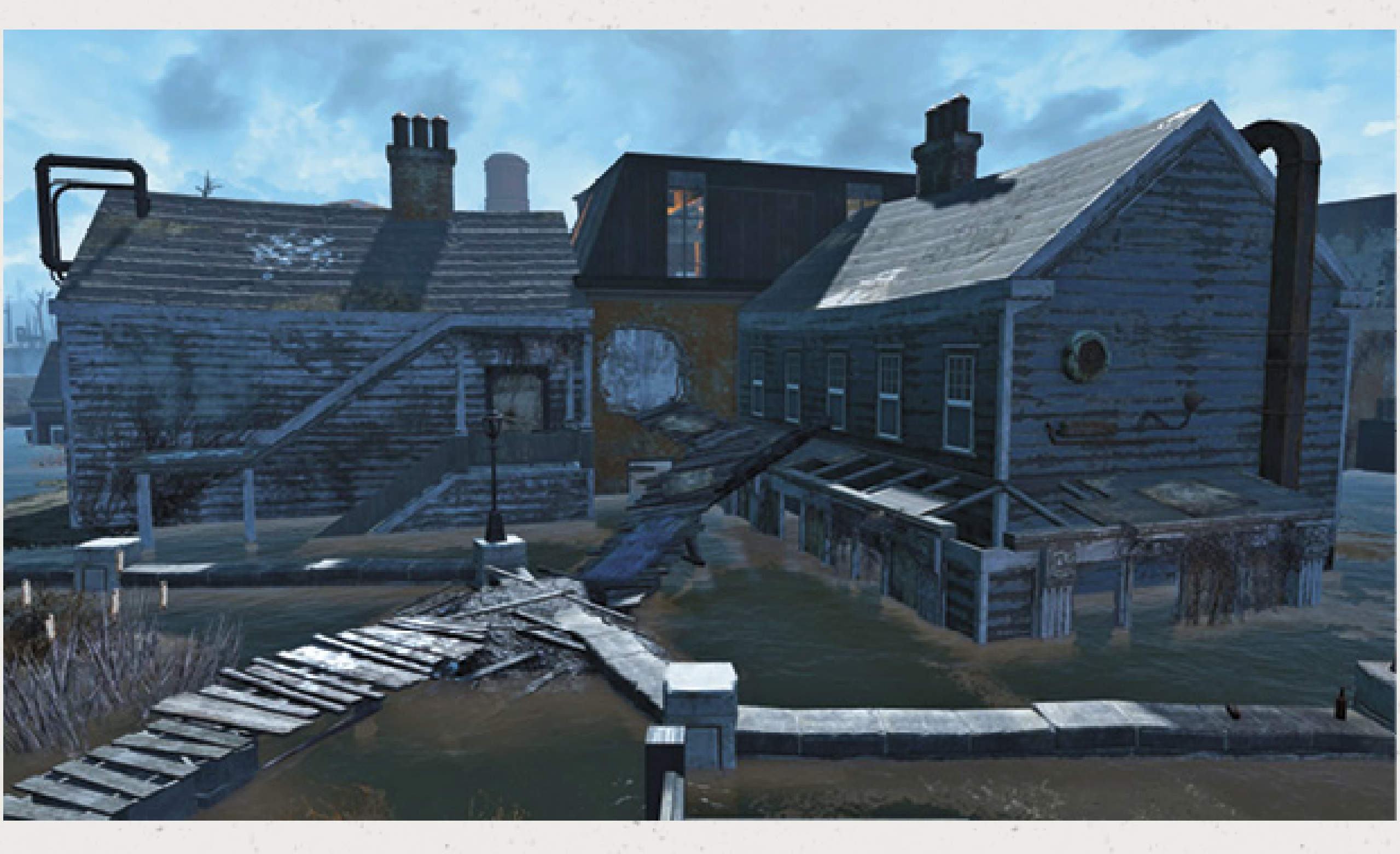
A small warehouse with an armor workbench.

[02] Northeast Ruined House



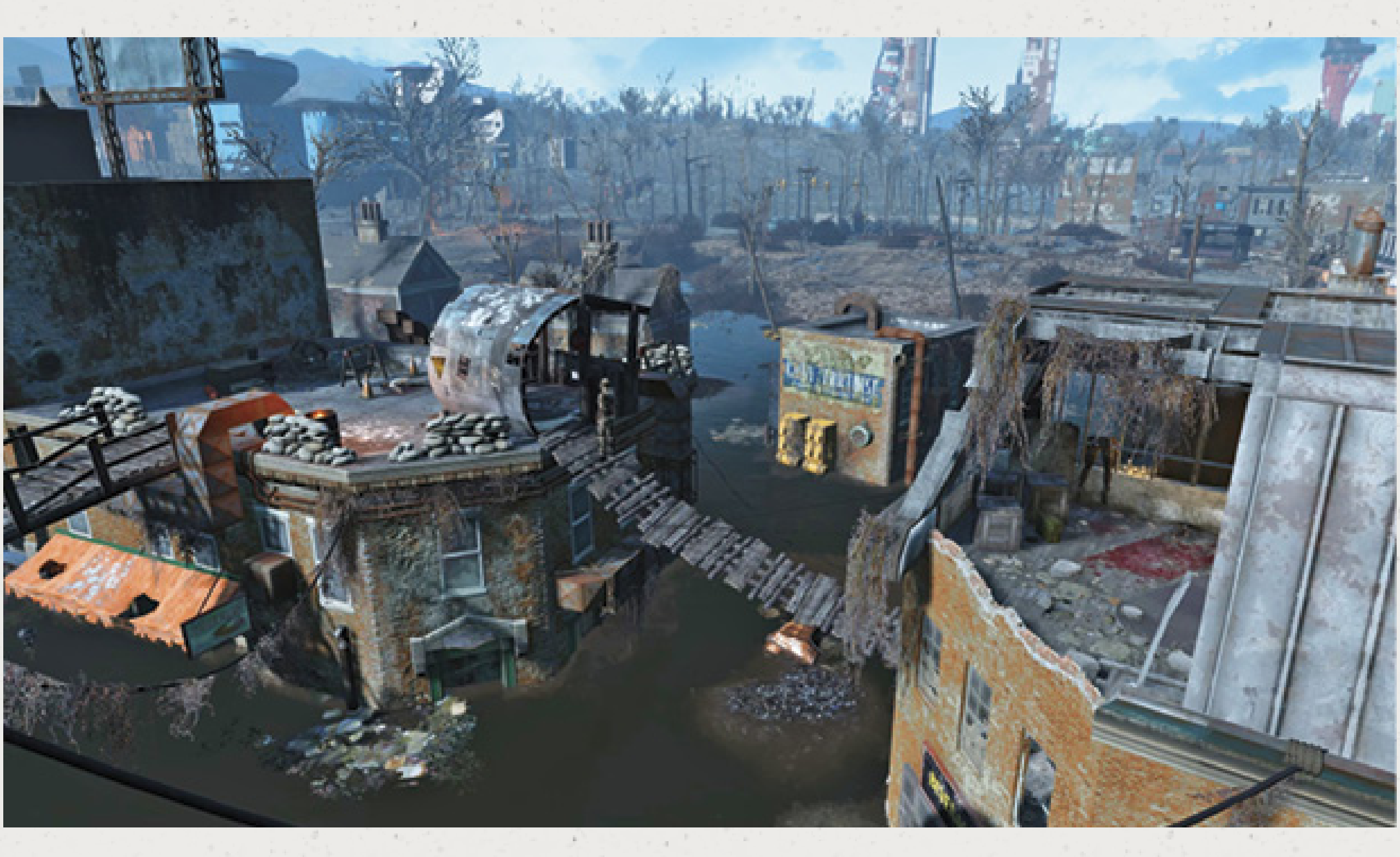
An overdosed settler provides some reasonable loot.

[03] Northeast Access Bridges



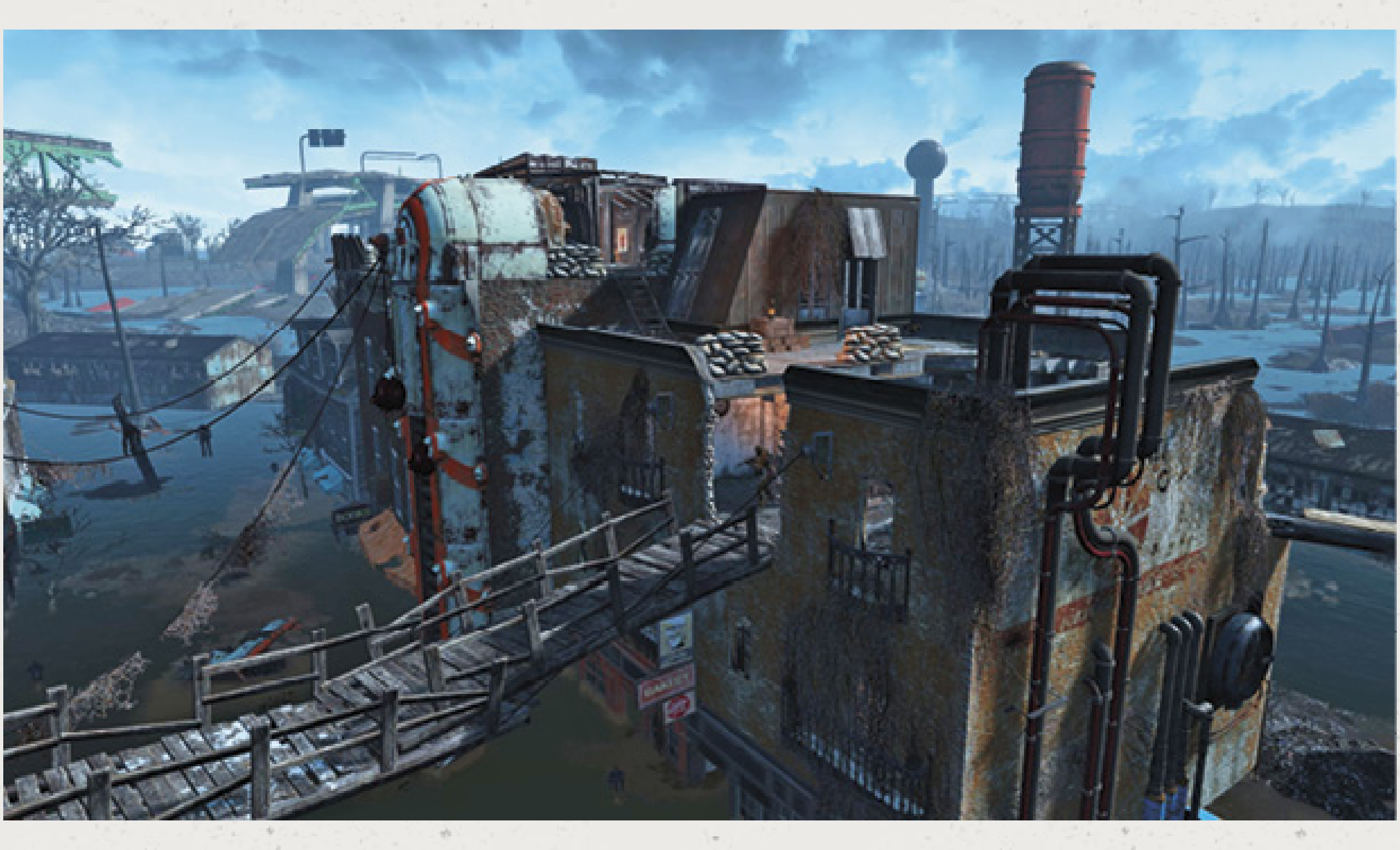
Don't get your feet wet and enter the rooftops from this series of ramped planks. Mines and Raiders await inside. There's health on the level above the water and ammo on the blown-out roof area.

[04] Northern Rooftops



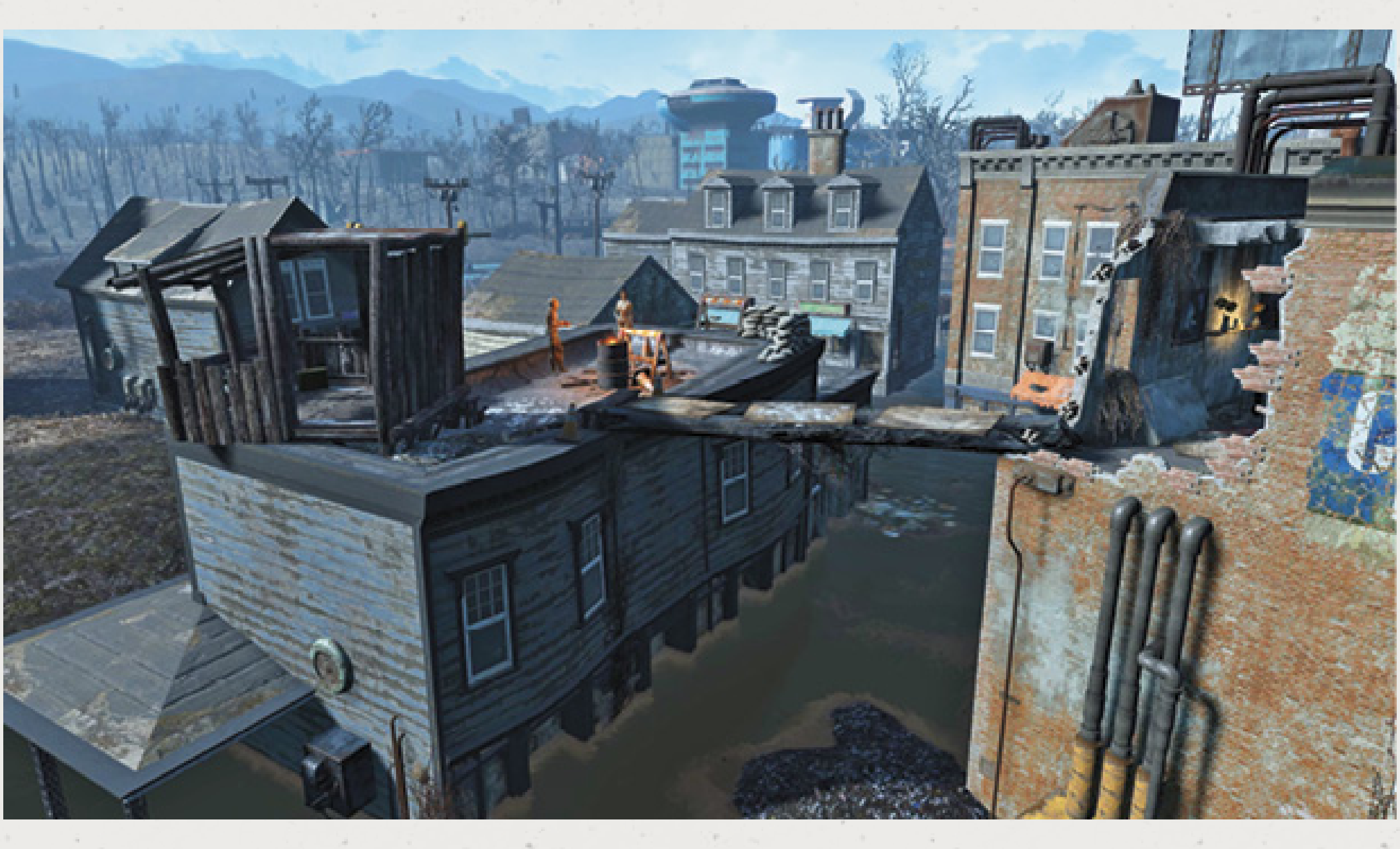
Accessed this via the main bridge running north-south, or location #03.

[05] South Access Bridges And Main Camp



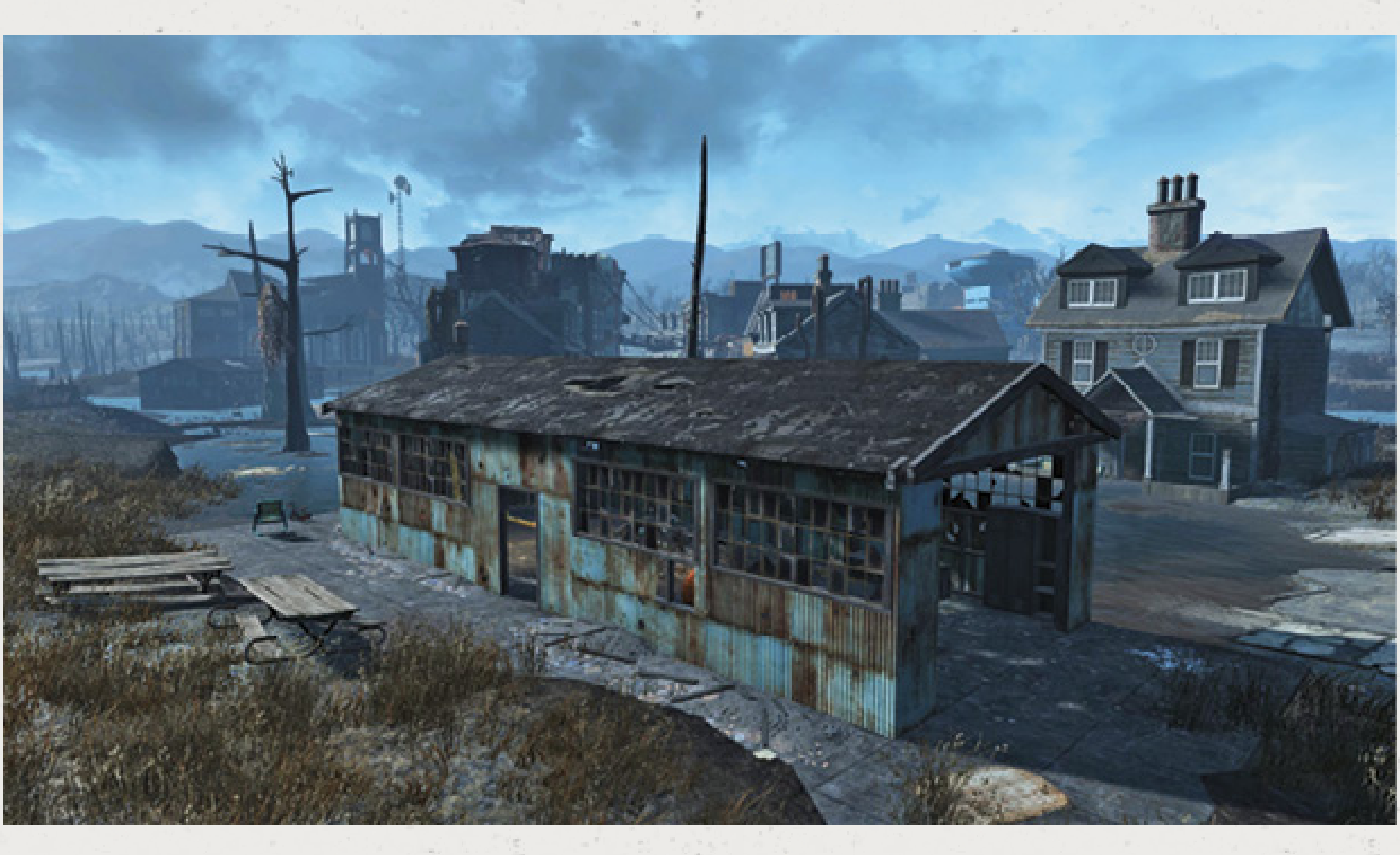
Use the overturned car and ramps to reach the main Raider camp. The first dry floor has a room with a weapons workbench, ammo, chems, and health. The blown-out bedroom upstairs has some ammo and access to the main north-south bridge. But stay on the stairs to reach the upper camp where Scutter and his brethren reside. Come for the carnage. Stay for the copy of Grognak the Barbarian, steamer trunk, ammo, and neighborly note.

[06] Southwest Rooftop



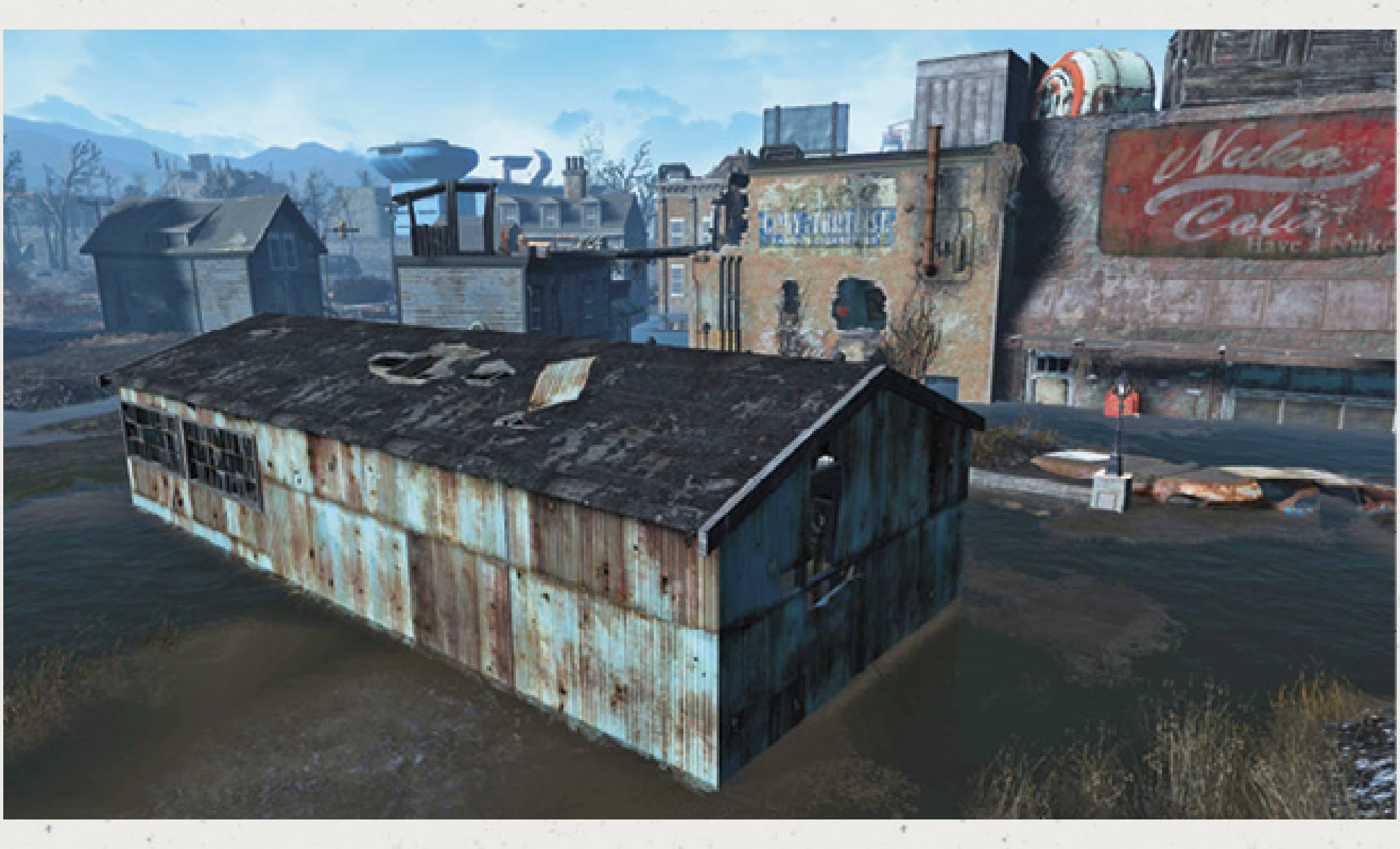
A lookout hut with ammo inside.

[07] Workshop Warehouse (Southeast)



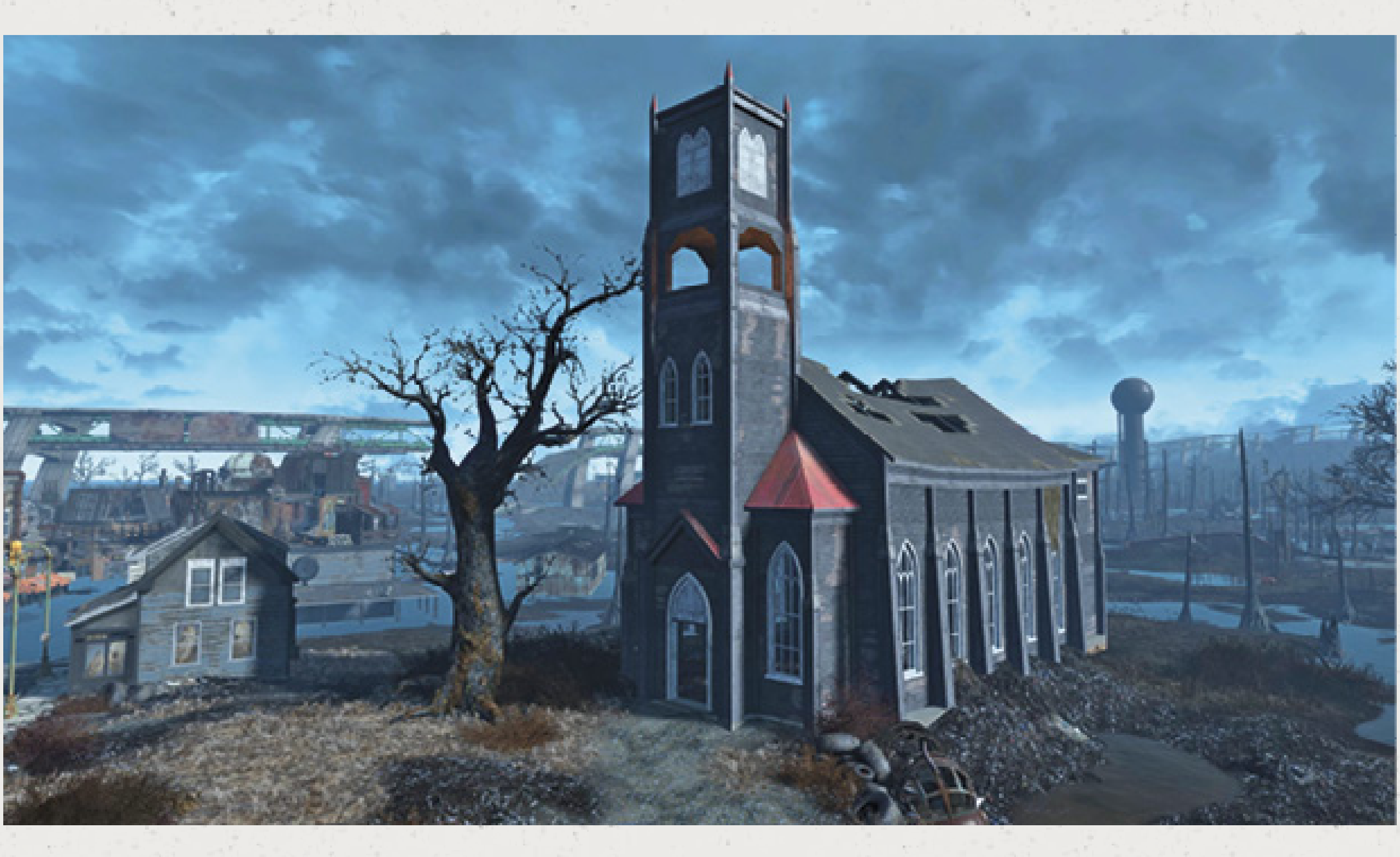
Though the meat on the barbecue isn't for eating, there's a Power Armor station to tinker on.

[08] Waterlogged Warehouse (South)



Is wading and swimming through irradiated water worth the first aid box loot? That's a decision you'll have to make.

[09] Hyde Park Church



You encounter two Scavengers and a couple of robots. Upstairs are some chems and ammo, but the real prize is on the roof; there's excellent sniping opportunities across Hyde Park to the northeast.

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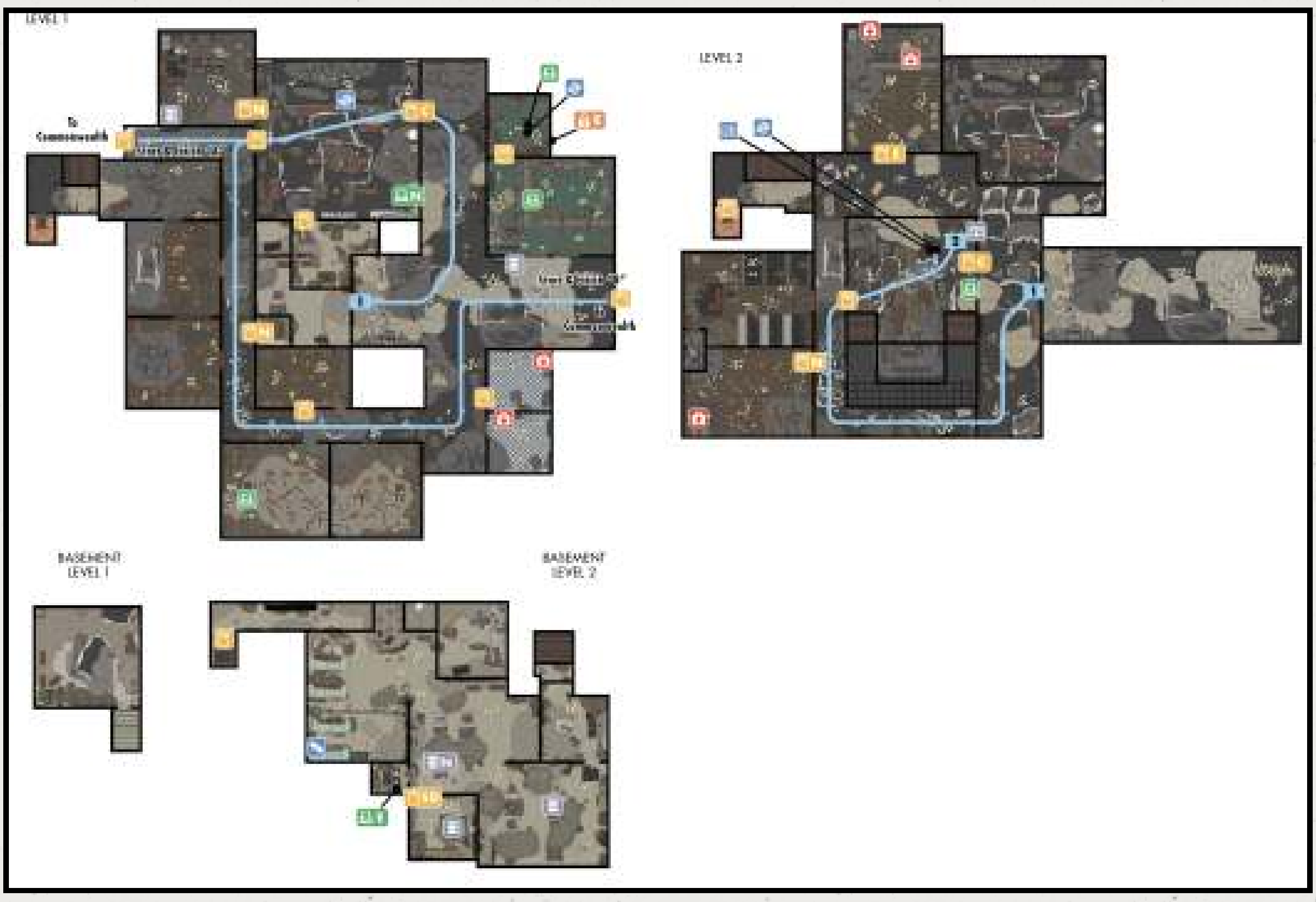
[6.19] Suffolk County Charter School

THREAT LEVELS 40+ 🟦🟦🟩🟩🟨🟨🟧🟥⬜

- Armaments and Ammo
- Armaments and Ammo: Trunk
- Armor Part: Fusion Core
- Collectible: Holotape: School Announcements Oct. 18th
- Collectible: Holotape: School Announcements Oct. 20th
- Collectible: Holotape: School Announcements Oct. 22nd
- Collectible: Required Reading: Unstoppables
- Bottlecaps
- Crafting: Chemistry Station
- Crafting: Cooking Station
- Danger: Oil!
- Danger: Radiation (Mild)!
- Faction: Feral Ghouls
- Faction: Irradiated Wildlife (Radroaches)
- Unique Item: Food Paste

Fig 6.19: Suffolk County Charter School (Interior)



The student base of this school consisted mostly of lower-income and disadvantaged students. These children were lucky enough to be chosen for trials of a new food substitute paste developed by Vault-Tec in conjunction with the U.S. government. The paste was intended to provide all necessary nutrition and have a shelf life of over 100 years. Despite some minor side effects, the paste is both nutritious and delicious. Why not try some yourself? You'll be in the pink!

The exterior of this school has a small playground teeming with Feral Ghouls. Wade through the slightly irradiated water to reach the main entrance by the bus. Or use the rear entrance by the marsh and playground.

Inside, you must fight off a group of Feral Ghouls with an odd hue to their complexions.

VAULT-TEC RECOMMENDED LOOT

- **Armor Part: Fusion Core**
- **Required Reading: Unstoppables**
- **Unique Item: Food Paste**

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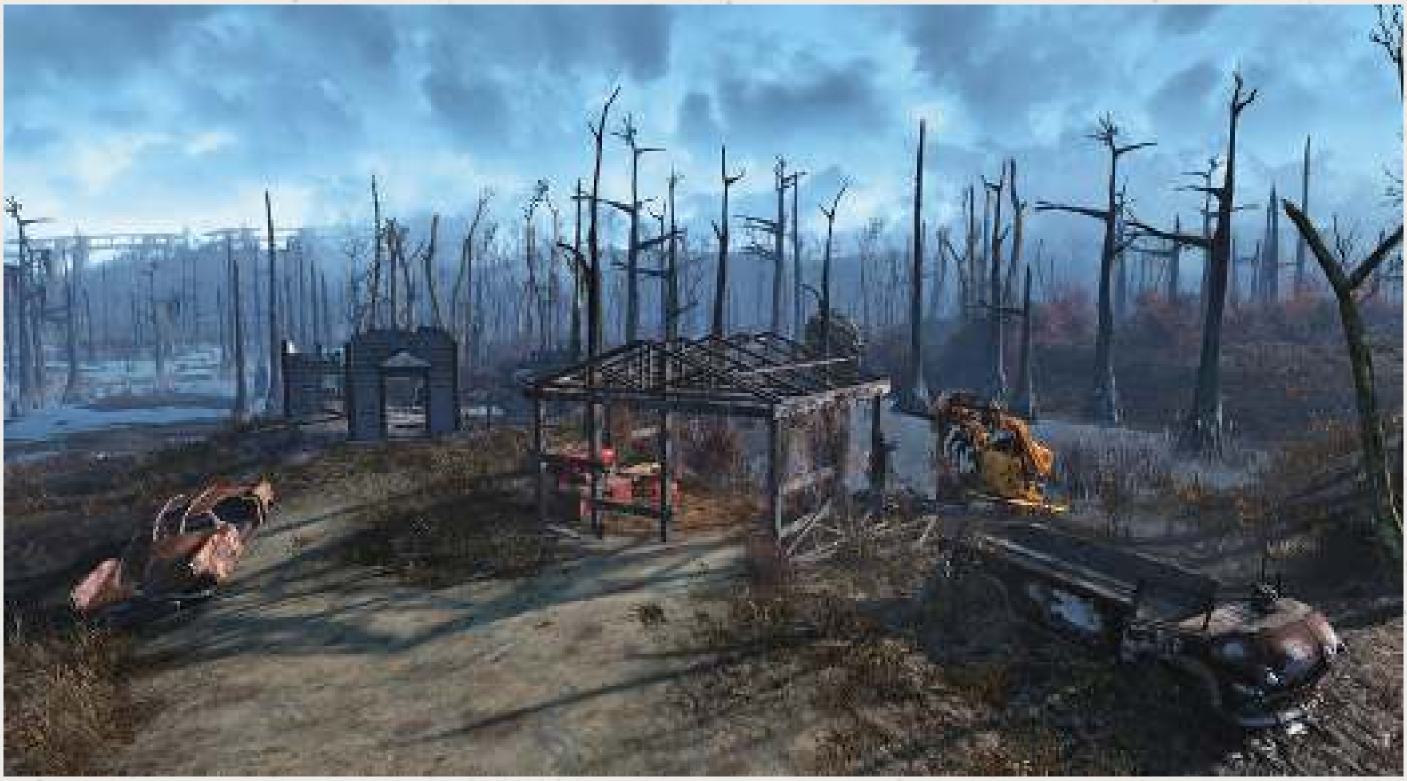
[6.20] Murkwater Construction Site

THREAT LEVELS 40+



- Faction: Mirelurks
- Services: Workshop

Despite the abundance of marshland south of Hyde Park, construction had begun on the outskirts of this area before the bombs dropped. Venture farther into the swamp to uncover some secondary locations. Currently, this area is teeming with wildlife of the irradiated and pincer-snapping kind. If made safe, this could be an excellent settlement location.

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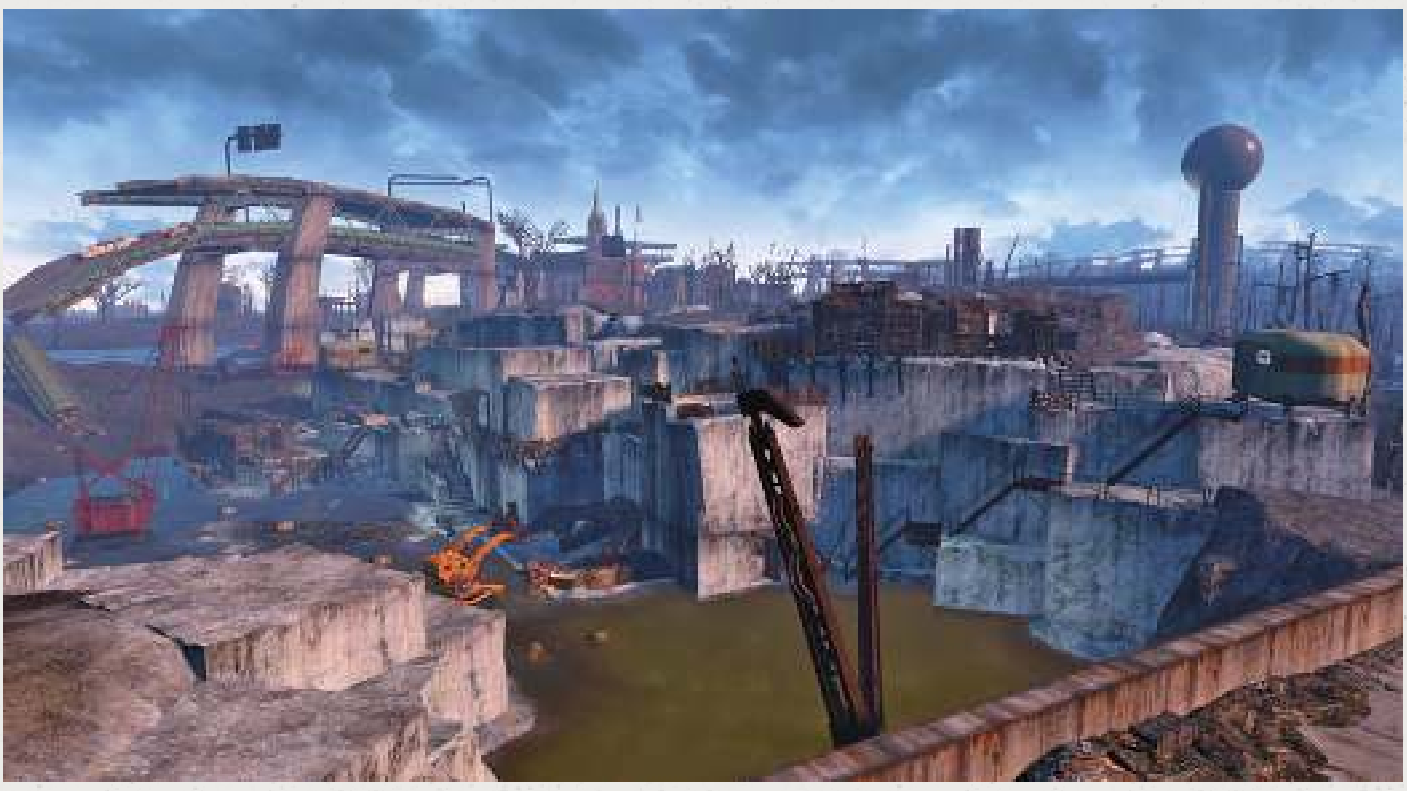
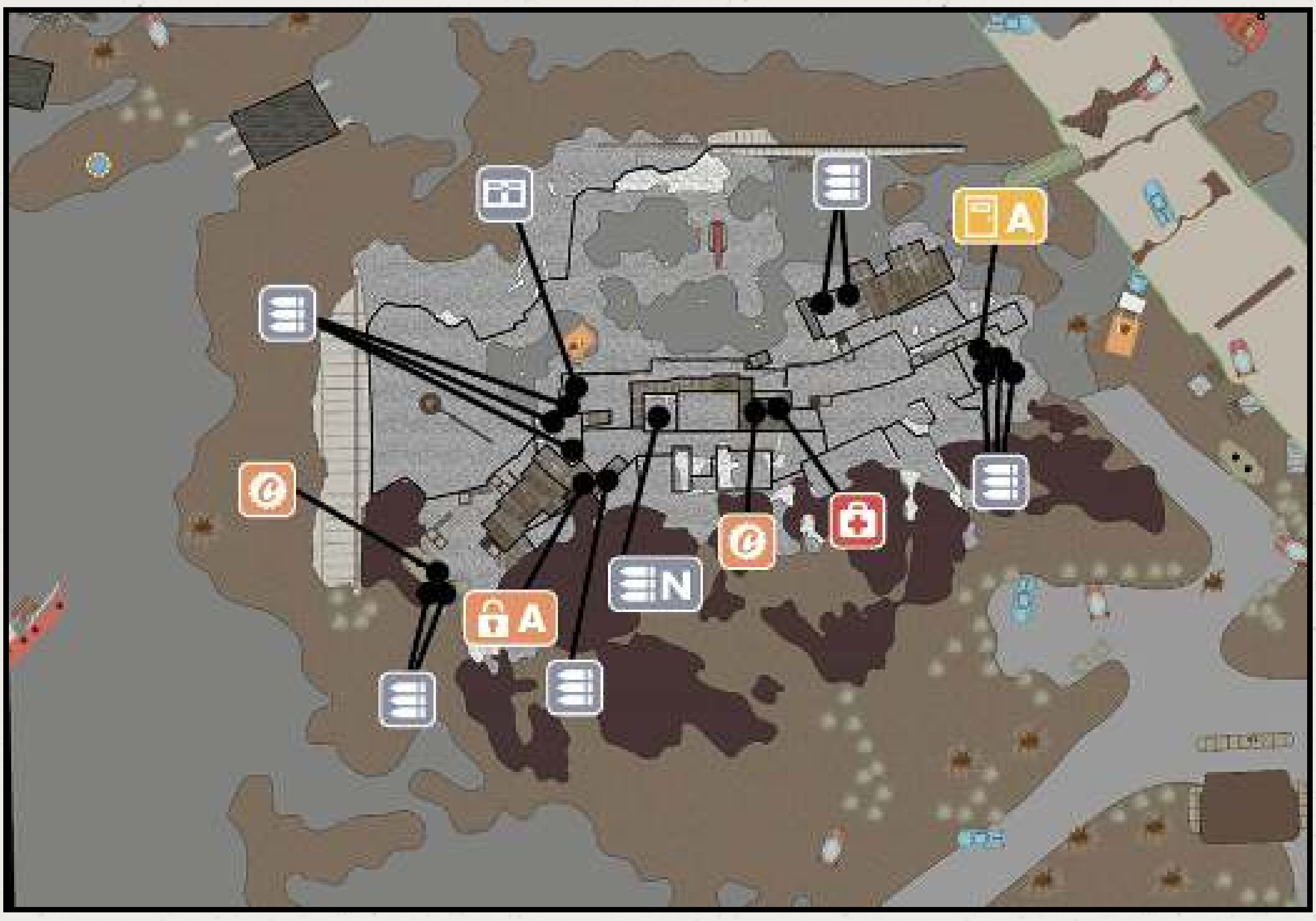
[6.21] Quincy Quarries

THREAT LEVELS 40+



- Armaments and Ammo++
- Armaments and Ammo: Trunk
- Bottlecaps++
- Crafting: Cooking Station
- Danger: Radiation (Mild)!
- Danger: Turrets!
- Faction: Raiders
- Faction: Character: Slough
- Health or Chems

Fig 6.21: Quincy Quarries (Exterior)



A large marble quarry northwest of Quincy is now flooded with water. Please refrain from drinking; the water is radioactive from the toxic dump of rusting barrels dumped here. A small contingent of Raiders spend their time huffing narcotics and growing paranoid. Use lockpicking prowess to open the trailer on the upper quarry (Expert). Farther along the marble-side pathway is a safe (Advanced). Check the cut marble lower level for a bedroom with a wooden crate (Novice) to pry open.

VAULT-TEC RECOMMENDED LOOT

Bottlecaps

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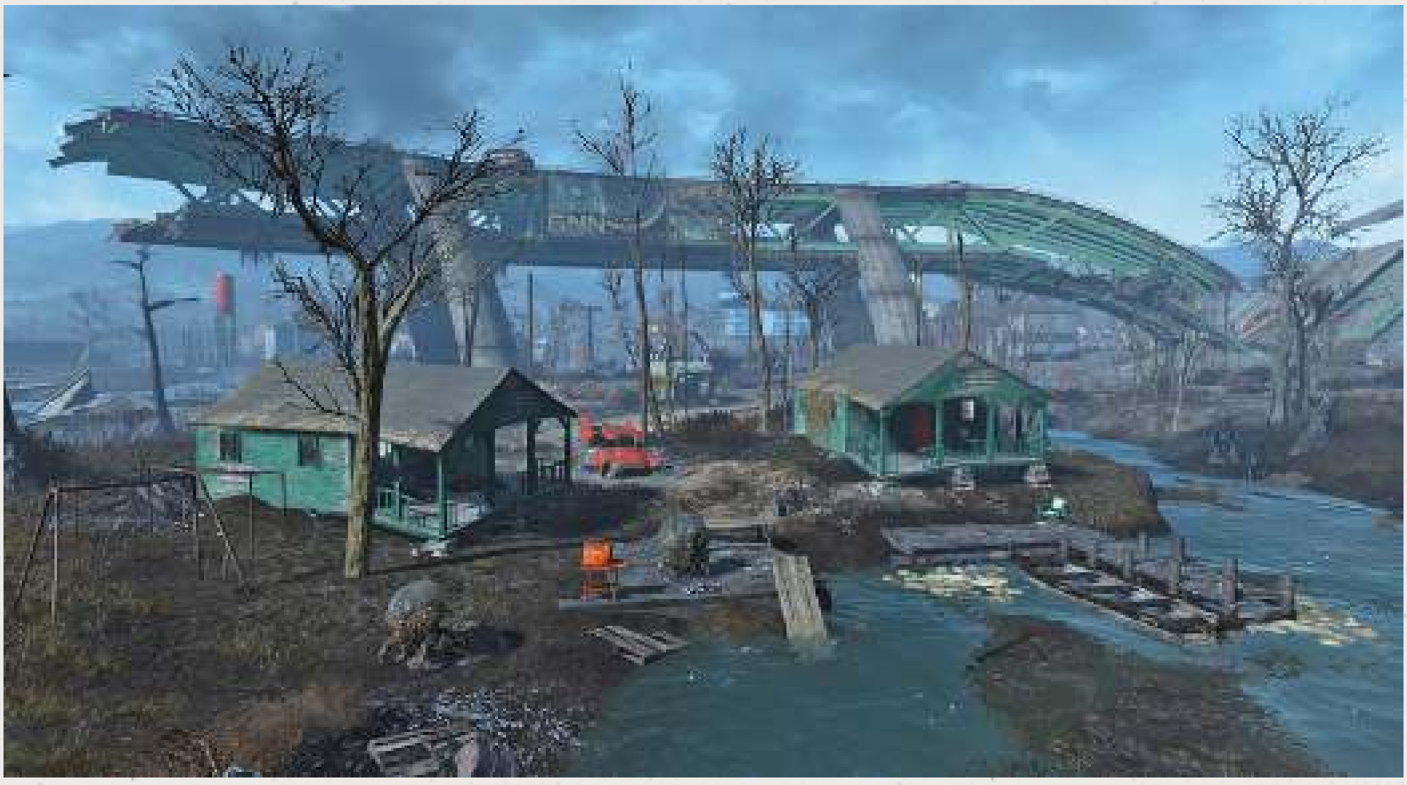
[6.22] Neponset Park

THREAT LEVELS 35+



- Armaments and **Ammo**
- **Crafting**: Cooking Station
- Danger: Radiation (Mild)!
- Faction: Mirelurks

Once a weekend getaway for the Dieter family, this small coast park is now infested with Mirelurks. Inspect the barnacle-clad trailer and two cabins; one is locked (Advanced) but has a steamer trunk and notes from the family on a terminal.

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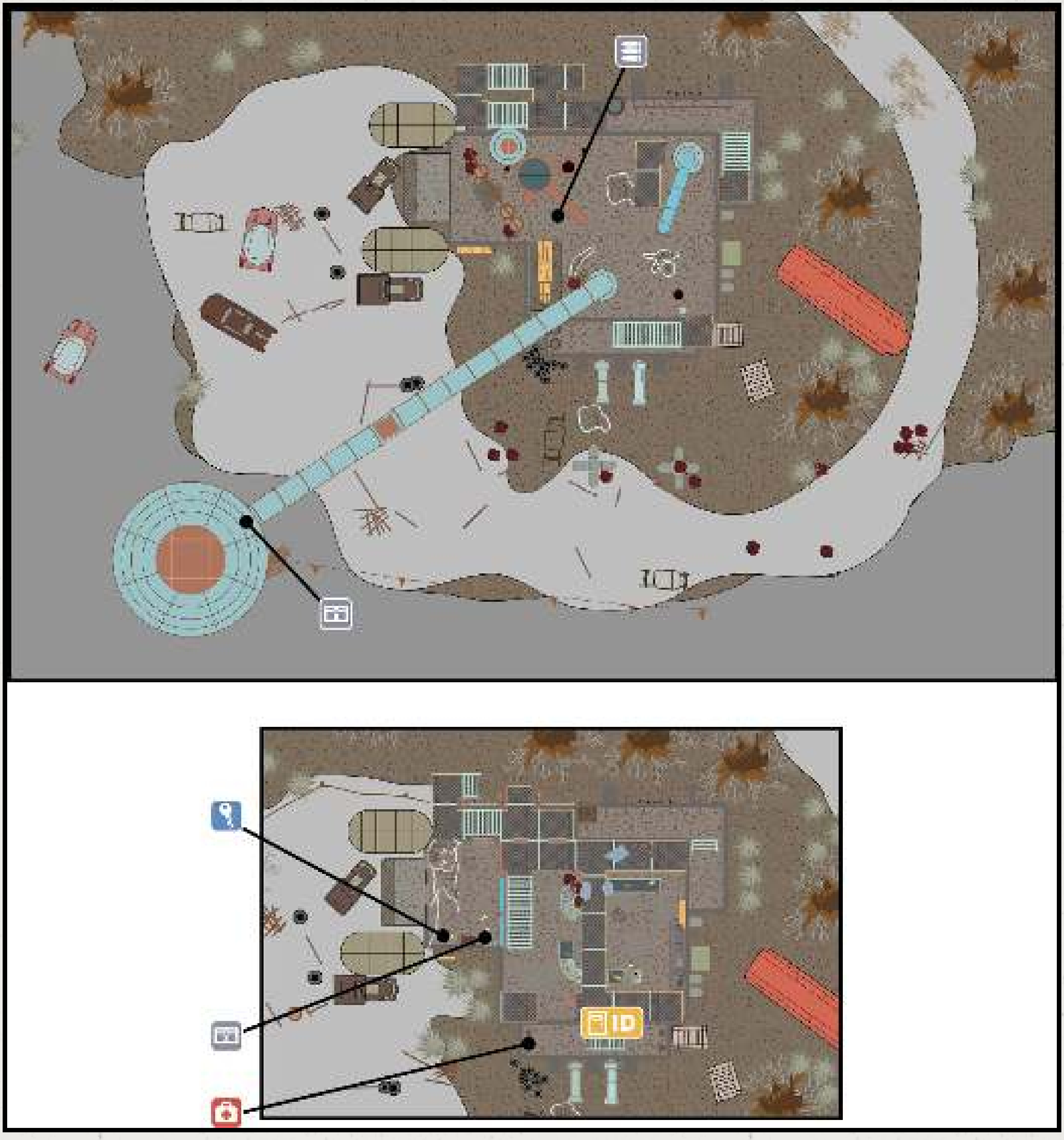
[6.23] Wilson Atomatoys Factory

THREAT LEVELS 40+

- Armaments and Ammo
- Armaments and Ammo: Trunk (2)
- Armor Part: Fusion Core
- Crafting: Weapons Workbench
- Danger: Long Drop!
- Danger: Radiation (Mild)!
- Faction: Super Mutants
- Health or Chems
- Quest Visit: Miscellaneous (Arlen Glass)

This was a relatively new facility built in 2075 to produce the company's line of Giddyup Buttercup robotic toys. Records show that in late 2077, it was secretly being converted to produce mines for the war effort. Recently, a clan of Super Mutants have taken over.

Fig 6.23: Wilson Atomatoys Factory (Exterior And Interior)



Access the roof and climb on the yellow machinery to reach the large pipe that connects the factory to the water tower (southwest). Drop into this horizontal pipe bridge to reach a cunningly hidden steamer trunk.

Inside the factory, one of the Super Mutants has a Wilson Atomatoys ID Card that you can use to enter a small storeroom, where you can find the Giddyup Buttercup parts needed by Arlen Glass. There's a steamer trunk on the balcony area, too.

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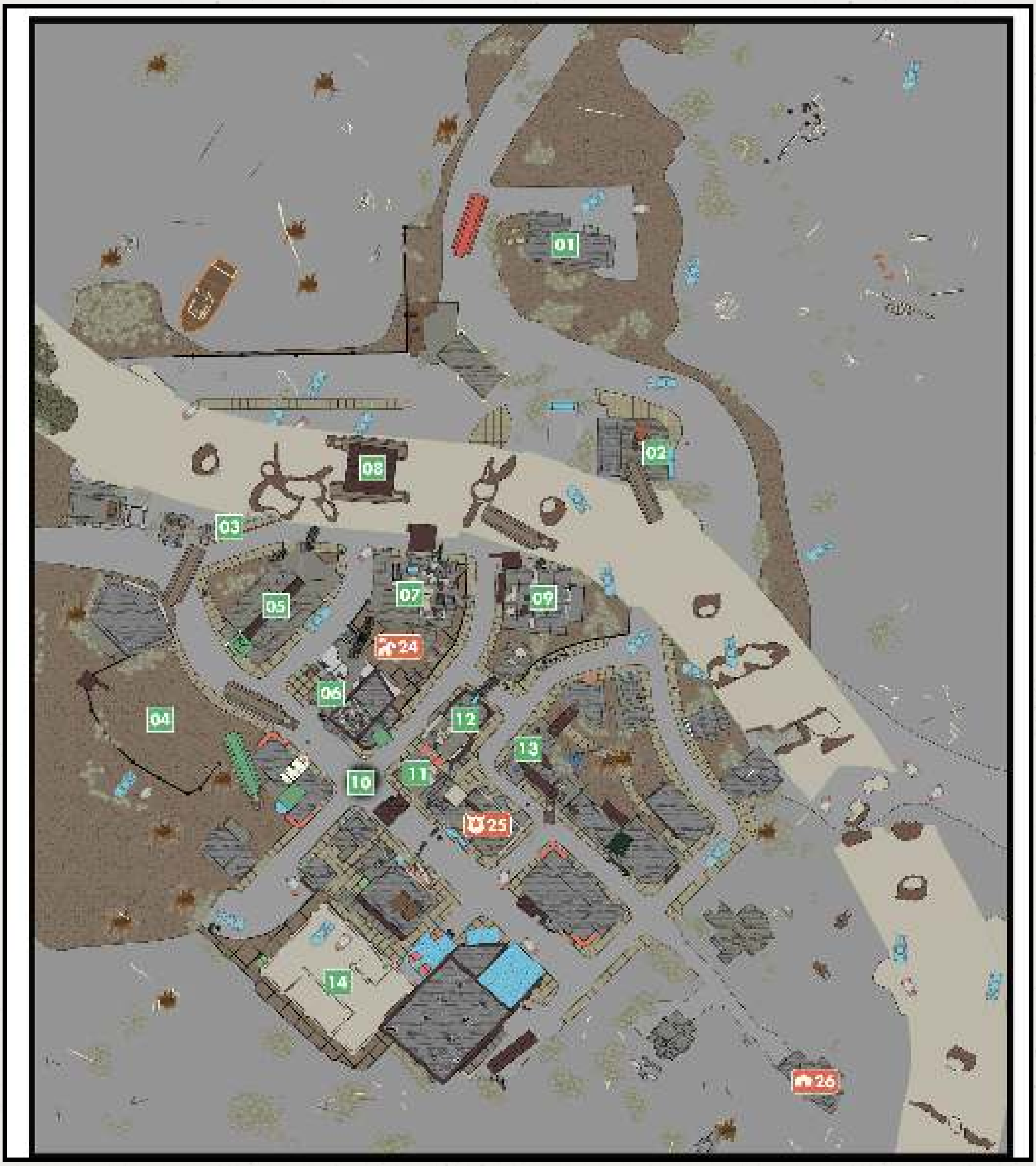
Primary Locations

[6.24-6.26] (Quincy Township)

Quincy Township (Exterior)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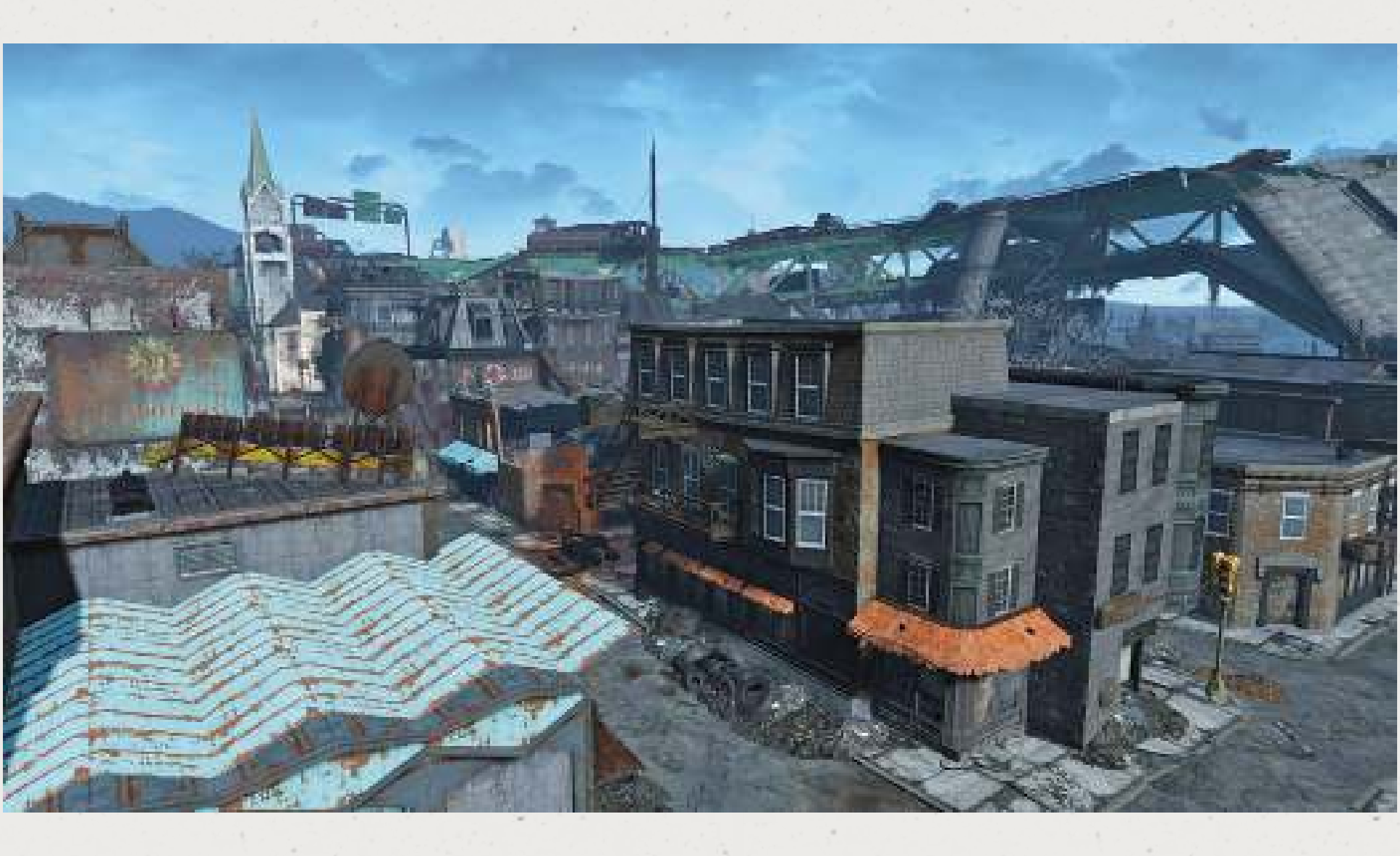
Primary Locations

[6.24] Quincy Ruins (Quincy Township)

THREAT LEVELS 40+

THREAT LEVELS 45+



- Armaments and **Ammo**++
- Armaments and **Ammo**: Mini Nuke
- Armaments and **Ammo**: Mini Nuke (Fat Man)
- Armaments and **Ammo**: Trunk
- **Armor** Part: Fusion Core
- **Armor** Part: **Power Armor** (leveled)
- **Armor** Part: **Power Armor** (leveled)
- Bottlecaps
- Collectible: Holotape: Tessa's Holotape
- Collectible: Nuka Cola Quantum
- Collectible: Required Reading: **Guns** and Bullets
- **Crafting**: Chemistry Station (2)
- **Crafting**: Cooking Station (3)
- **Crafting**: **Power Armor** Station
- **Crafting**: **Weapons** Workbench (2)
- Danger: Grenades!
- Danger: Long Drop!
- Danger: Mines!
- Danger: Tripwires!
- Danger: Turrets!
- Faction: Gunners
- Faction: Radscorpions
- Faction: Settlers (Ghouls)
- Faction: Character: Baker
- Faction: Character: Bullet (quest only)
- Faction: Character: Clint
- **Health or Chems**++
- Unique Item: Good Intentions

VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke and Fat Man

Armor Part: Fusion Core

Armor Part: Power Armor (leveled)

Armor Part: Power Armor (leveled)

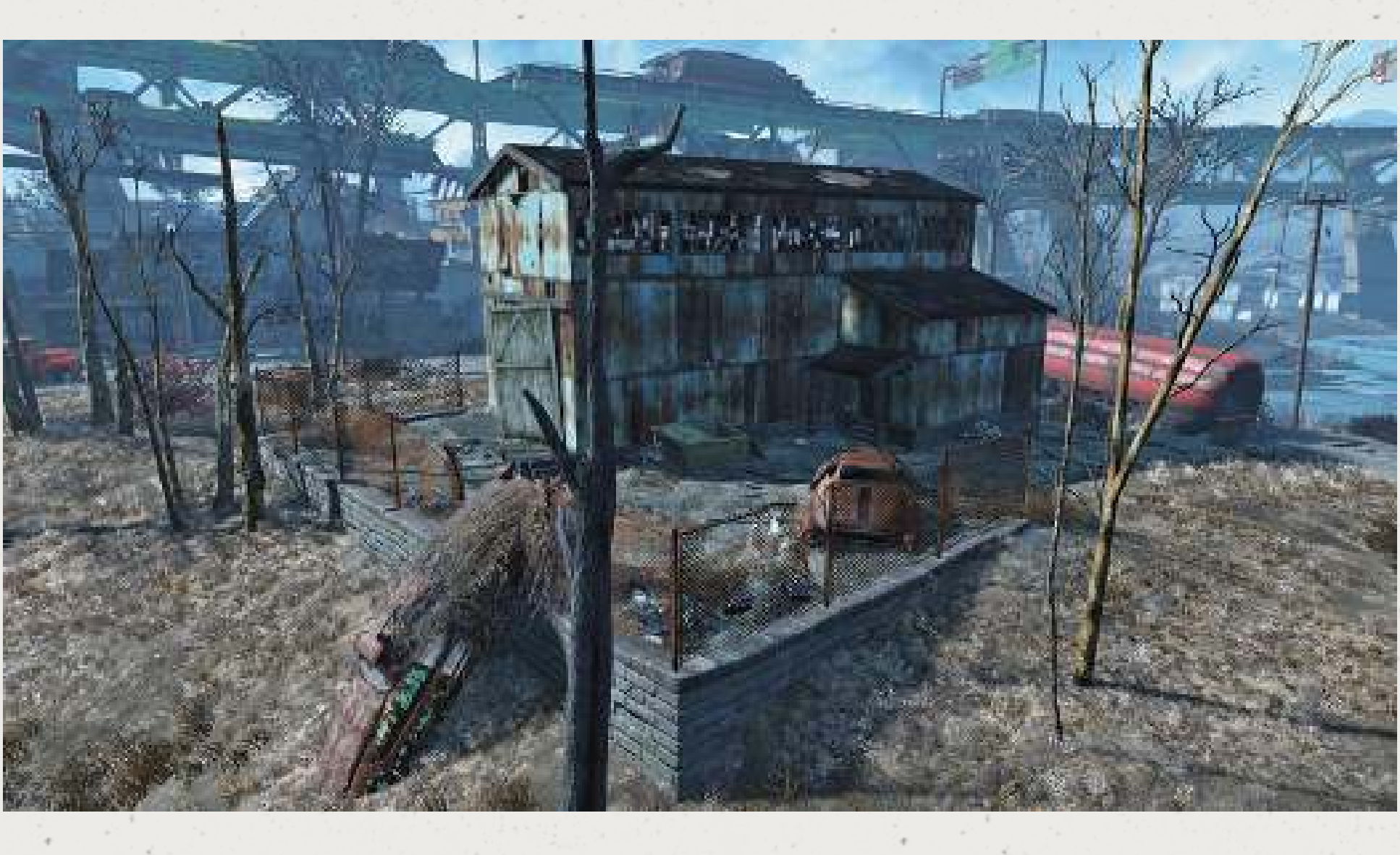
Collectible: Nuka Cola Quantum

Required Reading: Guns and Bullets

Unique Item: Good Intentions

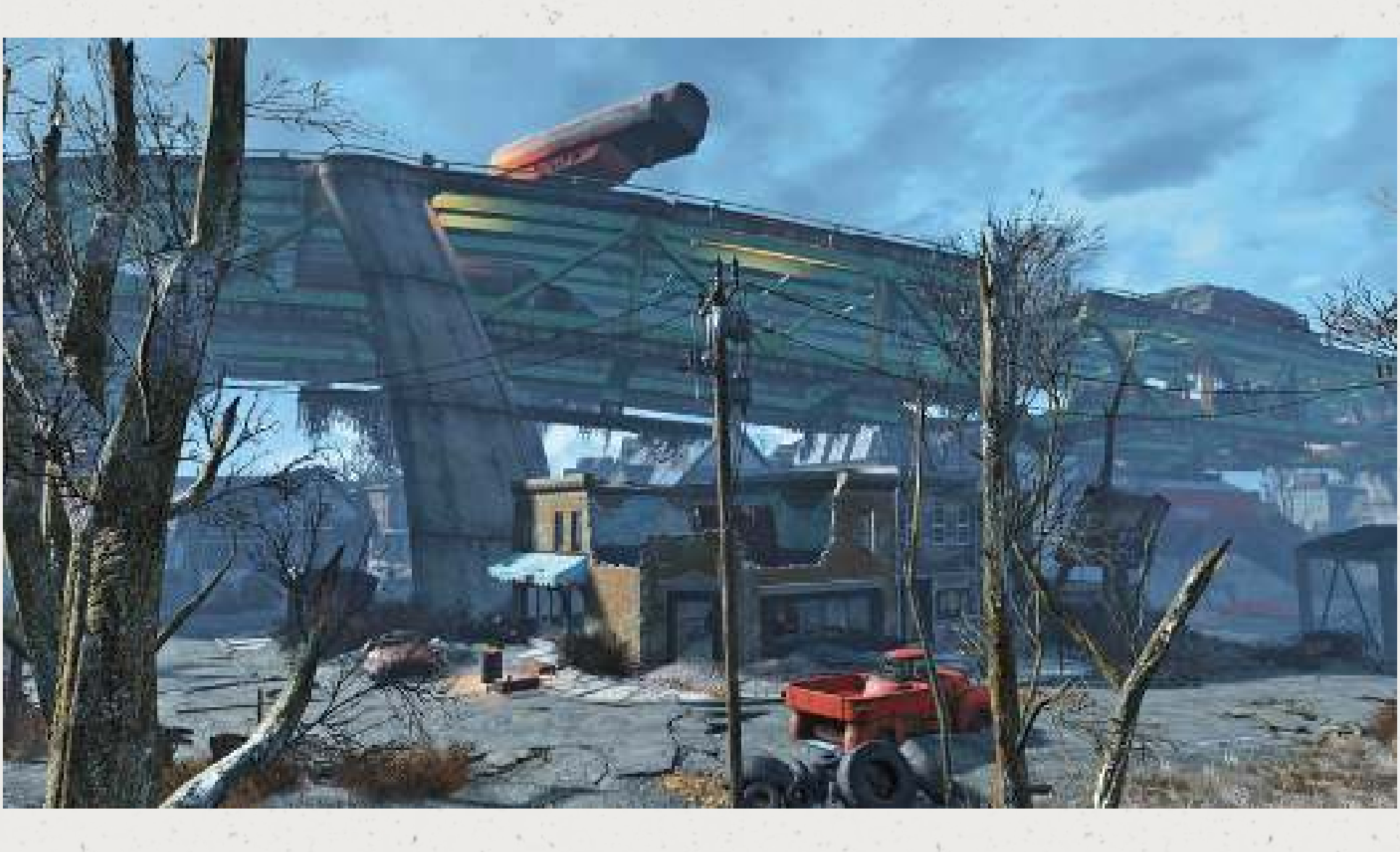
Due to some controversial zoning, the freeway was run right over the main street, near the buildings of this once-picturesque and historical settlement. John Adams, John Quincy Adams, and John Hancock were all born here. Currently, Gunners have taken over the Quincy ruins and a section of freeway that runs through the town. This was once a Minutemen stronghold until the arrival of the Gunners and a defection of one of the Minutemen's own.

[01] Beachside Warehouse



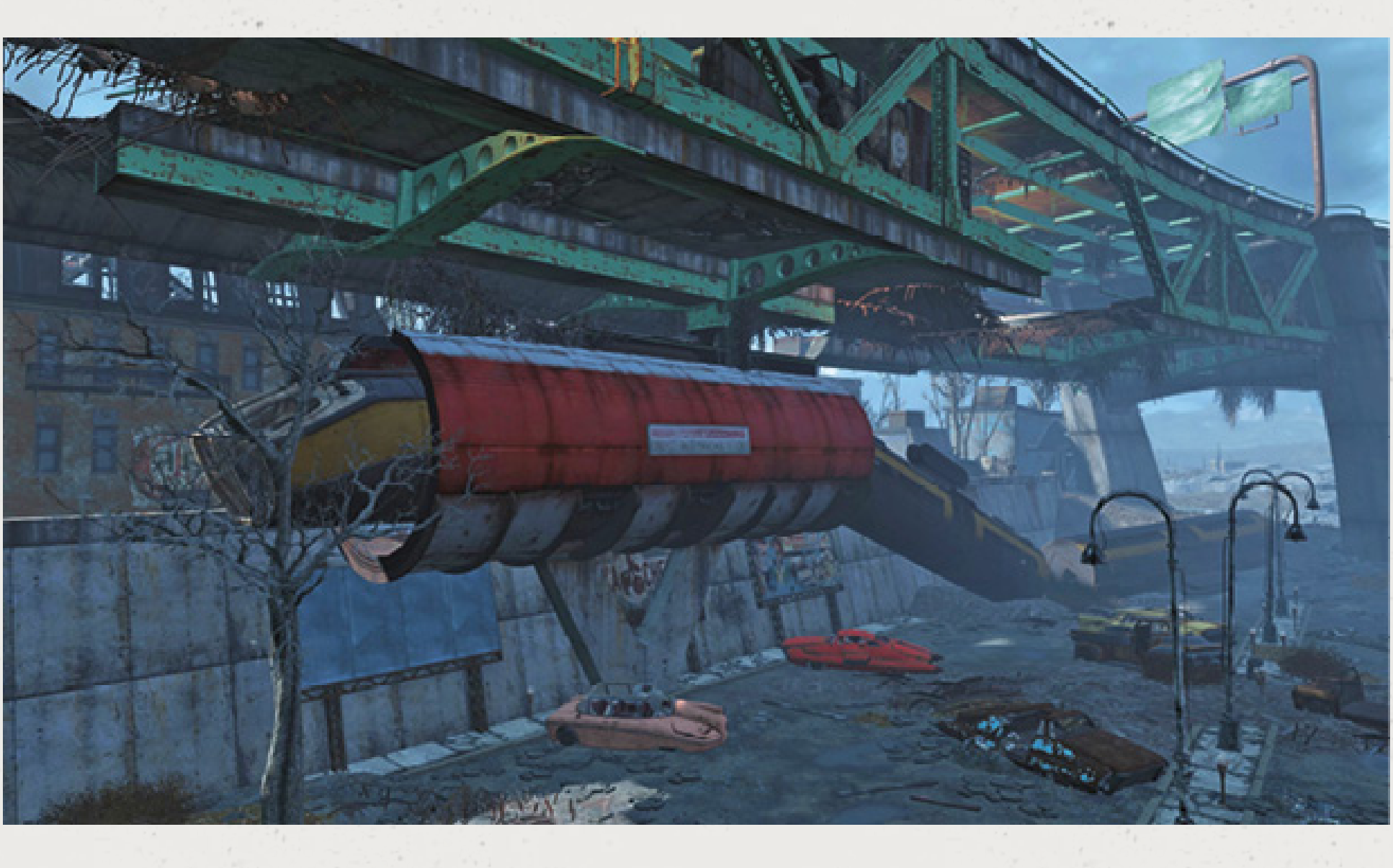
A small band of unpleasant Scavengers have made their home here.

[02] Big Rig Rooftop



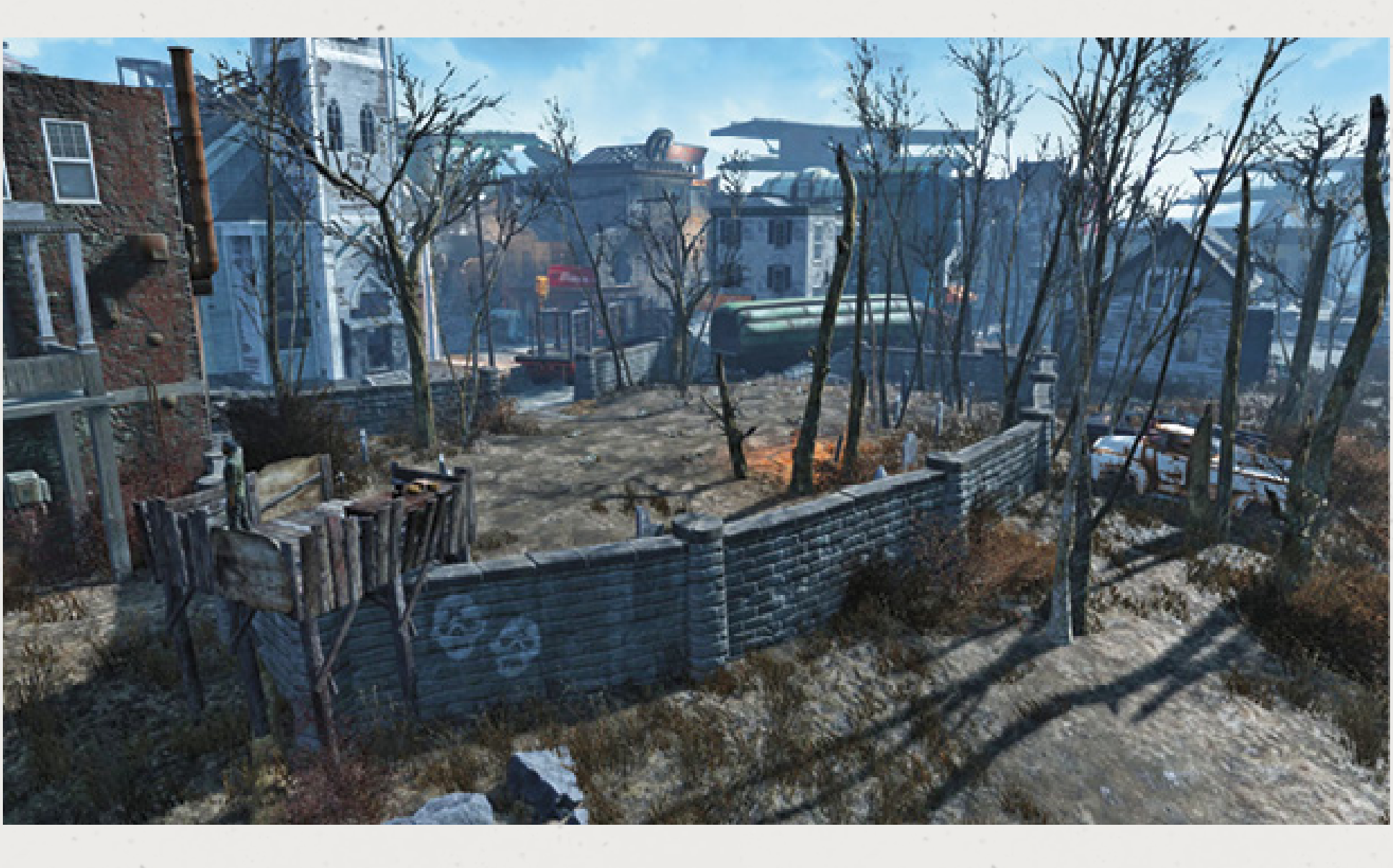
Head upstairs to gather some chems.

[03] Quincy Station



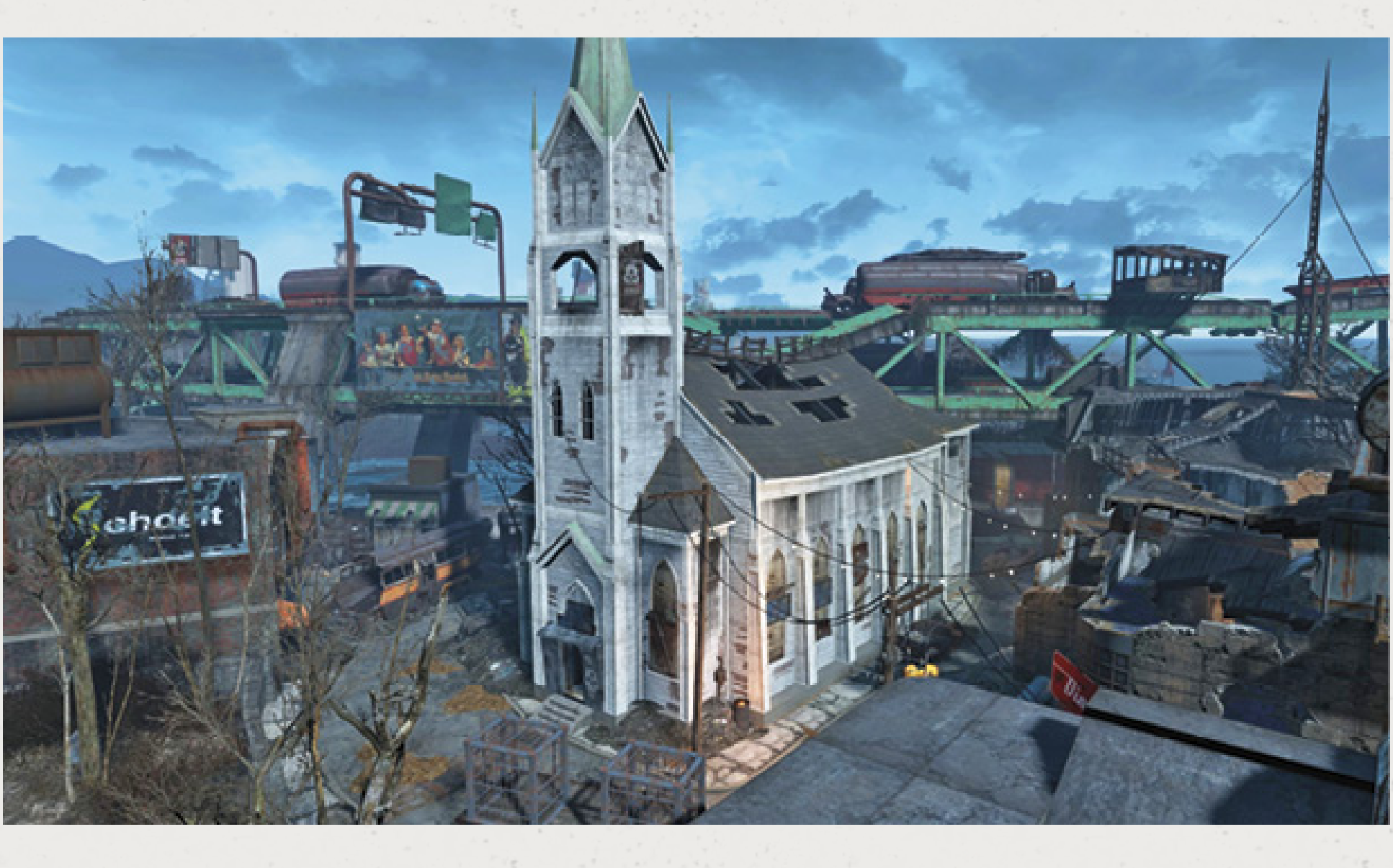
The northwest entrance has a turret and barricades to worry about. Enter the train car, and disarm the tripwires to prevent a missile to the face.

[04] Quincy Cemetery



Settlers have planted gourds here, which the Gunners are ignoring in favor of using the walled area as defenses. There's **ammo** at the rickety watchtower to the west.

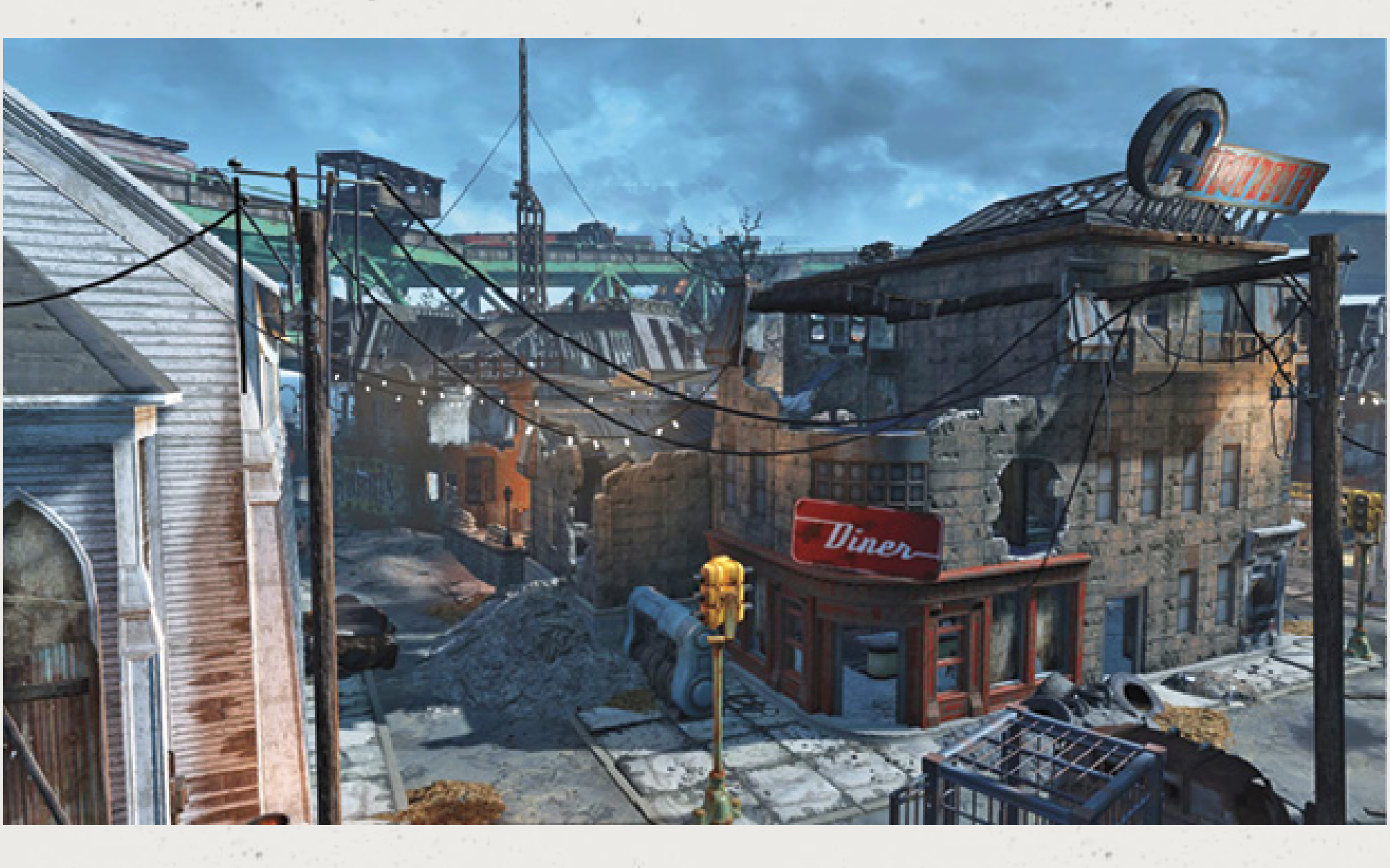
[05] Sturges' Church



The church where Sturges did some tinkering is here. Read about him at his terminal once the Gunner threats are met. There's a cooking station, **weapons** workbench, and **Power Armor** station inside here. Check a small wooden crate for the Fusion Core. There's health at the stairs and a safe (Expert) on the upper level. Climb the steeple to reach a good sniping spot for the Gunner camp at the freeway, or cross the rooftops for a closer inspection.

Active in this area is the Gunner named Baker. He usually carries a Fat Man, as well as Tessa's Holotape. There's direct access to the freeway from here, or a jump to location #07.

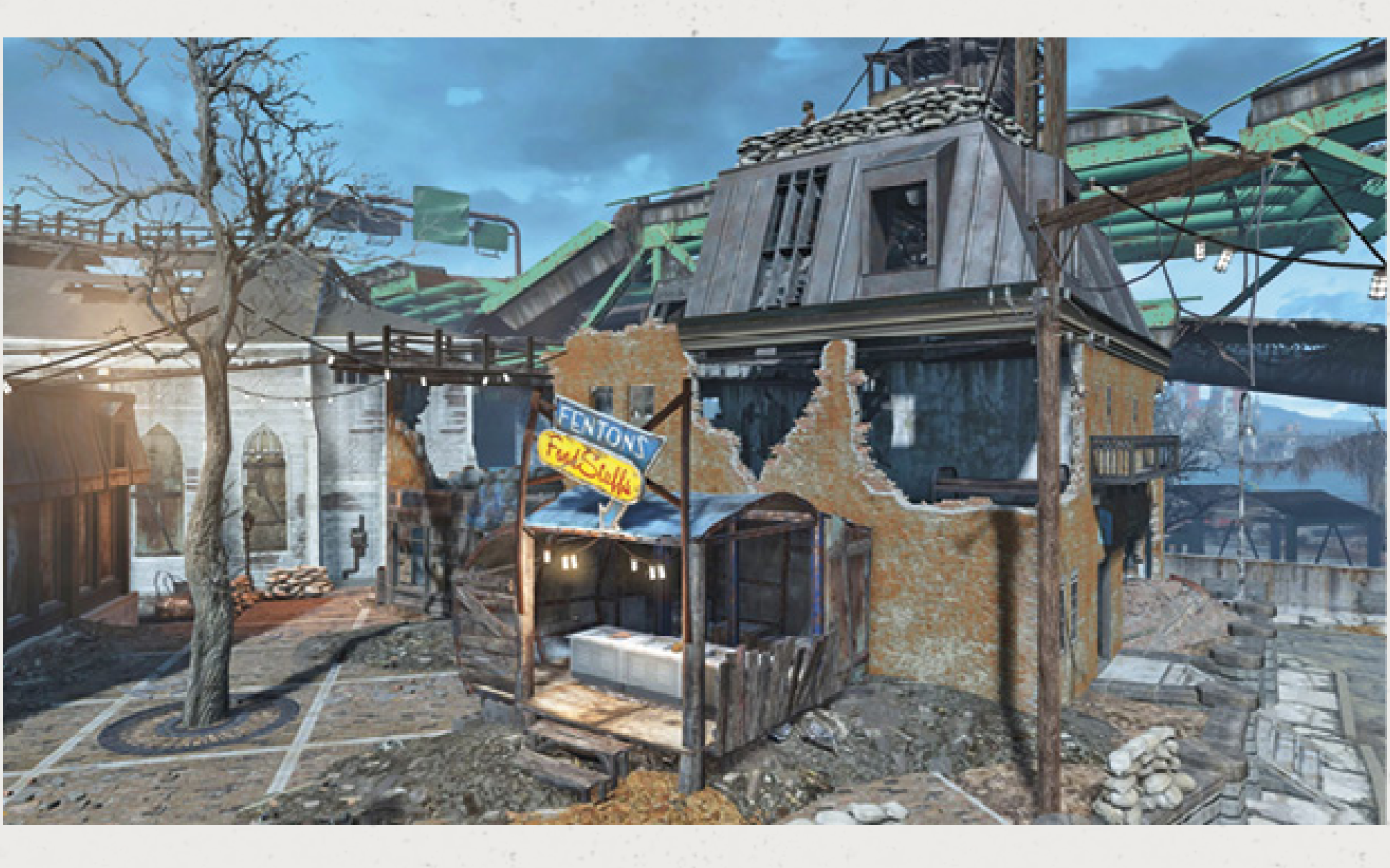
[06] Diner And Gun Shop



Mama Murphy's Diner is seemingly picked clean, but climb the stairs and access the door onto the narrow balcony to claim her stash of **chems** (below the "Apartments" sign).

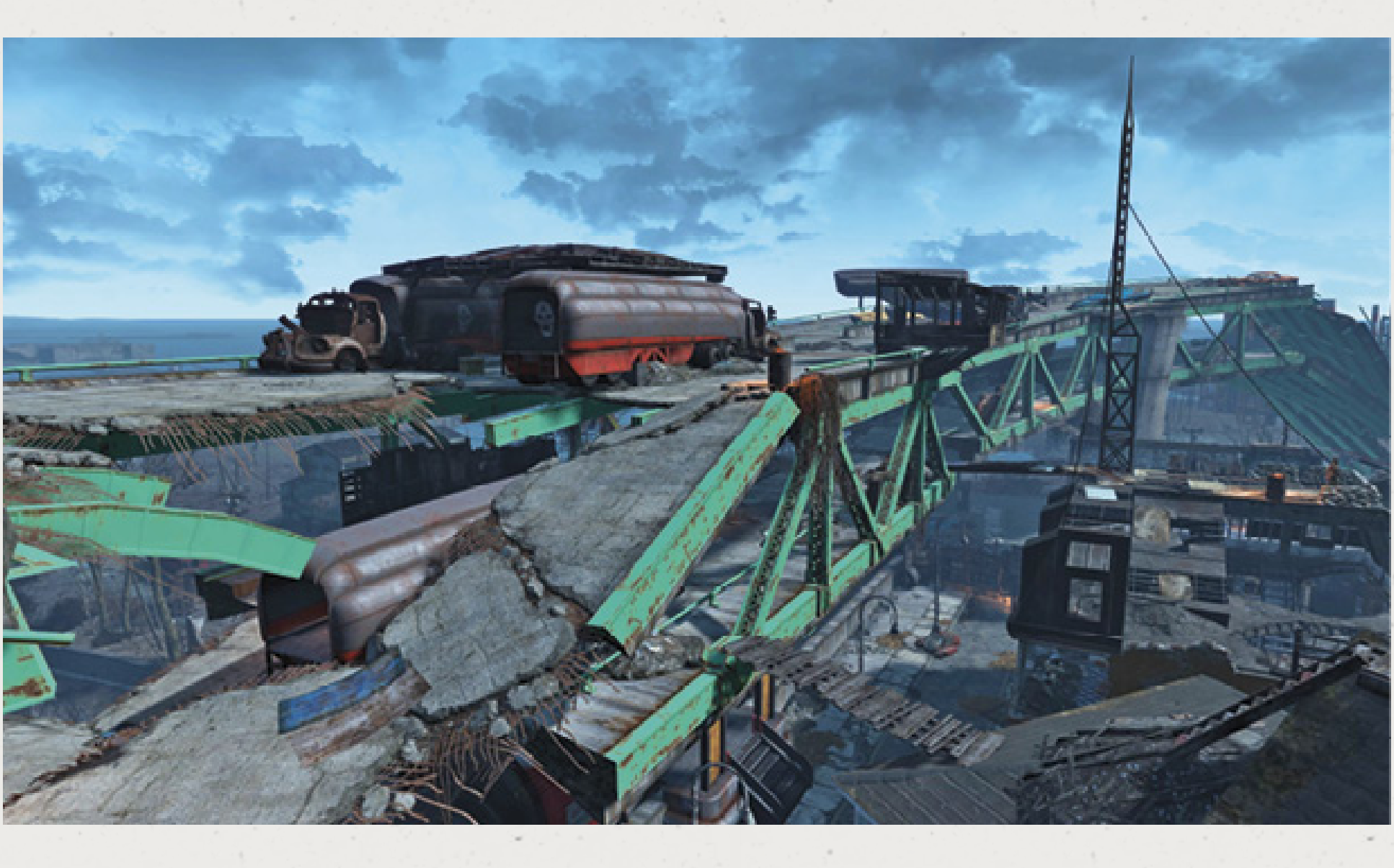
The gun shop has a few bits of **ammo** and weaponry, a **weapons** workbench, and a Caps stash under the counter. The wall terminal (Advanced) unlocks the floor safe. Open the barred door by dropping down the roof hole into the bathroom with the health and dead settler in it. Access location #07 from the ground or roof.

[07] Fenton's Food Stuffs And Abandoned Apartment



A small shack store selling questionable meat is in the main market area in front of a ruined apartment structure. The apartments have four floors, including the roof. Watch the turret.

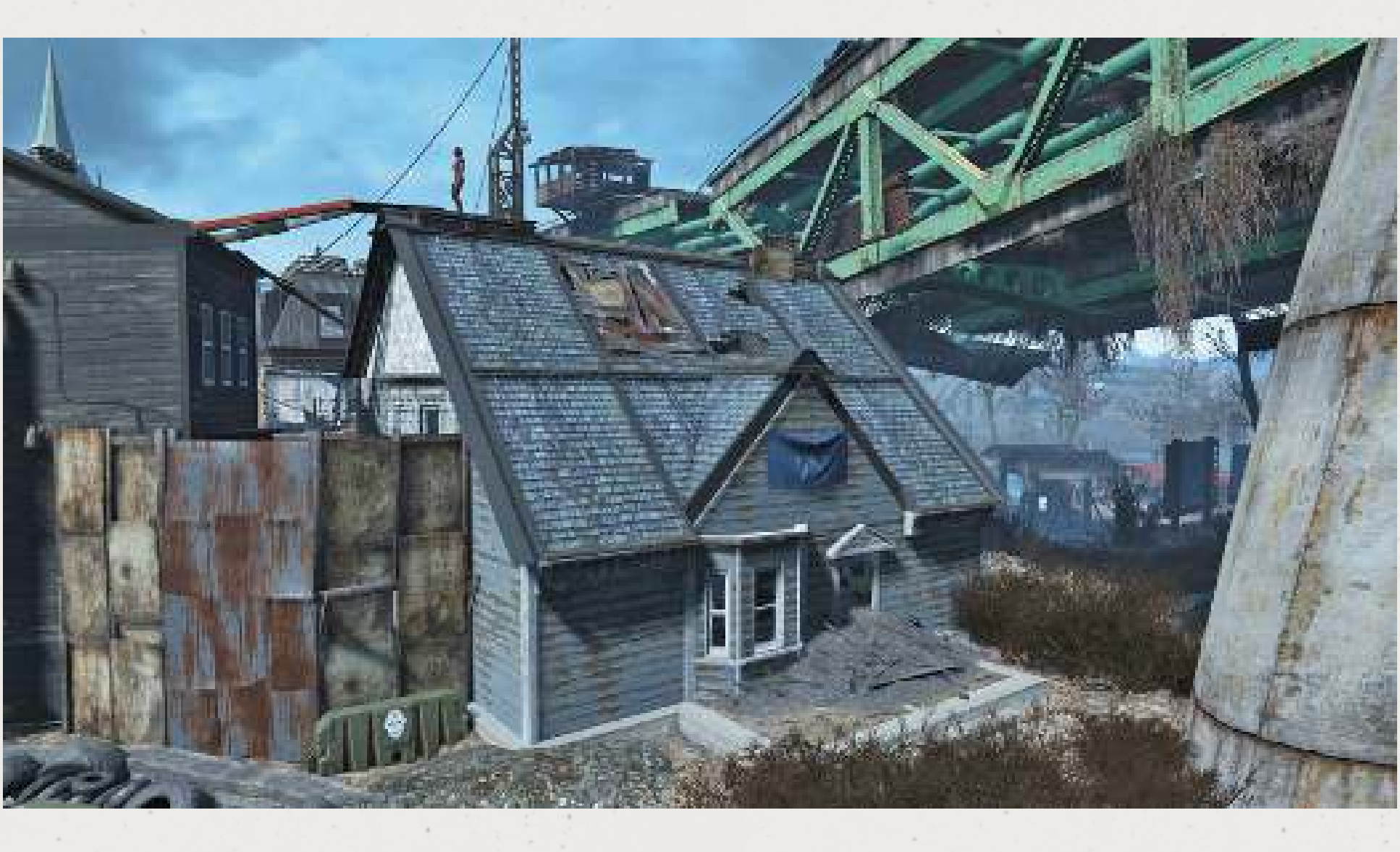
[08] Gunners Freeway Stronghold



The main Gunner base overlooks Quincy and is therefore difficult to storm. Access is via one of the rickety bridges from the apartment building or church. Scavenge the area for a Nuka Cola Quantum and health, and use the collapsed freeway section to reach the top tier of the freeway.

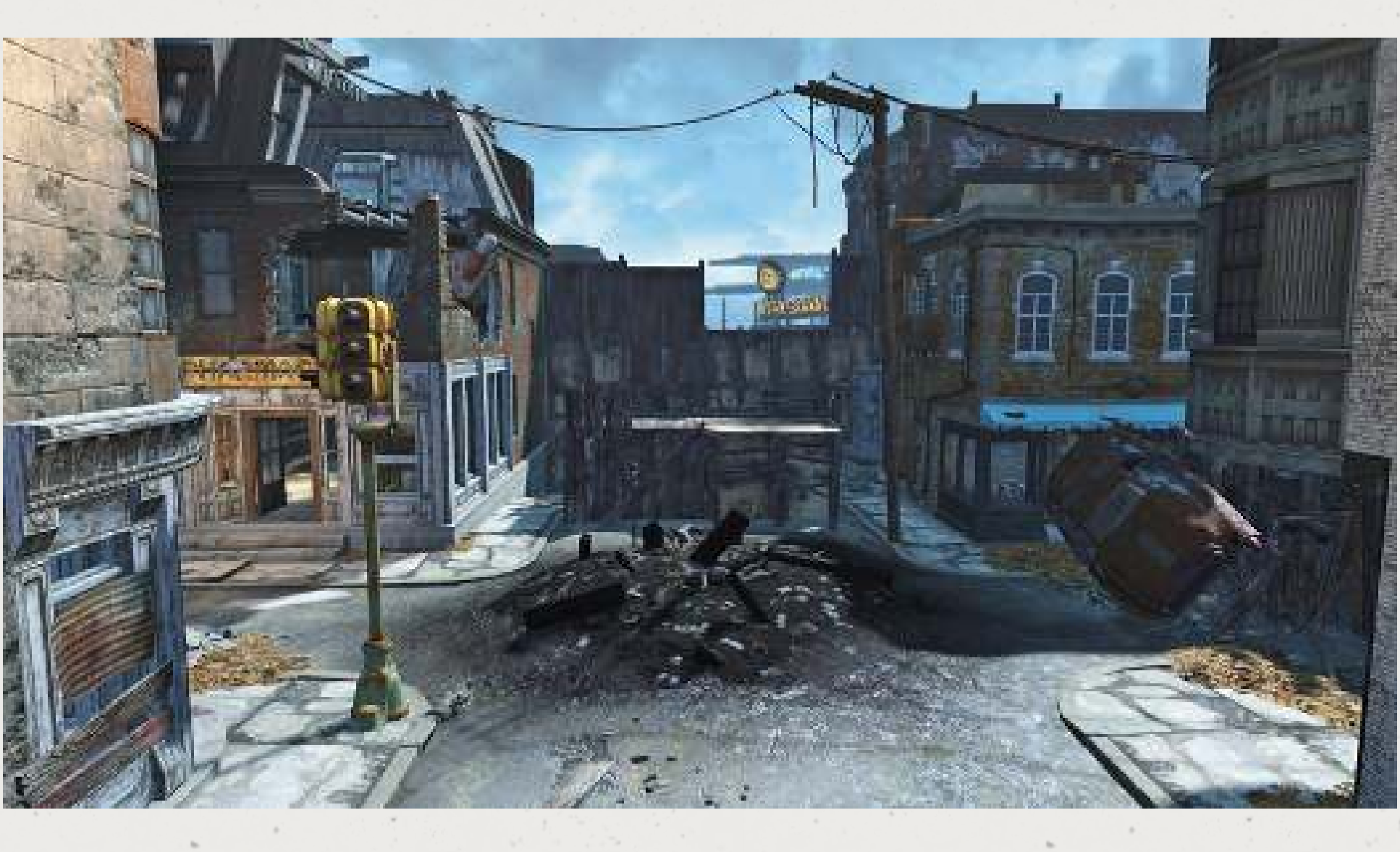
When threats are abated, scrounge the camp for a Mini Nuke, **ammo**, a steam trunk, information from a Gunner terminal, and an issue of **Guns** and Bullets magazine. This is also where Clint is. He's wearing some impressive **Power Armor** and carries a unique laser rifle.

[09] Old Headquarters (Abandoned)



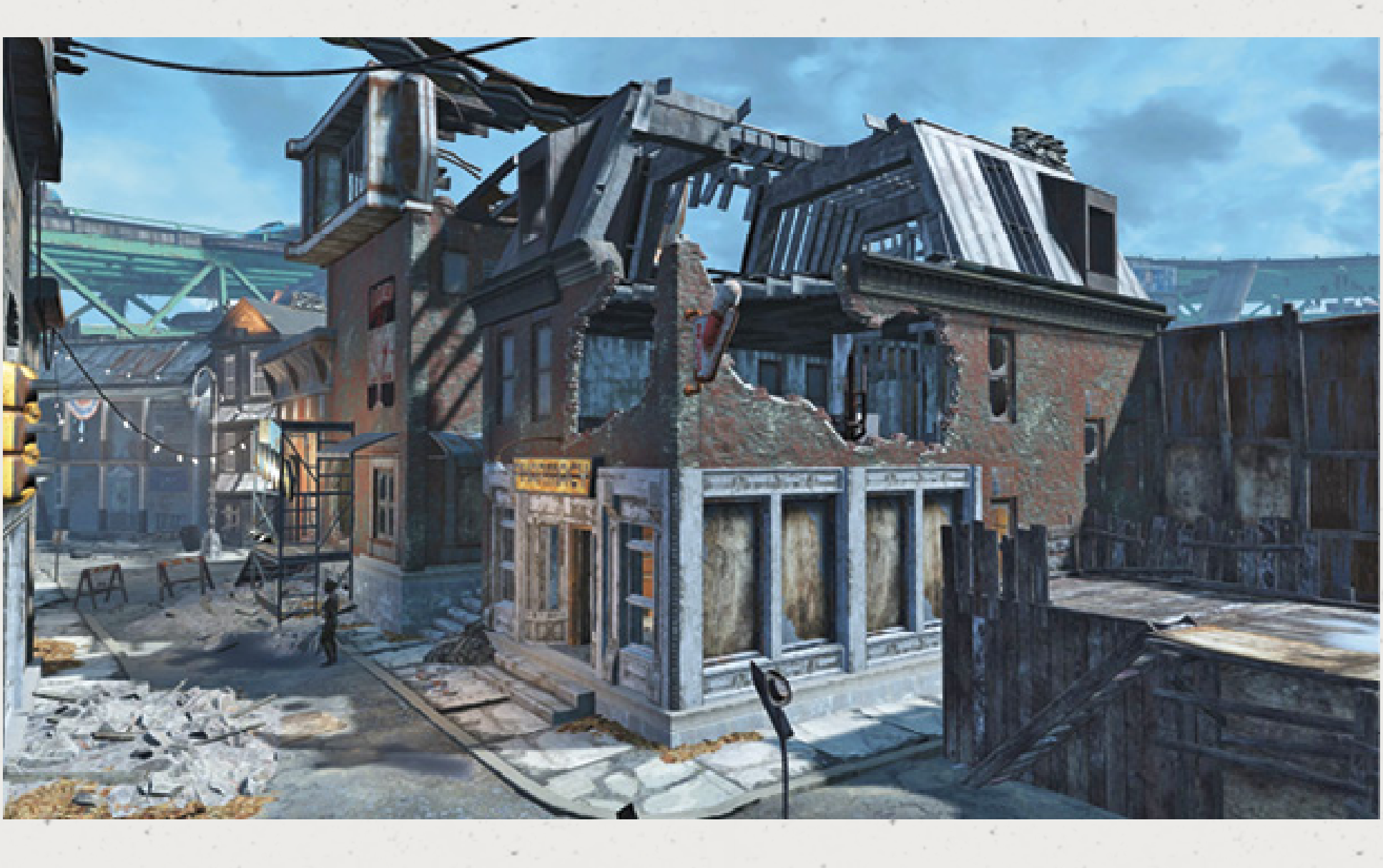
There's a terminal revealing the goings-on that led to the Minutemen fleeing Quincy. There's also **ammo** here. Access this once-stately building from the roof bridges or ground.

[10] Corpse Pile And Defenses



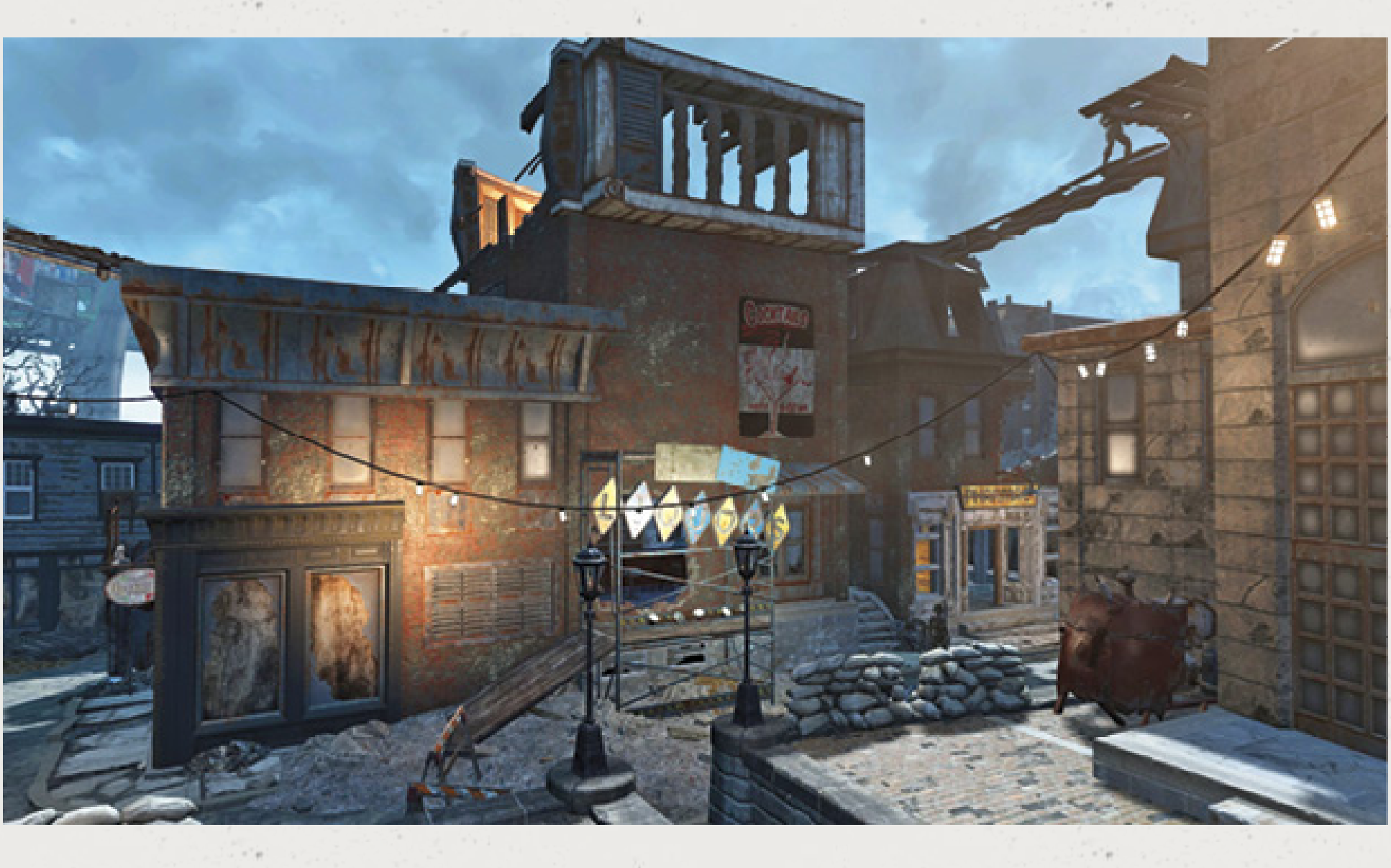
The main thoroughfare through Quincy has numerous obstacles, the most grotesque of which is a still-smoldering pile of bodies. At least the Gunners don't discriminate; there are dead Raiders and settlers here. To the southeast is a wall with a chained door to unlock.

[11] Marcie & Jun Long's Store



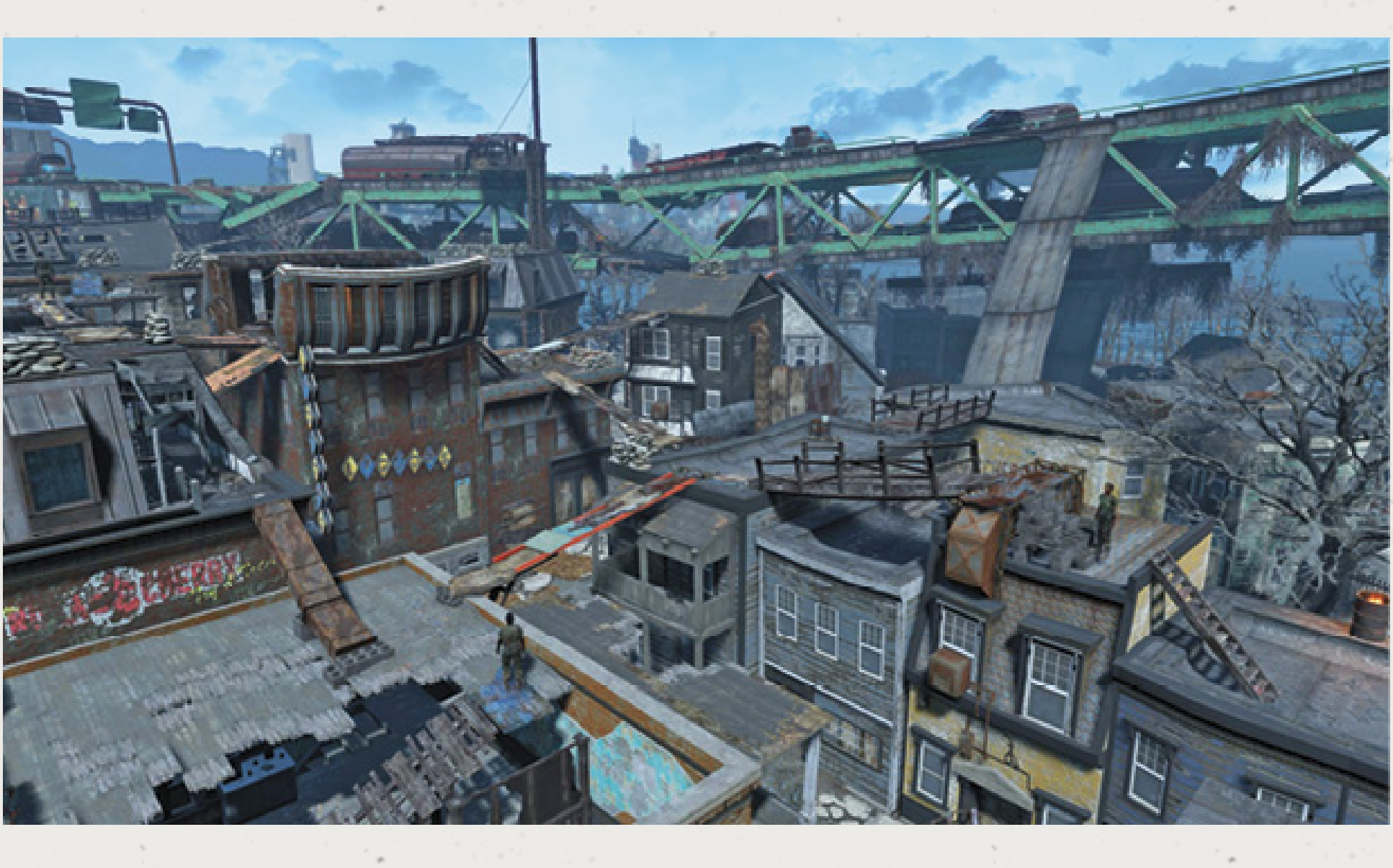
In the middle of the Gunner encampment at ground level, the pharmacy can be entered from the corpse pile. Inside, the establishment has been mostly picked clean. But the terminal has interesting information on Jun Long, one of Preston Garvey's Minutemen. There's an unlocked safe under the stairs, a chemistry station, a cooking stove and **ammo** upstairs, and roof access to more gangplanks.

[12] Quincy Liquor



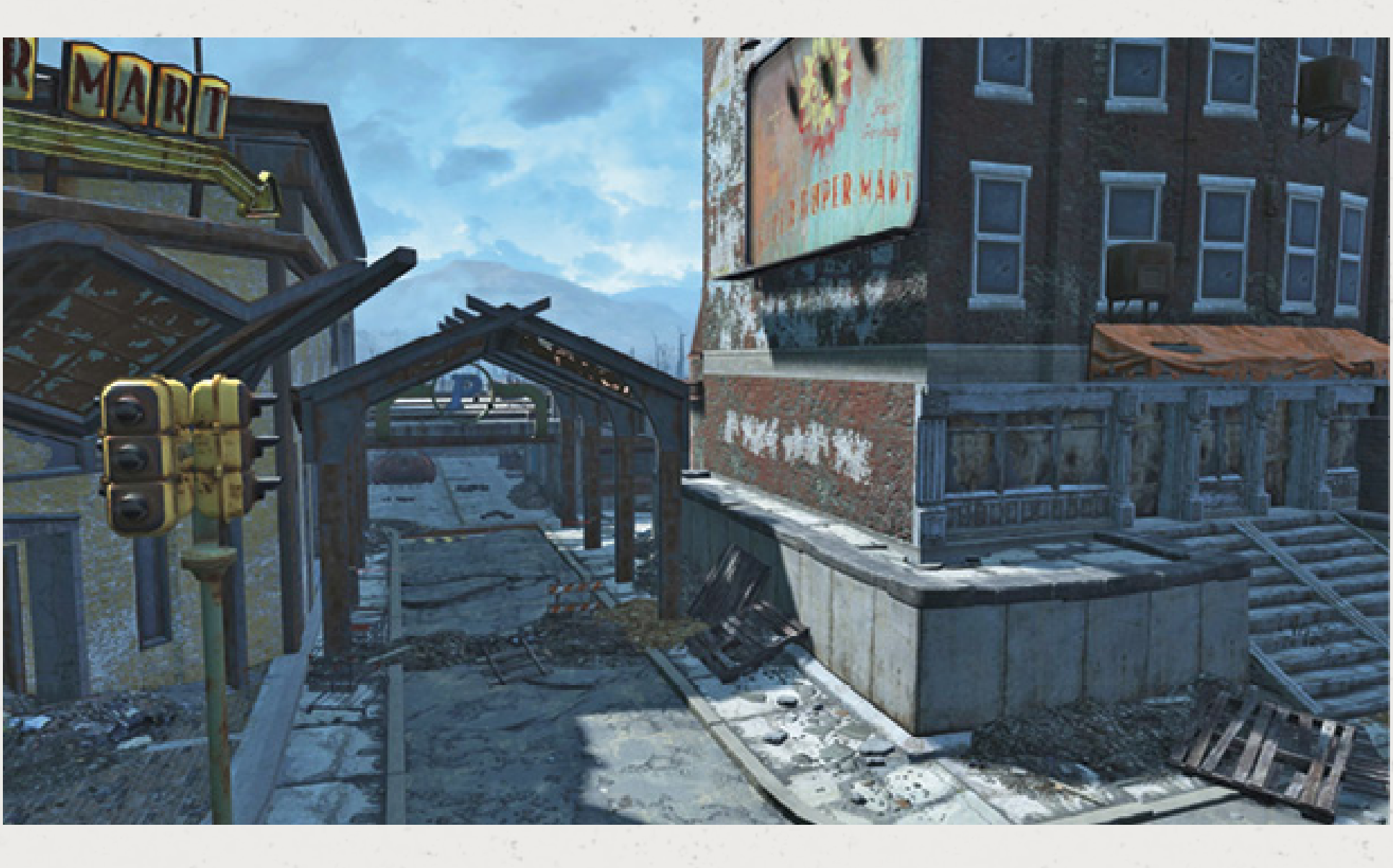
The liquor store has a chemistry station and terminal, but little else. There's no roof access, and the alley door as part of the Gunner stronghold is locked (Advanced). Access this roof via locations #09 or #11.

[13] Rooftops And Courtyard



Accessed from the police station, the rooftops to the northeast, or the fire escape in the courtyard, the rickety bridges allow you to crisscross above the streets. There's some health and **chems** up here.

[14] Parking Lot



Watch for tripwires between here and the police station. Aside from a Radscorpion and a rusty Vault-Tec truck with a trunk in the back, the place has been picked clean. You can leap to the lot roof and across to the corner roof of the Super Duper Mart if you're fighting foes below.

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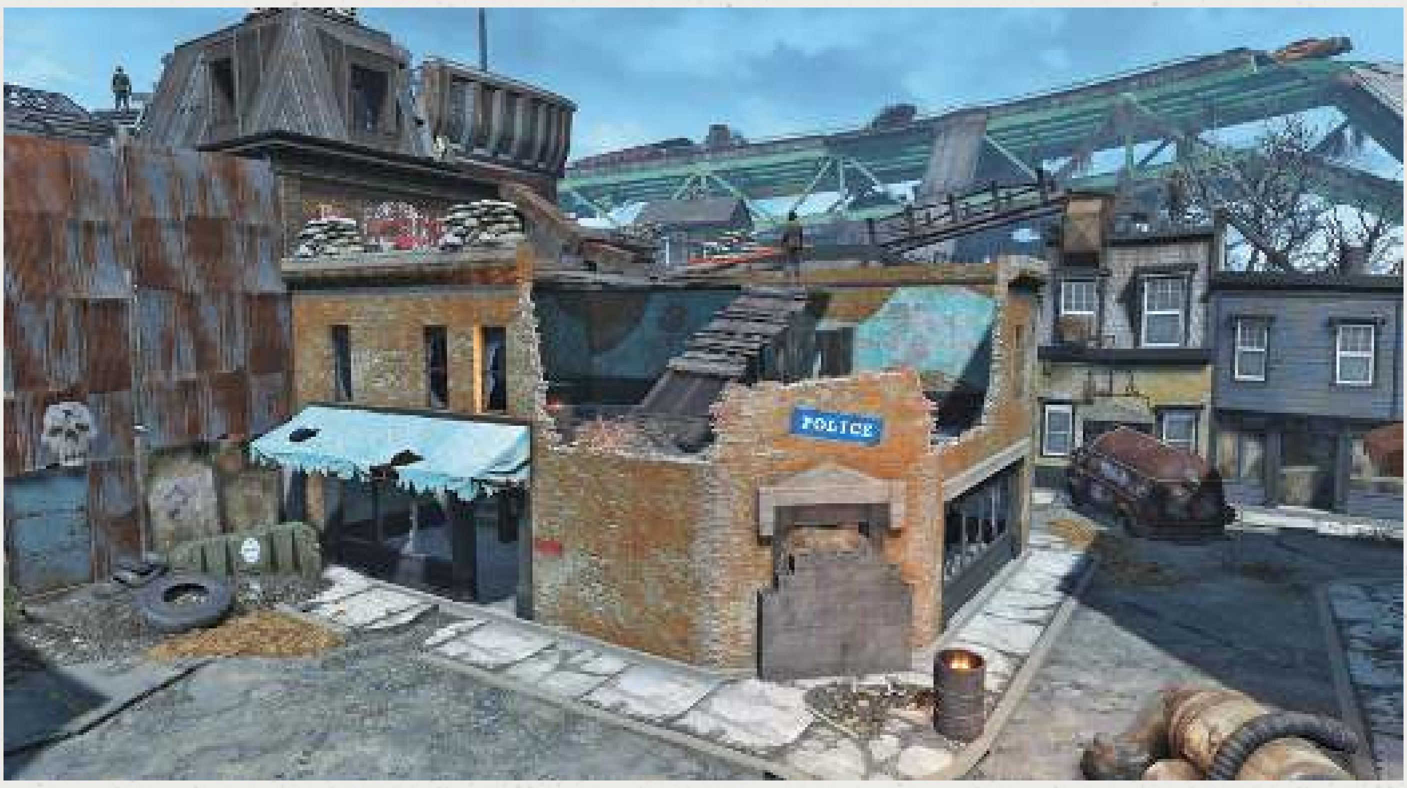
[6.25] Quincy Police Station (Quincy Township)

THREAT LEVELS 45+



- Armaments and Ammo
- Armor Part: Fusion Core
- Armor Part: Power Armor (leveled)
- Collectible: Holotape: Eddie Winter's Holotape
- Collectible: Holotape: Baker's Holotape
- Faction: Gunners
- Faction: Character: Tessa
- Health or Chems
- Quest Visit: Long Time Coming (Side)
- Unique Item: Tessa's Fist (Weapon)

VAULT-TEC RECOMMENDED LOOT

Armor Part: Fusion Core

Armor Part: Power Armor (leveled)

Unique Item: Tessa's Fist (Weapon)

Expect heavy fire and punching power from a group of Gunners led by the Power Armor–clad Tessa. Inside the building is a book return terminal and another terminal where you can take Baker's Holotape for Tessa. Expect ammo and a series of precarious ramps across Quincy Ruins if you venture upstairs. Look for the door down into the lockup. Inside is a Protectron and a terminal you can use to unlock all the cell doors, including the locked one (Expert), and read up on Eddie Winter. Another of Eddie Winter's Holotapes is on one of the lockers.

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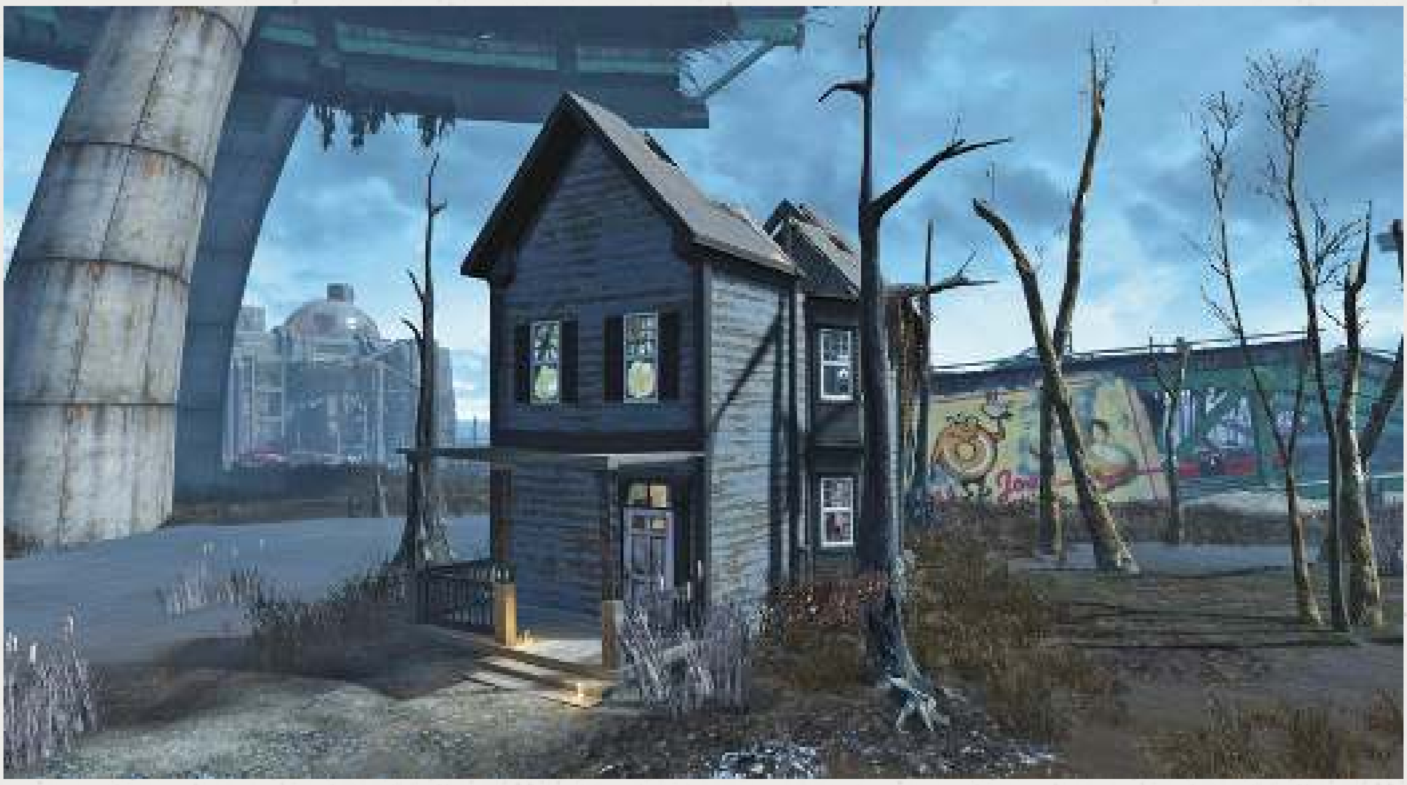
[6.26] Peabody House (Quincy Township)

THREAT LEVELS 45+



- Armaments and Ammo
- Collectible: Nuka Cola Quantum
- Faction: Character: Carol Peabody
- Faction: Character: Clint
- Faction: Character: Matt Peabody
- Health or Chems
- Quest Visit: Kid in a Fridge (Side)

Matt and Carol Peabody live here along with their son, who seems to have gone missing. These two friendly Ghouls are related to the specified quest. Look for a Caps stash in the oven, and head upstairs to find an unlocked wall safe with ammo and a first aid box.

VAULT-TEC RECOMMENDED LOOT

Collectible: Nuka Cola Quantum

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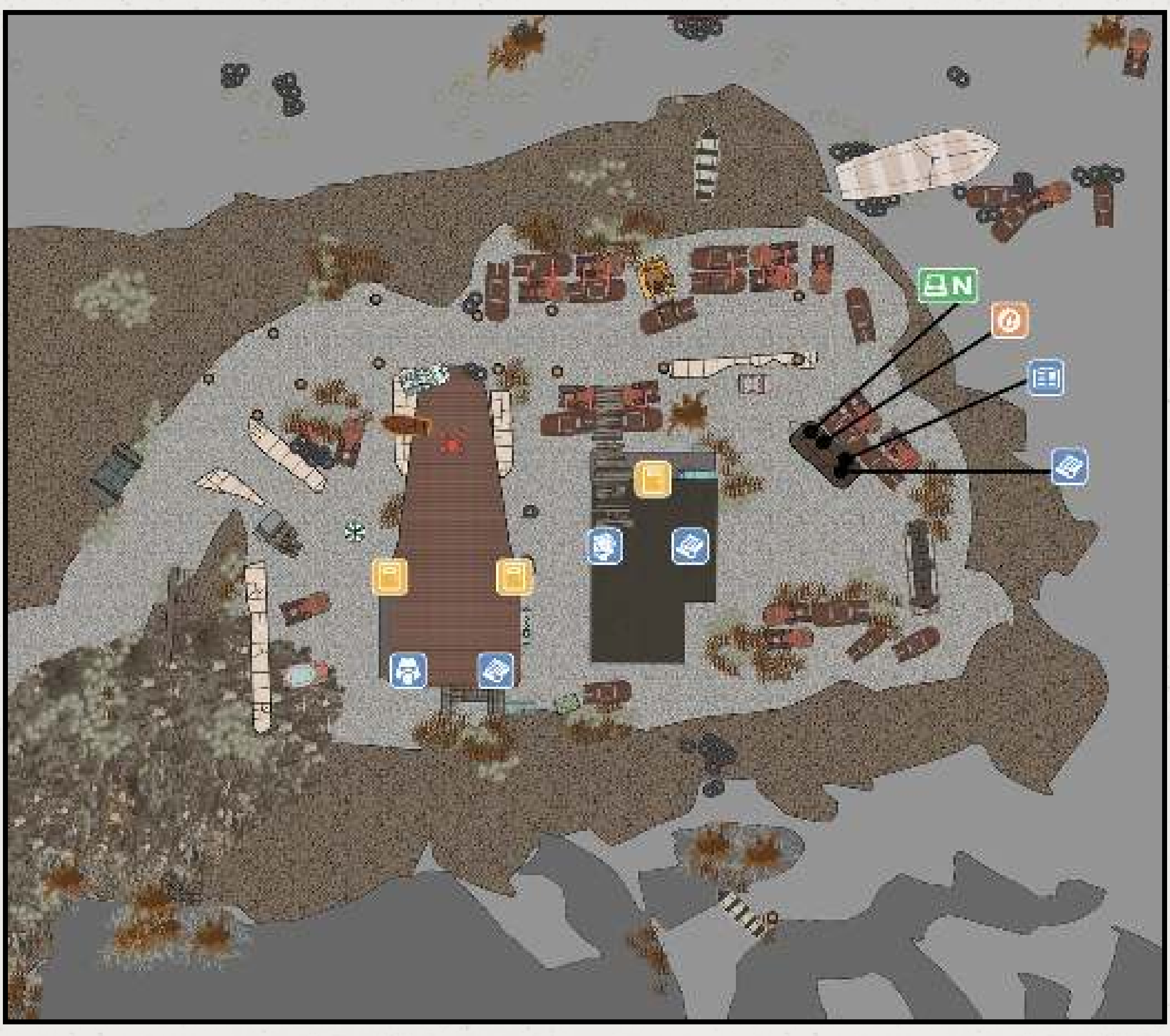
[6.27] Atom Cats Garage

THREAT LEVELS 40+

- Armaments and Ammo
- Armor Part: Fusion Core
- Armor Part: Power Armor (Various)
- Collectible: Bobblehead: Unarmed
- Collectible: Required Reading: Hot Rodder
- Crafting: Armor Workbench
- Crafting: Power Armor Station (2)
- Crafting: Weapons Workbench
- Danger: Tripwires!
- Faction: Settlers (Atom Cats)
- Faction: Character: Bluejay
- Faction: Character: Duke
- Faction: Character: Johnny D.
- Faction: Character: Rowdy
- Faction: Character: Roxy
- Faction: Character: Zeke
- Faction: Gunners
- Health and Chems
- Quest Start: Miscellaneous (Atom Cats)
- Services: Trader (Bluejay)
- Services: Trader (Rowdy)
- Unique Item: Zeke's Jacket and Jeans

Fig 6.27: Atom Cats Garage (Exterior)



A group of friendly Greasers make their base of operations from this abandoned garage and scrap yard. Be sure to get on the Cats' good side, daddio, as Rowdy offers some choice Power Armor mods. Zeke's terminal (Novice) is worth a hack. Their Holotape poetry? An acquired taste.

VAULT-TEC RECOMMENDED LOOT

- **Armor Part: Fusion Core**
- **Armor Part: Power Armor (Various)**
- **Bobblehead: Unarmed**
- **Required Reading: Hot Rodder**
- **Unique Item: Zeke's Jacket and Jeans**

Miscellaneous (Atom Cats)

1. Talk to Rowdy

2. Repair the water pump at Warwick

3. Tell June Warwick about the fix

4. Return to Rowdy

5. Defeat the Gunners

6. Talk to Zeke

Speak with Zeke and refrain from violence. To join these cool Cats, speak with Rowdy, who wants you to install a water pump. Visit the nearby settlement, tinker with the pump, speak with June, and return to the Atom Cats. You're interrupted by a Gunner attack. Repel this before you're welcomed into the faction and given a groovy outfit.

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Primary Locations

[6.28] Poseidon Energy

THREAT LEVELS 45+

POSEIDON ENERGY

- Armaments and Ammo++
- Armaments and ammo: trunk
- Armor Part: Power Armor (Raider)
- Collectible: Bobblehead: Endurance
- Collectible: Nuka Cherry (2)
- Collectible: Required Reading: Tesla Science
- Bottlecaps+
- Crafting: Chemistry Station
- Danger: Can Chimes!
- Danger: Long Drop!
- Danger: Mines!
- Danger: Radiation (Severe)!
- Danger: Tripwire!
- Faction: Mirelurks
- Faction: Raiders
- Faction: Robots
- Faction: Character: Cutty
- Health or Chems

Fig 6.28A: Poseidon Energy (Exterior)

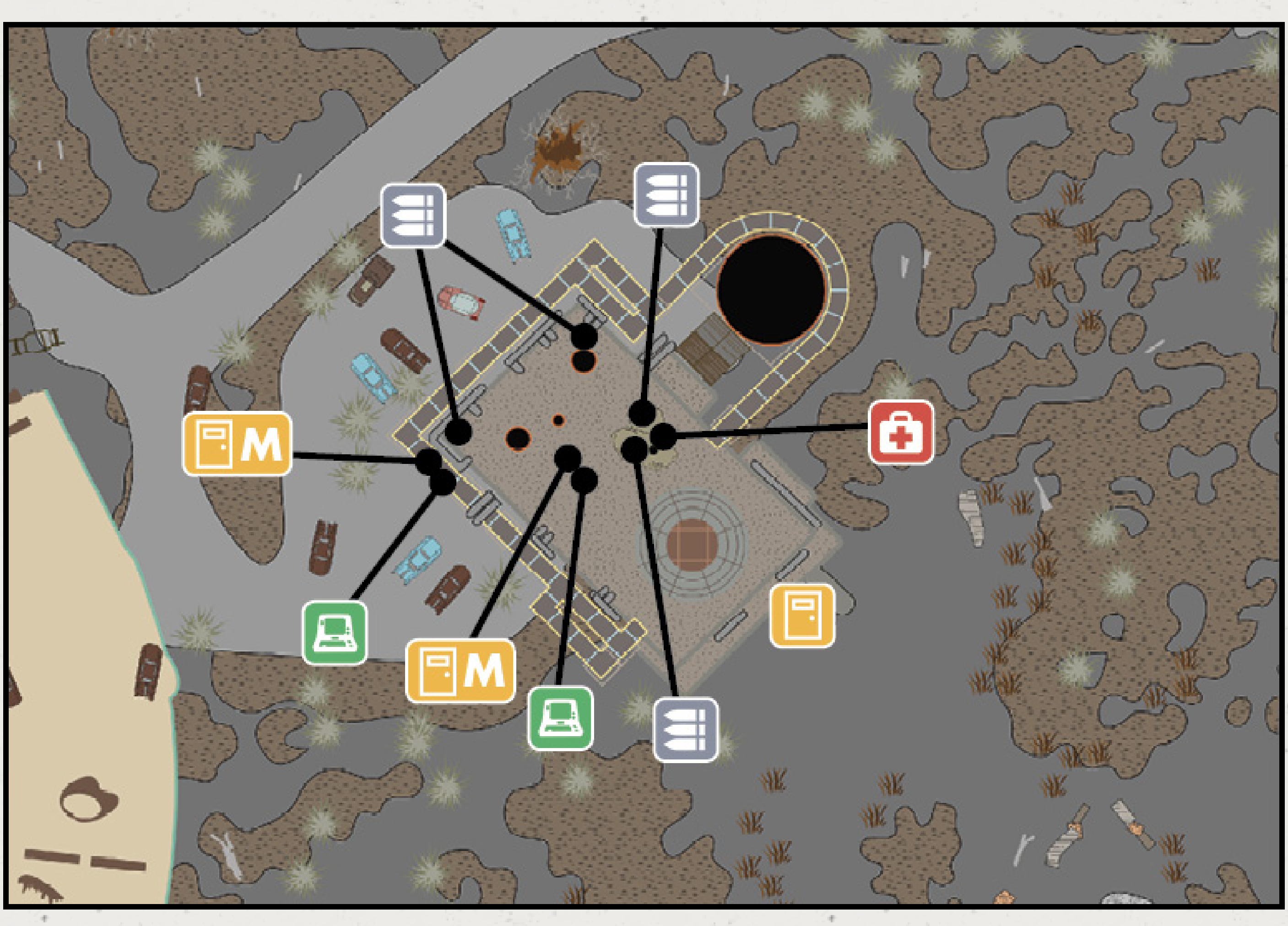
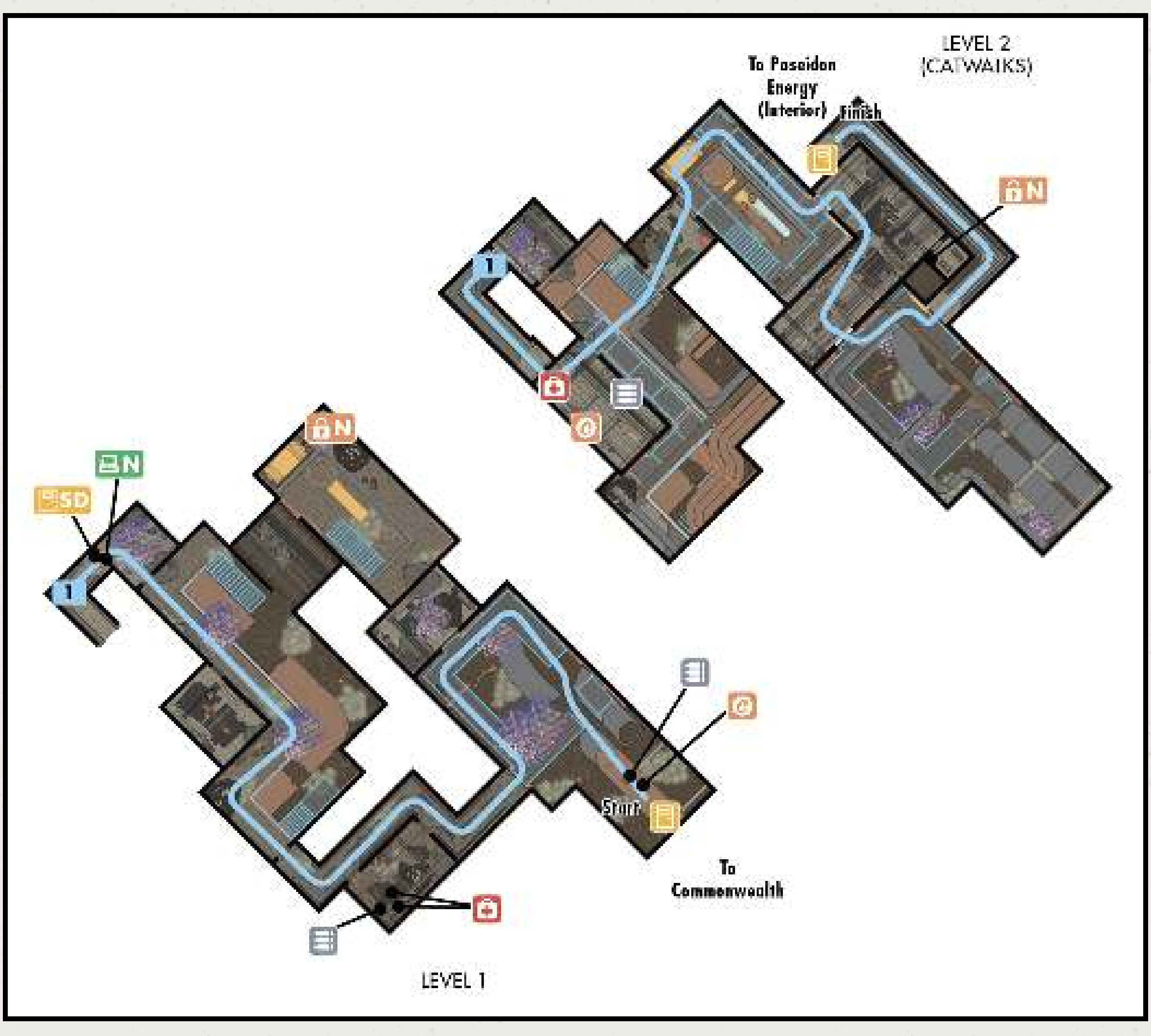


Fig 6.28B: Poseidon Energy Sublevels (Interior)


LEVEL 2
(CATWALKS)
To Poseidon Energy (Interior)
Finish
N
1
N
N
SD
1
Start
To Commonwealth
LEVEL 1

VAULT-TEC RECOMMENDED LOOT

Armor Part: Power Armor (Raider)

Bobblehead: Endurance

Collectible: Nuka Cherry (2)

Required Reading: Tesla Science

This Poseidon Energy corporation power plant uses natural gas and solar energy. Currently, a gang of raiders have set up defenses against the robot security active at this location, as well as encroaching mirelurks.

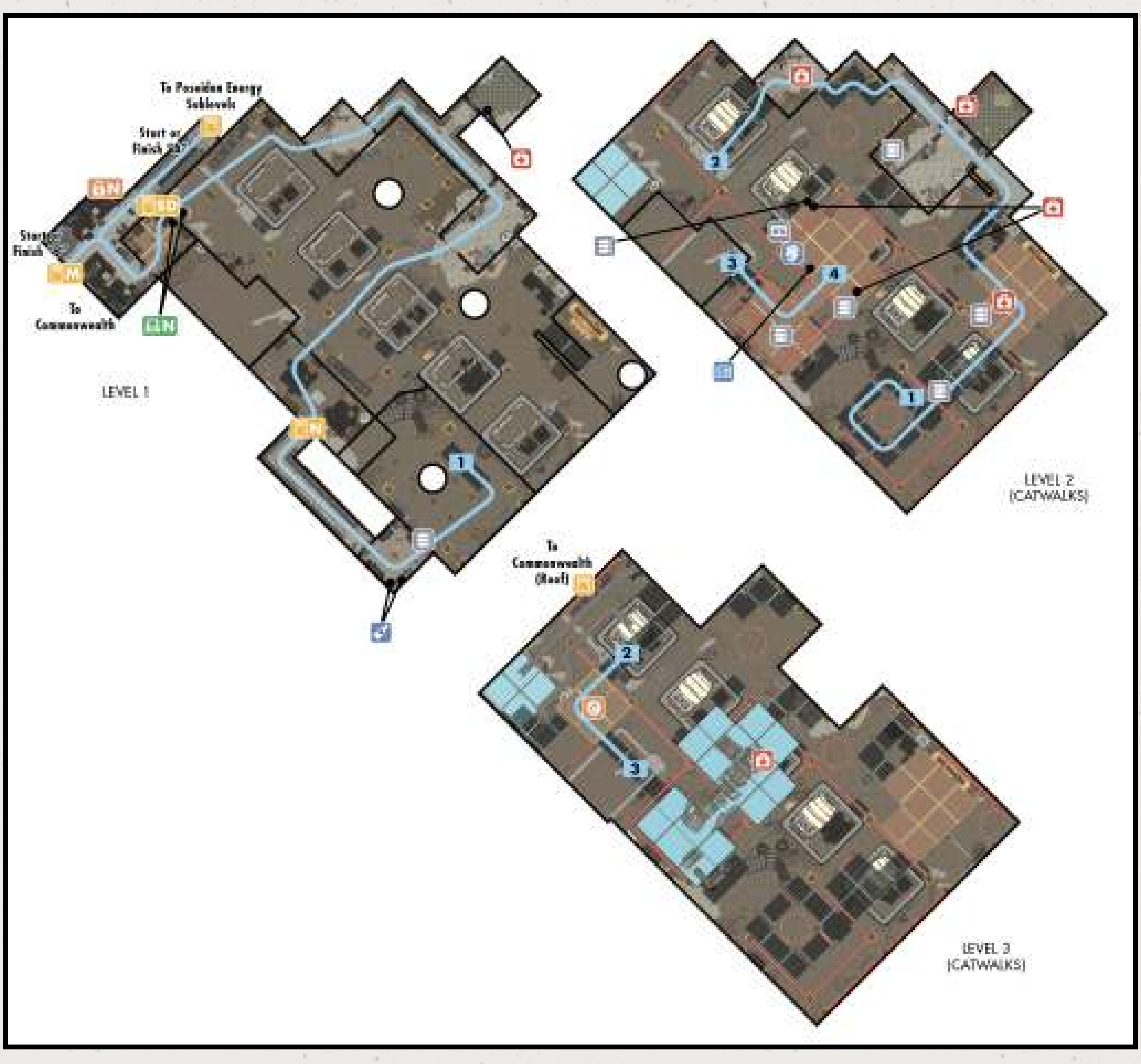
Currently, Raiders have set up here and fortified a safe zone in the upper floors of the power plant. Turrets and traps defend against the robots on the ground floor.

Both the ground-level entrance and the rooftop door access via the gantry are difficult to open (Master), and the adjacent terminal doesn't access it. Instead, try swimming up through an outflow pipe to the southeast.

Fancy being drenched by radioactive water as you swim and climb through a Mirelurk lair? Then you've come to the right place. Remember you must submerge and wade through underwater rooms to gain progress.

Cutty is carrying a most impressive minigun and is wearing Power Armor. His Poseidon Energy Key opens the ground and roof exits. Don't leave his metal hut chamber in the middle of the catwalks without claiming a limited-edition Vault-Tec Bobblehead and some light reading.

Fig 6.28C: Poseidon Energy (Interior)


To Poseidon Energy Sublevels
Start or Finish
N
SD
Start/Finish
M
To Commonwealth
N
LEVEL 1
N
1
3
3
4
1
LEVEL 2
(CATWALKS)
To Commonwealth (Roof)
2
3
LEVEL 3
(CATWALKS)

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[6.29] Warwick Homestead

THREAT LEVELS 45+

- Armaments and Ammo
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Trunk Bottlecaps
- Crafting: Cooking Station
- Faction: Settler
- Faction: Character: Bill Sutton
- Faction: Character: Cedric Hopton
- Faction: Character: Janey Warwick
- Faction: Character: June Warwick
- Faction: Character: Roger Warwick
- Faction: Character: Wally Warwick
- Health or Chems
- Quest Start: Miscellaneous (Bill Sutton)
- Quest Visit: Building a Better Crop (the Institute)
- Services: Trader (June Warwick)
- Services: Workshop

The fertilizer from this old sewage facility offers great Mutfruit and tato plant growing conditions, if you can get over the stench. Need a Giddyup Buttercup? There's one here.

Miscellaneous (Bill Sutton)

Chat to Bill Sutton, who's happy to hand over a few Caps for each tato you can bring him, from anywhere in the Commonwealth.

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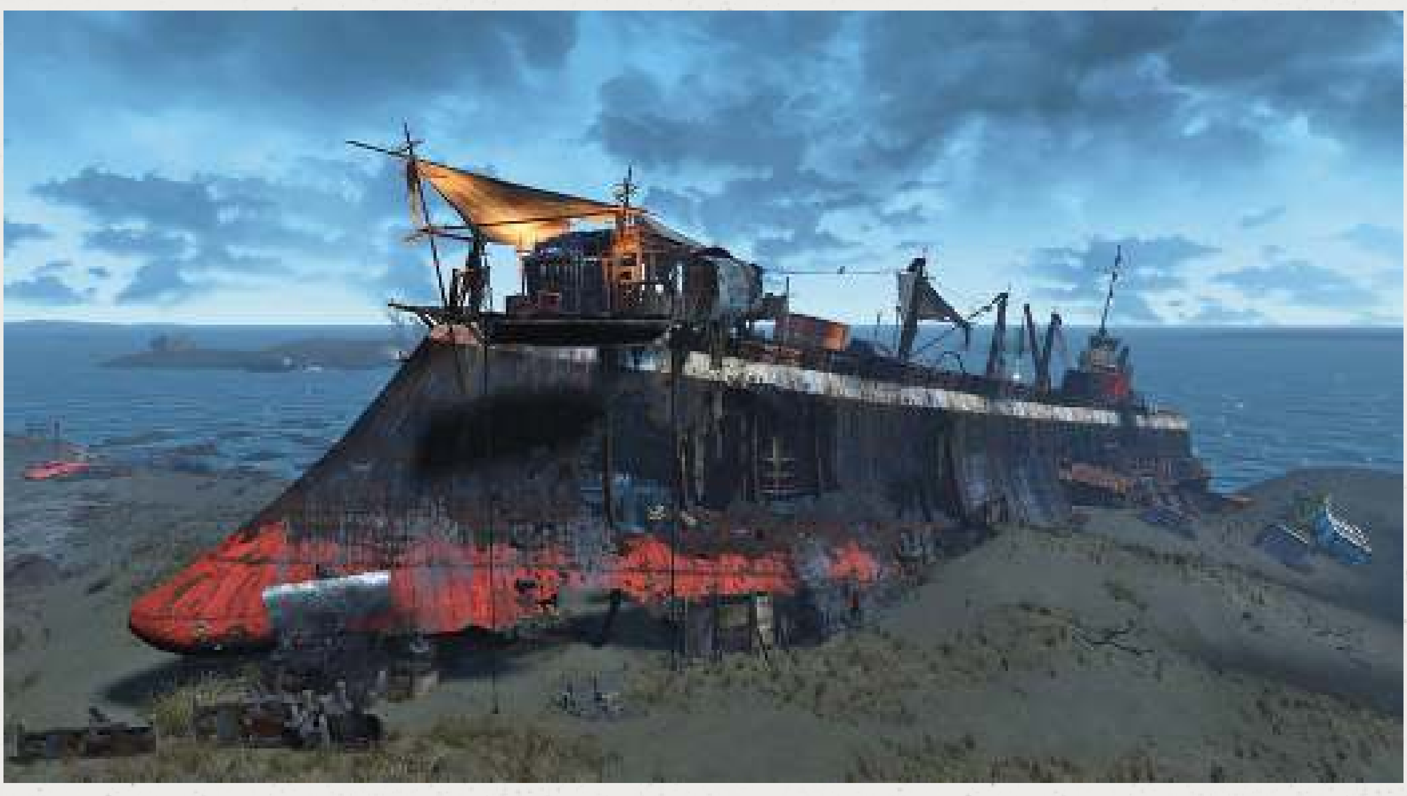
Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

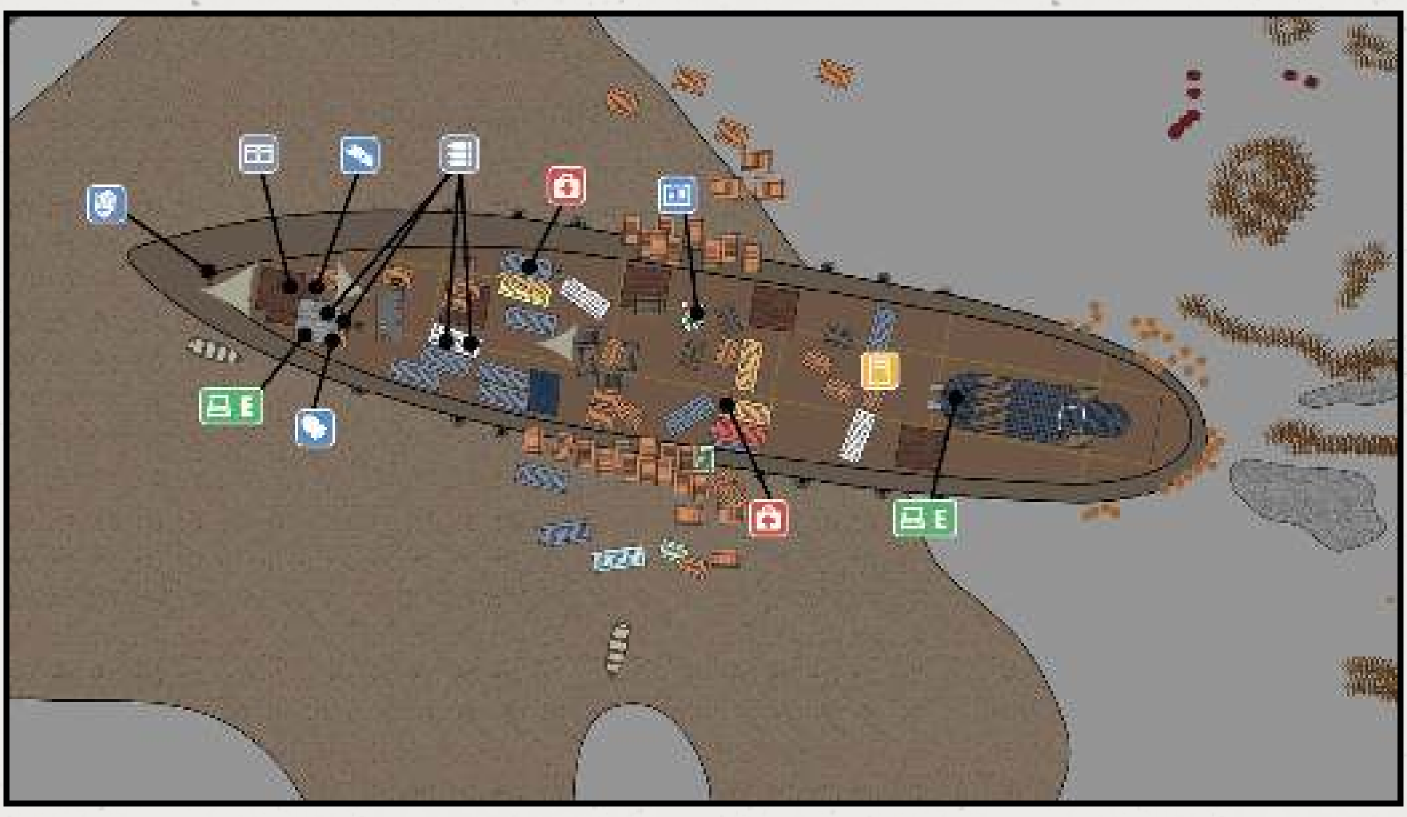
[6.30] Wreck of the FMS Northern Star

THREAT LEVELS 45+



- Armaments and Ammo
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Trunk
- Armor Part: Fusion Core
- Bottlecaps
- Collectible: Bobblehead: Agility
- Collectible: Required Reading: Tales of a Junktown Jerky Vendor
- Crafting: Chemistry Station
- Crafting: Cooking Stove
- Danger: Long Drop!
- Danger: Oil!
- Danger: Radiation (Mild)!
- Danger: Turrets!
- Faction: Irradiated Wildlife (Mirelurks)
- Faction: Raider
- Faction: Character: Rags
- Health or Chems

Fig 6.30: Wreck Of The FMS Northern Star (Exterior)



A rusting hulk with an interior hull of holes (with a generator containing a Fusion Core), containers, and Mirelurks. The top deck is a camp for a small Raider gang led by Rags. There are numerous entrances and a rowboat to lower via a button on its prow. Access the terminals (Expert) at either end of the top deck to switch off the spotlights and turrets. Check the area for a limited-edition Bobblehead in a precarious position, as well as a magazine, Mini Nuke, and trunk.

VAULT-TEC RECOMMENDED LOOT

- **Armaments and Ammo: Mini Nuke**
- **Armor Part: Fusion Core**
- **Bobblehead: Agility**
- **Required Reading: Tales of a Junktown Jerky Vendor**

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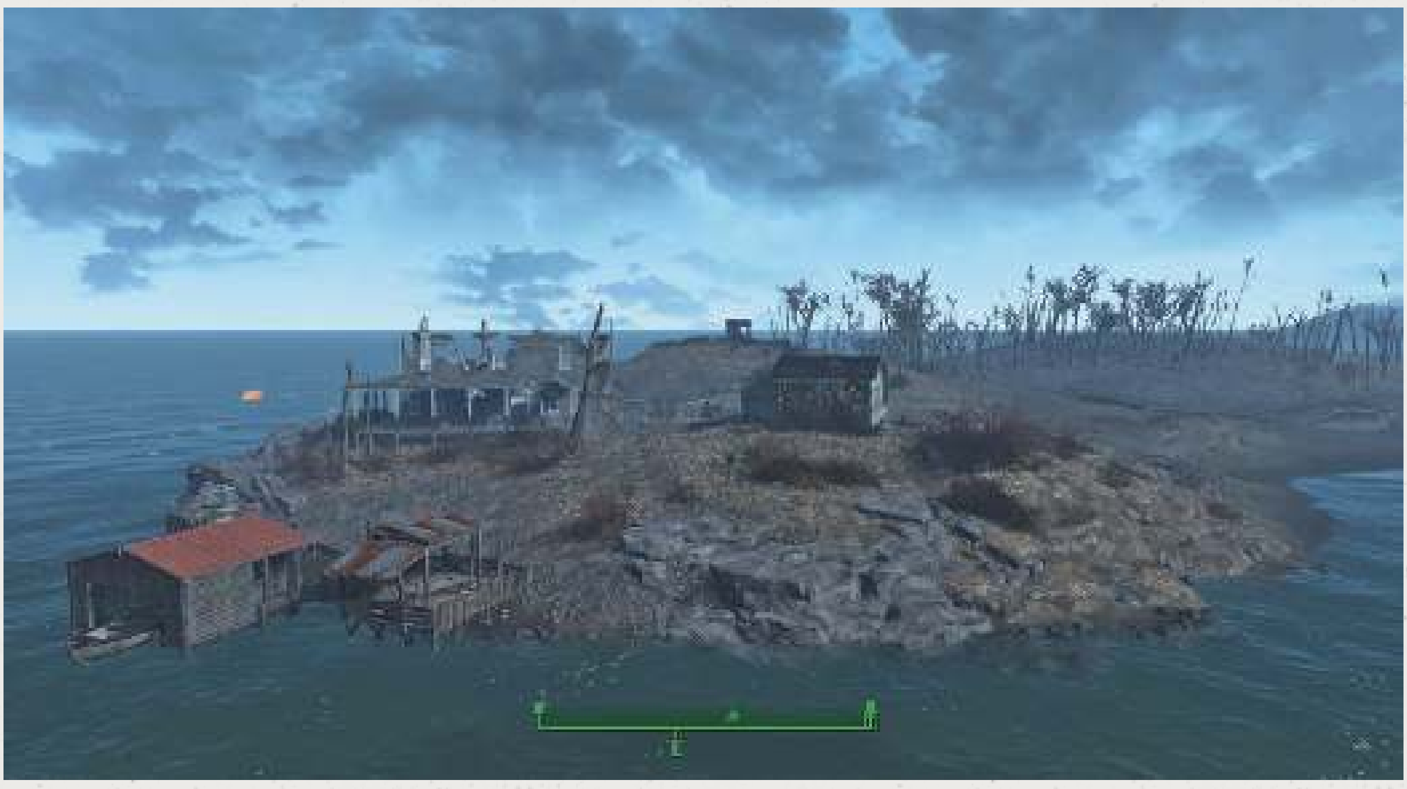
[6.31] Spectacle Island

THREAT LEVELS 45+



- Armaments and Ammo
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Mini Nuke (Fat Man)
- Armaments and Ammo: Trunk
- Bottlecaps+
- Collectible: Bobblehead: Luck
- Crafting: Chemistry Station
- Crafting: Cooking Station
- Crafting: Power Armor Station
- Danger: Radiation (Mild)!
- Faction: Mirelurks
- Health or Chems
- Services: Workshop

Once home to an eccentric millionaire who dreamed of creating his own private island paradise. His old mansion on the northwest shore has been abandoned for decades. Check the ground floor for an unexploded Mini Nuke. The rusting green boat to the south has a Fat Man inside, a Bobblehead, and a circuit breaker to power the signal cabin (though powering up the generator causes some interest from the local wildlife). The signal cabin circuit breaker sends out a frequency that scares off Mirelurks and allows the workshop to be accessed. The ruined shack to the northeast has a safe (Advanced). This place may be remote, but it's perfect for a settlement outpost.

VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke and Fat Man

Bobblehead: Luck

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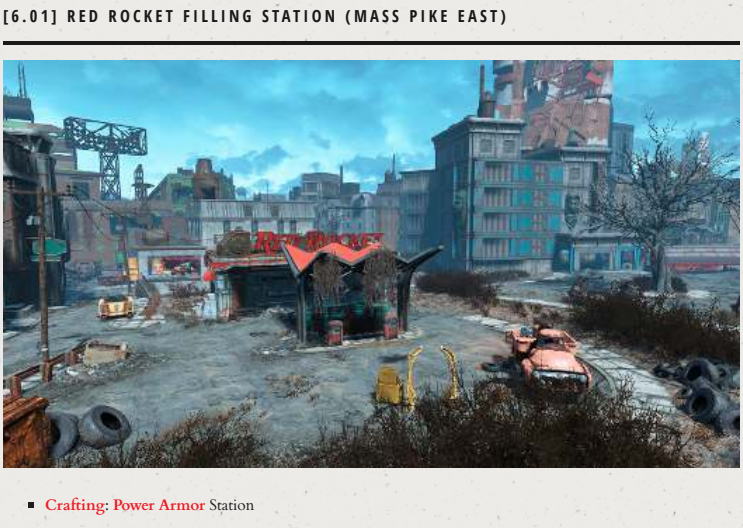
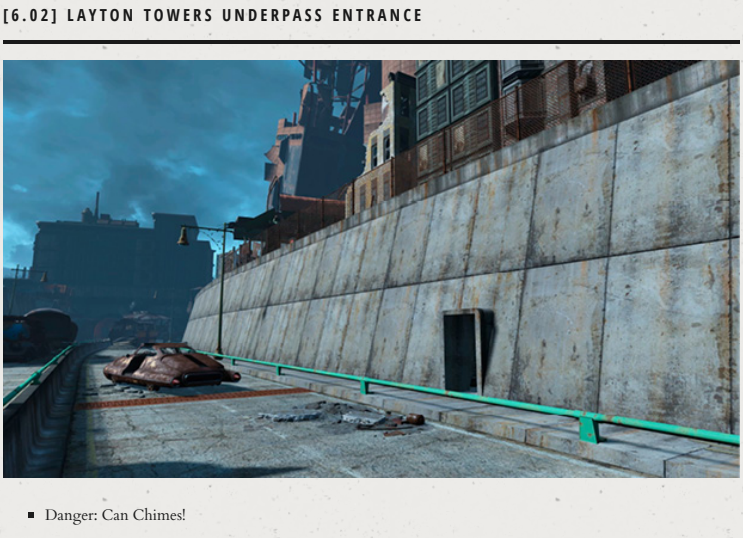
[6.01] RED ROCKET FILLING STATION (MASS PIKE EAST)



- Crafting: Power Armor Station
- Crafting: Weapons Workbench
- Health or Chems

This rusting Red Rocket filling station has a couple of crafting areas and access into the Fens and Theater District neighborhoods.

[6.02] LAYTON TOWERS UNDERPASS ENTRANCE



- Danger: Can Chimes!
- Danger: Grenades!
- Faction: Raiders

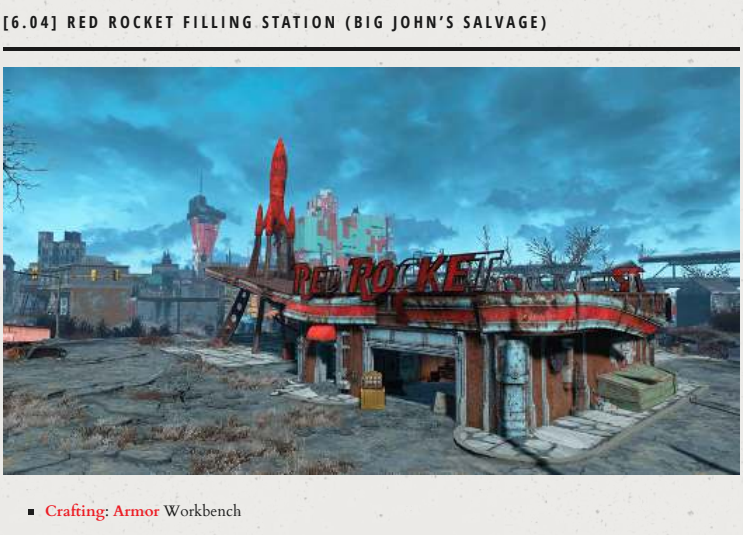
If you require quick access north into Back Bay or from the Layton Towers area of Back Bay into Zone 6, this is the concrete stairwell to take. Beware of numerous Raider traps as you encroach into their territory in Back Bay.

[6.03] CRATER AND SHACK

- Danger: Radiation (Mild)!
- Faction: Bloatflies
- Faction: Bloodbugs
- Faction: Stingwings
- Health or Chems

Sewage pipes from the city poured out into this crater, mixing with the radioactive waste to create a particularly pungent sludge. Expect giant and revolting insects, as well as a fallen bridge up into Back Bay.

[6.04] RED ROCKET FILLING STATION (BIG JOHN'S SALVAGE)



- Crafting: Armor Workbench
- Crafting: Power Armor Station
- Crafting: Weapons Workbench
- Faction: Super Mutants

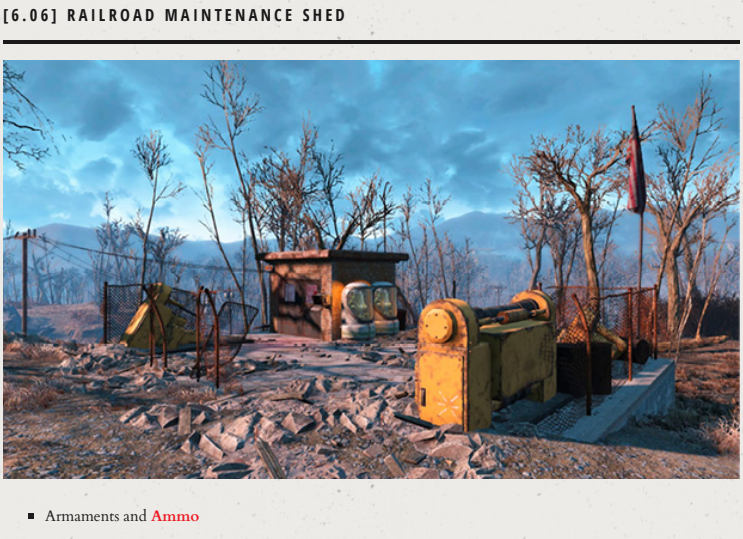
Near the road into the Theater District is a filling station with crafting opportunities. If you've been checking all the bathrooms in the Commonwealth, be prepared for a shock; someone left the toilet seat down in the restrooms here.

[6.05] WICKED SHIPPING CONTAINER TRUCK #4

- Armaments and Ammo
- Armaments and Ammo: Trunk
- Bottlecaps
- Faction: Raiders
- Quest Visit: Wicked Shipments (Location Miscellaneous)

This is one of Wicked Shipping's trailers. The hatch is locked (Master), or use the key you found from the lockup in Zone 1. Access the trunk and Bottlecap mine inside.

[6.06] RAILROAD MAINTENANCE SHED



- Armaments and Ammo
- Faction: Robots

This location is not affiliated with The Railroad Faction. Two Protectron units can be controlled from a terminal (Expert) but first you must neutralize the guardian of the shed (a Sentry Bot). Check the brick shed for a safe (Novice).

[6.07] THE TRADING POST

- Armaments and Ammo
- Danger: Radiation (Mild)!
- Faction: Settler
- Faction: Character: Eleanor
- Services: Trader (Eleanor)

Just off the road by the sagging mansion (northwest of Fairline Hill Estates) is a metal trailer, campsite/graveyard, and tato orchard, near the small fetid pond. Visit Eleanor here for some trading opportunities (scrap and ammo).

[6.08] DOG'S DINNER

- Faction: Scavenger

A trapped hound inside a cage is whimpering for your attention. But is this a trap? Fend off the scavengers, and the dog runs home to Eleanor at her Trading Post (Secondary Location [6.07]). If the mutt makes it back, Eleanor will offer you a discount.

[6.09] MILITARY CHECKPOINT (WEST ROXBURY)

- Armaments and Ammo
- Armaments and Ammo: Trunk
- Armor Part: Power Armor (leveled)
- Faction: Robots

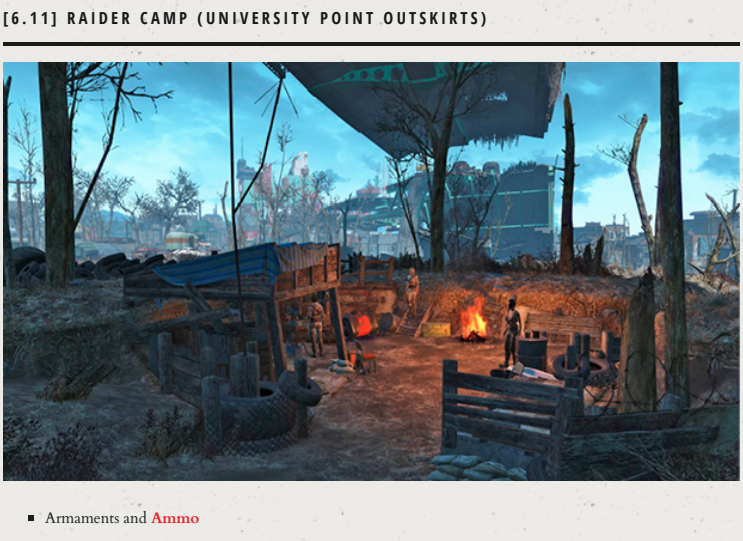
A cluster of vehicles and an old checkpoint litter this road northeast of West Roxbury. Claim your rewards from the trunk under the platform.

[6.10] DESERTED CAMP (ELEVATED FREEWAY)

- Armor Part: Fusion Core
- Bottlecaps
- Crafting: Chemistry Station
- Crafting: Cooking Station

Use the construction lift by the generators with the Fusion Core to reach this eagle's nest of a camp. Check the metal trailer for a safe (Master); the key can be found next to the skeleton on the lower level of the freeway. Then optionally make your way back and forth via the elevated freeway, all the way into the Financial District.

[6.11] RAIDER CAMP (UNIVERSITY POINT OUTSKIRTS)



- Armaments and Ammo
- Crafting: Weapons Workbench
- Danger: Explosive Barrels!
- Danger: Oil!
- Faction: Raiders
- Health or Chems

This small but well-defended Raider camp has a reasonable amount of loot to gather. Find it under the freeway, just west of University Point.

[6.12] ISLAND CABIN

- Armaments and Ammo
- Faction: Radstag Does

This cabin and treehouse just south of Egret Tours Marina was once a blissful retreat.

[6.13] WAYSTATION (WEST ROXBURY)

- Faction: Super Mutant
- Health or Chems

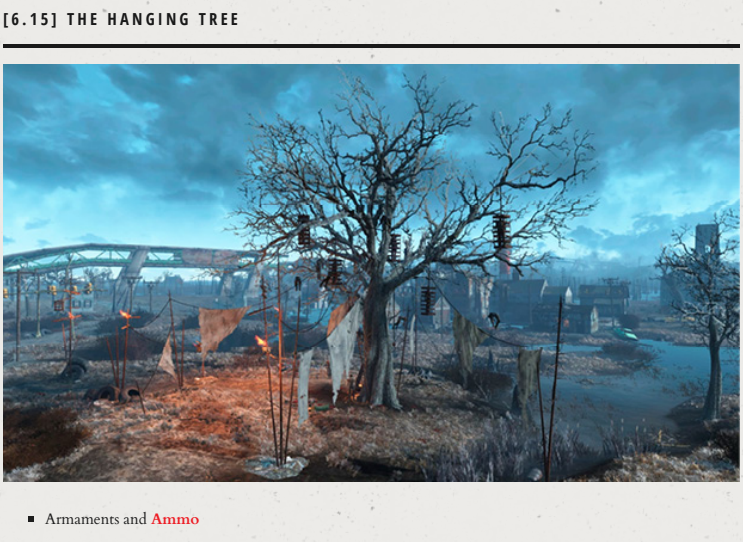
The telltale signs of Super Mutant activity are all around this water tower and waystation. Unlock the station terminal (Novice), one of the few objects not covered in congealed blood.

[6.14] MOONSHINER'S CABIN

- Bottlecaps
- Crafting: Chemistry Station

Approach this area with caution; the moonshiner inside this shack may not be competent with his still.

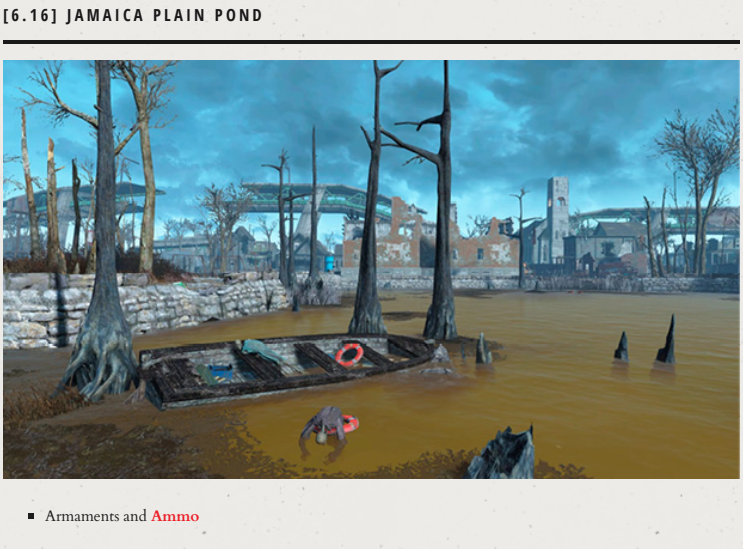
[6.15] THE HANGING TREE



- Armaments and Ammo
- Danger: Radiation (Mild)!
- Danger: Turrets!
- Faction: Raiders

A small band of Raiders is encroaching into Gunner territory and decorating an old oak tree.

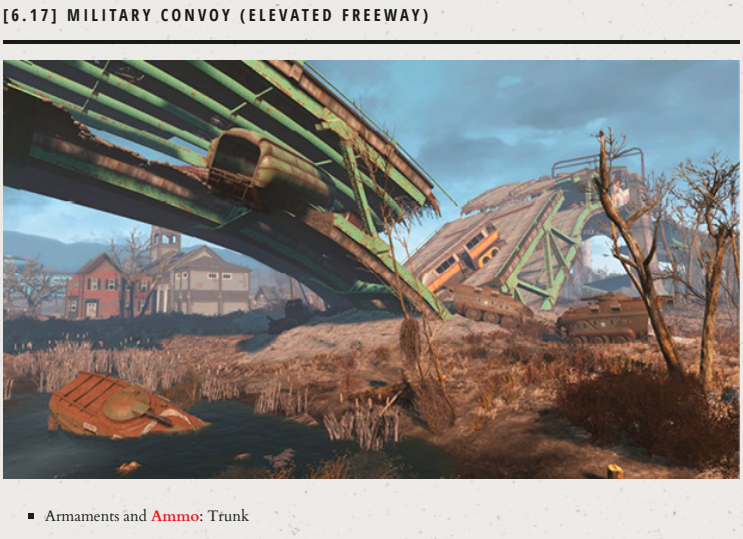
[6.16] JAMAICA PLAIN POND



- Armaments and Ammo
- Bottlecaps
- Danger: Radiation (Mild)!

An old rowboat still has some scavengable contents.

[6.17] MILITARY CONVOY (ELEVATED FREEWAY)



- Armaments and Ammo: Trunk
- Armor Part: Power Armor (leveled)

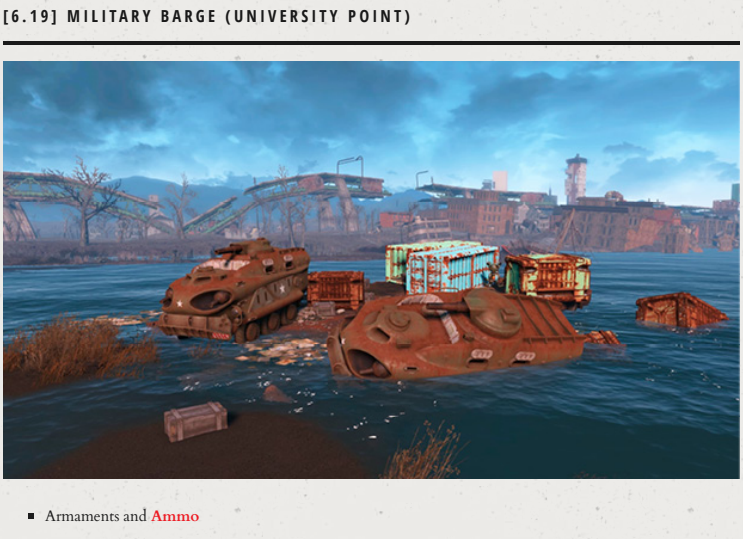
Three APCs have fallen off the collapsed freeway. The pond has Power Armor rusting in the mire, and you can climb on and enter the green trailer balanced precariously on the freeway; there's a trunk inside.

[6.18] THE FRIDGE

- Faction: Settler (Ghoul)
- Faction: Character: Billy Peabody
- Quest Start: Kid in the Fridge (Side)

A refrigerator has some muffled shouts coming from inside. Perhaps a kind soul should investigate.

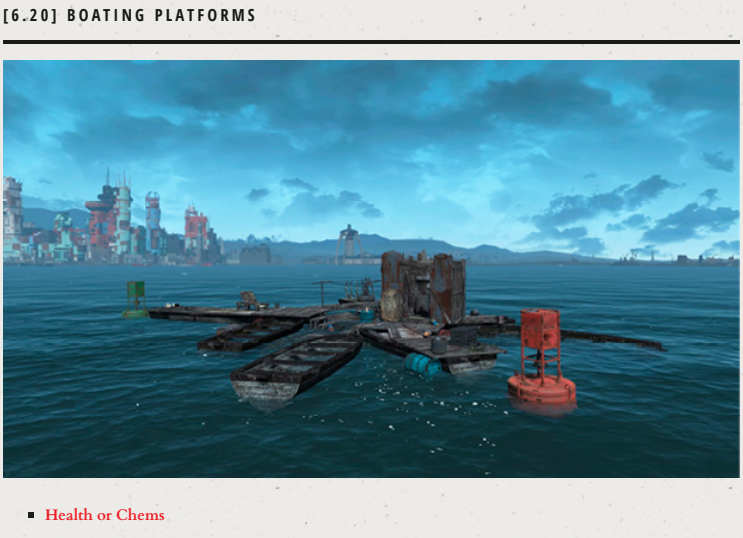
[6.19] MILITARY BARGE (UNIVERSITY POINT)



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Armor Part: Power Armor
- Danger: Oil!
- Faction: Robots

An unsteady barge still has robotic protection and a trunk in the back of the open APC.

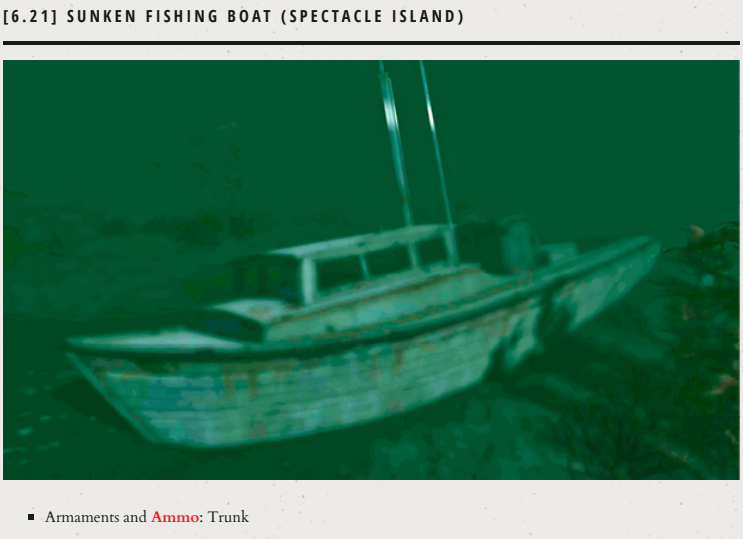
[6.20] BOATING PLATFORMS



- Health or Chems

A green buoy east of the Castle has a collection of old wood platforms and rowboats tangled together into a rustic boat platform. Come for the crops being grown in tires.

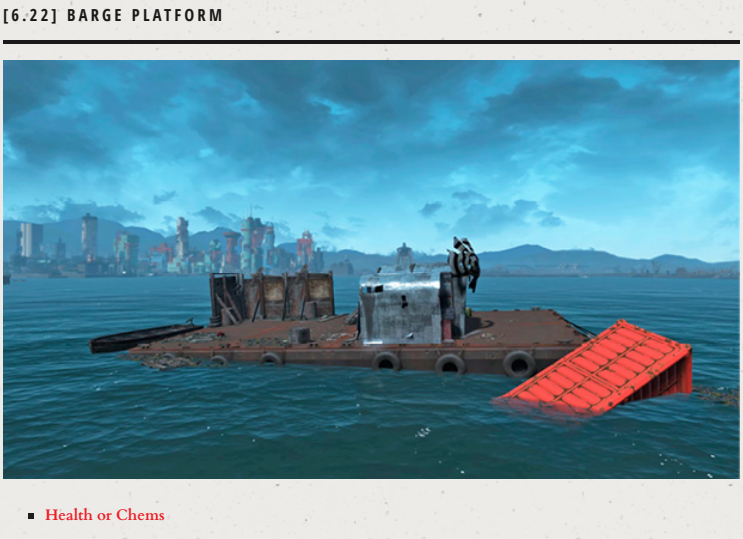
[6.21] SUNKEN FISHING BOAT (SPECTACLE ISLAND)



- Armaments and Ammo: Trunk
- Health or Chems

A mast peeks out of the water just northwest of Spectacle Island. Dive down and investigate the cabin for a surprise. The trunk randomly appears.

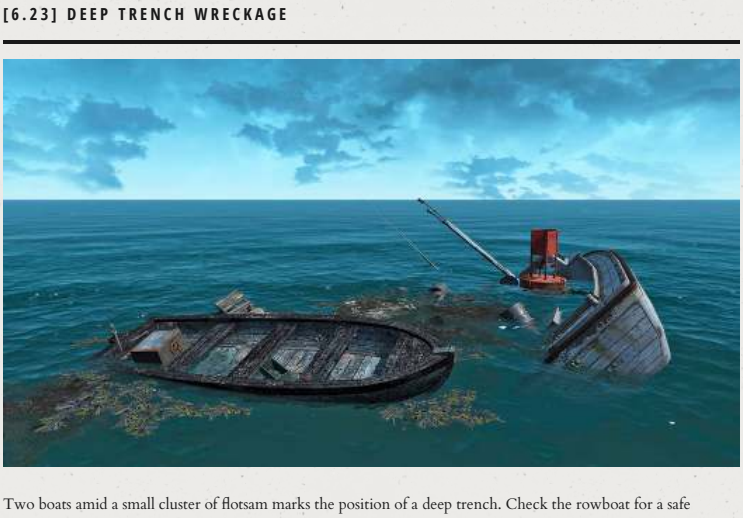
[6.22] BARGE PLATFORM



- Health or Chems

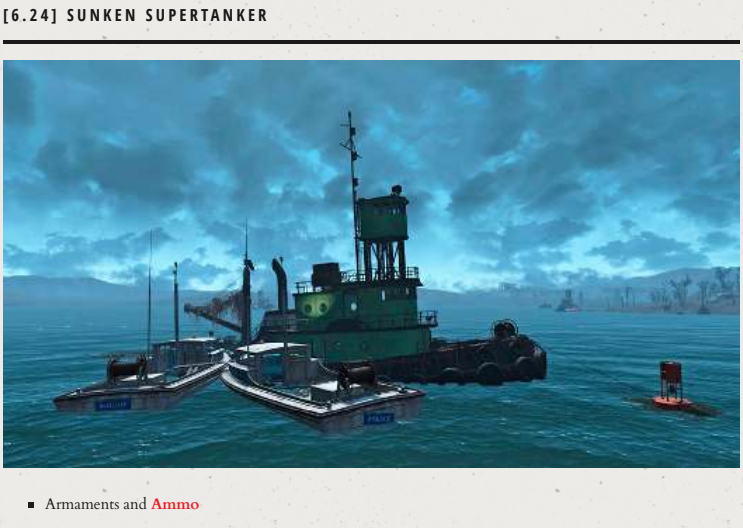
Two barge platforms, one sunk and anchoring the other, are moored north off Spectacle Island.

[6.23] DEEP TRENCH WRECKAGE



Two boats amid a small cluster of flotsam marks the position of a deep trench. Check the rowboat for a safe (Advanced). A mass of tangled metal and boats includes a tugboat with a cabin of a cat fanatic.

[6.24] SUNKEN SUPERTANKER



- Armaments and Ammo

A green tugboat and two smaller police vessels congregate over a huge supertanker on the ocean floor.

[6.25] SNIPER'S HIDEOUT

- Armaments and Ammo
- Crafting: Cooking Station
- Danger: Radiation (Mild)!
- Faction: Mirelurks

A stilt shack deep in the swamps. Come for the moonshine. Stay for the sniping.

[6.26] WAYSTATION (GUNNERS' PLAZA)

- Armaments and Ammo

A railroad waystation and signal tower southwest of the Gunners' plaza.

[6.27] RUINED GROVE ESTATES

- Armaments and Ammo
- Faction: Yao Guai
- Danger: Radiation (Mild)!
- Health or Chems

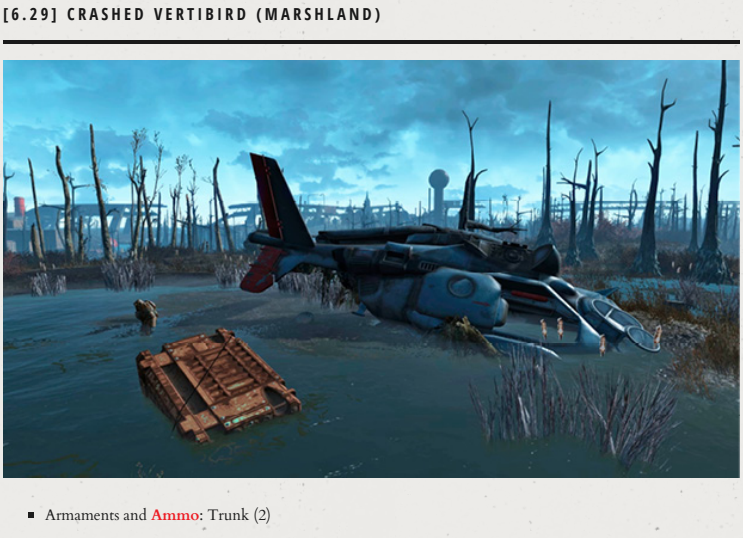
A collection of homes in moderate to severe states of disrepair. Scavenge them all and watch for irradiated wildlife.

[6.28] THE SMALL DIG

- Armaments and Ammo: Trunk
- Bottlecaps
- Faction: Super Mutants

Find the steamer trunk close to the skeleton with the shovel leaning on the rock. Watch for greenskin trouble.

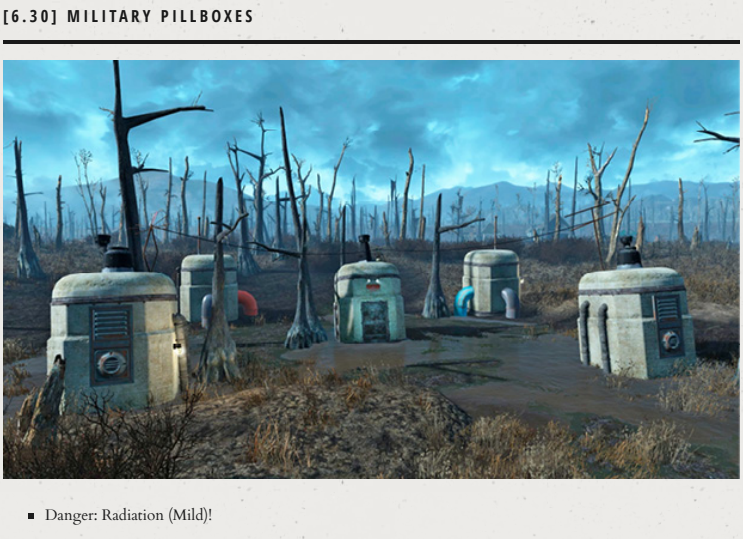
[6.29] CRASHED VERTIBIRD (MARSHLAND)



- Armaments and Ammo: Trunk (2)
- Armor Part: Power Armor (leveled)
- Danger: Radiation (Mild)!
- Faction: Gunners
- Faction: Robots

A downed Vertibird is being advanced on by Gunners exploring from their plaza and Hyde Park. There's a trunk by the Vertibird and Power Armor in the swamp. Check the rusting tank just north of here for the second trunk.

[6.30] MILITARY PILLBOXES



- Danger: Radiation (Mild)!
- Faction: Robots

Five pillboxes gradually sink into this swamp. Open the door, and you may discover a fully operational sentry.

[6.31] OLD MILITARY MONUMENT

- Armaments and Ammo

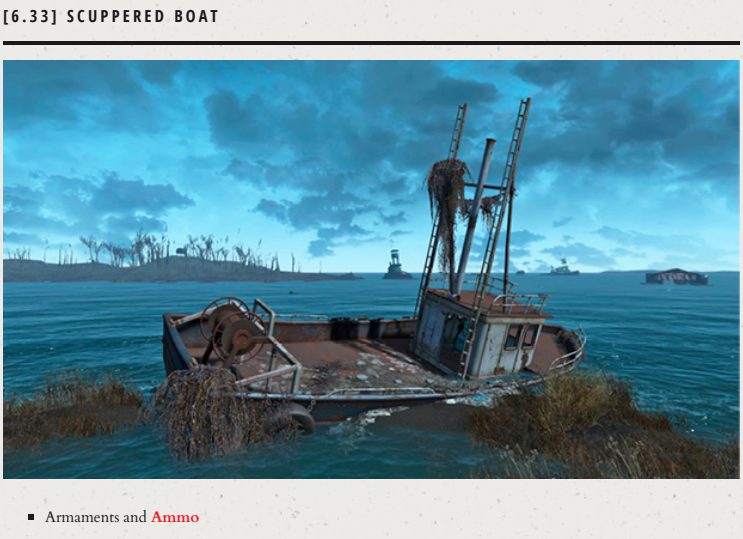
A tattered flag still flies at this monument and memorial. Check the low wall for a weapon.

[6.32] OVERFLOW OUTLET CAMP (ATOMATOYS FACTORY)

- Armaments and Ammo
- Bottlecaps
- Danger: Radiation (Mild)!
- Faction: Feral Ghouls
- Health or Chems

Partly covered in low scrub is a long concrete outlet, turned into a makeshift settler camp, though the new inhabitants are a little more feral. Check the area for a safe (Expert).

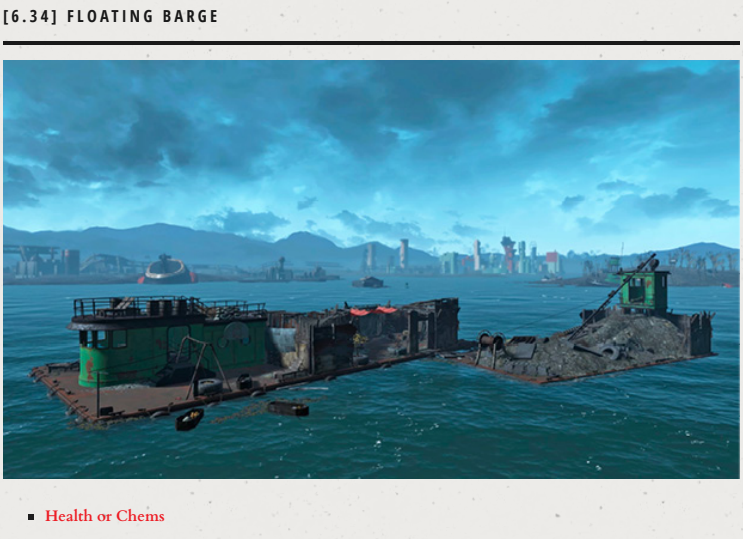
[6.33] SCUPPERED BOAT



- Armaments and Ammo
- Faction: Mirelurks

This vessel has been dashed on the rocks to the east of Warwick Homestead. Scavenge it for ammo, a suitcase (Novice), and a great hat.

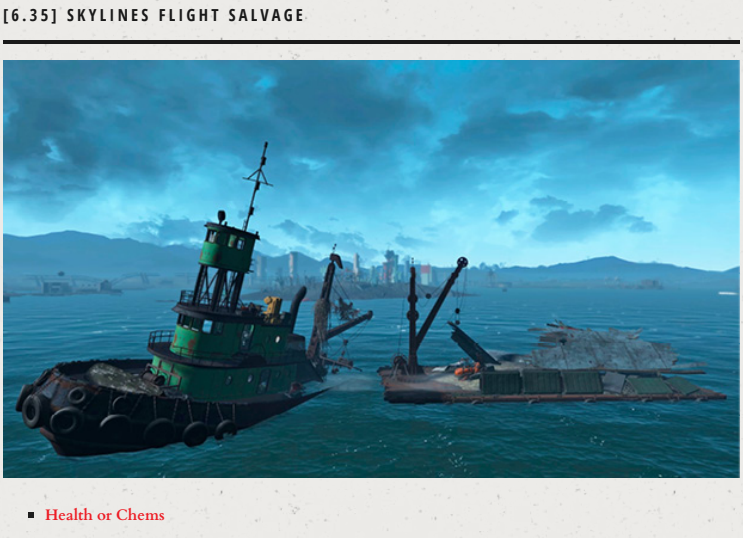
[6.34] FLOATING BARGE



- Health or Chems

Two barges provided relative safety for a group of scientists. But that was decades ago. Now their bones have been picked clean. Inspect the barge for a safe to crack (Advanced).

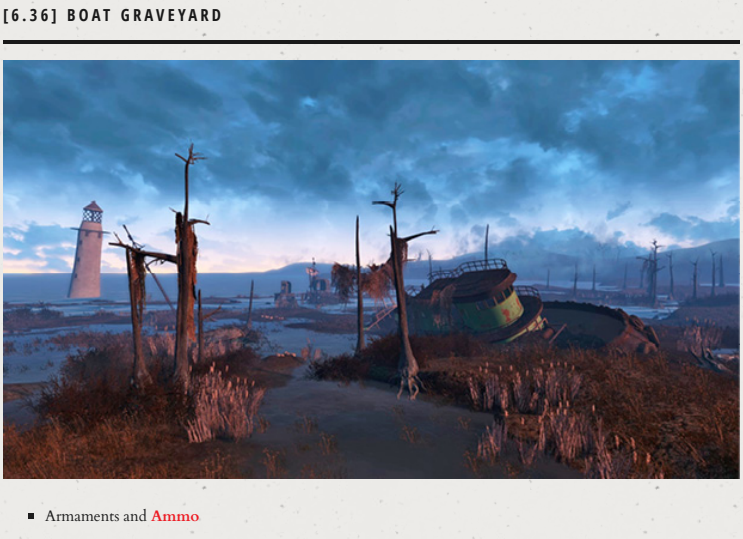
[6.35] SKYLINES FLIGHT SALVAGE



- Health or Chems

A sunken aircraft was being removed from the depths. Now the surface tugboat and barge are in much the same state.

[6.36] BOAT GRAVEYARD



- Armaments and Ammo
- Bottlecaps
- Faction: Mirelurks
- Health or Chems

A heavy Mirelurk presence roams this collection of two rusting ship hulls and rotting rowboats (check the green ship). There's a small stilt shack to the east with some Caps and chems to take.

[6.37] QUINCY LIGHTHOUSE

- Danger: Long Drop!
- Danger: Radiation (Mild)!
- Health or Chems

Scale this severely waterlogged and leaning structure to reach the lamp room. There's a safe (Expert) here.

[6.38] UNDERSEA HATCH PIPE

- Armaments and Ammo: Trunk
- Health or Chems

Dive down (using your local map to pinpoint the pipe) and open the hatch to discover a steamer trunk and a well-hidden first aid box. The trunk appears randomly.

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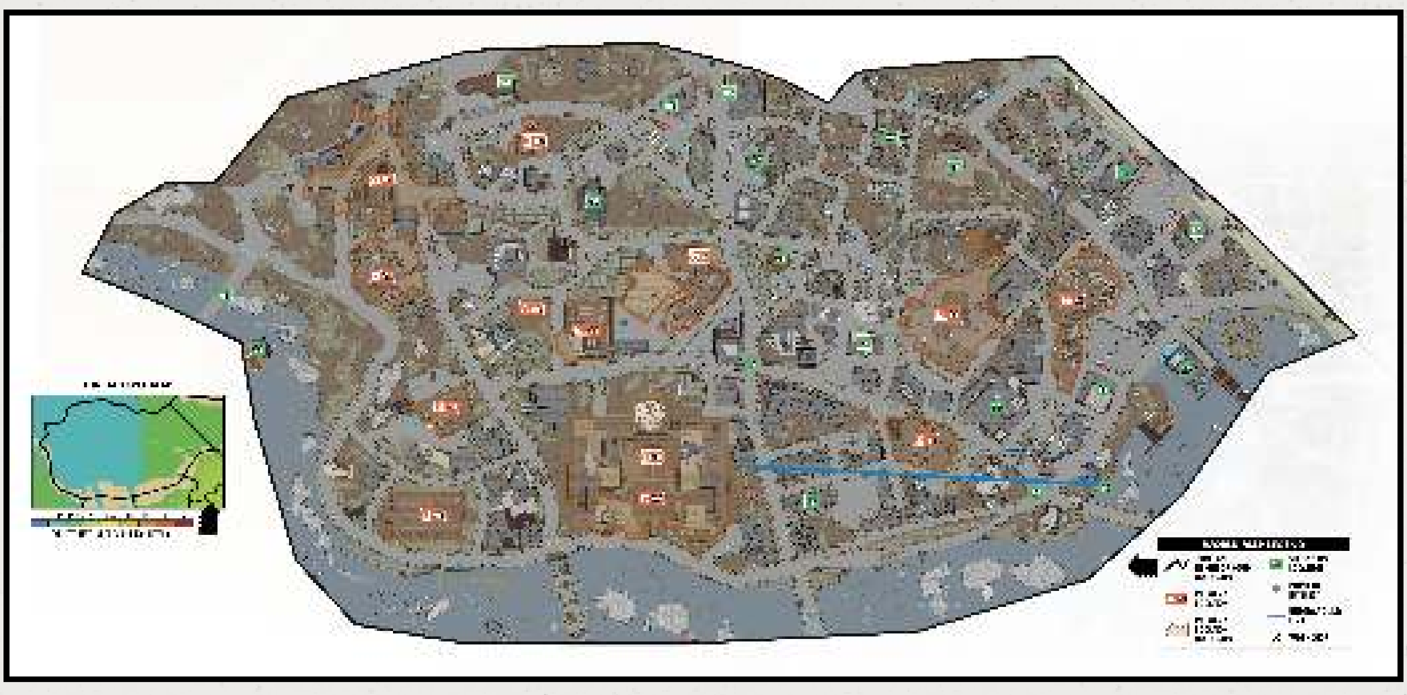
Overview



MAP LEGEND

13 — 20 OPTIMAL ROUTE
AREA OF INTEREST
BOTTLECAPS
SAFE
ARMAMENTS AND AMMO
DOOR
HEALTH OR CHEMS
TERMINAL
STEAMER TRUNK
FUSION CORE
POWER ARMOR
REQUIRED READING
Collectibles:
BOBBLEHEAD
NUKA CHERRY
MINI NUKE
NUKA COLA QUANTUM
HOLOTAPE
A KEY

N – Novice (Locked)
A – Advanced (Locked)
E – Expert (Locked)
M – Master (Locked)
T – Terminal required to unlock
KEY – Key or ID Card required to unlock
IN – Inaccessible
C – Chained
CB – Circuit Breaker
B – Button

By far the largest of the Neighborhoods, and usually the first one travellers to Boston visit when heading in from Concord and Lexington, Cambridge is a sprawl of college structures and old homes (and even older feral inhabitants) from before the dawn of the 21st century. The closer to the Charles River you venture, the larger the structures, and the more dominated by raider gangs this zone becomes. The strangely silent C.I.T. Ruins still stand as a monument to past scientific discoveries, but the Institute scientists themselves are deep underground. For the sightseer, there's the impressively radioactive Cambridge Crater and its local feral population (don't forget to pack protective gear!), and taller structures like the landmark Greenetech Genetics tower. Venture eastwards to the freeway segmenting Cambridge and Charlestown, and you'll discover a sizable Super Mutant camp in a half-finished high-rise, as well as a secret Railroad safehouse.

Primary Locations

[7.01] College Square

[7.02] Cambridge Police Station

[7.03] Collegiate Administration Building

[7.04] Fraternal Post 115

[7.05] Cambridge Campus Diner

[7.06] Campus Law Offices

[7.07] Kendall Hospital

[7.08] Cambridge Polymer Labs

[7.09] C.I.T. Ruins

[7.10] The Institute

[7.11] Greenetech Genetics

[7.12] Cambridge Crater

[7.13] Monsignor Plaza

Secondary Locations

[7.01] Bridge Den (Cambridge)

[7.02] Charles River Boathouse

[7.03] Red Rocket Filling Station (College Square)

[7.04] Union's Hope Cathedral

[7.05] Hardware Store (Cambridge)

[7.06] Plumber's Secret

[7.07] Raider Bonfire Camp

[7.08] Red Rocket Filling Station (North Central Cambridge)

[7.09] Raider Camp (Narrow Yard)

[7.10] Cambridge Park and Old Covered Alley

[7.11] Mass Chemical

[7.12] Super Mutant High Rise

[7.13] Raider Platforms (Cambridge)

[7.14] Raider Rooftop Apartments (Cambridge)

[7.15] Campus Office and Covered Bridge

[7.16] Kendall Parking

[7.17] Kendall Raider Apartments

[7.18] Ticonderoga Safehouse

[7.19] Public Works Maintenance Area

[7.20] Science Center Gift Shop

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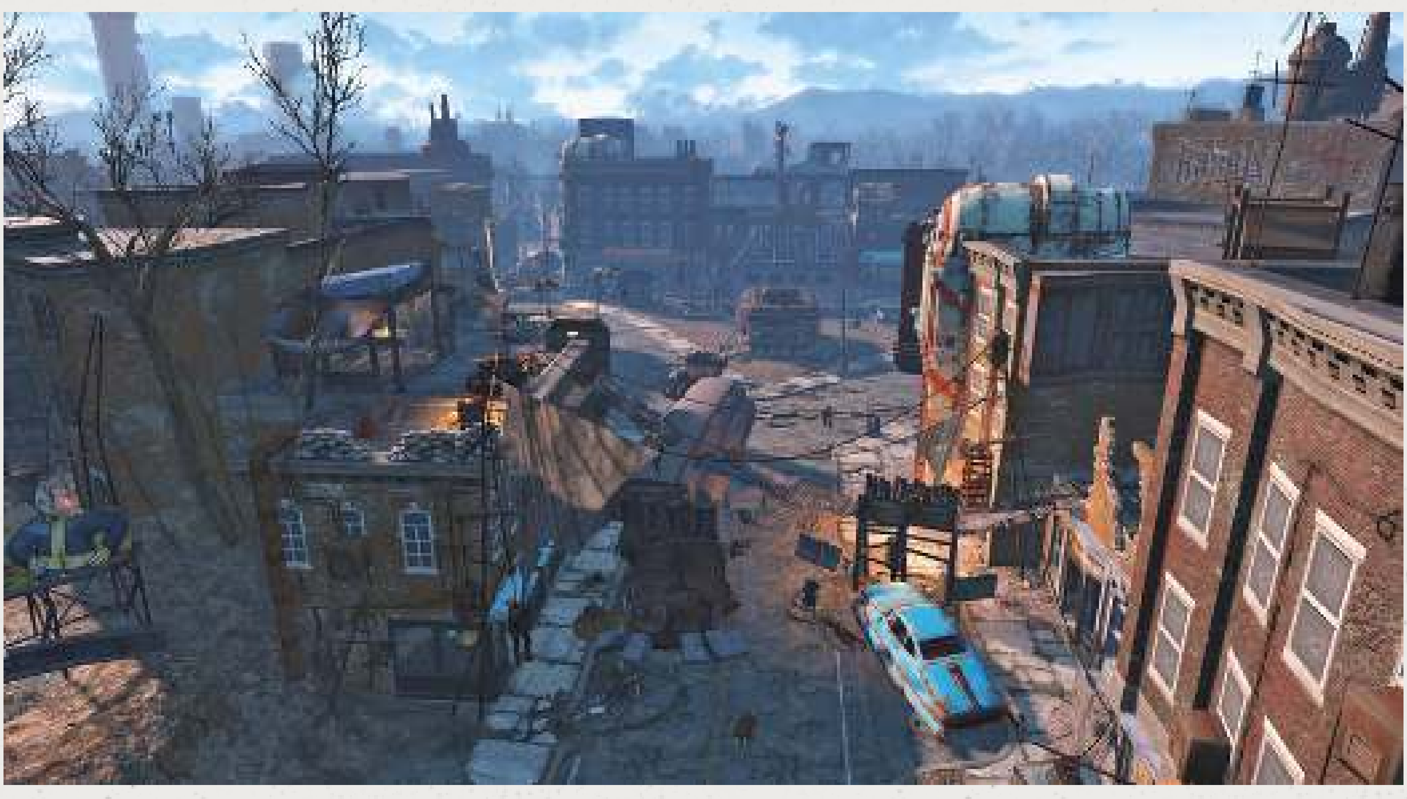
Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

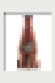
[7.01] College Square

THREAT LEVELS 6-14

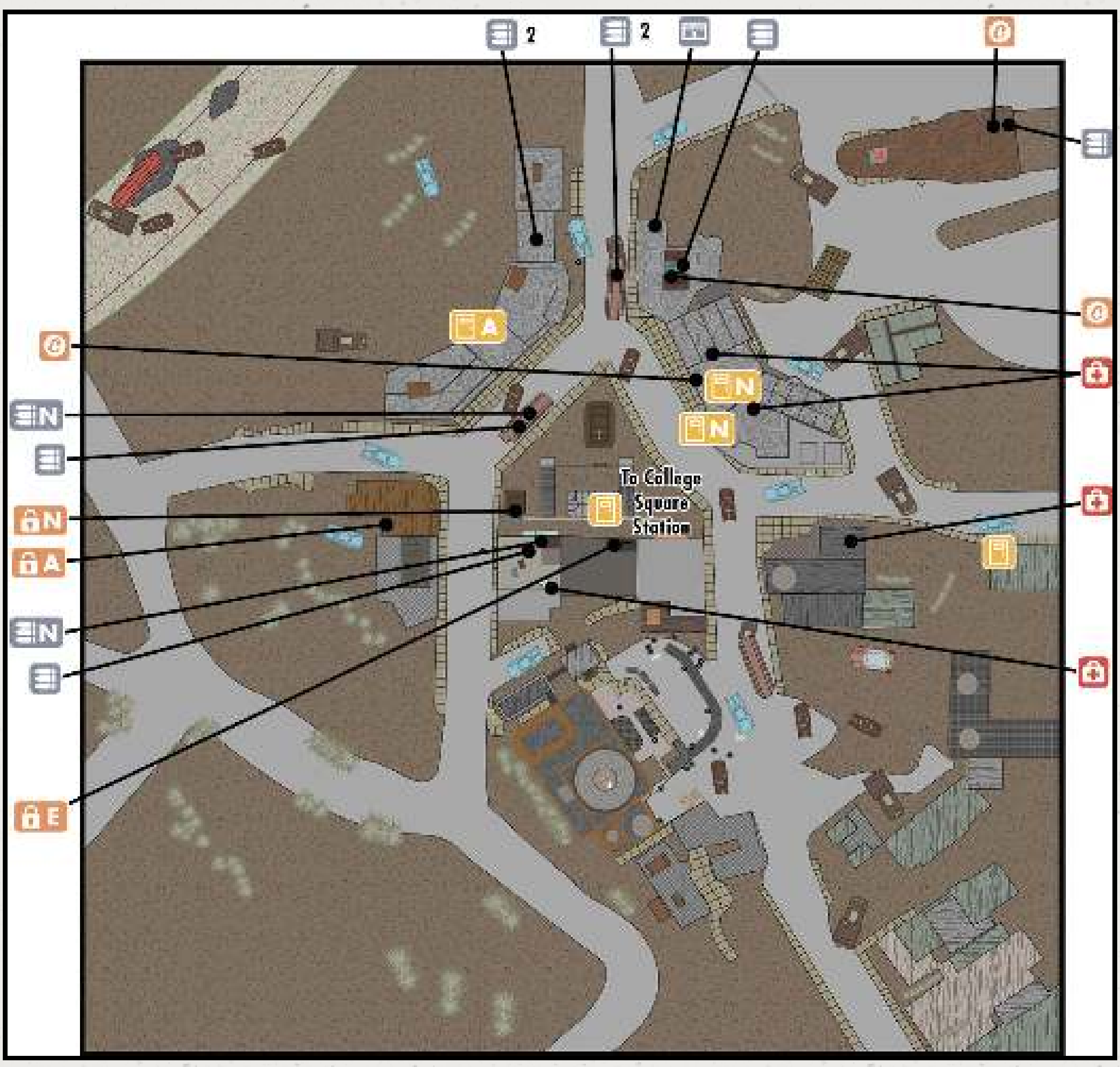


- Armaments and Ammo++
- Armaments and Ammo: Trunk (2)
- Bottlecaps++
- Collectible: Nuka Cherry (2)
- Collectible: Required Reading: Live & Love
- Danger: Can Chimes!
- Danger: Explosive Barrels!
- Danger: Oil!
- Danger: Mines!
- Danger: Tripwire!
- Faction: Feral Ghouls
- Health or Chems+

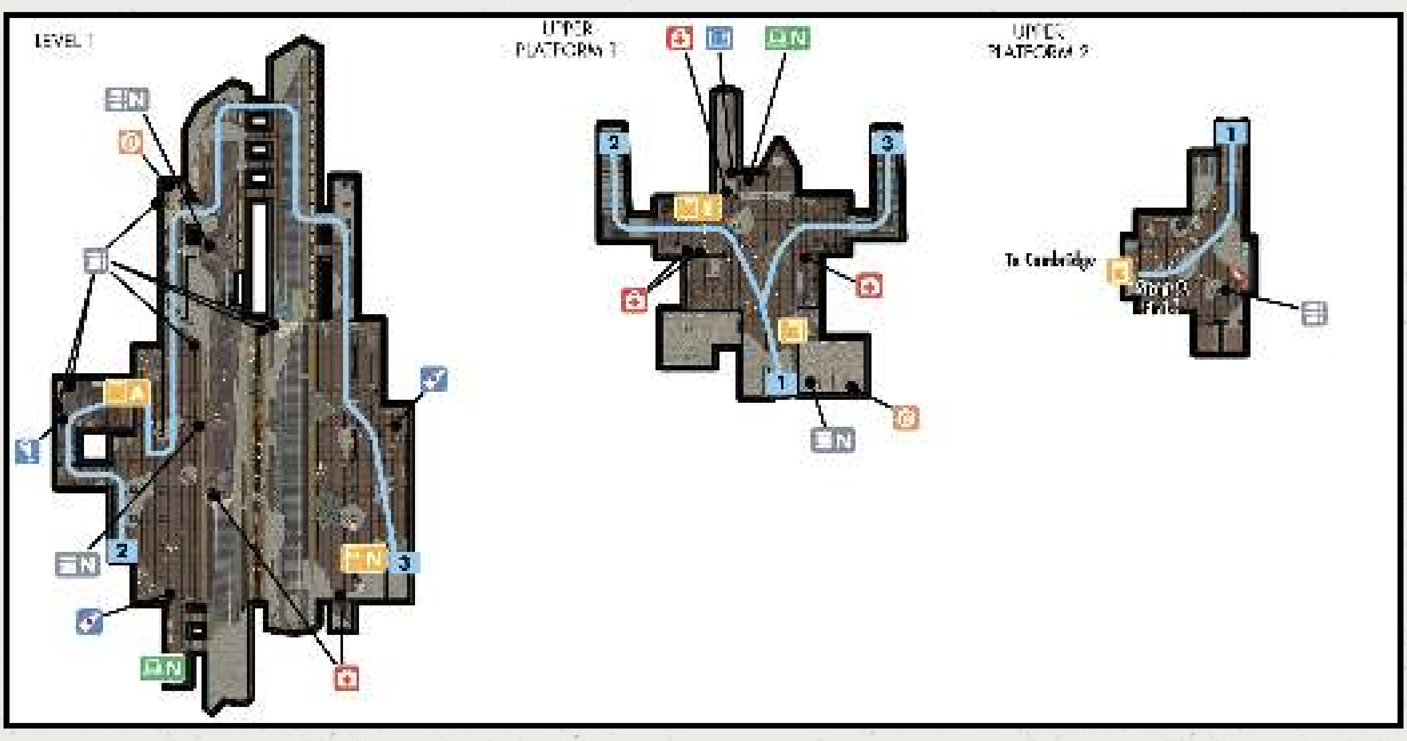
VAULT-TEC RECOMMENDED LOOT


Collectible: Nuka Cherry (2)

Required Reading: Live & Love



The northwest entrance to Cambridge was once a Raider stronghold, recently overrun by Feral Ghouls. It's worth removing a few rotting heads to gather the copious ammo and Caps here. Check the buildings you can access and don't forget to jimmy open the three safes and collect contents from a trunk on the northeast roof area.



The interior station is a loop through an abandoned subway with numerous explosive barrels and copious ferals to make the journey harrowing. Pick up the key on the lower level to open the ticket office so you can claim the magazine. Don't forget to locate the trunk on the lower level.

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[7.01] College Square

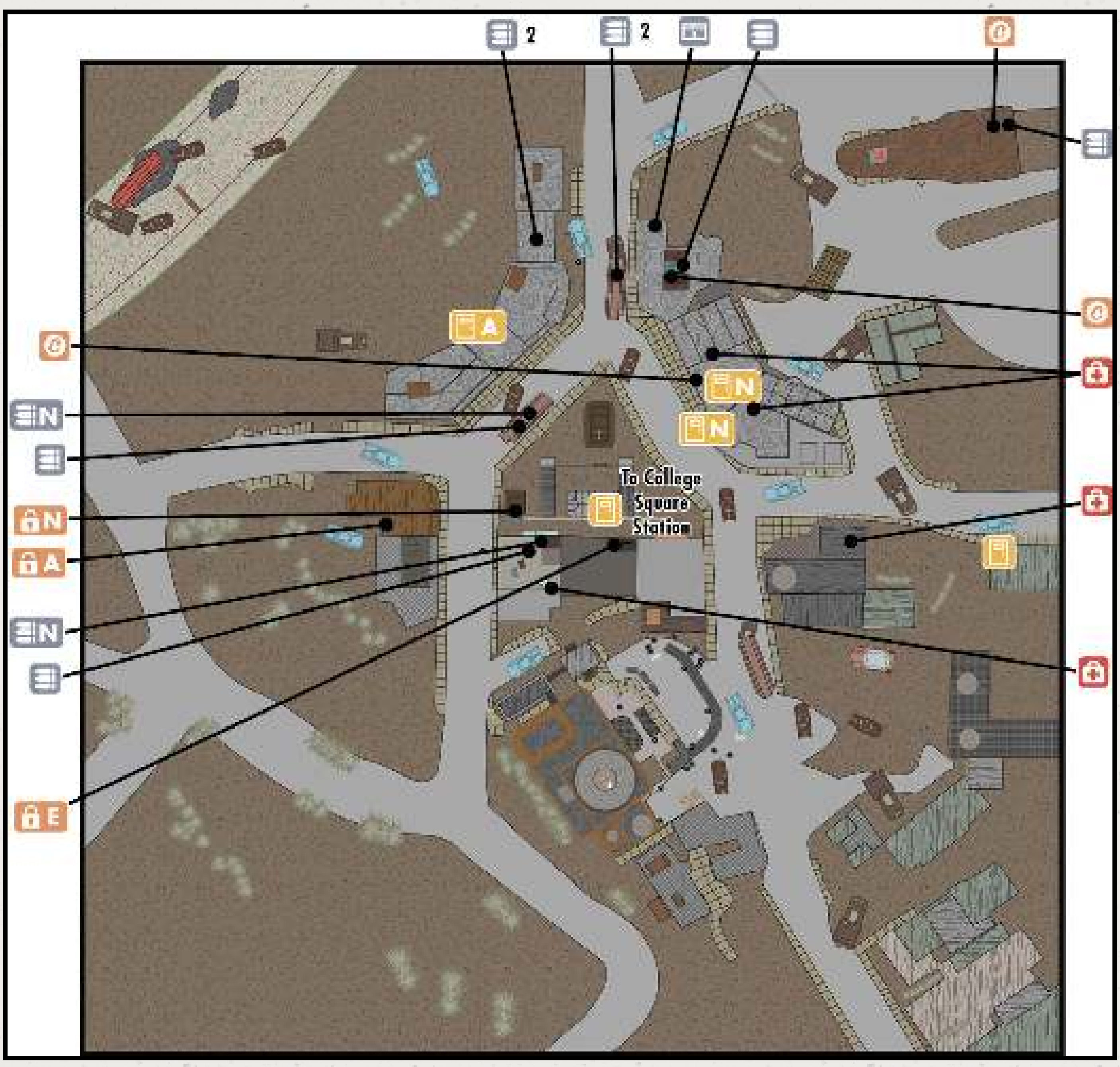
THREAT LEVELS 6-14

- Armaments and Ammo++
- Armaments and Ammo: Trunk (2)
- Bottlecaps++
- Collectible: Nuka Cherry (2)
- Collectible: Required Reading: Live & Love
- Danger: Can Chimes!
- Danger: Explosive Barrels!
- Danger: Oil!
- Danger: Mines!
- Danger: Tripwire!
- Faction: Feral Ghouls
- Health or Chems+

VAULT-TEC RECOMMENDED LOOT

Collectible: Nuka Cherry (2)

Required Reading: Live & Love



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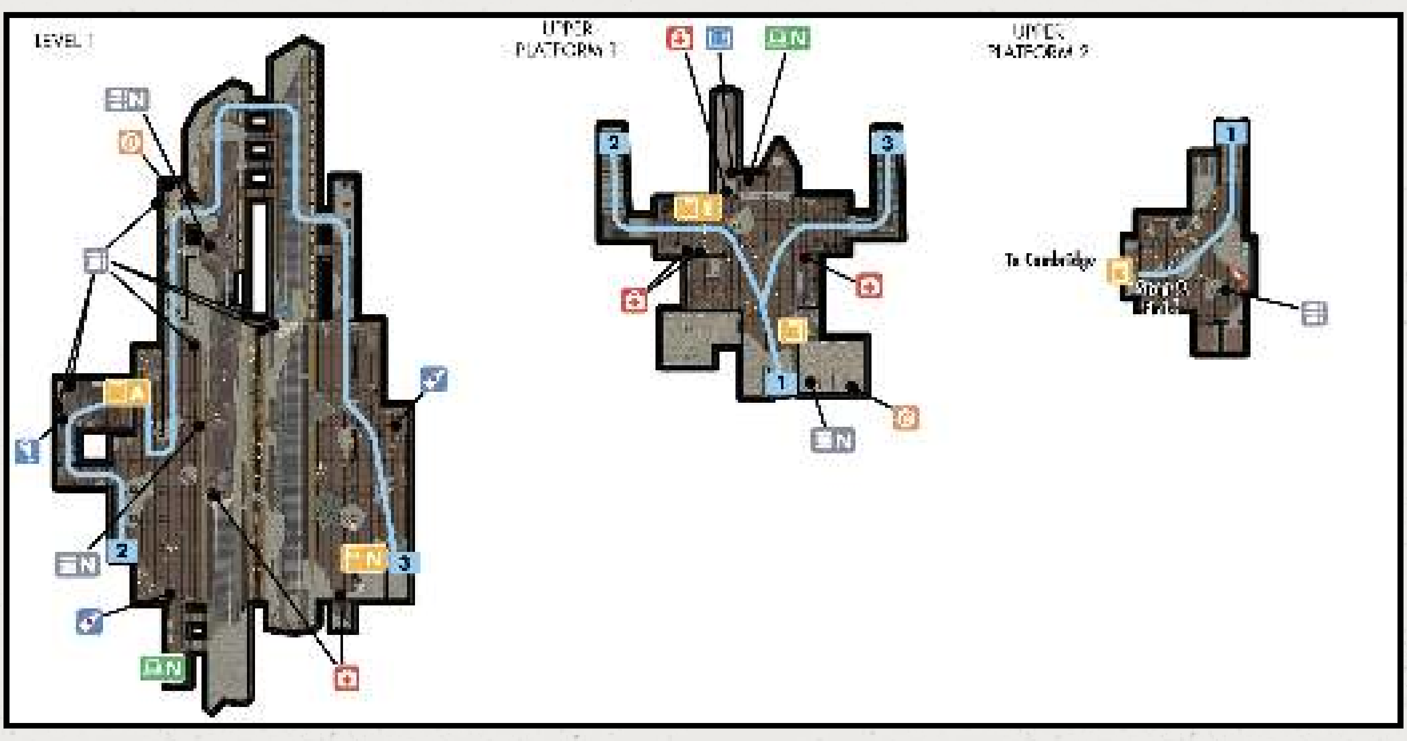

The interior station is a loop through an abandoned subway with numerous explosive barrels and copious ferals to make the journey harrowing. Pick up the key on the lower level to open the ticket office so you can claim the magazine. Don't forget to locate the trunk on the lower level.

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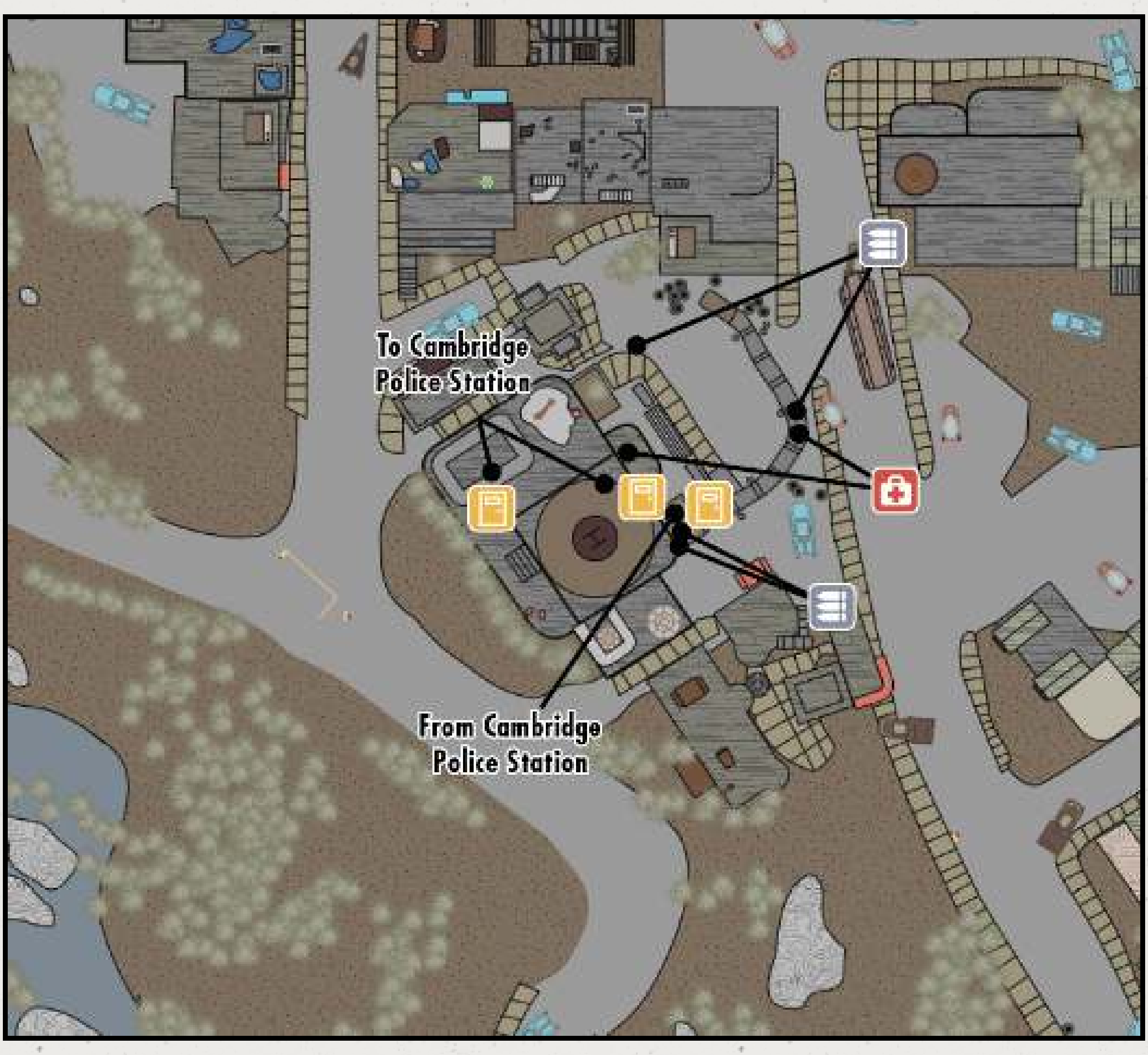
[7.02] Cambridge Police Station

THREAT LEVELS 6-14

- Armaments and Ammo
- Armaments and Ammo: Mini Nuke
- Bottlecaps
- COLLECTIBLE: HOLOTAPE: EDDIE WINTER'S HOLOTAPE
- Collectible: Holotape: Scribe Haylen's Personal Log
- Collectible: Required Reading: Guns and Bullets
- Companion: Paladin Danse
- Crafting: Power Armor Station
- Faction: Brotherhood of Steel
- Faction: Feral Ghouls
- Faction: Character: Paladin Danse
- Faction: Character: Scribe Haylen
- Faction: Character: Knight Rhys
- Health or Chems
- Quest Visit: The Molecular Level (Main)
- Quest Visit: Reveille (Brotherhood of Steel)
- Quest Start: Fire Support (Brotherhood of Steel)
- Quest Start: Call to Arms (Brotherhood of Steel)
- Quest Start: Semper Invicta (Brotherhood of Steel)
- Quest Start: Shadow of Steel (Brotherhood of Steel)
- Quest Start: The Lost Patrol (Brotherhood of Steel)
- Quest Start: Duty or Dishonor (Brotherhood of Steel)
- Quest Start: Quartermastery (Brotherhood of Steel)
- Quest Visit: Precipice of War (the Railroad)
- Quest Visit: Long Time Coming (Side)
- Radio: Military Frequency AF95



Paladin Danse and his recon team are valiantly holding the dilapidated remains of Cambridge Police Station from a horde of ferals. Help them to begin your working relationship with this faction. This is the Brotherhood's initial base of operations before the arrival of the Prydwen.

VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke

Required Reading: Guns and Bullets

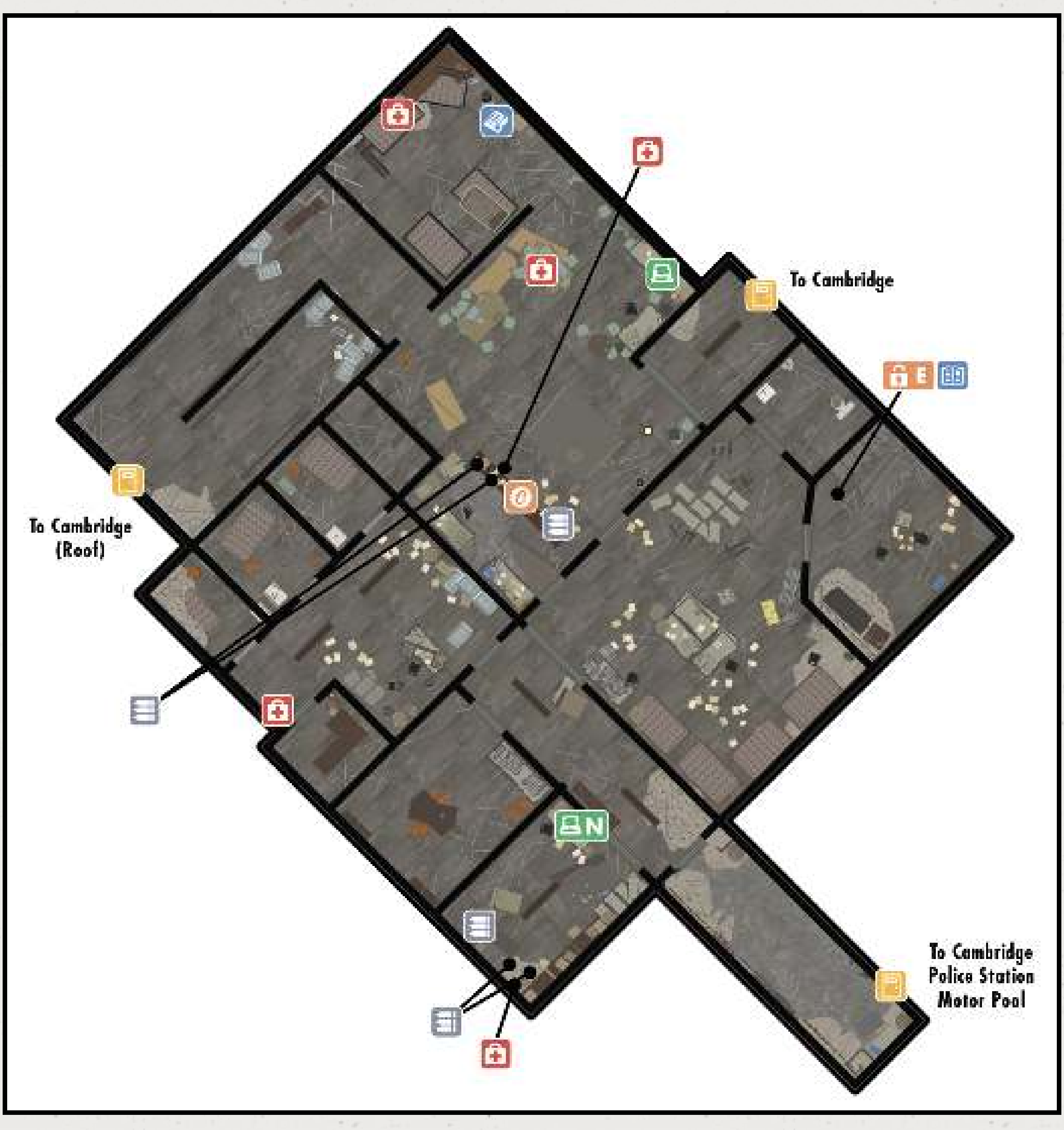
AVAILABLE COMPANION

Companion: Paladin Danse

Access the Power Armor station in the garage from inside the structure, as well as the Vertibird landing spot on the roof (there's a Mini Nuke up there). Head here for numerous Brotherhood of Steel quests, prior to the Brotherhood's full force arriving. After Main Quest: Reunions and Brotherhood of Steel Quest: Call to Arms, a large contingent of Brotherhood soldiers occupy the police station, where they install a Cooking Station and Weapons Workbench outside, and a Chemistry Station inside. If you poke around inside the station, you can also find a copy of Guns and Bullets in the locked safe (Expert) in the old chief's office. Can't pick the lock? A key to the safe is on the front desk.

-- After Main Quest: The Molecular Level, the Brotherhood reinforces their position at the police station. Notably, this adds an Armor Workbench to the motor pool.

– If you're here for Side Quest: Long Time Coming, Eddie Winter's Holotape can be found on the terminal in the evidence room, in the back of the station.



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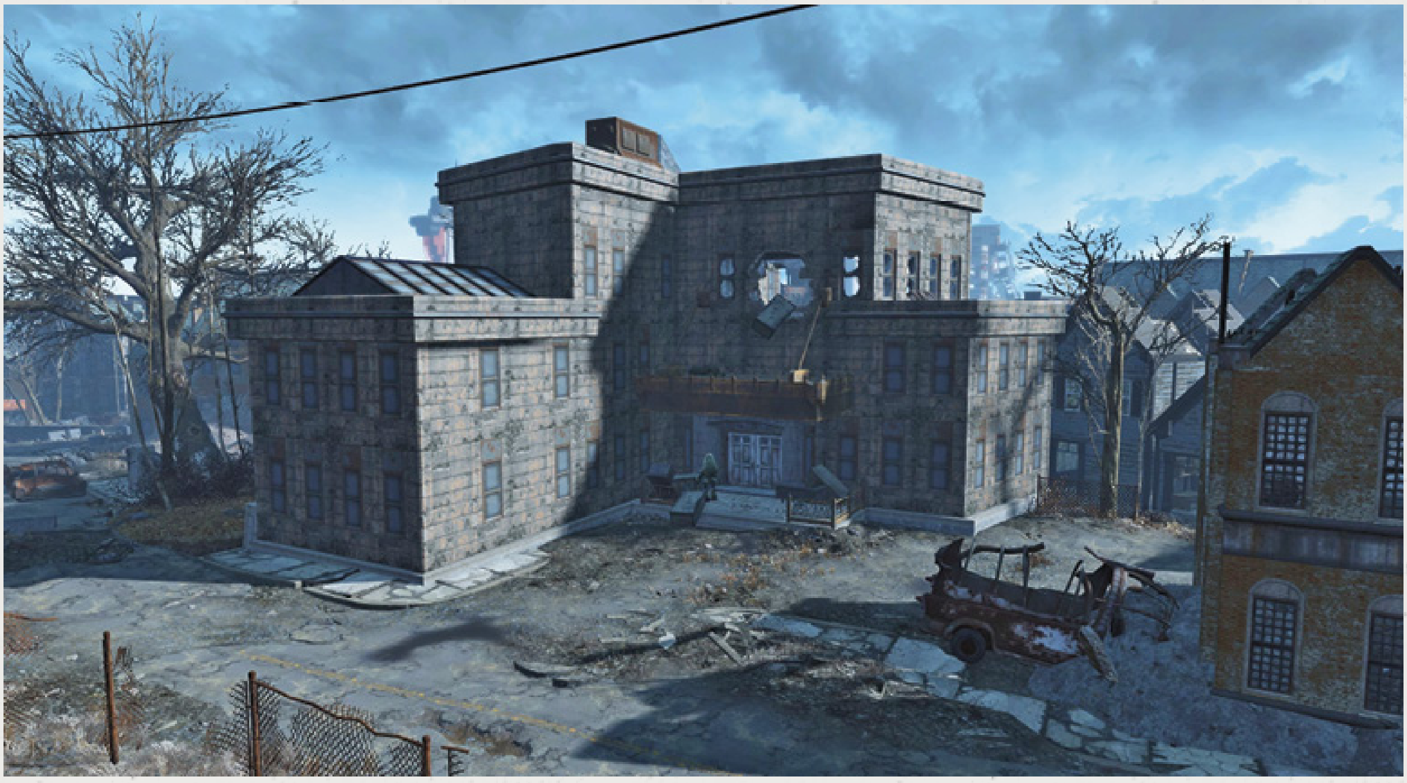
[7.03] Collegiate Administration Building

THREAT LEVELS 6-14



This ancient structure was used for admitting students to a nearby place of learning. Now it is deserted and crumbling. Inside is a compact, three-floor structure. Locate the locked tool case atop the mezzanine (Novice), with a hole nearby allowing you to drop into the reception area. You can also visit the men's restroom, which now features an open-air feel. The third floor allows access to the ruins of the roof. Use this as a base of operations when scavenging the surrounding buildings.

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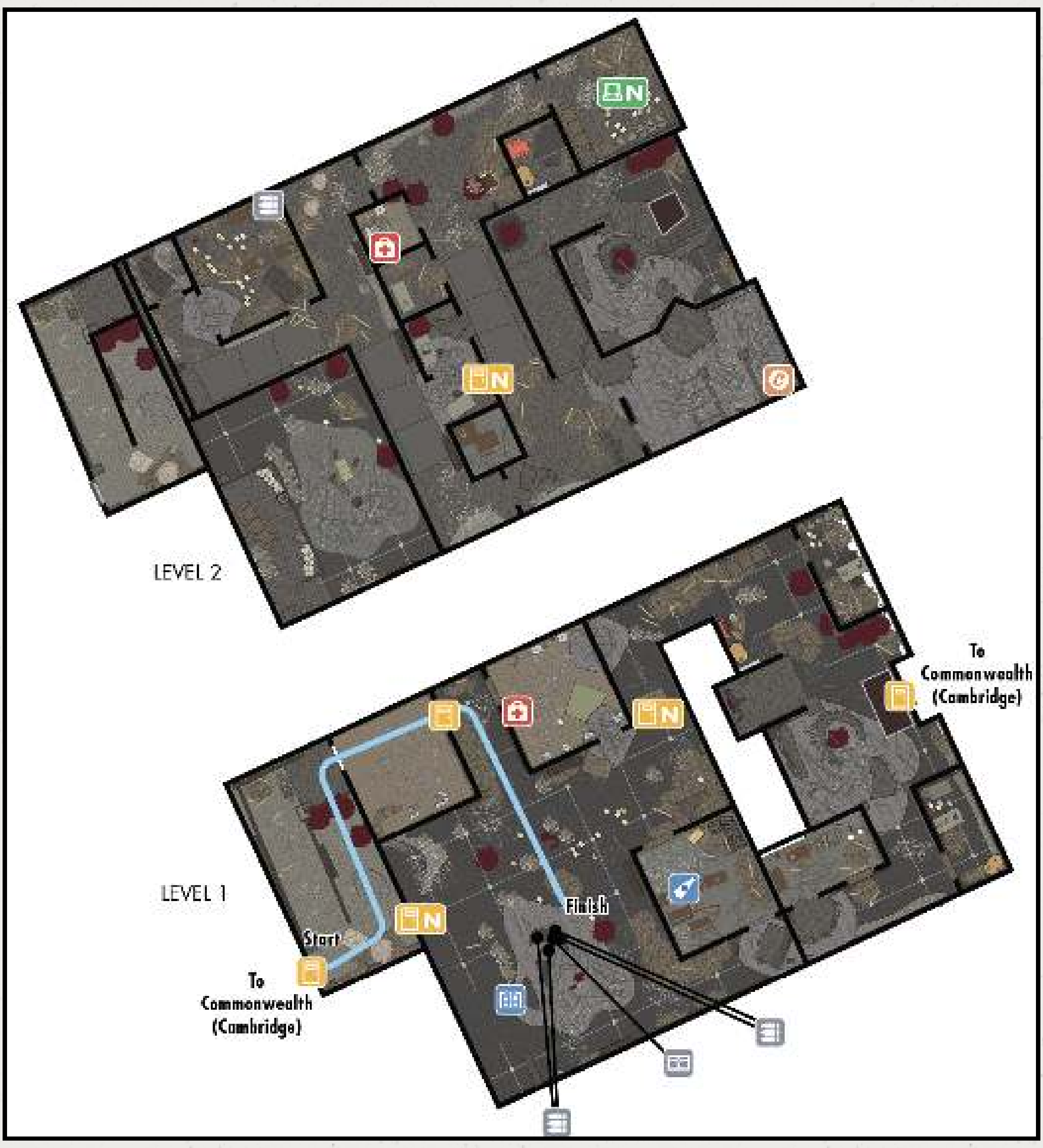
[7.04] Fraternal Post 115

THREAT LEVELS 6-14

- Armaments and Ammo
- Armaments and Ammo: Trunk
- Bottlecaps
- Collectible: Nuka Cola Quantum
- Collectible: Required Reading: Guns and Bullets
- Crafting: Armor Workbench
- Danger: Can Chimes!
- Danger: Mines!
- Faction: Super Mutant
- Faction: Character: Dead Eye
- Health or Chems



This location once served wounded veterans, helping with their recovery. Now it is a place of bloody despair: Choose either the front or rear entrance, depending on your predisposition to stealth combat. This two-floor mansion has a central pit where a new congregation gathers, led by the blind Dead Eye and his Super Mutant brethren. You can cut him off from flipping on an alarm, use the microphone and deliver part of a pre-war speech, and collect a magazine and copious ammunition in the process.

VAULT-TEC RECOMMENDED LOOT

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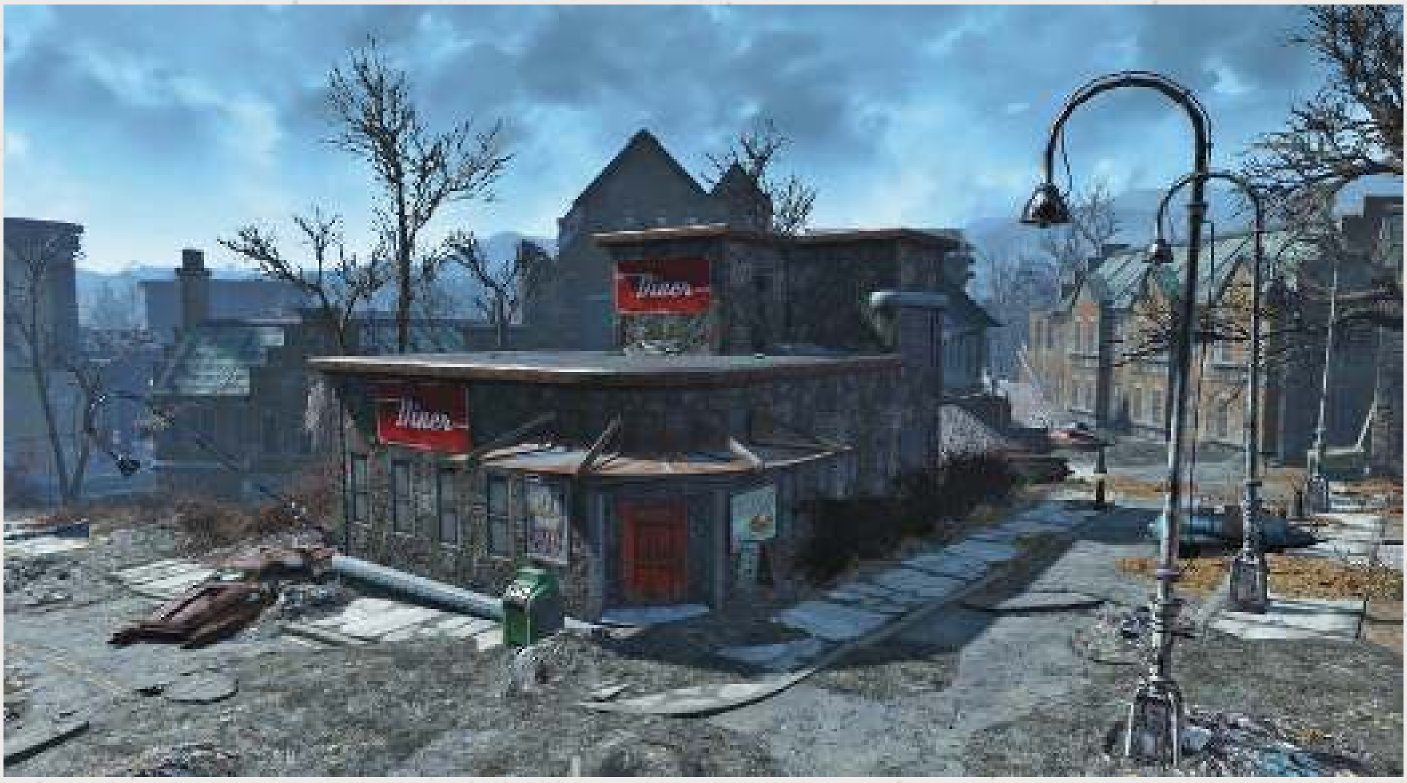
[7.05] Cambridge Campus Diner

THREAT LEVELS 6-14



- Health or Chems

This thriving brick diner once served waffles and coffee, but its current patrons are decidedly less lively and more bony in appearance.

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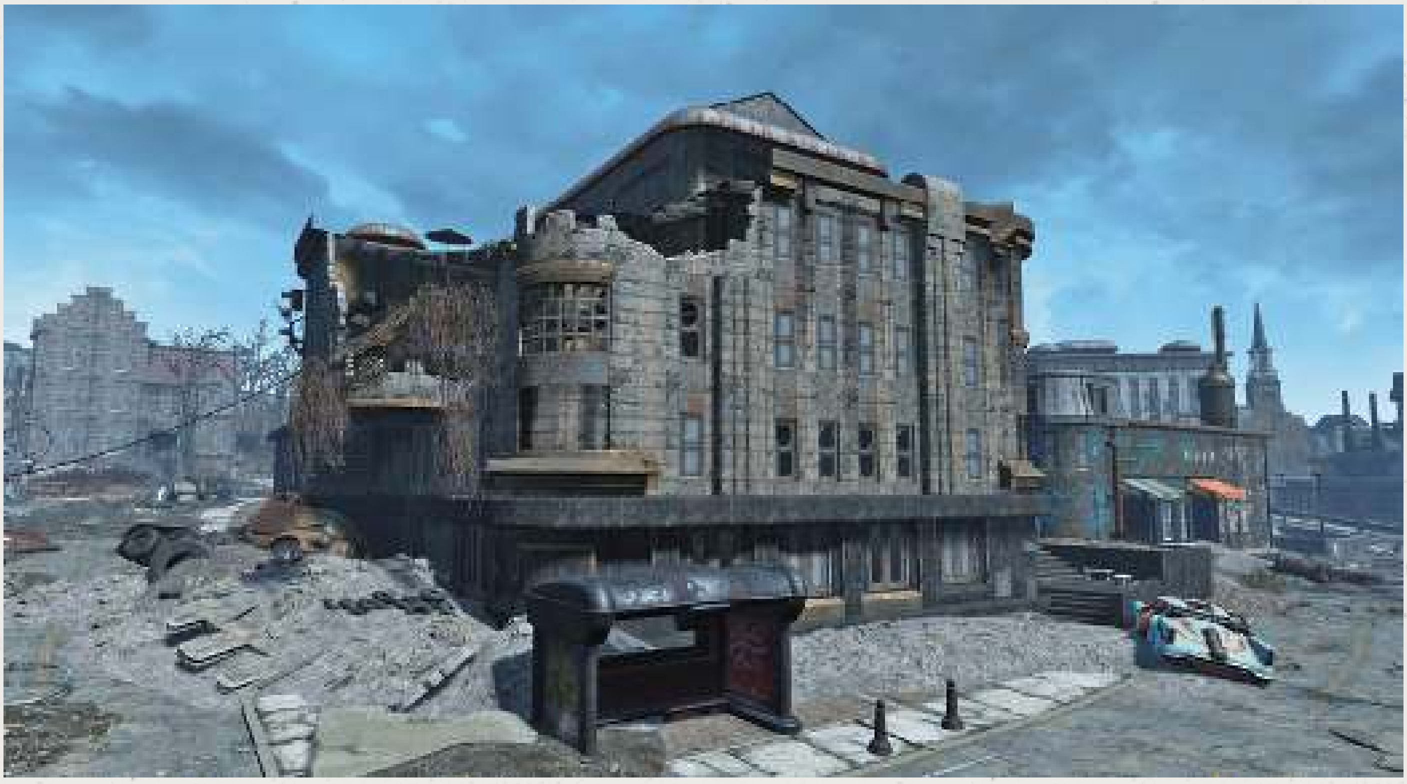
Primary Locations

[7.06] Campus Law Offices

THREAT LEVELS 6-14 🟦🟦☐☐☐☐☐☐☐



- Faction: Raiders

A few Raiders are picking through the debris in this blown-out building. Aside from a couple of rooms, there's nothing here but the screaming of any Raiders you dispatch. Note the secondary locations—including Union's Hope Cathedral—to the north.

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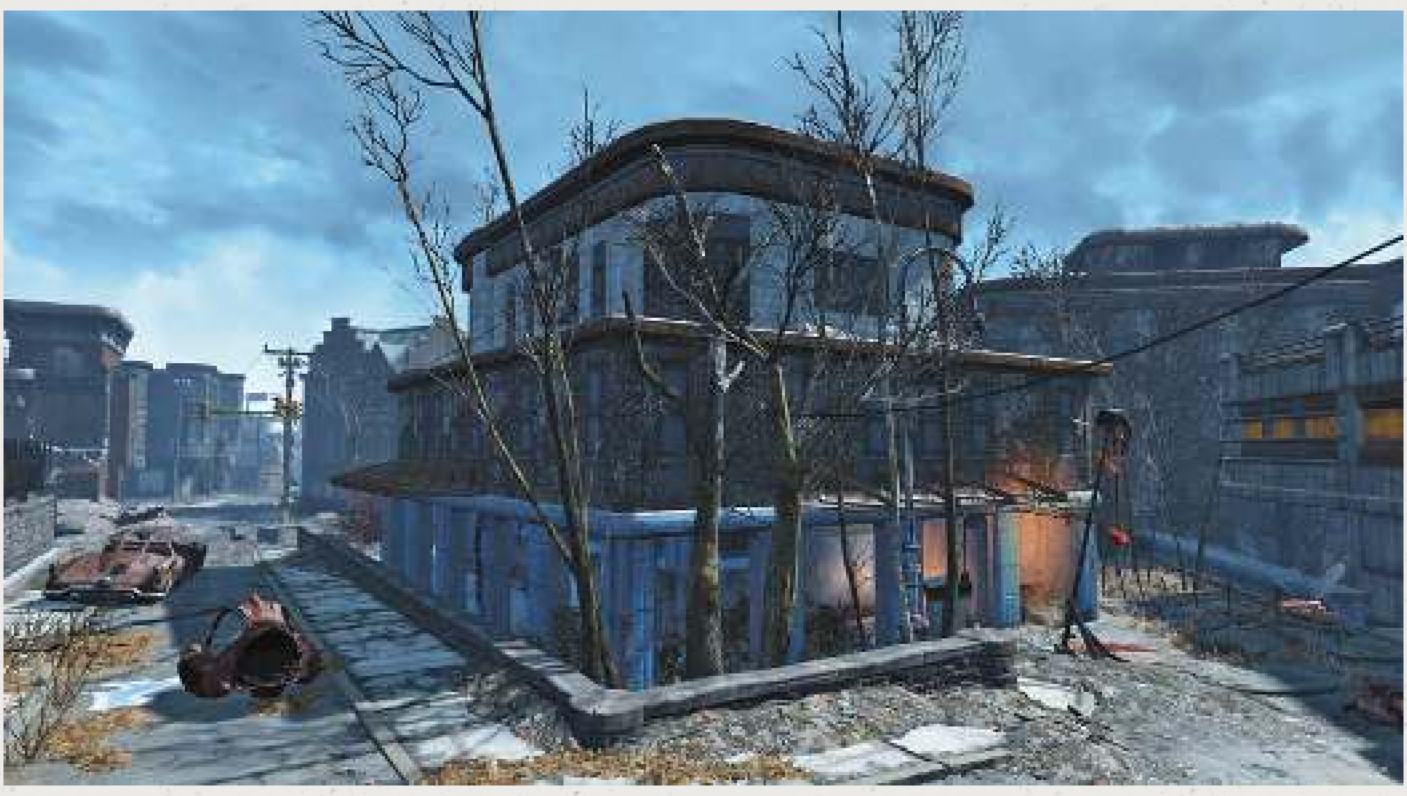
[7.07] Kendall Hospital

NOTE

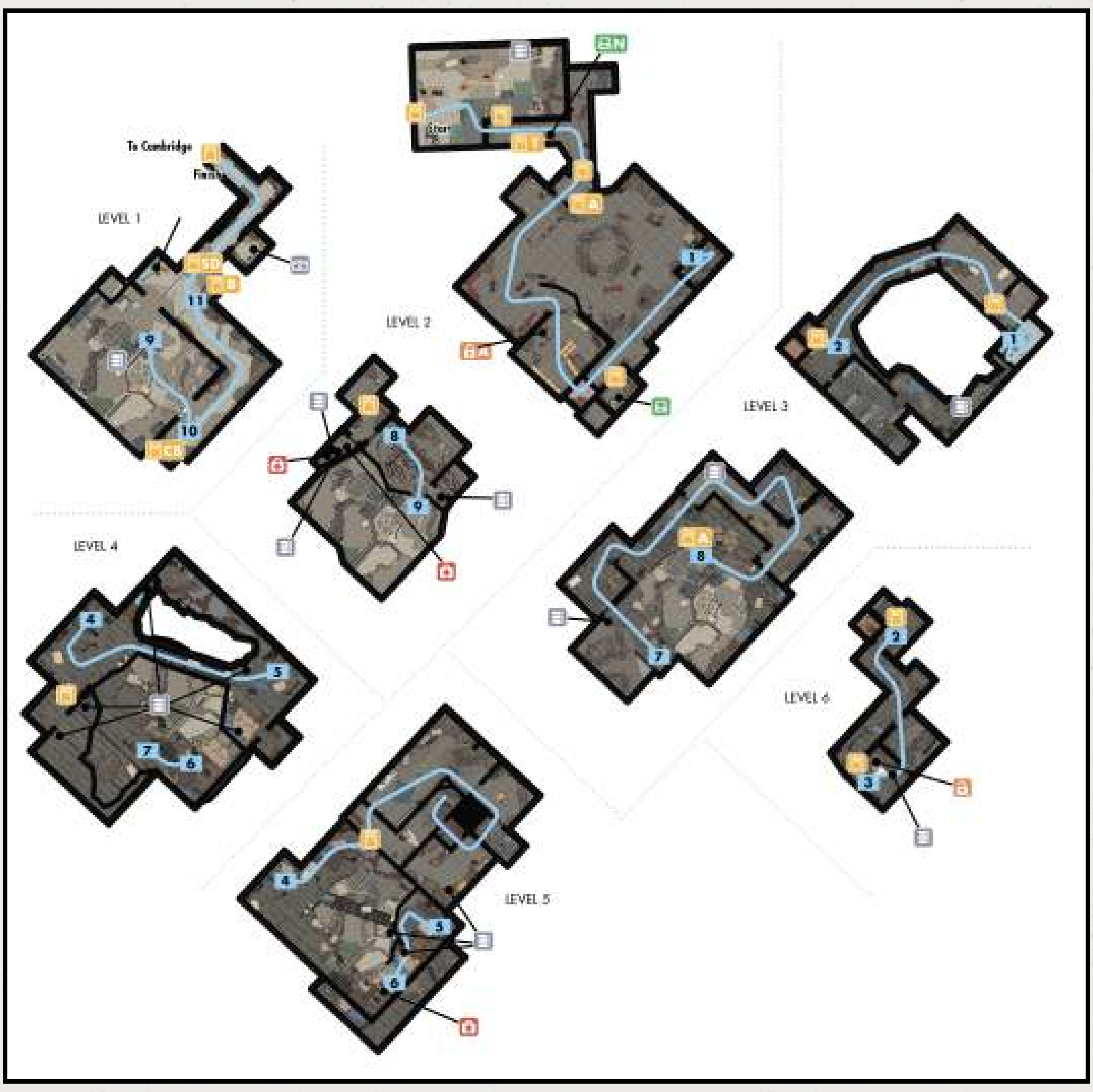
THREAT LEVELS 6-14



- Armaments and Ammo+
- Armaments and Ammo: Trunk
- Armor Piece: Fusion Core
- Bottlecaps
- Crafting: Armor Workbench (2)
- Crafting: Weapons Workbench
- Danger: Long Drop!
- Danger: Explosive Barrel!
- Danger: Turrets!
- Faction: Deathclaw
- Faction: Raiders
- Health or Chems

VAULT-TEC RECOMMENDED LOOT

Armor Part: Fusion Core



Those expecting a plentiful supply of stimpaks from this hospital location are in for disappointment. Despite this being used as a hiding point for the Railroad faction, Raiders discovered them, butchered everybody, and are either burning the corpses or throwing them down into a central pit to be consumed by a ravenous beast below. After discovering the bonfire camp, you'll move up and down this mainly vertical location.

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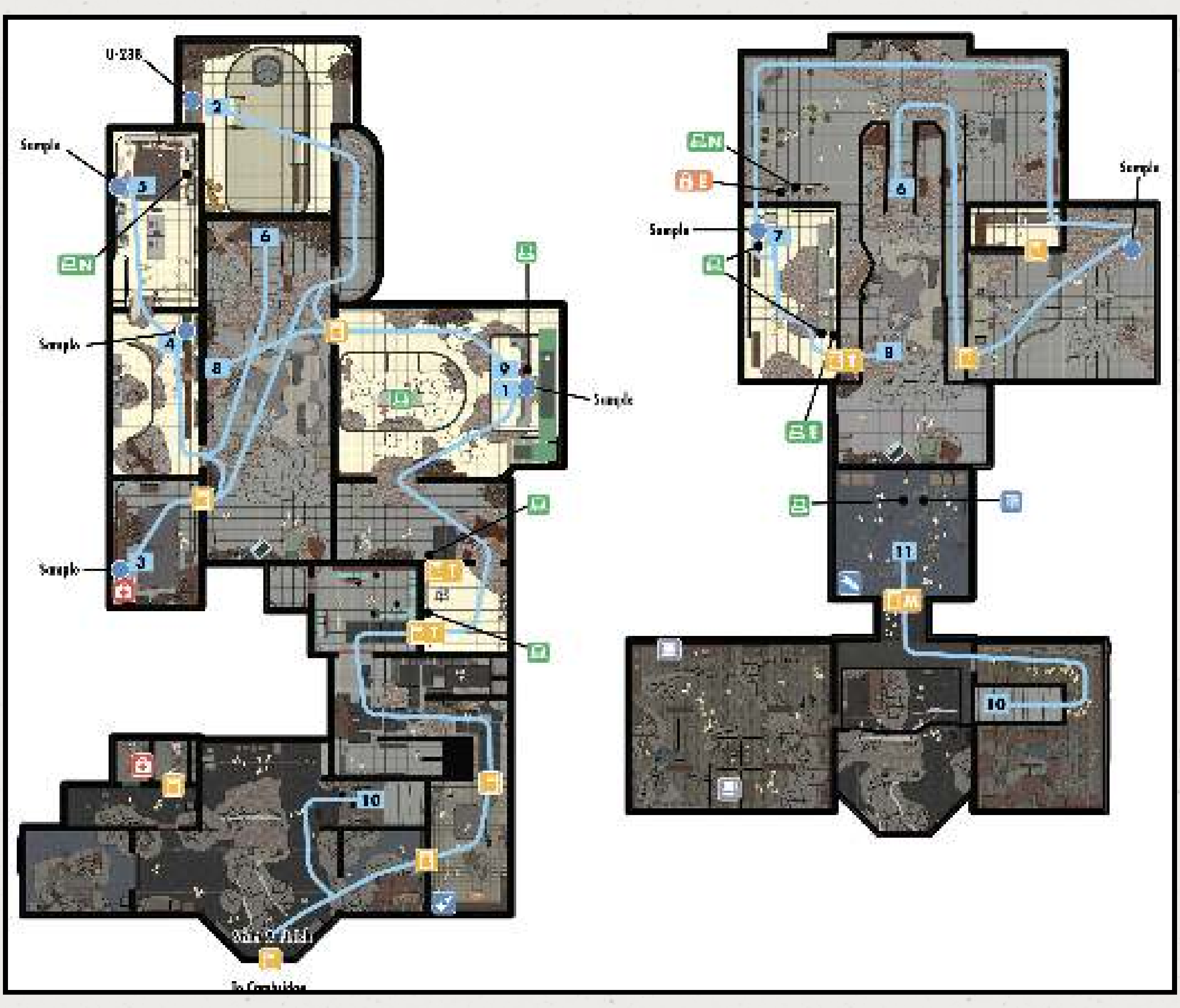
[7.08] Cambridge Polymer Labs

- Armaments and Ammo
- Armor Part: Fusion Core
- Armor Part: Peizoneucleic Power Armor Chest
- Collectible: Required Reading: Massachusetts Surgical Journal
- Collectible: Nuka Cola Quantum
- Crafting: Chemistry Station
- Danger: Mines!
- Danger: Radiation (Severe)!
- Danger: Tripwire!
- Faction: Robots
- Faction: Feral Ghouls
- Faction: Character: Director
- Faction: Character: Molly
- Health or Chems
- Quest Start: Cambridge Polymer Labs (Miscellaneous)
- Quest Visit: Underground Undercover (the Railroad)
- Unique Item: Peizoneucleic Power Armor Chest



This laboratory was a research facility looking into the development of Smart Materials to convert radiation. It appears to have suffered a catastrophic failure after the bombs fell. Perhaps

you heard the radio advertising new and exciting opportunities in this field of research?

As you enter, a robot asks whether you're interested in becoming a researcher. Accept the position after a talk, if you wish. Take the orientation or ignore it. Enter the clean room, after which you're sealed inside. You're forced to complete either of the following objectives. Beware of Feral Ghouls.

VAULT-TEC RECOMMENDED LOOT

- **Armor Part: Fusion Core**
- **Unique Item: Peizoneucleic Power Armor Chest**
- **Required Reading: Massachusetts Surgical Journal**

Cambridge Polymer Labs (Miscellaneous)

1. Complete the research project

2. (Optional) Find another way to escape the laboratory

Read messages on every terminal you come across. Progress through the labs, and locate the six unidentified samples. Return and place them (two at a time) on the Polymer Coating Applicator (terminal) to identify them:

- Unidentified Sample 11317: Hydrochloric Acid
- Unidentified Sample 3111: Lithium Hydride
- Unidentified Sample 413: Gallium
- Unidentified Sample 65: Tungsten
- Unidentified Sample 49: Cobalt
- Unidentified Sample 611: Gold

To reach lab C5, access the hole in the wall at the end of lab C4. To reach lab C5, hack the wall terminal (Expert), or climb up the ramp, go across the ceiling crawlspace, and drop down the third hole you find in the floor. There's also a Holotape with the password for the radioactive containment area in lab C3.

Return to lab C5, and access the Isotope Containment Terminal (Novice). Open the door to the Isotope Containment Chamber. Enter the chamber and gather Isotope U-238.

Return to the Polymer Coating Applicator in lab C2. Place the isotope into the sample container. Then place Lithium Hydride and Gold into the chemical reagent slots. You receive a unique piece of Power Armor from the fabrication window.

The optional objective is completed at Bergman's terminal (upper floor, lab C3).

Inform Molly of your success, or free yourself at Bergman's terminal, and you can leave. To access the director's room door (Master), find the key on Molly, or use extreme lockpicking competence.

If the Railroad quest is active, seek the information you require on Bergman's terminal, inside lab C3.

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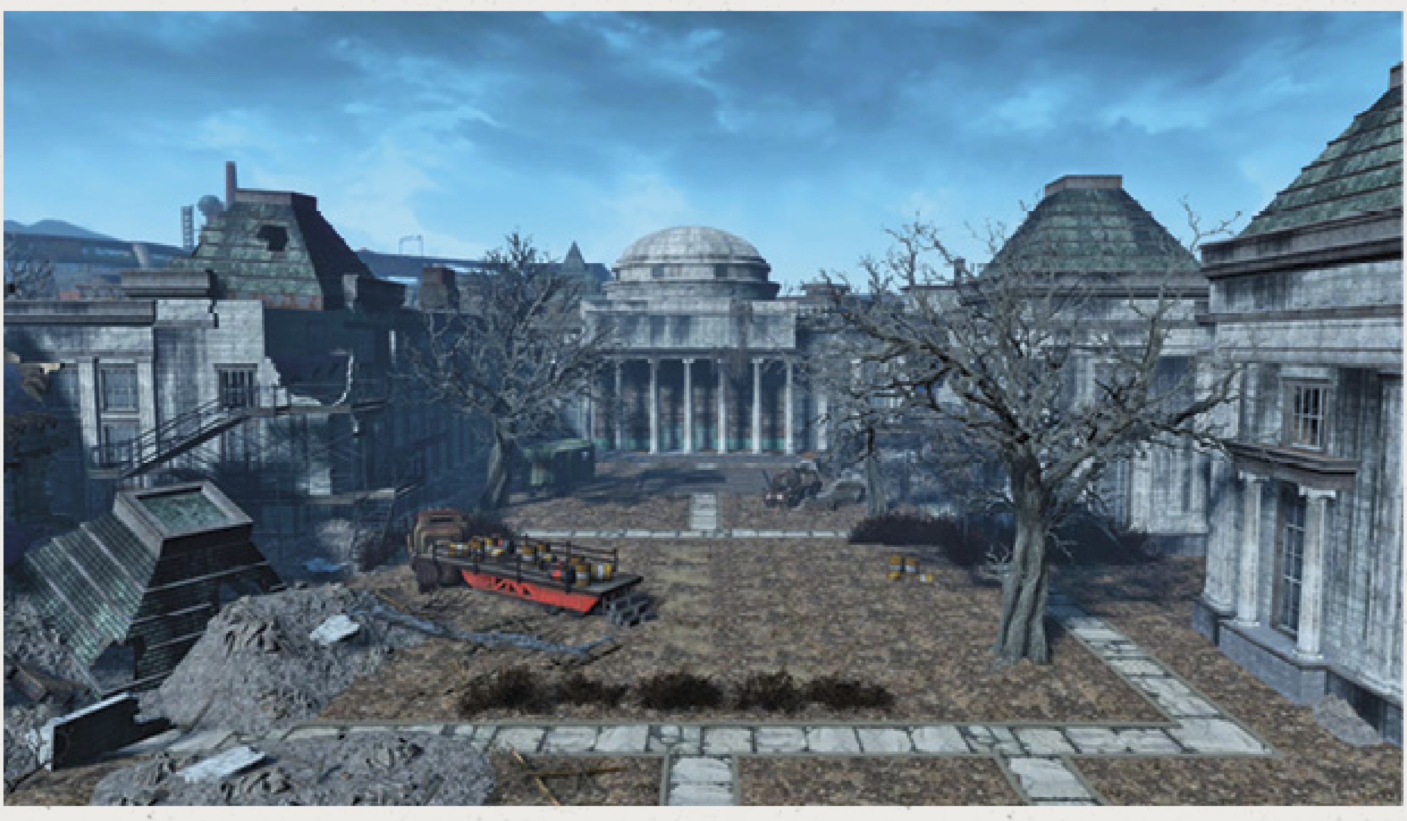
[7.09] C.I.T. Ruins

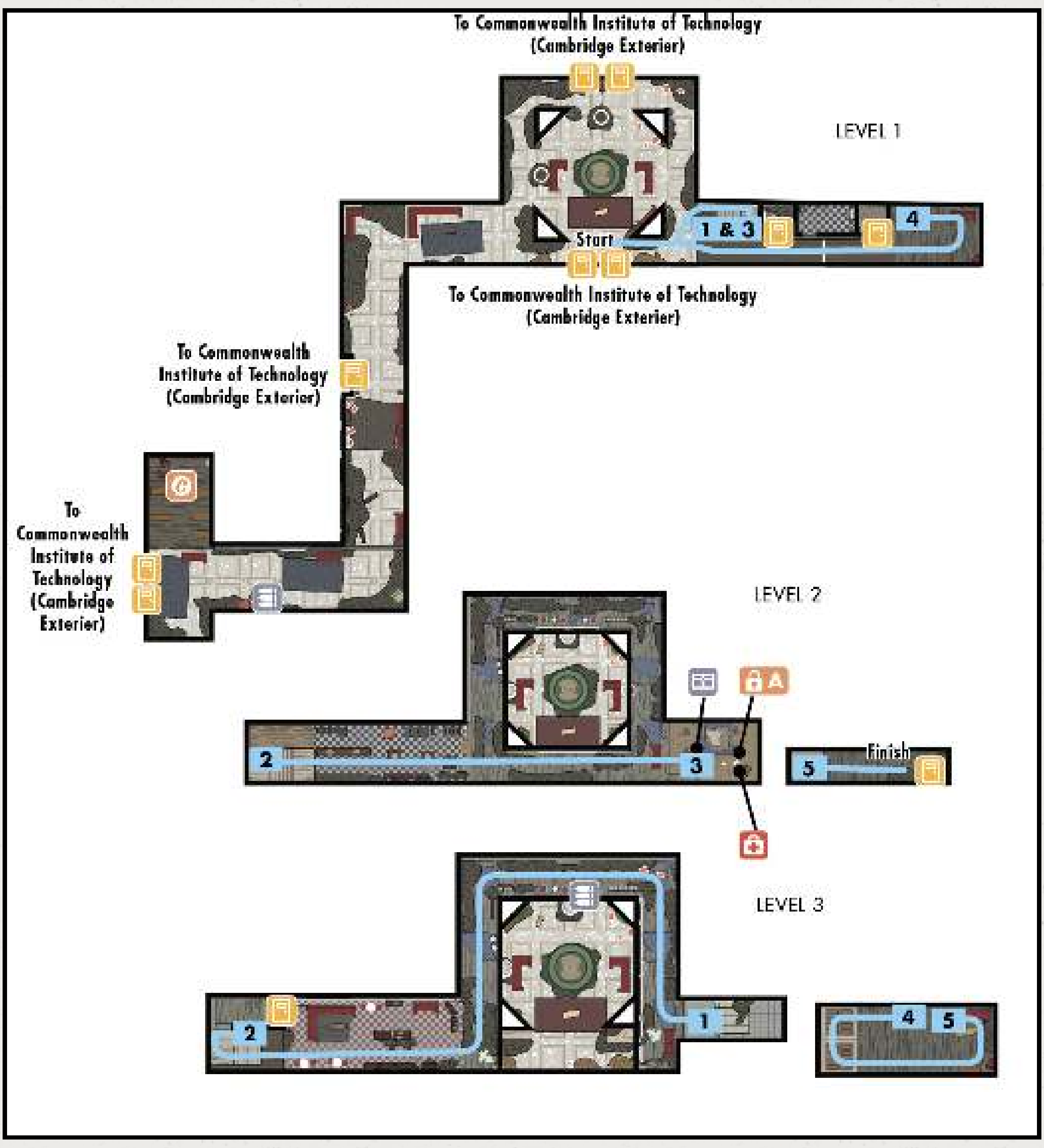
THREAT LEVELS 6-14



- Armaments and Ammo
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Trunk
- Danger: Explosive Barrels!
- Danger: Long Drop!
- Faction: Super Mutant
- Faction: Synths (Institute)
- Health or Chems
- Quest Visit: The Battle of Bunker Hill (the Institute)
- Quest Visit: Liberty Reprimed (Brotherhood of Steel)

VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke


To Commonwealth Institute of Technology (Cambridge Exterior)
LEVEL 1
1 & 3
4
Start
To Commonwealth Institute of Technology (Cambridge Exterior)
To Commonwealth Institute of Technology (Cambridge Exterior)
To Commonwealth Institute of Technology (Cambridge Exterior)
LEVEL 2
A
2
3
5
Finish
LEVEL 3
2
1
4
5

Perhaps the greatest fallacy about the Institute is where it's actually located. Some assume the organization is headquartered in the old Commonwealth Institute of Technology's central domed building—in Cambridge, on the north side of the Charles River. And why not? After all, at some point it had been fortified and was clearly meant to keep out intruders. And that's exactly what the Institute wants people to think. In truth, the above-ground Institute facility is merely a façade. A structure meant to both instill fear in the people of the Commonwealth and hide the true scope and depth of the actual Institute.

The perimeter has several doors you can enter and a small trailer in the southern courtyard. The southern courtyard has a central area where a large enough explosion could unearth passages into the Institute (if you're with the Brotherhood of Steel during the specified quests).

Inside, the structure has a central rotunda and two wings, along with Super Mutants battling synths. There are an abundances of exits on the ground floor, but the only stairwell that reaches the roof is on the eastern wing (close to the steamer trunk in the classroom). The roof views of Boston are impressive.

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Primary Locations

[7.10] The Institute

THREAT LEVELS 6-14

- Armaments and Ammo++
- Bottlecaps+++
- Collectible: Nuka Cherry (2)
- Collectible: Nuka Cola Quantum
- Collectible: Required Reading: Astoundingly Awesome Tales
- Companion: X6-88
- Faction: The Institute
- Faction: Character (Leader): Father
- Faction: Character: Shaun
- Faction: Character: S9-23
- Faction: Character: X6-88
- Faction: Character: Madison Li
- Faction: Character: Allie Filmore
- Faction: Character: Nathan Filmore
- Faction: Character: Quentin Filmore
- Faction: Character: Lawrence Higgs
- Faction: Character: Enrico Thompson
- Faction: Character: Janet Thompson
- Faction: Character: Alice Thompson
- Faction: Character: Julia Thompson
- Faction: Character: Newton Oberly
- Faction: Character: Clayton Holdren
- Faction: Character: Isaac Karlin
- Faction: Character: Dean Volkert
- Faction: Character: Brendan Volkert
- Faction: Character: Max Loken
- Faction: Character: Alan Binet
- Faction: Character: Liam Binet
- Faction: Character: Evan Watson
- Faction: Character: Rosalind Orman
- Faction: Character: Janet Thompson
- Faction: Character: Justin Ayo
- Faction: Character: Alana Secord
- Health or Chems+++
- Quest Visit: Institutionalized (Main)
- Quest Start: The Nuclear Option (Main)
- Quest Start: Synth Retention (the Institute)
- Quest Start: The Battle of Bunker Hill (the Institute)
- Quest Start: Mankind Redefined (the Institute)
- Quest Start: Powering Up (the Institute)
- Quest Start: End of the Line (the Institute)
- Quest Start: Airship Down (the Institute)
- Quest Start: Nuclear Family (the Institute)
- Quest Start: Building a Better Crop (the Institute)
- Quest Start: Plugging a Leak (the Institute)
- Quest Start: A House Divided (the Institute)
- Quest Start: Mass Fusion (the Institute)
- Quest Start: Pinned (the Institute)
- Quest Start: Pest Control (the Institute Radiant)
- Quest Start: Hypothesis (the Institute Radiant)
- Quest Start: Appropriation (the Institute Radiant)
- Quest Start: Reclamation (the Institute Radiant)
- Quest Start: Political Leanings (the Institute Radiant)
- Quest Visit: From Within (Brotherhood of Steel)
- Quest Visit: Outside the Wire (Brotherhood of Steel)
- Quest Visit: Underground Undercover (the Railroad)
- Quest Visit: Inside Job (the Minutemen)
- Quest Visit: Miscellaneous (Freeform: Virgil's Serum)
- Services: Trader (Synth Food Vendor)
- Services: Trader (Institute Requisition Vendor)
- Unique Item: Experiment 18-A (Weapon)
- Unique Item: Experimental Serum (Item)
- Unique Item: Institute Beacon (Item)
- Unique Item: Liam's Glasses (Apparel)
- Unique Item: Mark 2 Synth Helmet (Apparel)
- Unique Item: Mark 2 Synth Chest Piece (Apparel)
- Unique Item: Mark 3 Synth Chest Piece (Apparel)
- Unique Item: Mark 3 Right Arm (Apparel)
- Unique Item: Wazer Wifle (from Shaun, post Main Quest)

Hidden from surface dwellers and only accessible via teleportation, this is the utopian dream of Father and his scientist colleagues who populate the Institute.

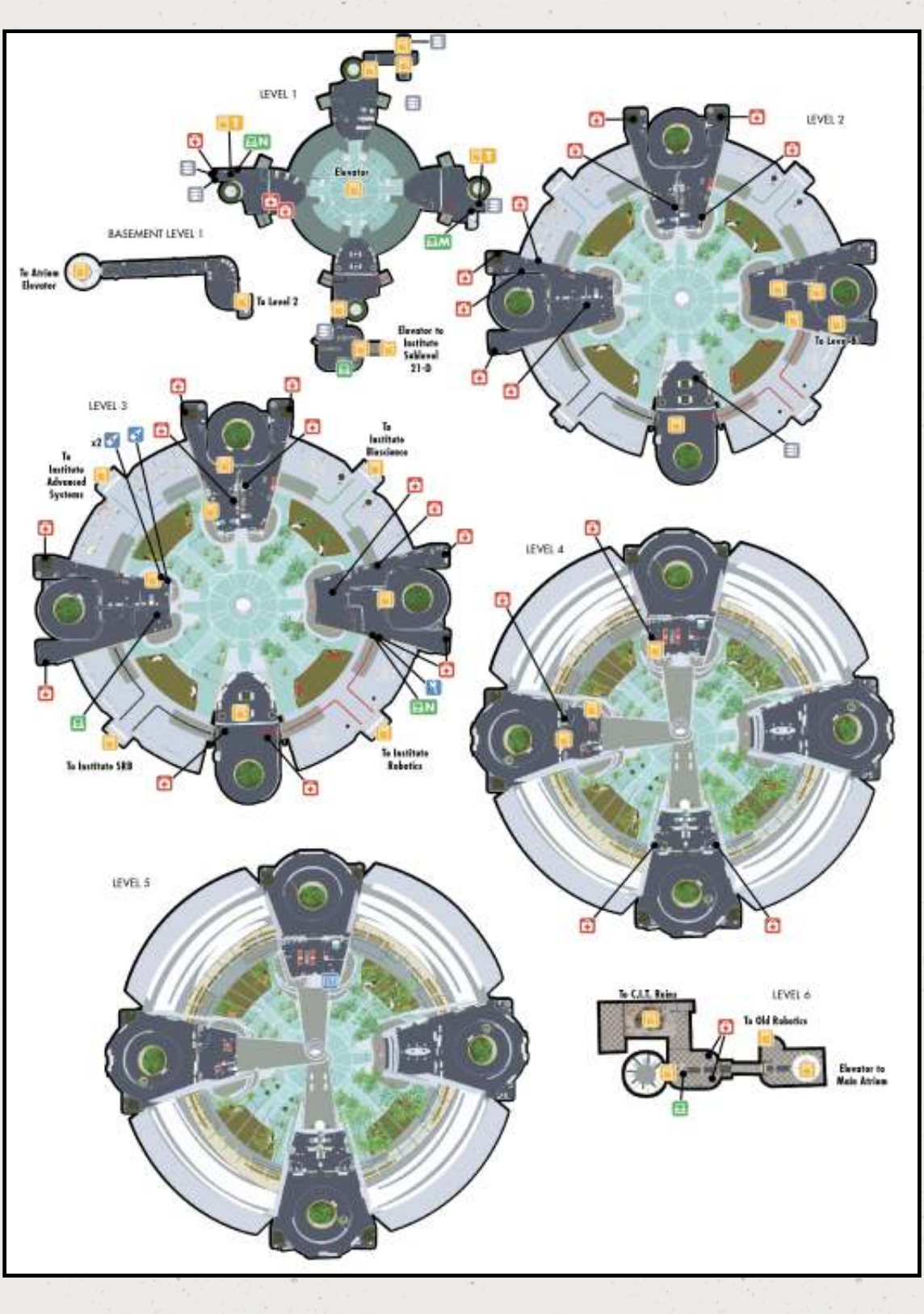
AVAILABLE COMPANION

Companion: X6-88

VAULT-TEC RECOMMENDED LOOT

Armor Part: Fusion Core (2)
Collectible: Experimental Serum
Collectible: Nuka Cherry (2)
Collectible: Nuka Cola Quantum (2)
Required Reading: Astoundingly Awesome Tales
Unique Item: Experiment 18-A
Unique Item: Mark 2 Synth Armor (Pieces)
Unique Item: Mark 3 Synth Armor (Pieces)

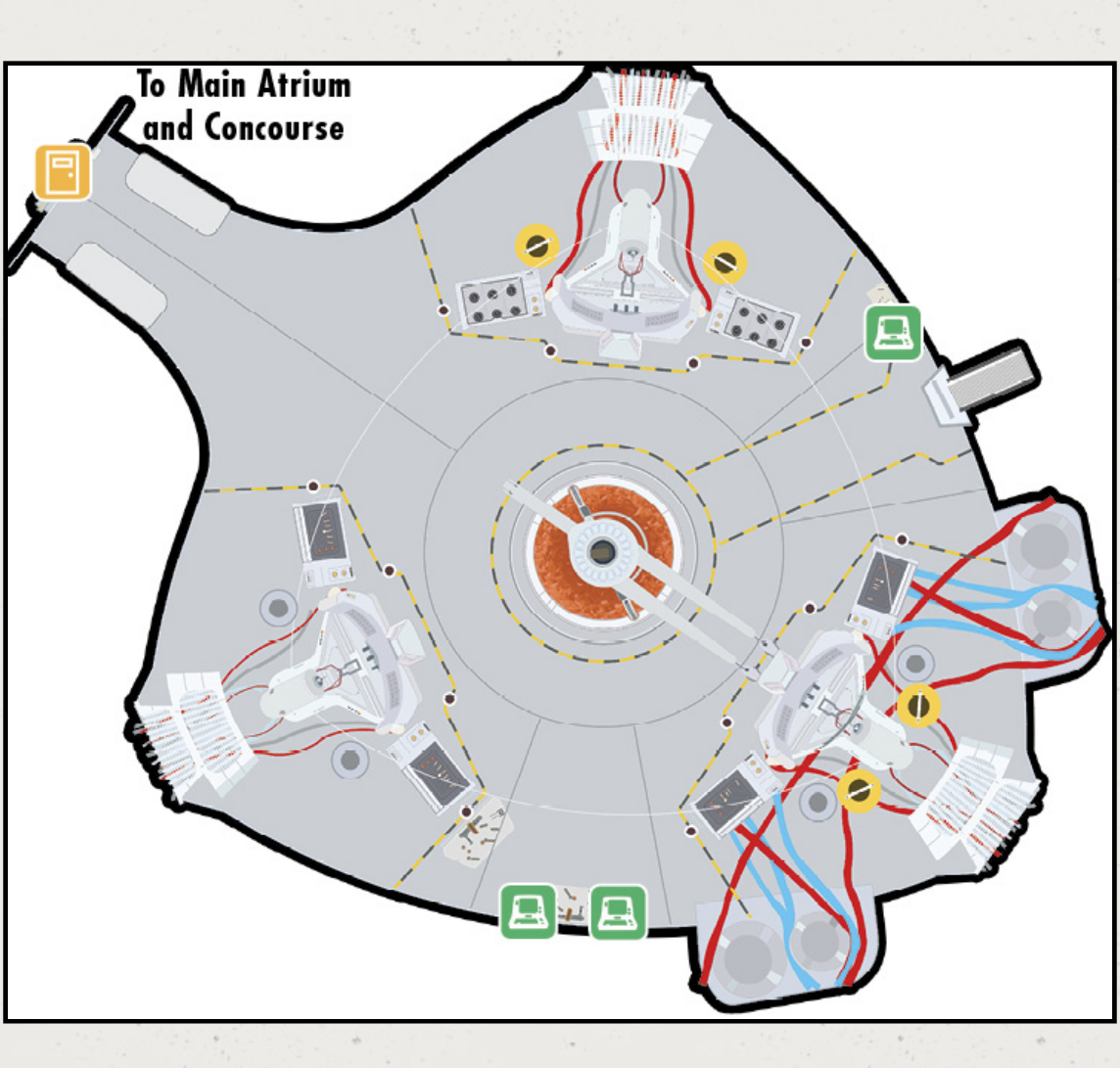
Main Atrium And Concourse



The main concourse and atrium are the sleeping quarters for all Institute personnel, including your own quarters if you complete Institute Quest: Synth Retention. Otherwise, there's a huge abundance of health and chems to scavenge, some gruel-like vittles to try, and some interesting armaments to purchase.

Institute Robotics

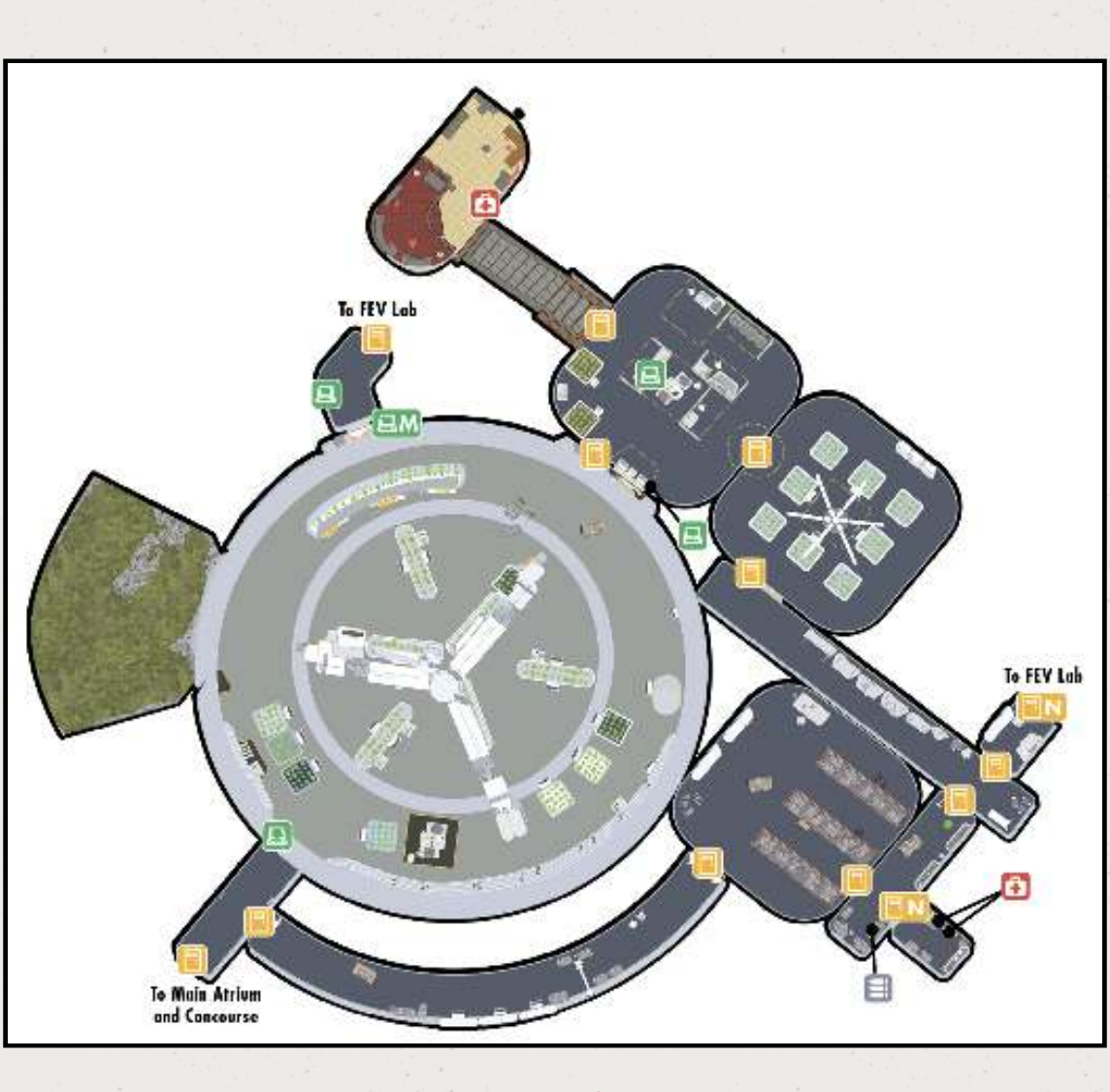
- Armaments and Ammo
- Character (Division Head): Alan Binet



Robotics works on synth production (with a factory floor of synth creation that's impressive to watch), quality control, and software/hardware improvements.

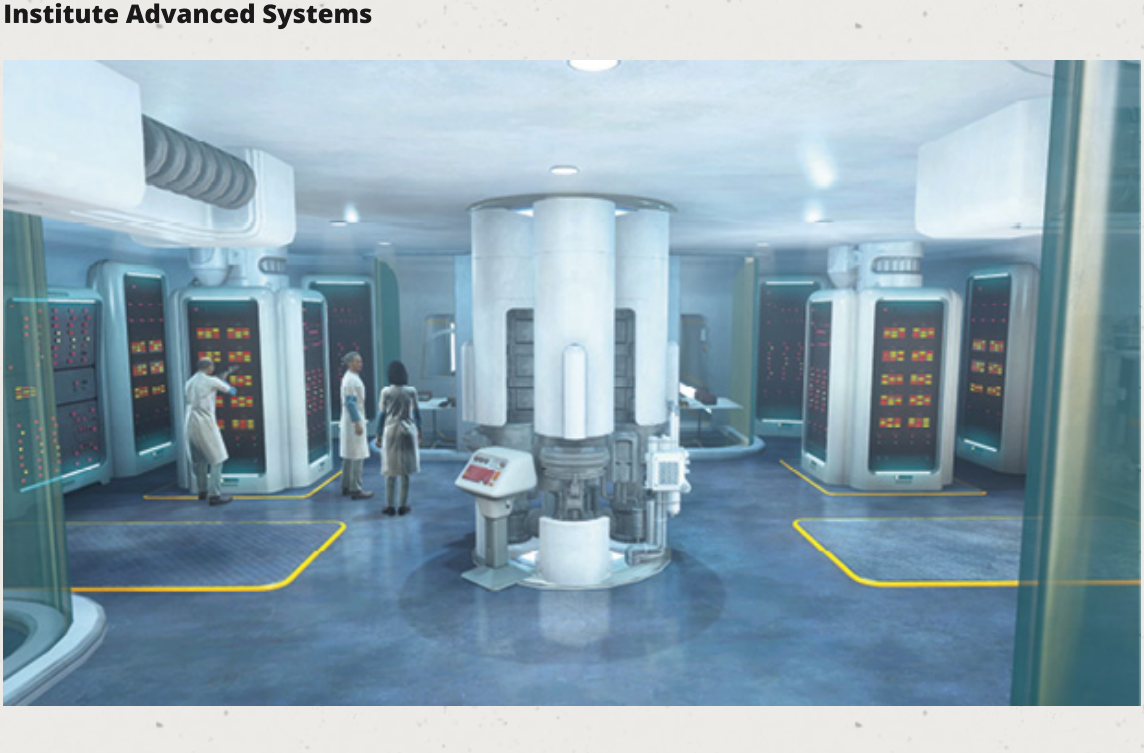
Institute BioScience

- Armaments and Ammo
- Character (Division Head): Clayton Holdren
- Danger: Turrets!
- Health or Chems



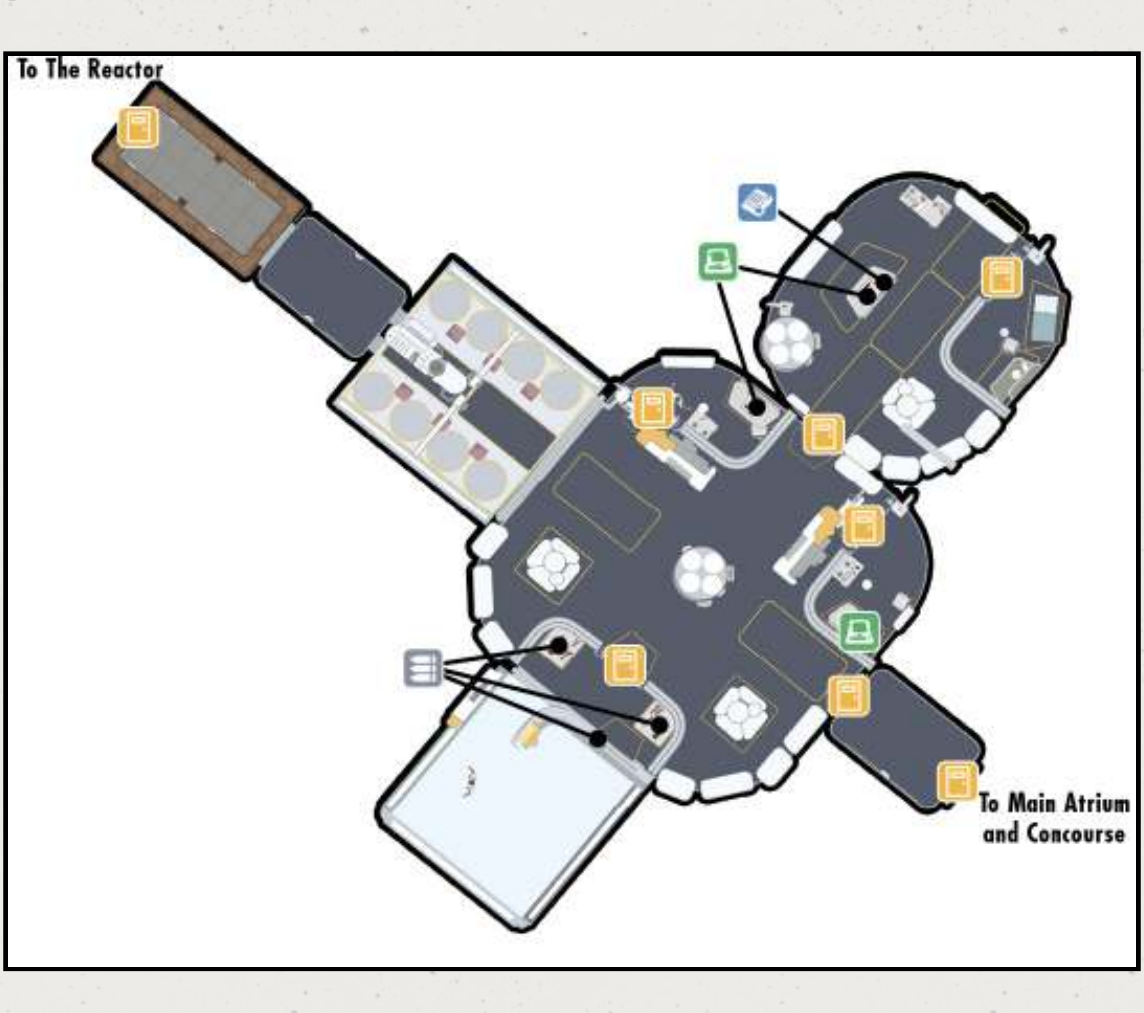
BioScience cultivates and maintains existing gardens and the food supply through hydroponics. Research into genetically modified crops and nutrition also occurs. A small synth gorilla enclosure that emulates a jungle habitat exists here, as well as entrances to an abandoned FEV laboratory.

Institute Advanced Systems

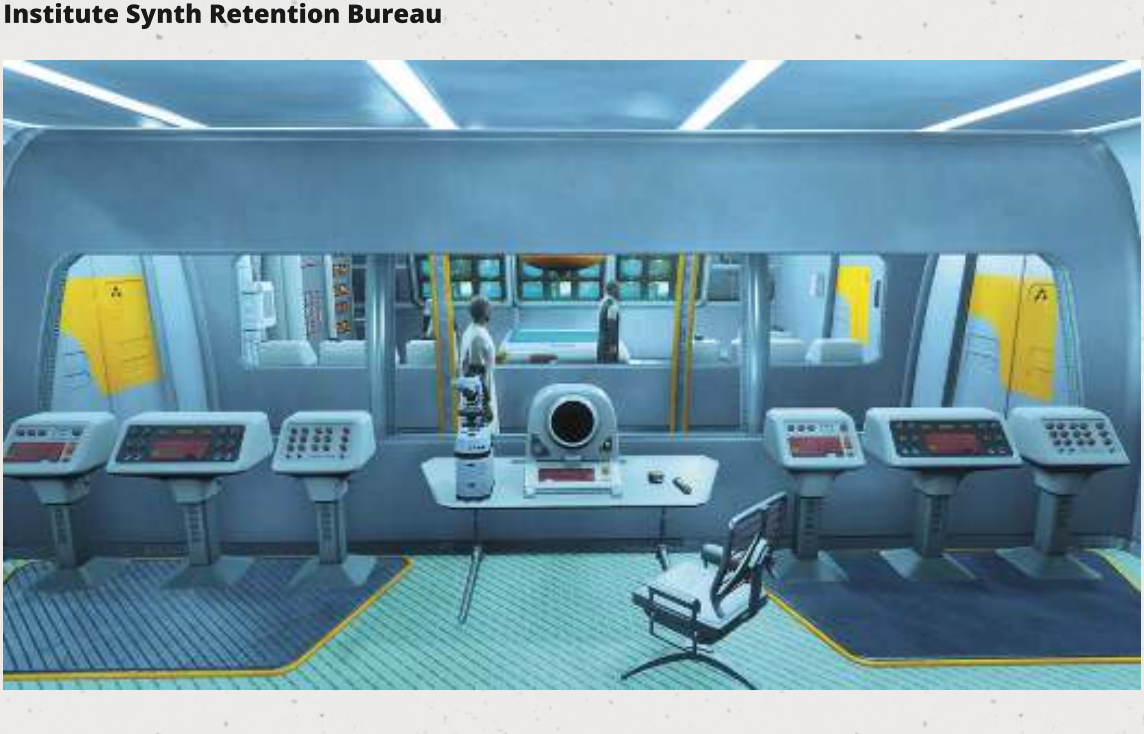


- Armaments and Ammo
- Character (Division Head): Madison Li
- Collectible: Holotape: Advanced Systems Notes

Advanced Systems works on applied physics (plasma weaponry and teleportation), as well as special projects currently classified. Access to the reactor is at this location but is currently off-limits until you undertake certain quests.

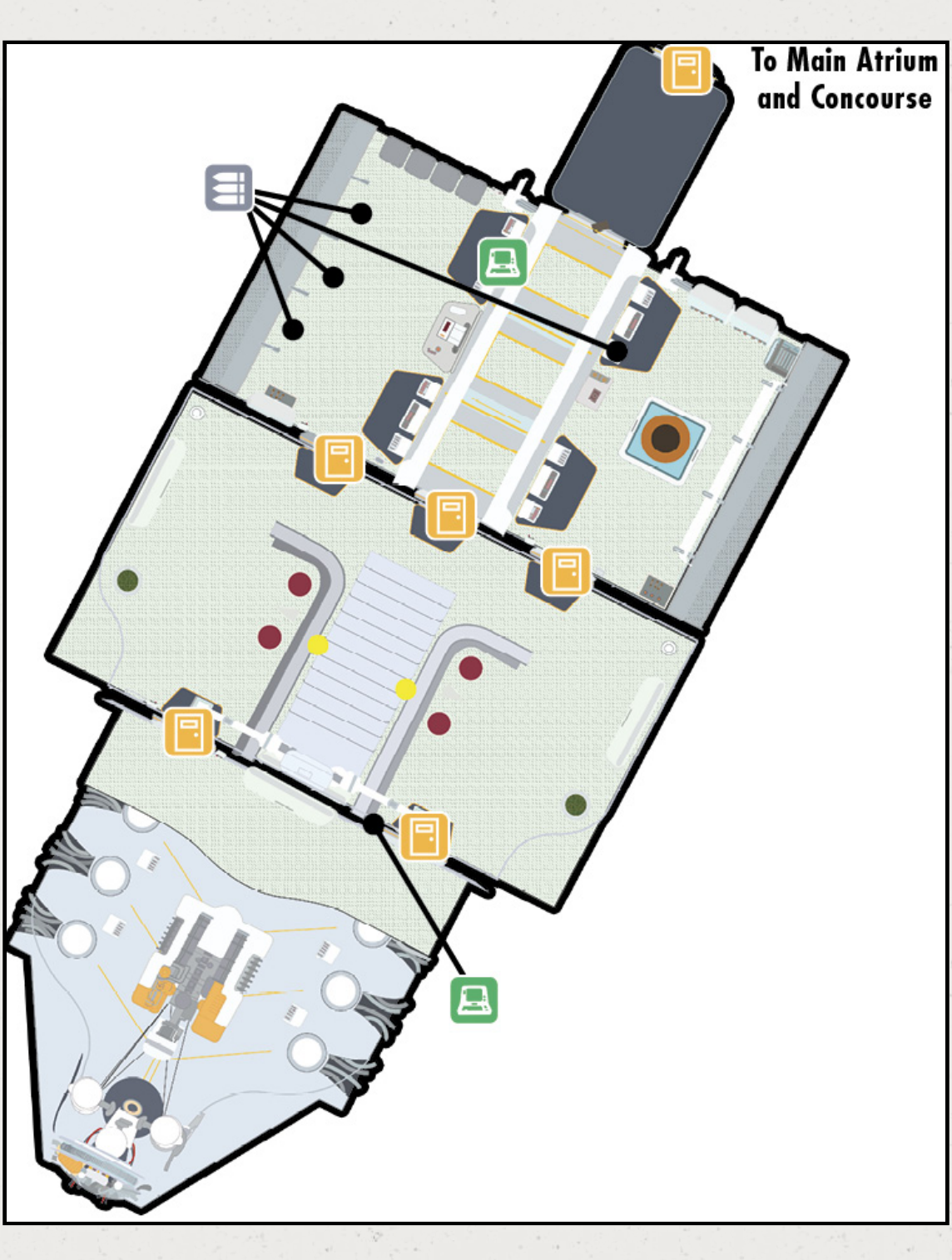


Institute Synth Retention Bureau



- Armaments and Ammo+
- Character (Division Head): Justin Ayo

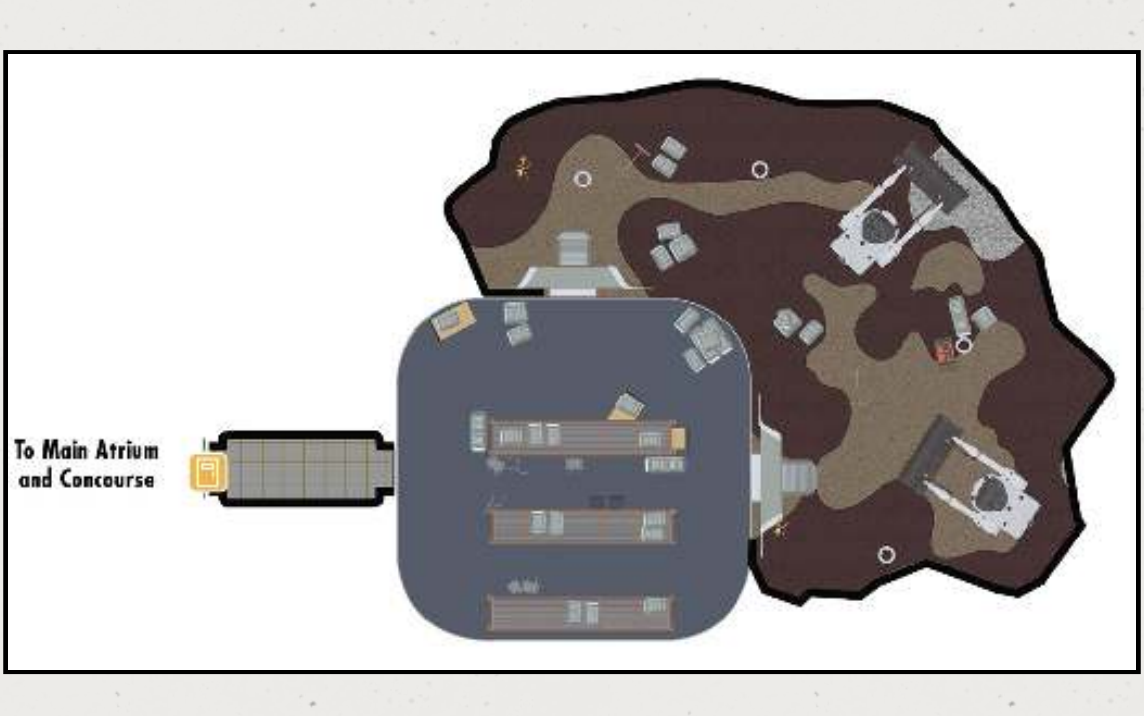
Synth Retention (or SRB) supervises the coursers and their missions across the Commonwealth and repurposes any older Gen 1 and 2 synth models after interception on the surface.



Institute Sublevel 21-D

- Danger: Explosive Barrels!
- Danger: Oil!

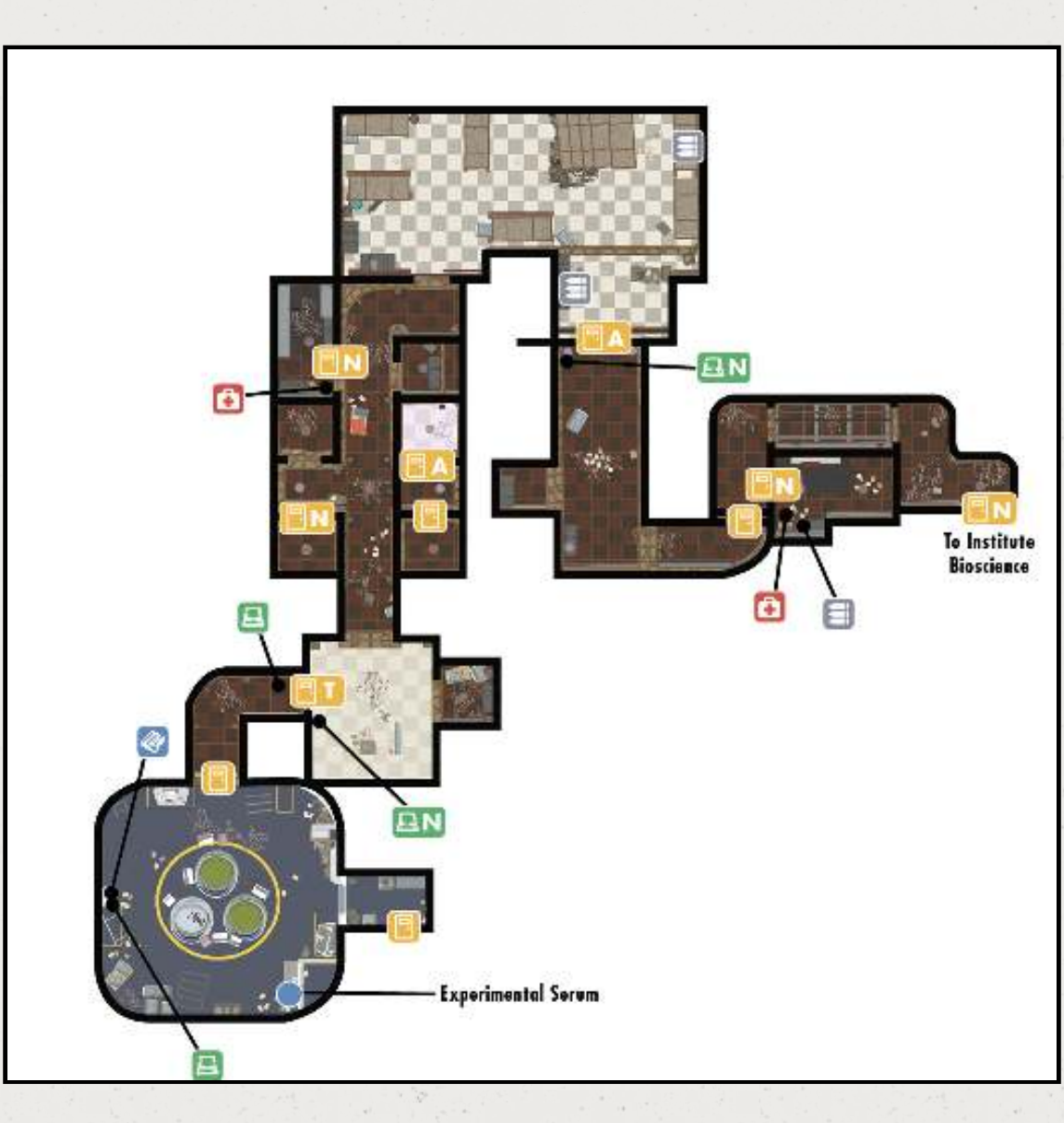
A partly excavated tunnel and old storage area accessed via a maintenance elevator.



FEV Laboratory

- Armaments and Ammo
- Collectible: Experimental Serum
- Collectible: Holotape: Brian Virgil Personal Log 0176
- Danger: Tesla Arcs!
- Danger: Tripwires!
- Danger: Turrets!
- Health or Chems

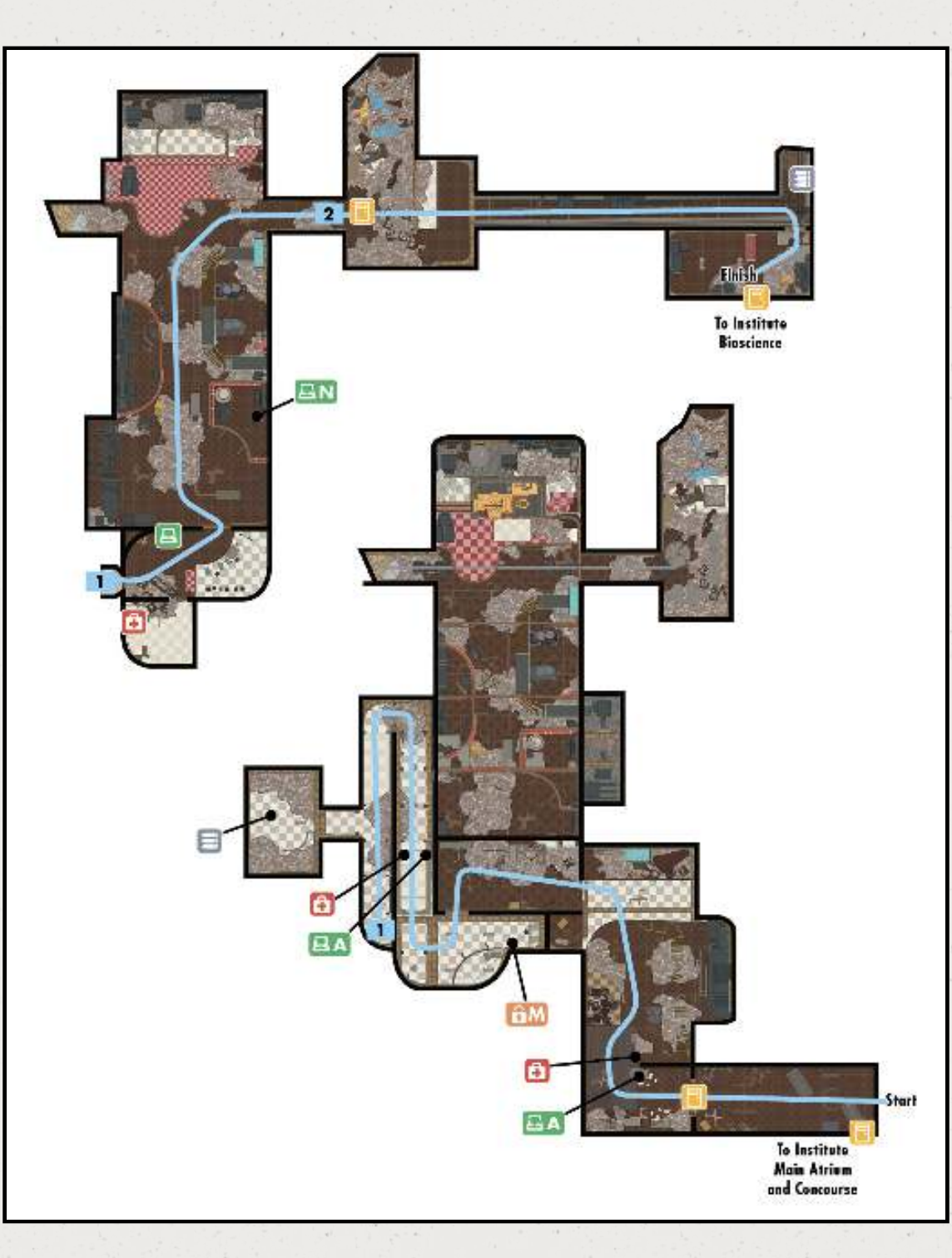
This is where Forced Evolutionary Viruses (FEV) were created and used on test subjects, forming the Super Mutants that roam the surface hellscape. This location doesn't have quite the sheen of the main locations. Beware of Assaultrons. Look for the Experimental Serum in the incubation lab, as well as one of Virgil's old Holotapes.



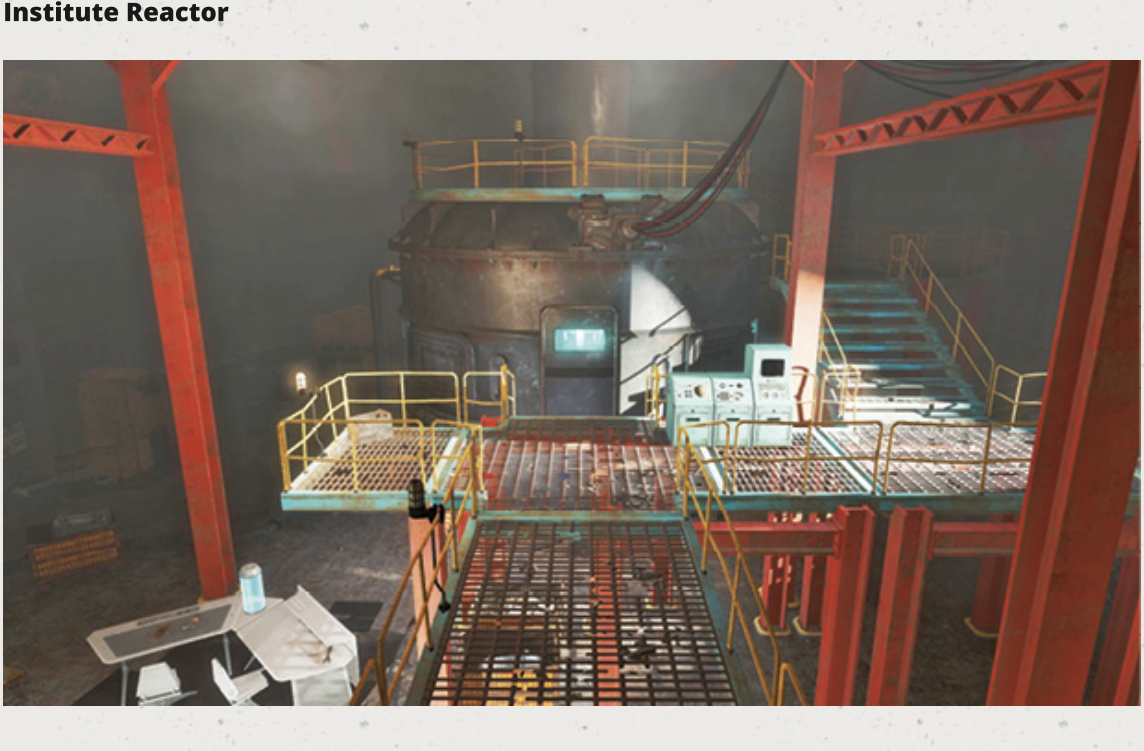
Old Robotics

- Armor Part: Fusion Core
- Armaments and Ammo
- Bottlecaps
- Danger: Turrets!
- Faction: Robot, Synth
- Health or Chems

This is where the earliest experimentations on synthetic life were carried out, and earlier generation synths still roam this area. The location is completely sealed off until Main Quest: The Nuclear Option is active. You may wish to access the terminal (unlocked) just before the lower level warehouse floor to activate an old Sentry Bot.

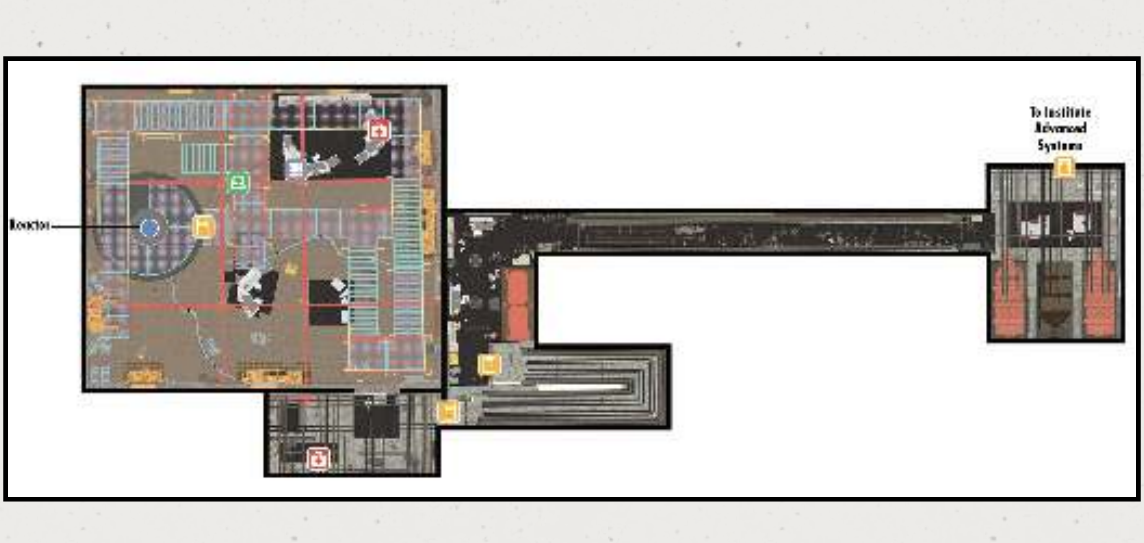


Institute Reactor



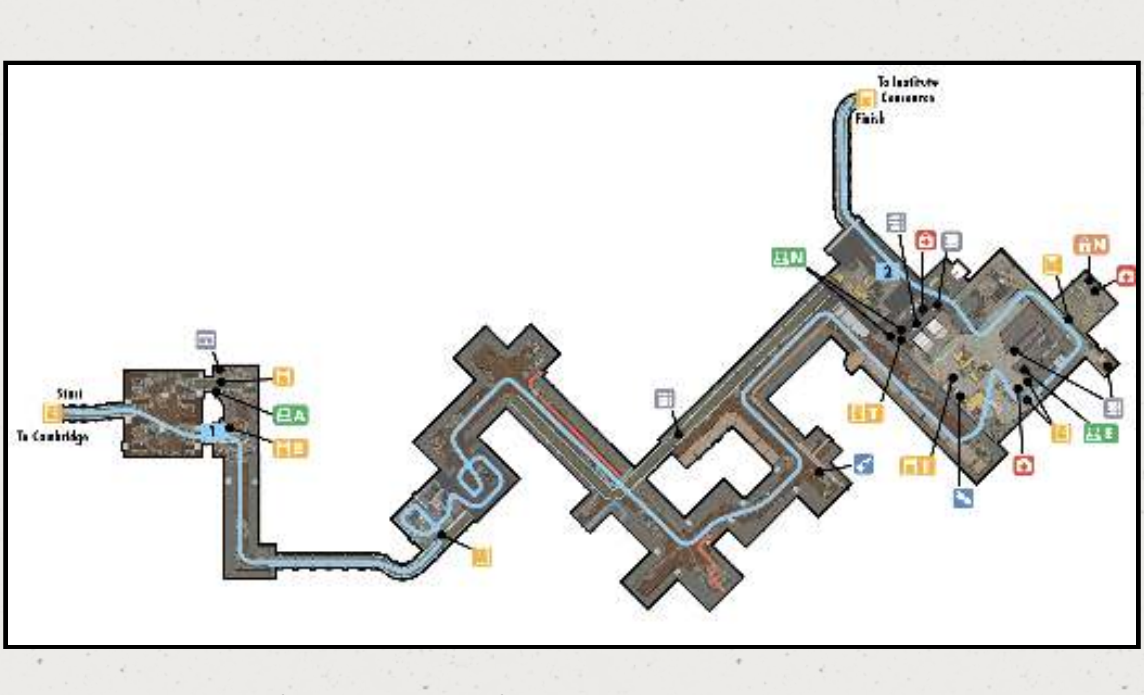
- Armaments and Ammo
- Danger: Turrets!
- Danger: Tesla Arc!
- Health or Chems

Originally a research project from the old Commonwealth Institute, the reactor was salvaged and improved upon, allowing the Institute to stop relying on siphoning power from above-ground sources almost entirely. This location is completely sealed off until Main Quest: The Nuclear Option or Institute Quest: Powering Up is active.



Public Works Maintenance Area

- Armaments and Ammo: Trunk
- Armor Part: Fusion Core
- Crafting: Armor Workbench
- Crafting: Chemistry Station
- Crafting: Power Armor Station
- Crafting: Weapons Workbench
- Collectible: Nuka Cola Quantum
- Danger: Oil!
- Danger: Radiation (Mild)!
- Faction: Feral Ghouls
- Faction: Mole Rats
- Faction: The Institute
- Health and Chems
- Quest Visit: The Nuclear Option (Minutemen)



This location isn't accessed from the Institute itself; it is a medium-sized sewer complex under Cambridge that allows a cunning infiltration of the premises. Look for an underwater sewer pipe (Secondary Location 7.19) that's south of Greenetech Genetics on the northwest side of the Charles River and access the entrance. There is a wall terminal (Advanced) accessing a steamer trunk and a keypad on the east wall.

You cannot explore further until the quest is active and you've input the key code.

The interior is a series of tunnels where a large Institute pipe runs. Follow this pipe to access the maintenance area, and a secondary pipe brings you out into the Institute Concourse, near the relay chamber. As there's limited occasions to gather the available items, make your sweep during the quest.

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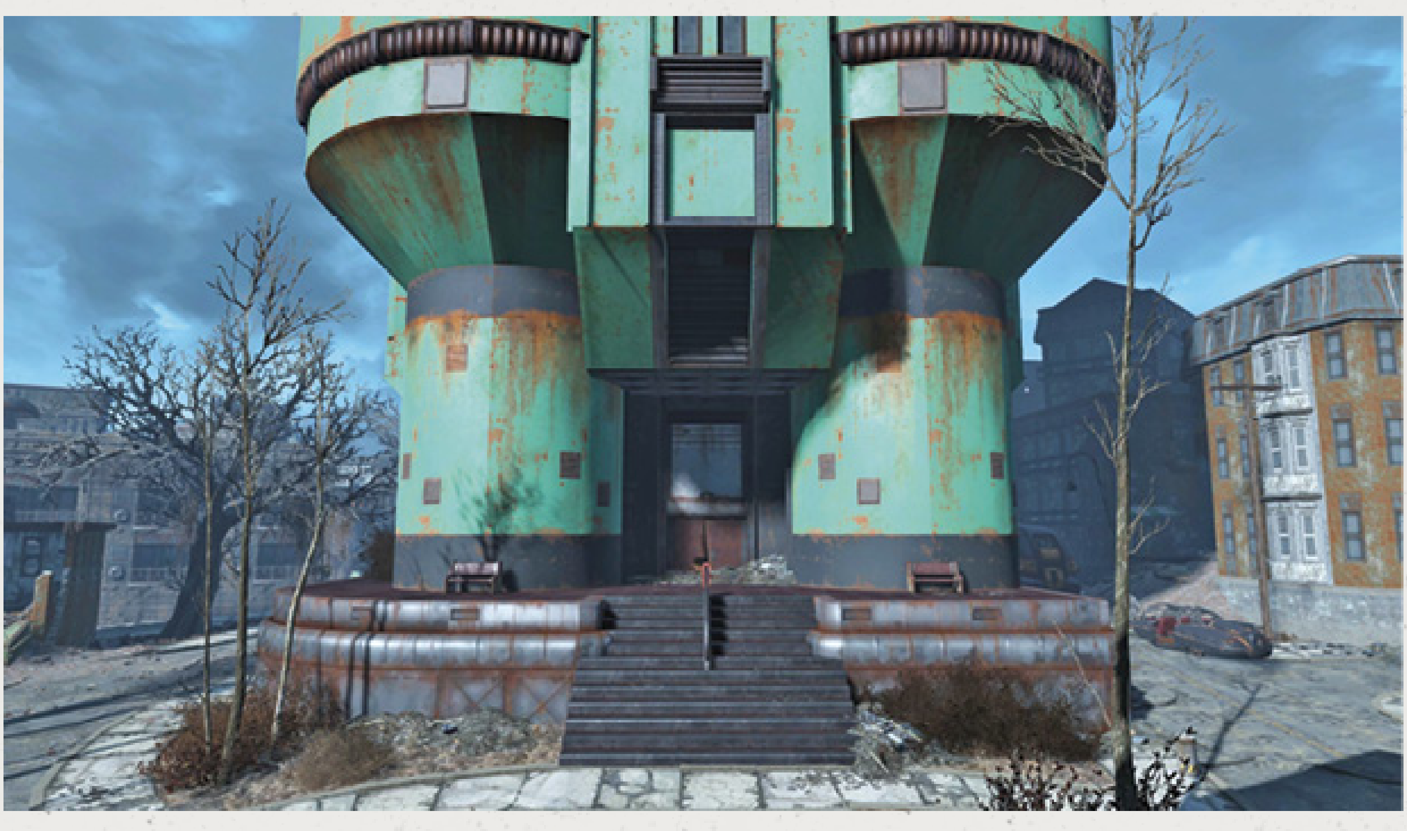
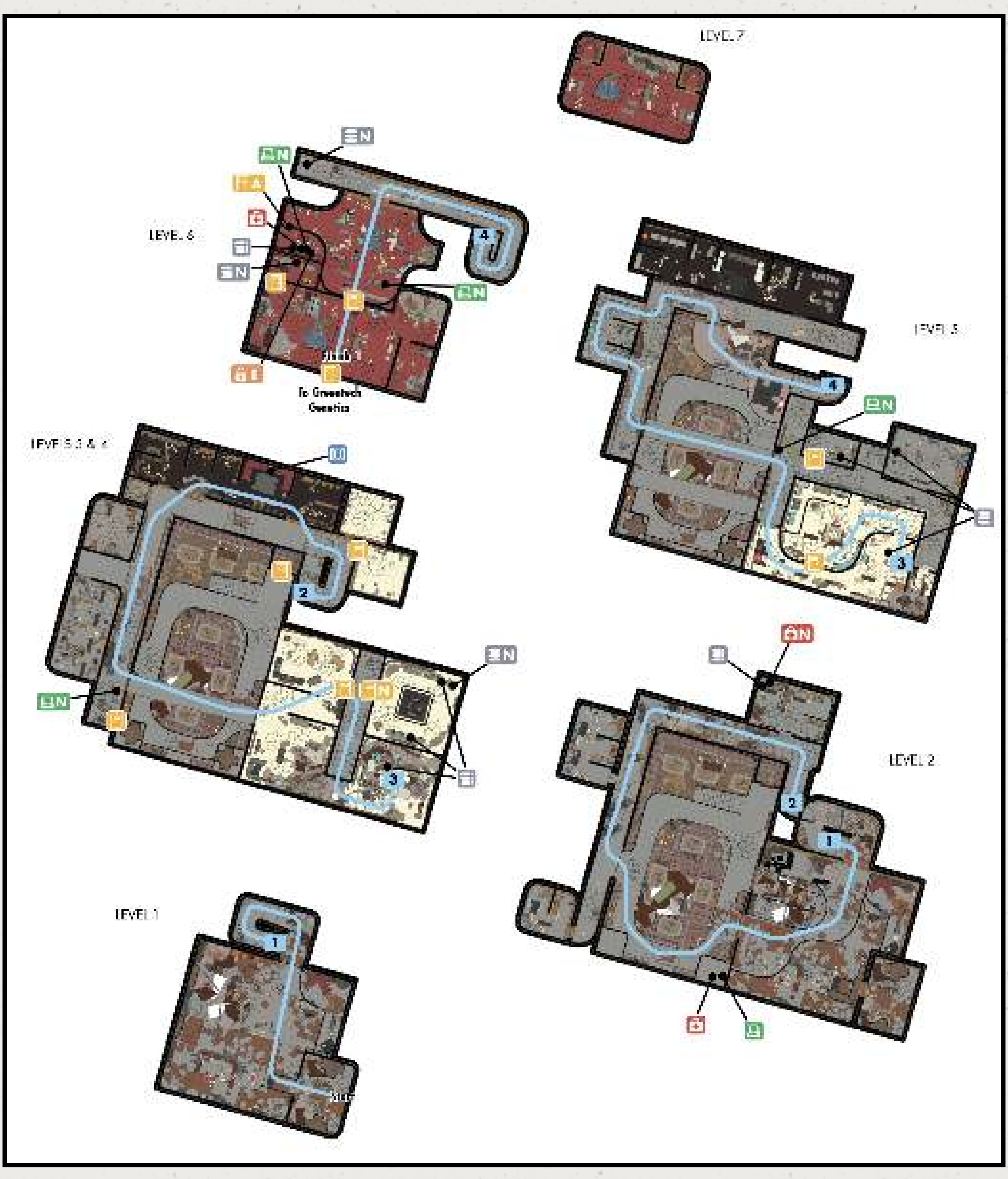
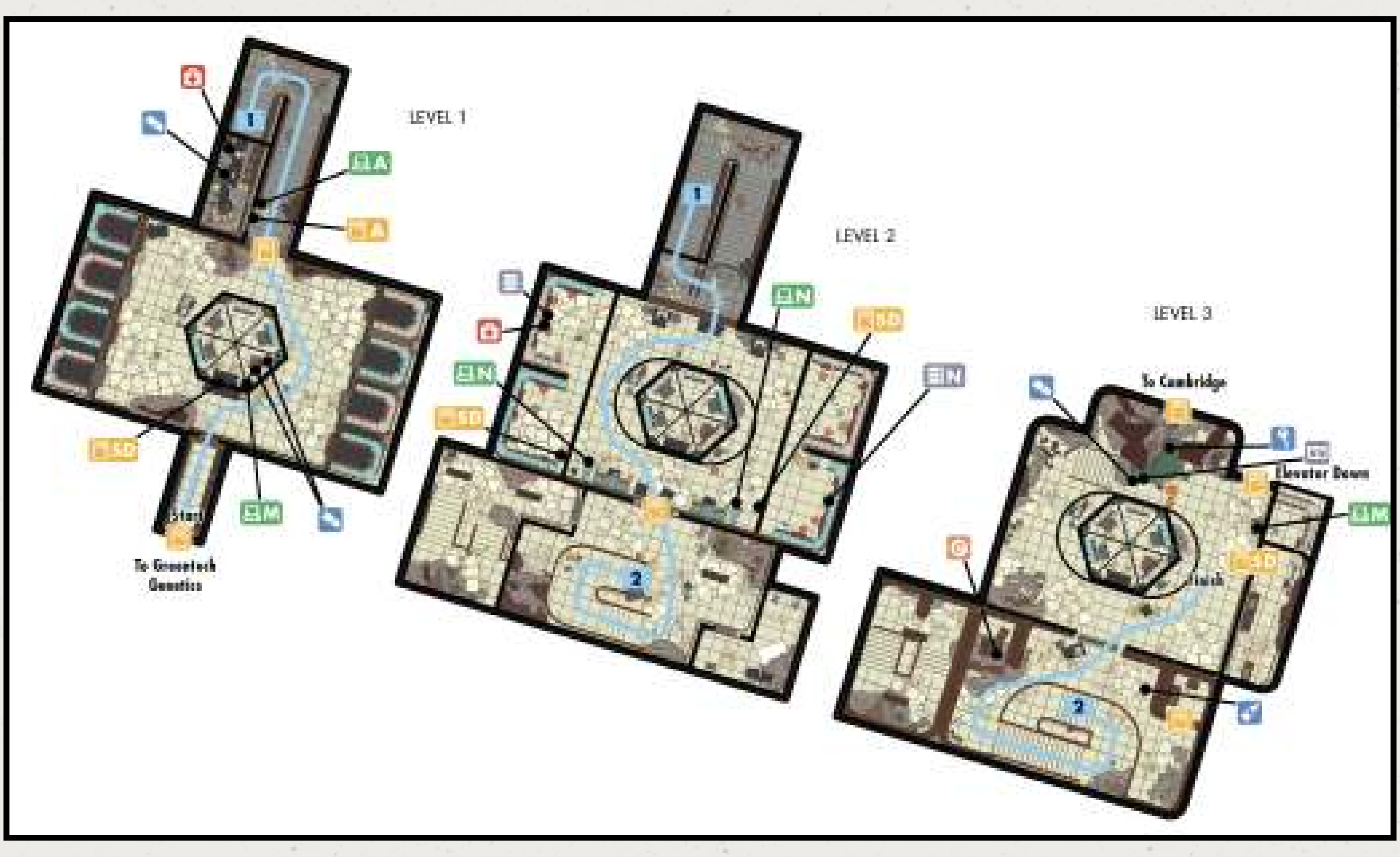
[7.11] Greenetech Genetics

THREAT LEVELS 6-14



- Armaments and Ammo++
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Mini Nuke (Fat Man)
- Armor Parts: Fusion Core (3)
- Bottlecaps+
- Collectible: Nuka Cherry
- Collectible: Required Reading: Massachusetts Surgical Journal
- Crafting: Chemistry Station
- Danger: Grenades!
- Danger: Makeshift Bomb!
- Danger: Long Drop!
- Danger: Mines!
- Danger: Tension Trigger!
- Danger: Tripwires!
- Danger: Turrets!
- Faction: Gunners
- Faction: Synths (Institute)
- Faction: Character: K1-98
- Faction: Character: Z2-47 (Courser)
- Health or Chems+
- Quest Visit: Hunter/Hunted (Main)
- Quest Start: Miscellaneous (K1-98)





VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke and Fat Man

Armor Part: Fusion Core (3)

Collectible: Nuka Cherry

Required Reading: Massachusetts Surgical Journal

This location is not fully accessible unless the specified quest is active.

This vertical maze features the remains of the C.I.T.'s Greenetech building, where genetic manipulation and other secret experiments were undertaken. Once inside, prepare for a battle between Gunners as synths. Your target is located at the top of this structure's interior. The Courser Chip is your quest item to locate.

If you access the door to Cambridge at the top of the structure (up the stairs with the trunk and Fat Man on it), you reach a precarious roof deck with no railings and some of the best views of Boston around. Just watch your footing!

Miscellaneous Quest (K1-98)

Once the quest at this location is over, speak with a trapped synth named K1-98. You can free her by hacking the terminal (Master) or by locating the passcode from the adjacent toolbox under the ruined staircase. She thanks you profusely. Perhaps you'll see her again at Ticonderoga Station? You can also execute or leave the three Gunner hostages.

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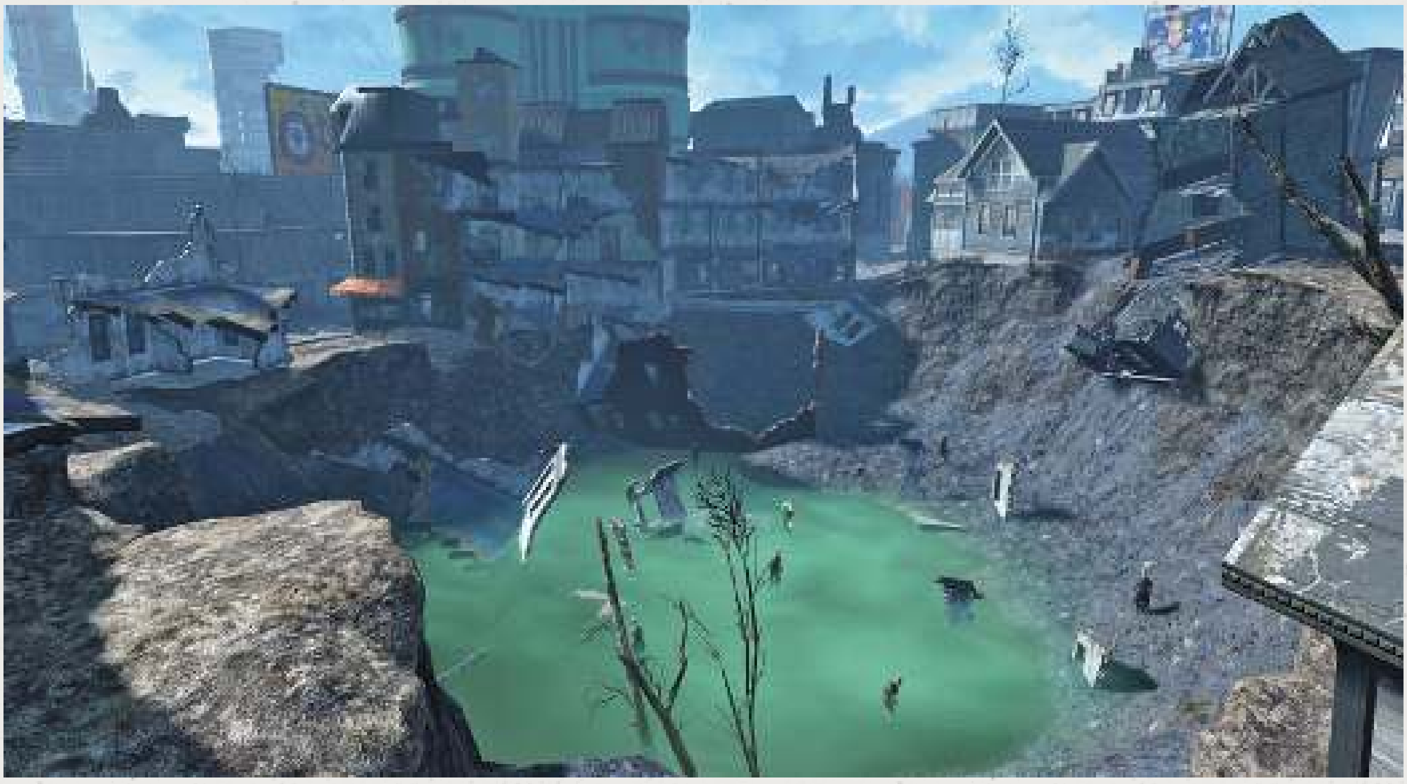
[7.12] Cambridge Crater

THREAT LEVELS 6-14 🟦🟦⬜⬜⬜⬜⬜⬜⬜



- Armaments and **Ammo**
- Armaments and **Ammo**: Trunk
- Danger: Long Drop!
- Danger: Radiation (Severe)!
- Faction: Feral Ghouls

This area was previously a city block in Cambridge. Non–Feral Ghouls moved here hoping it would be a safe haven for them. Unfortunately they turned feral over time. Exercise caution, as the ground is steep and the crater is difficult to climb out of and is full of ferals. A single **ammo** trunk is located close to the center of the crater.

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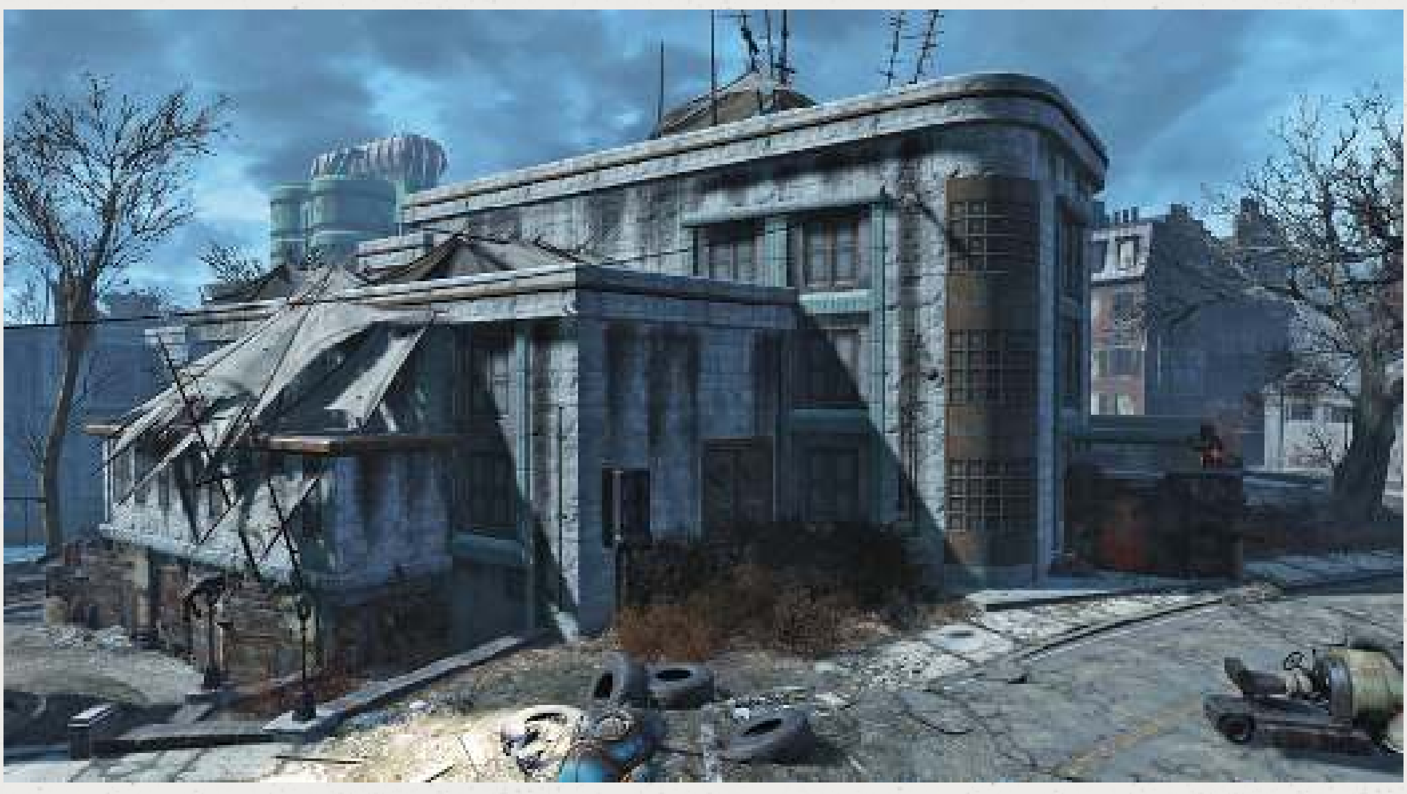
[7.13] Monsignor Plaza

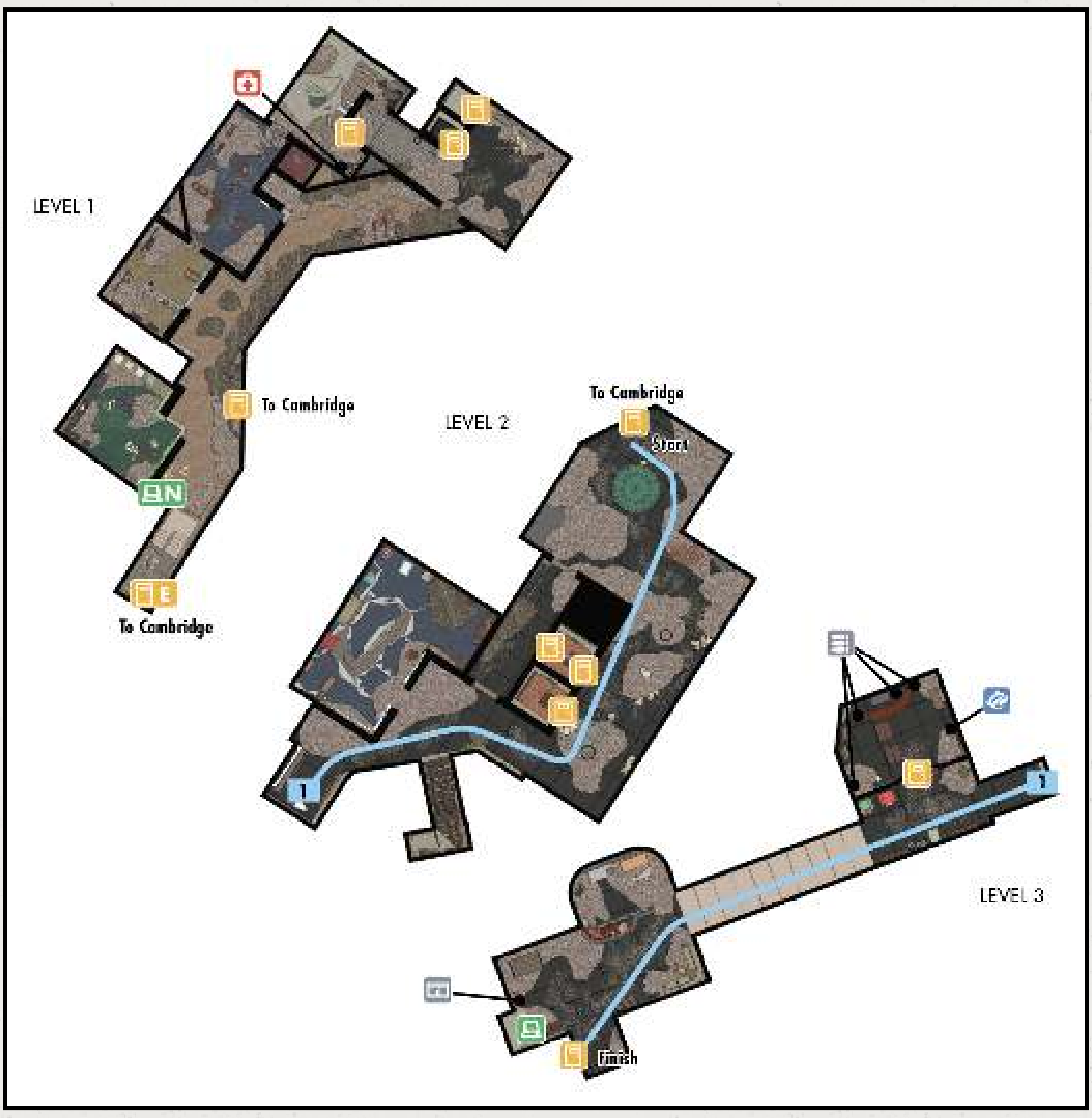
THREAT LEVELS 6-14



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Collectible: Holotape: Griswold's Poetry Collection
- Crafting: Chemistry Station
- Crafting: Cooking Station (2)
- Crafting: Weapons Workbench
- Danger: Can Chimes!
- Danger: Grenades!
- Danger: Turrets!
- Faction: Raiders
- Health or Chems

The perimeter of this shopping plaza is now a fortified Raider camp, with most of the enemies lodged in makeshift barricades to the northeast. The location has a long perimeter around the water's edge, a Fallon's and Nuka Cherry sign to pinpoint, and a grotesque hanging tree of hook chains and corpses. Note both entrances, as well as a turret-control terminal and ammo in the camp.

Inside, Raiders have scorched and ruined an old shopping mall, although there's still some clothing to scavenge. Watch the turrets and other traps as you reach the third-floor steamer trunk. Up on Level 3, be sure to extract Griswold's poetry collection from his terminal.



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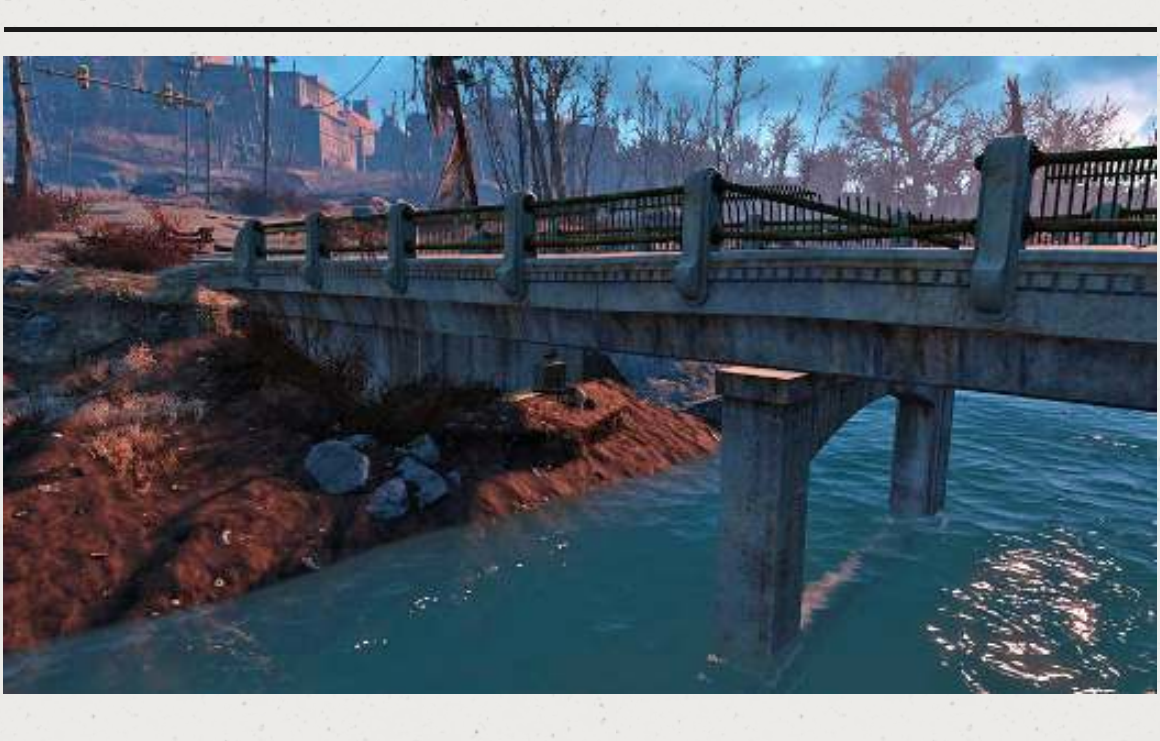
Secondary Locations

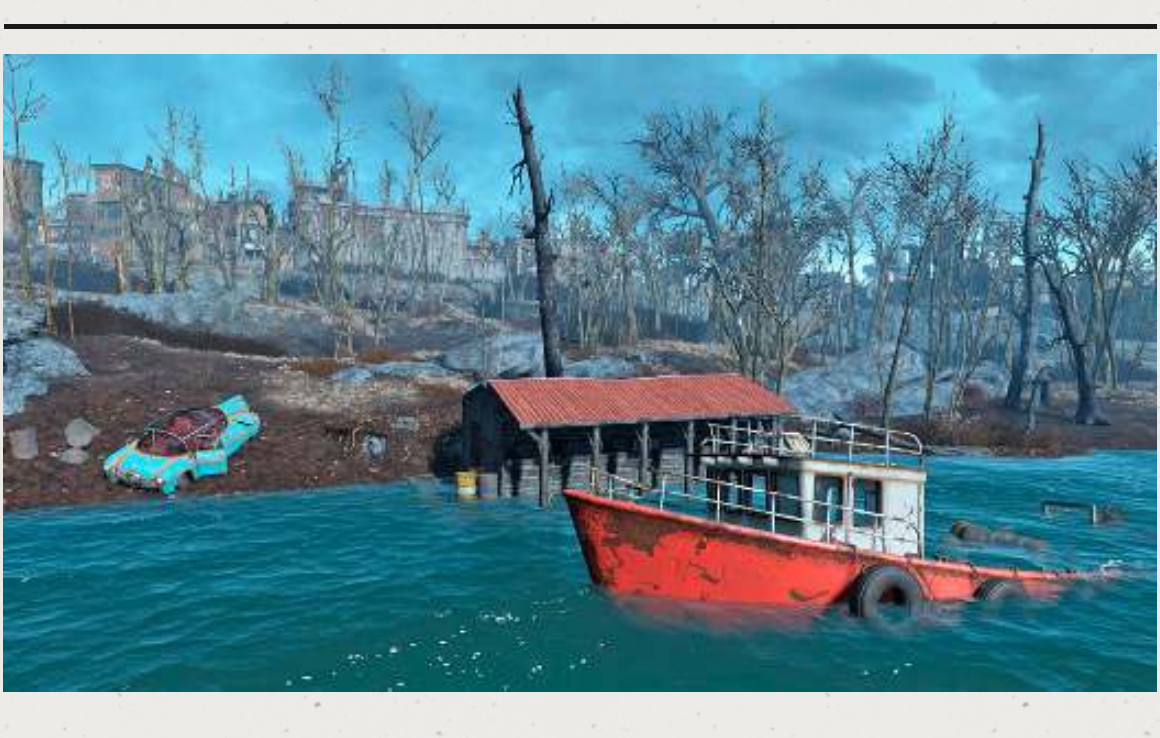
[7.01] BRIDGE DEN (CAMBRIDGE)



- Armaments and Ammo
- Danger: Tripwires!

Check under the bridge for a safe (Advanced) and an old tripwire trap, which might have already been triggered.

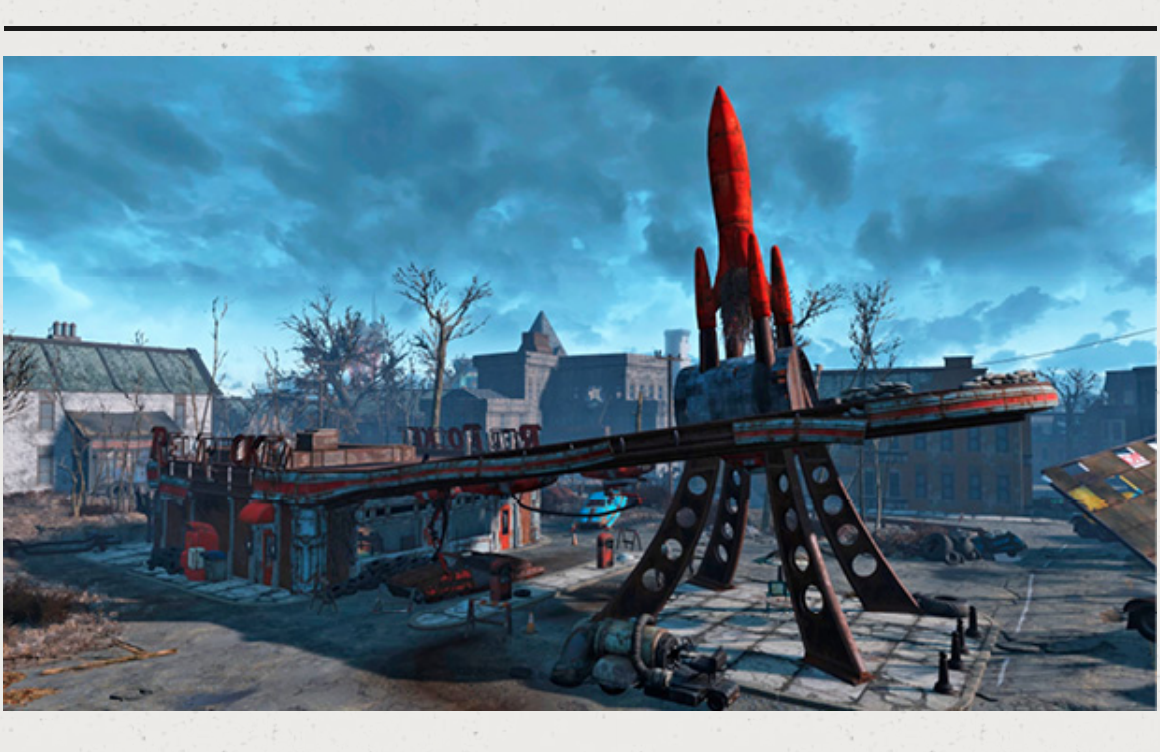
[7.02] CHARLES RIVER BOATHOUSE



- Armaments and Ammo: Trunk
- Danger: Radiation (Mild)!
- Faction: Mirelurks

A locked boathouse (Advanced) with some radioactive spillage is worth braving, as there's a steamer trunk inside.

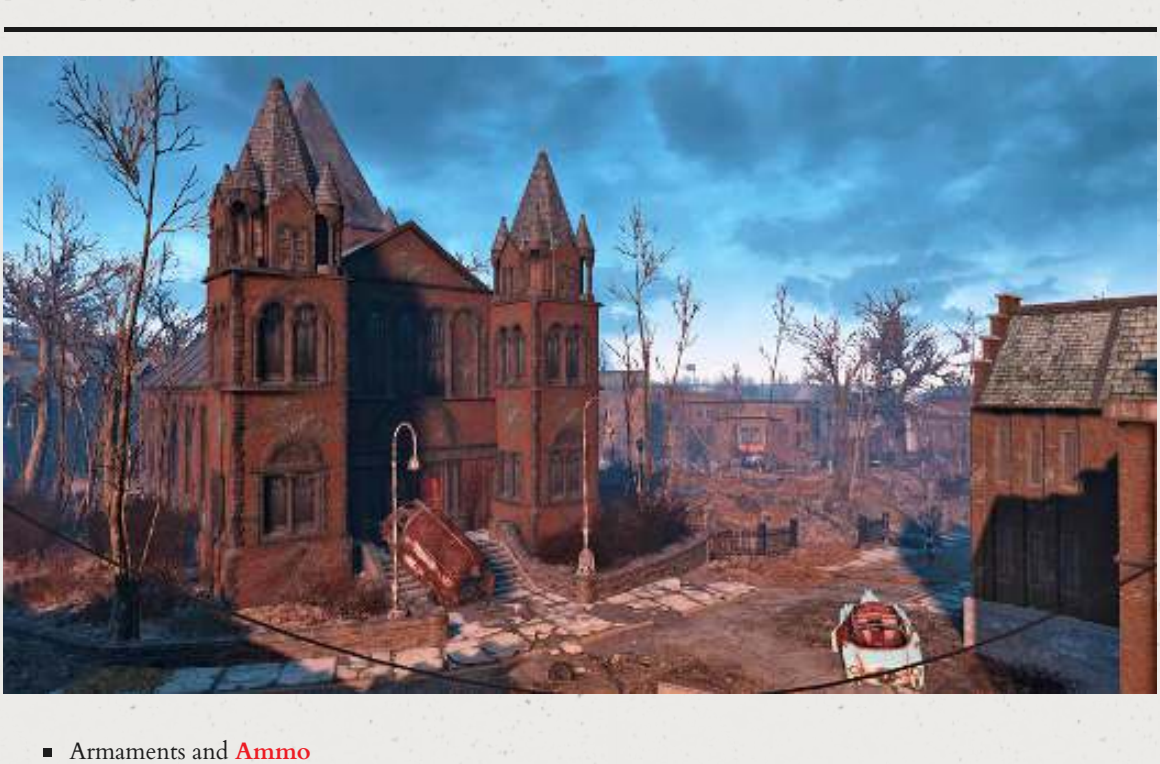
[7.03] RED ROCKET FILLING STATION (COLLEGE SQUARE)



- Armaments and Ammo
- Crafting: Power Armor Station
- Crafting: Weapons Workbench

This is a handy dandy place to sit and mend your armor, work on your weapons, and use as a place to retreat to while attacking College Square to the southwest.

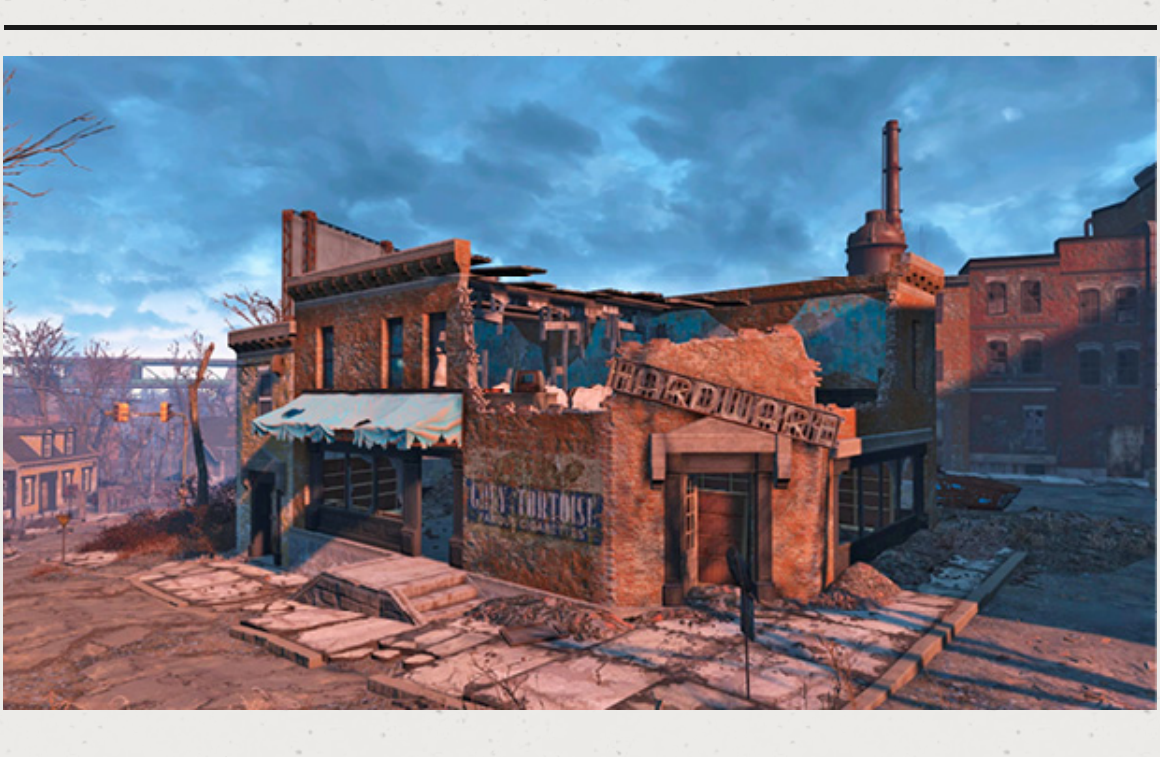
[7.04] UNION'S HOPE CATHEDRAL



- Armaments and Ammo
- Faction: Feral Ghoul
- Faction: Character: Father Gabe
- Health or Chems

The graveyard to the east of this imposing brick structure holds a band of frothing ferals. The front doors are closed, and the one on the east side is locked (Advanced), so use the front doors. Inside, Father Gabe is preaching. Grab the chems on the wall before leaving.

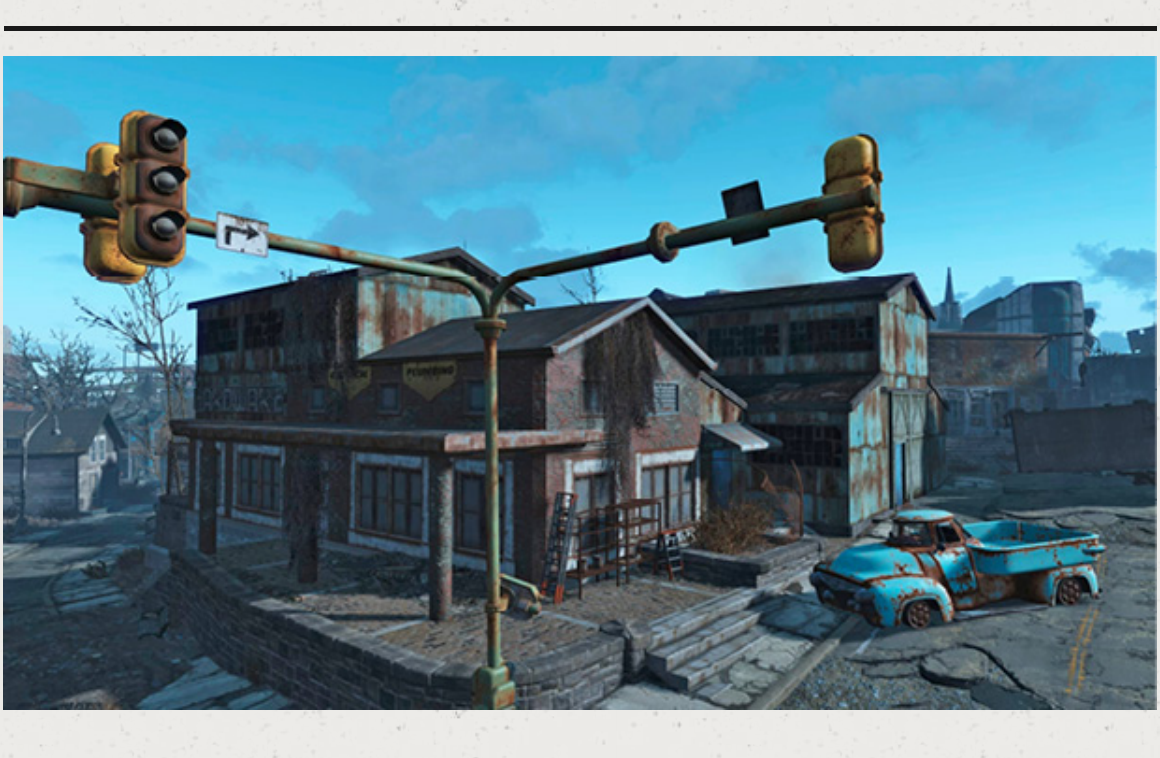
[7.05] HARDWARE STORE (CAMBRIDGE)



- Armaments and Ammo
- Health or Chems

This small and wrecked store with a locked back storage area (Master) is significantly easier to open if you find the locked storage key on a desk on the upper floor of the main building.

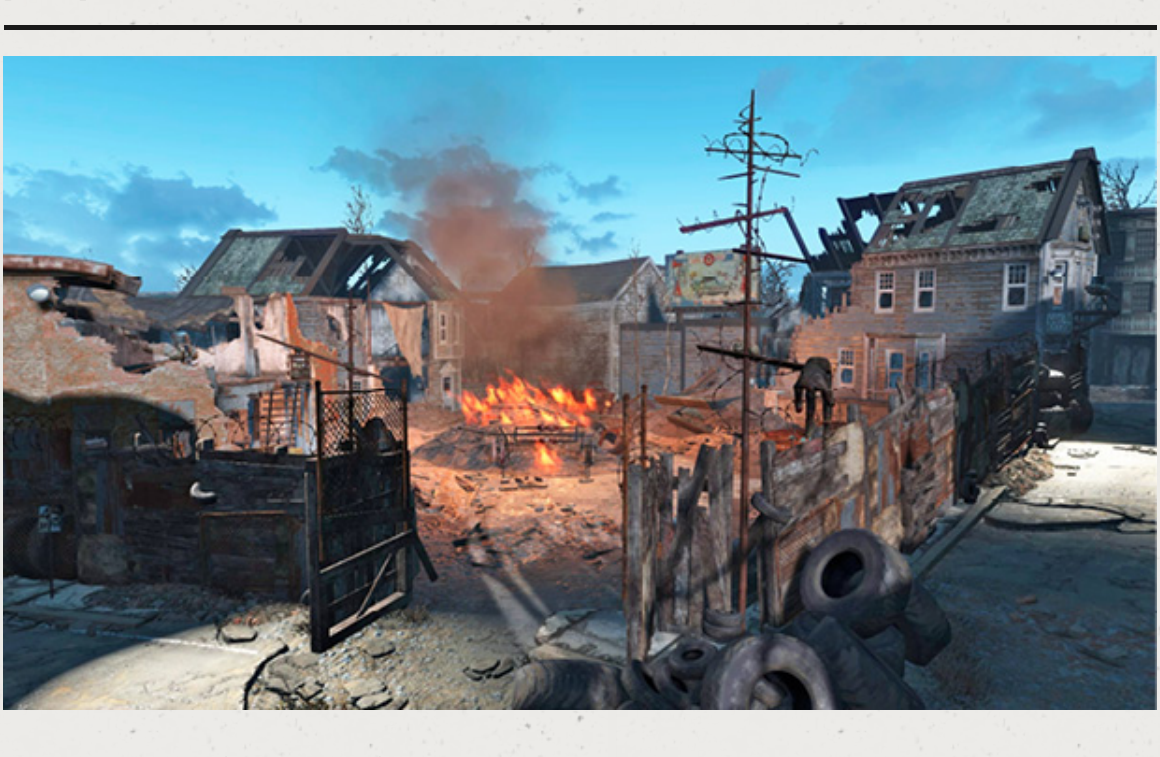
[7.06] PLUMBER'S SECRET



- Danger: Mines!
- Faction: Radroaches
- Health or Chems

The secret, in this case, is a small collection of mines to avoid setting off. Scour the supply shop for a safe (Advanced), and look upstairs for some chems.

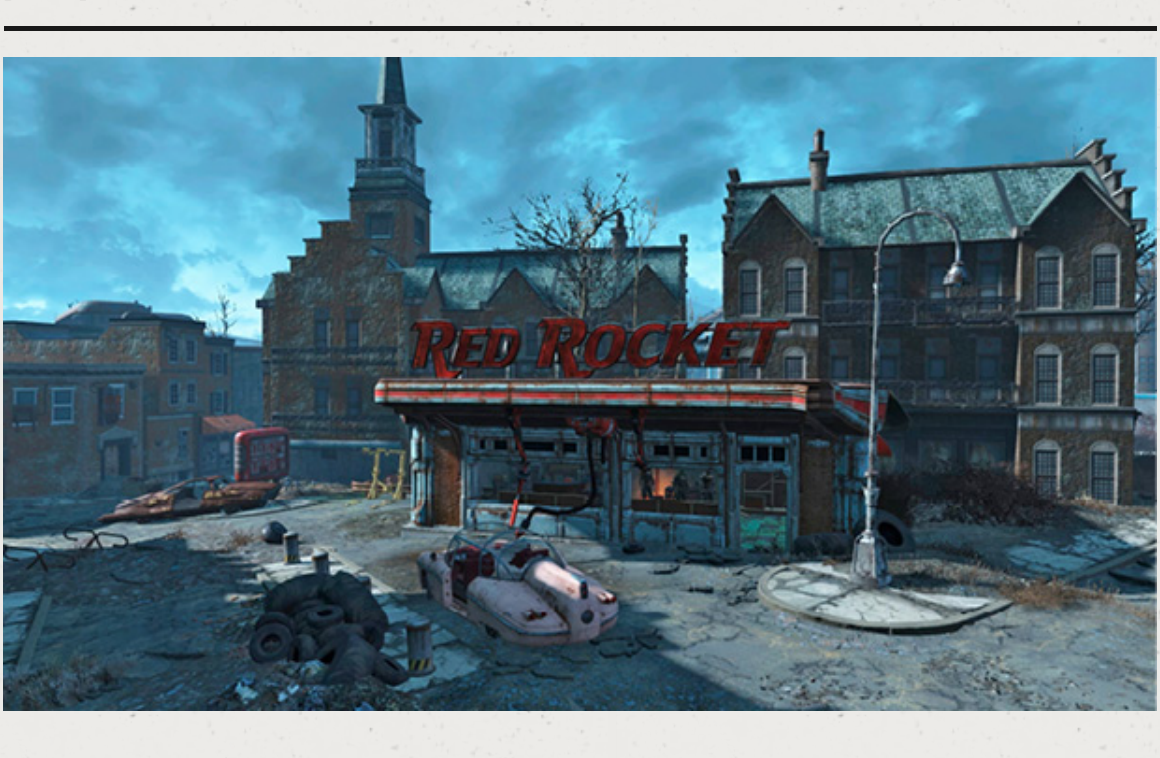
[7.07] RAIDER BONFIRE CAMP



- Armaments and Ammo: Trunk
- Crafting: Cooking Station
- Crafting: Weapons Workbench
- Danger: Mines!
- Danger: Turrets!
- Faction: Raiders
- Health or Chems

A large and well-guarded Raider camp with a central bonfire. Don't leave without massacring these deviants, and steal the contents of their steamer trunk afterward. Enter between the barrier to the southwest.

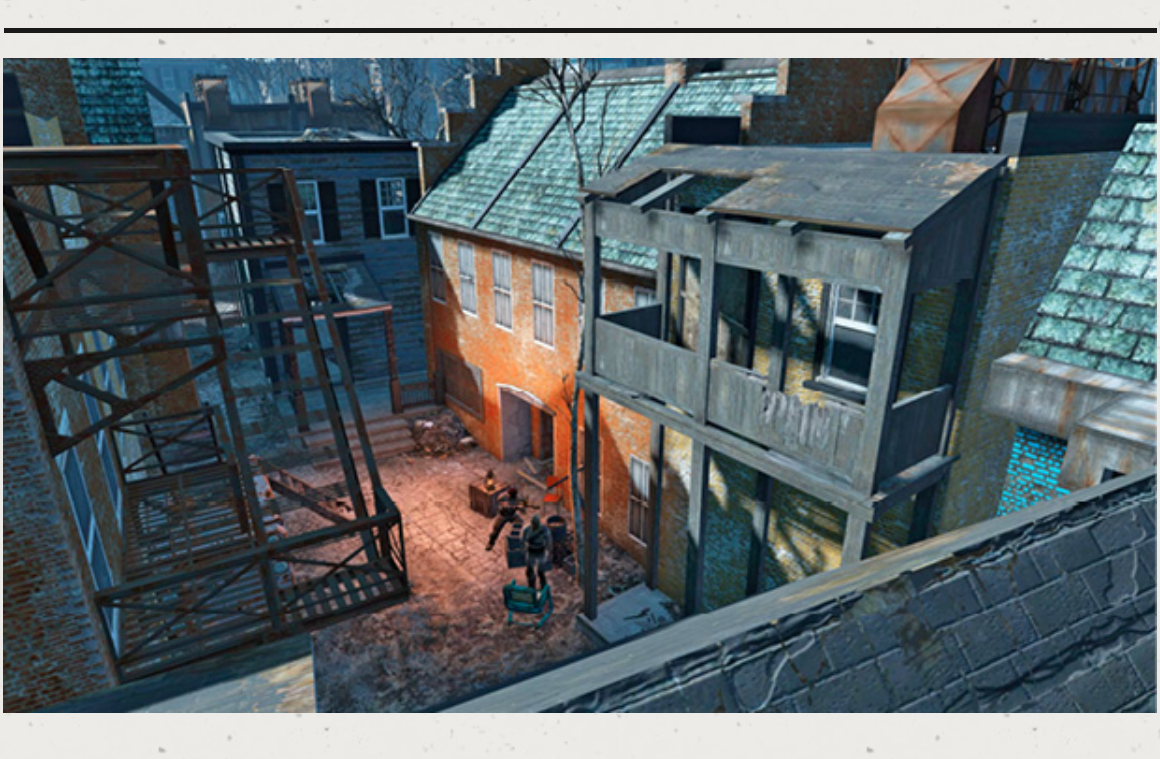
[7.08] RED ROCKET FILLING STATION (NORTH CENTRAL CAMBRIDGE)



- Armaments and Ammo
- Crafting: Armor Workbench
- Crafting: Power Armor Station
- Crafting: Weapons Workbench
- Faction: Raiders

Just down the road from the Raider camp is a filling station where you can tinker on two workbenches and rummage around in an old desk safe (Novice).

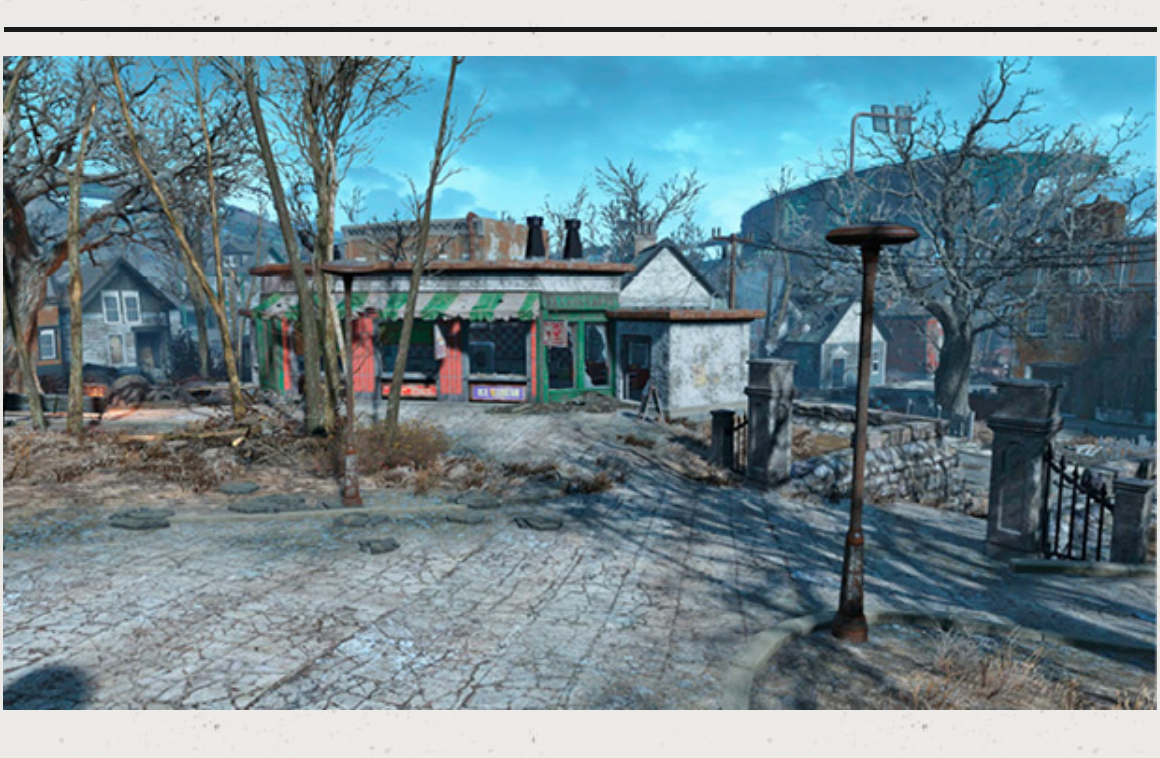
[7.09] RAIDER CAMP (NARROW YARD)



- Armaments and Ammo
- Faction: Raiders
- Health or Chems

A motley band of Raiders is roaming this local area. Check the southern ruined house upstairs for a duffel bag and safe (Novice).

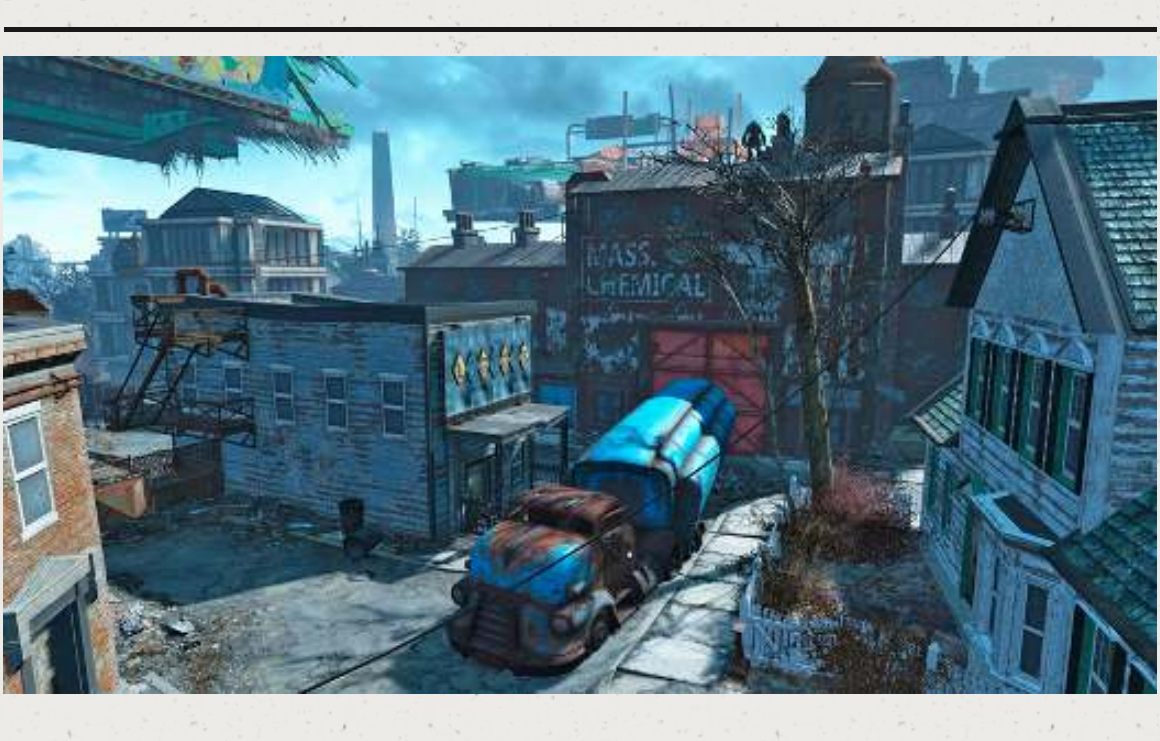
[7.10] CAMBRIDGE PARK AND OLD COVERED ALLEY



- Armaments and Ammo
- Collectible: Nuka Cherry
- Crafting: Chemistry Station
- Health or Chems

A small and historically pleasant park is now scrub and stone with a tiny shop. Someone's left a Nuka Cherry in the old covered alley southwest of the park. Pry it out of their cold, bony hands. Then check the overhang to the northeast for a small chem lab and chemistry station.

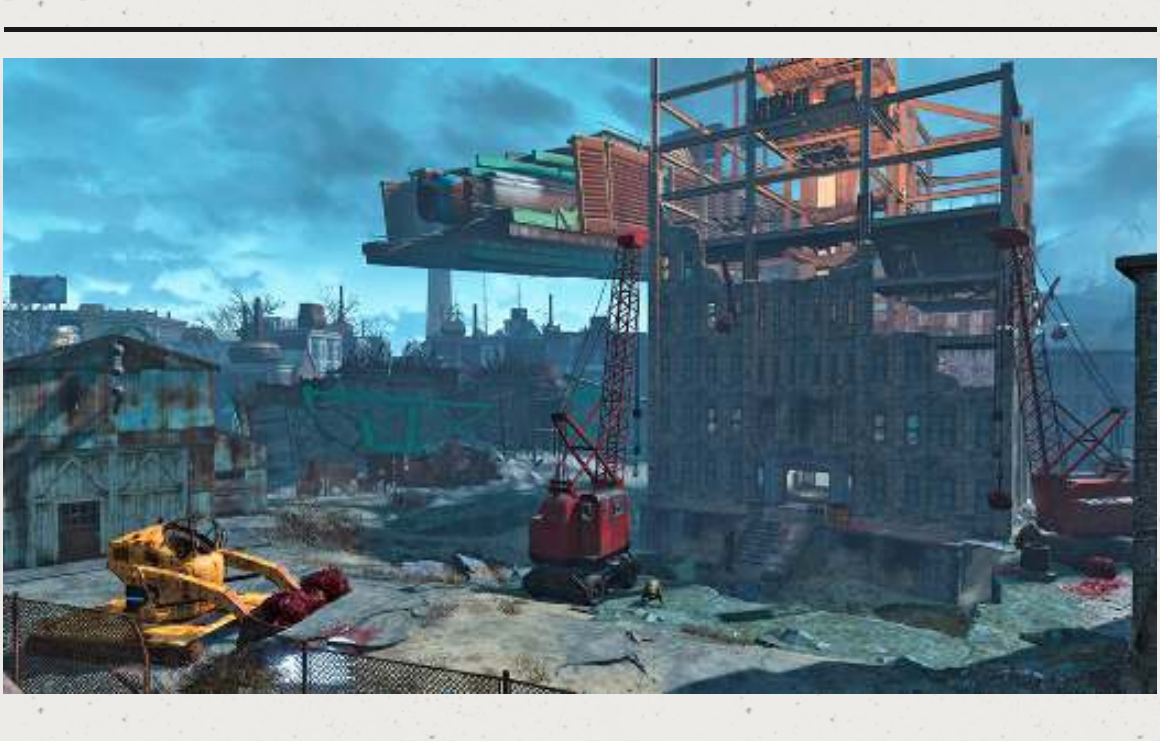
[7.11] MASS CHEMICAL



- Armaments and Ammo
- Crafting: Chemistry Station
- Crafting: Weapons Workbench
- Danger: Oil!
- Faction: Super Mutants

Part of the large Super Mutant camp in this vicinity, this old chemical factory now shows signs of greenskin offal collections. There's a Protectron terminal (Novice) and gantries to the exterior roof, where you can make use of an old sniper's nest.

[7.12] SUPER MUTANT HIGH RISE



- Armaments and Ammo: Trunk (3)
- Crafting: Weapons Workbench
- Danger: Long Drop!
- Danger: Turrets!
- Danger: Radiation (Mild)!
- Faction: Super Mutants

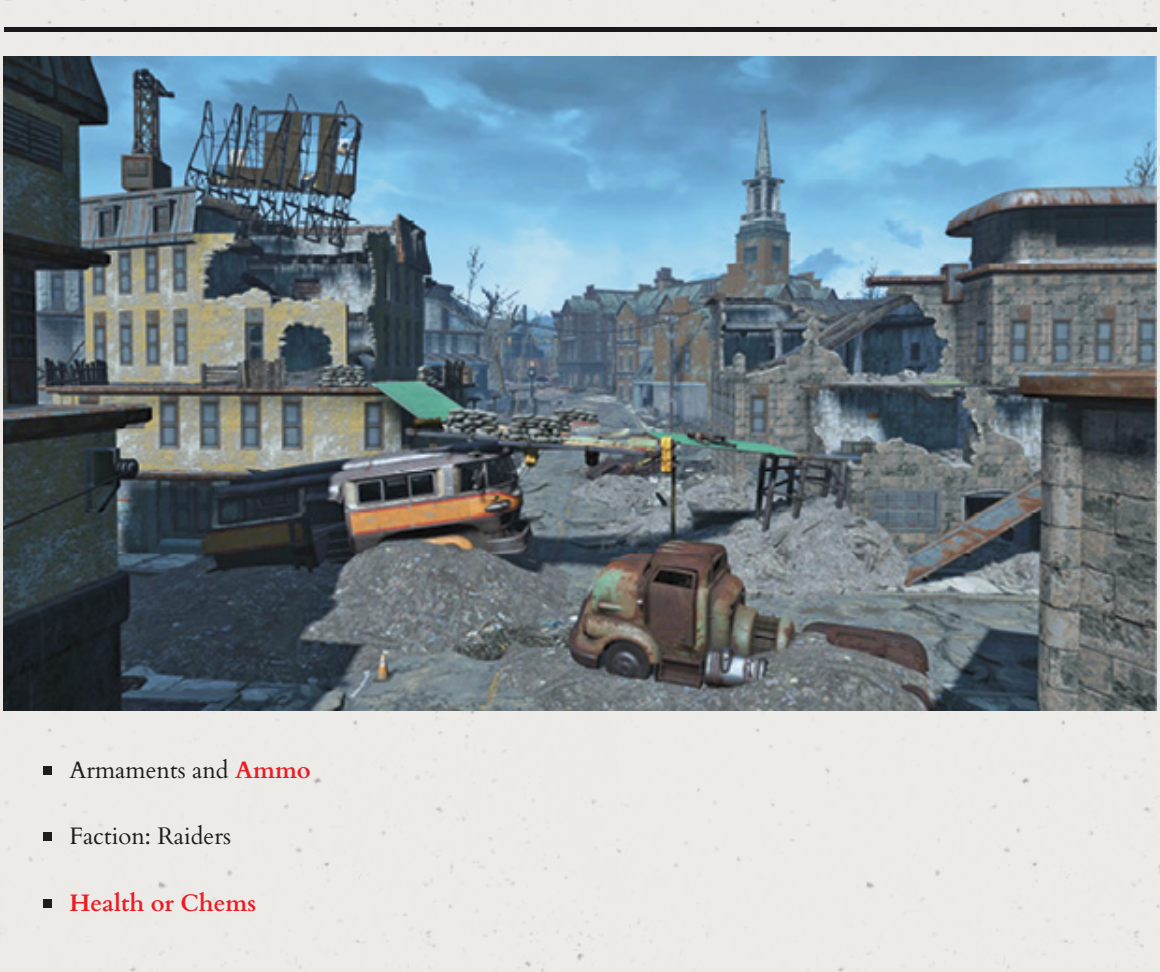
A large construction site and partly completed high-rise is now home to a Super Mutant gang that terrorizes the border between Cambridge and Charlestown. The construction site warehouse to the north actually straddles both neighborhoods and has a place to sleep after the mayhem.

The main high-rise features an elevator door to open. Drop down into a flooded basement to claim a steamer trunk and unchain a door. Then climb up the stairwell. Including the basement, there are nine floors. As you ascend, look for a platform to the rooftops of the southwest warehouse.

When you run out of stairwell, use the collapsed floors to continue upward, all the way to another trunk atop the structure (expect a fight). Then head northeast, onto the elevated freeway, and unlock the overturned green trailer (Master) and ransack yet another trunk in here!

To the south is a small trailer, mostly filled with junk.

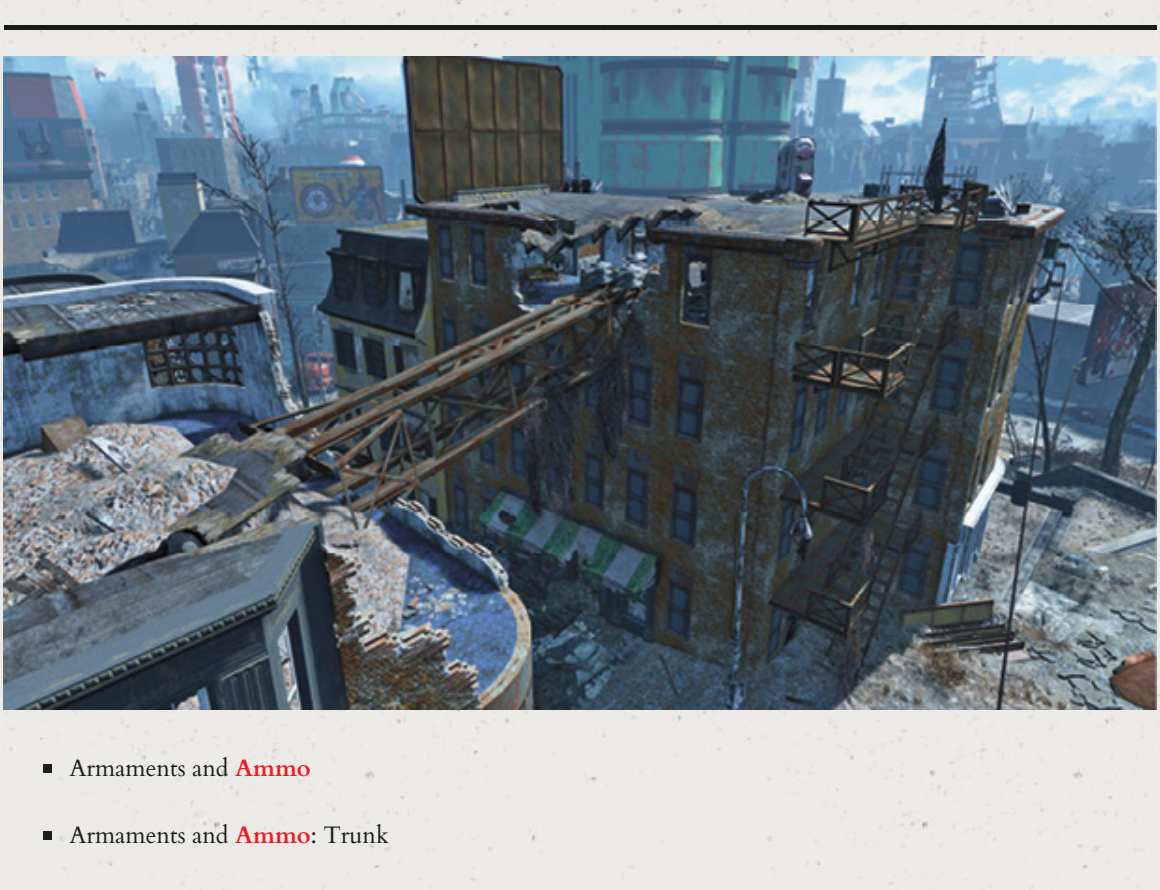
[7.13] RAIDER PLATFORMS (CAMBRIDGE)



- Armaments and Ammo
- Faction: Raiders
- Health or Chems

A rusty bus and some debris masquerading as platforms allows you to scavenge the building northwest and northeast of this road junction. Use the fire escape to reach the upper floor of the northwest building for some extra loot crates.

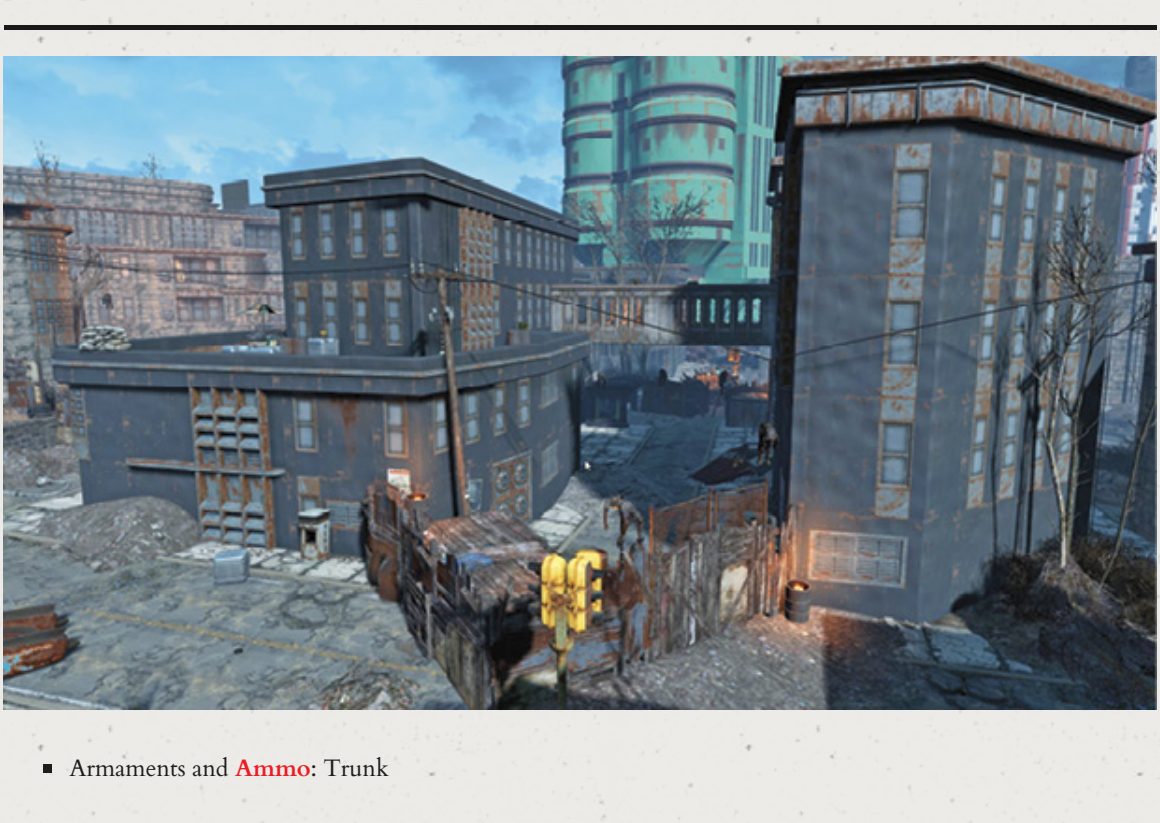
[7.14] RAIDER ROOFTOP APARTMENTS (CAMBRIDGE)



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Faction: Raiders
- Health or Chems

This location features a collapsed radio mast linking the north and south structures together. Mop up the Raider scum en route to the penthouse apartment, where the tip of the mast lies; there's a trunk here to open.

[7.15] CAMPUS OFFICE AND COVERED BRIDGE

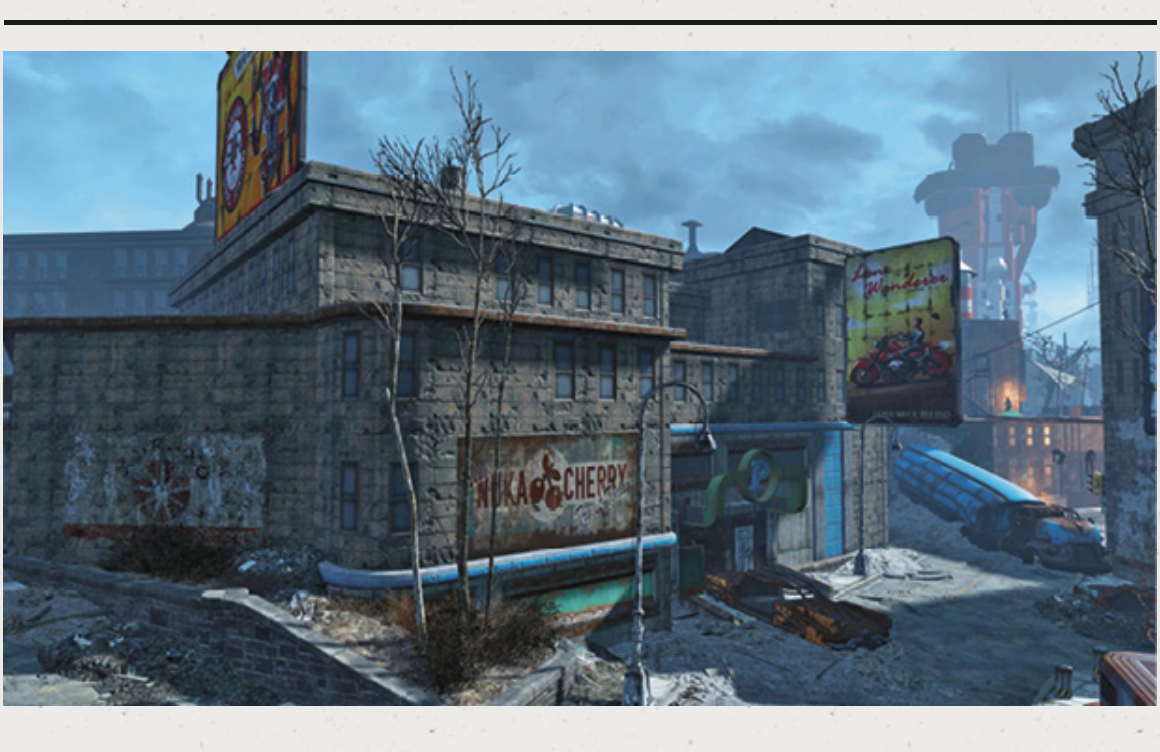


- Armaments and Ammo: Trunk
- Crafting: Chemistry Station
- Crafting: Cooking Station
- Faction: Raiders
- Health or Chems

Some reasonably adept Raiders have made a fortified camp just east of the C.I.T. Ruins, but they've left the gates unlocked. Explore the two buildings linked by a small bridge. Enter the north building via an upper roof patio.

Inside the office building is an elevator leading down and more debris. Stay on the upper floor and take the exit door, cross the covered bridge with the unpleasant hanging decorations, and step into the upper floor of the south building. There's a small chem lab with a steamer trunk.

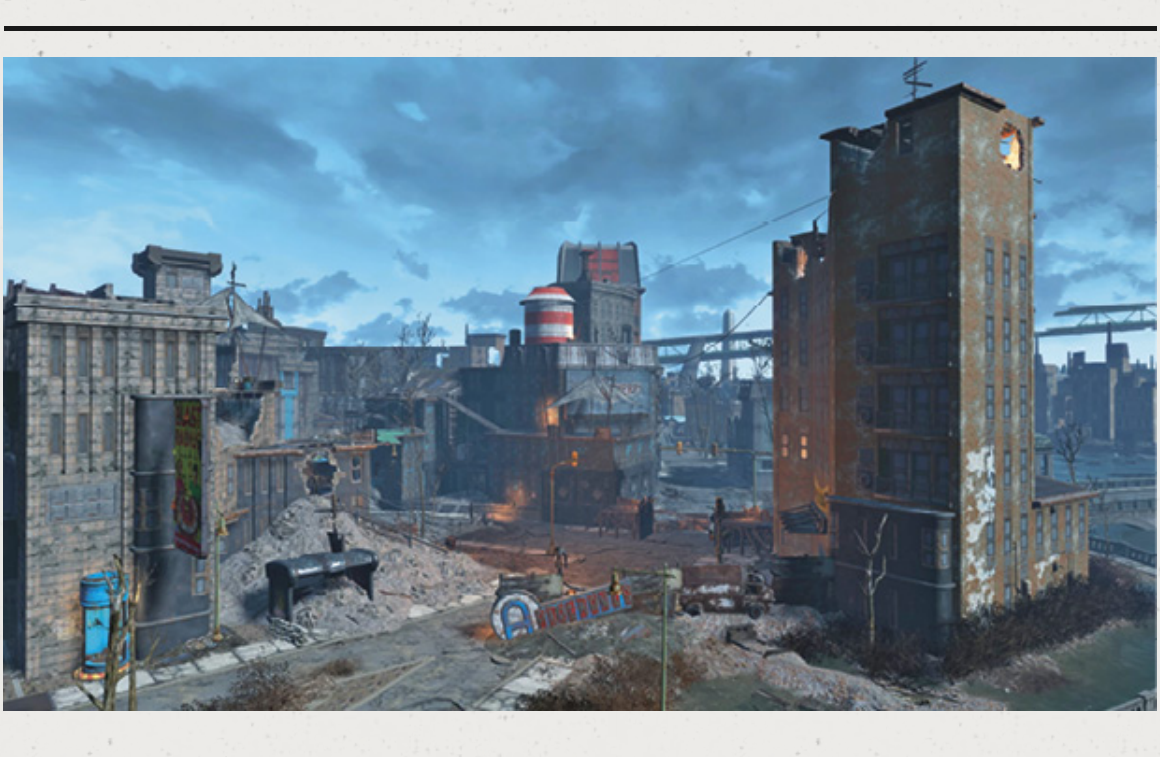
[7.16] KENDALL PARKING



- Armaments and Ammo
- Collectible: Nuka Cherry
- Crafting: Cooking Station
- Danger: Mines!
- Faction: Mole Rats
- Faction: Scavenger

Watch for a scavenger and his pets in this rubble-filled parking structure just east of Greenetech Genetics. Grab a Nuka Cherry from his shopping cart. There's an upstairs floor if you're keen to see more rubble.

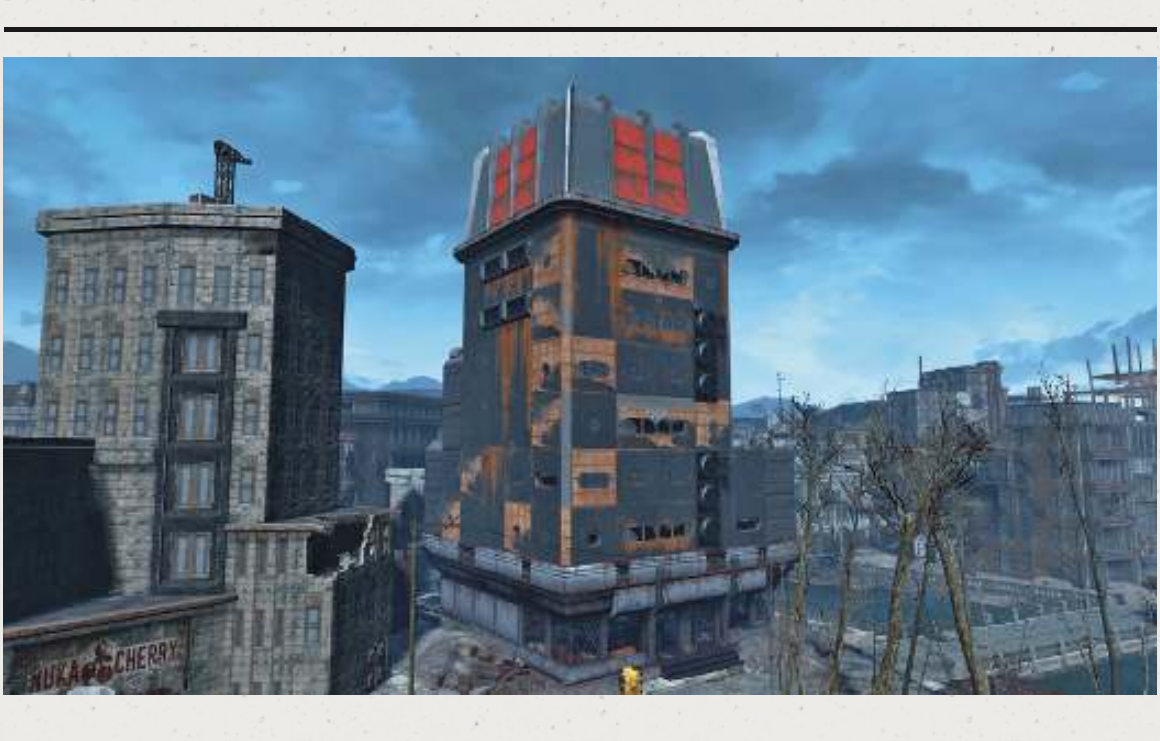
[7.17] KENDALL RAIDER APARTMENTS



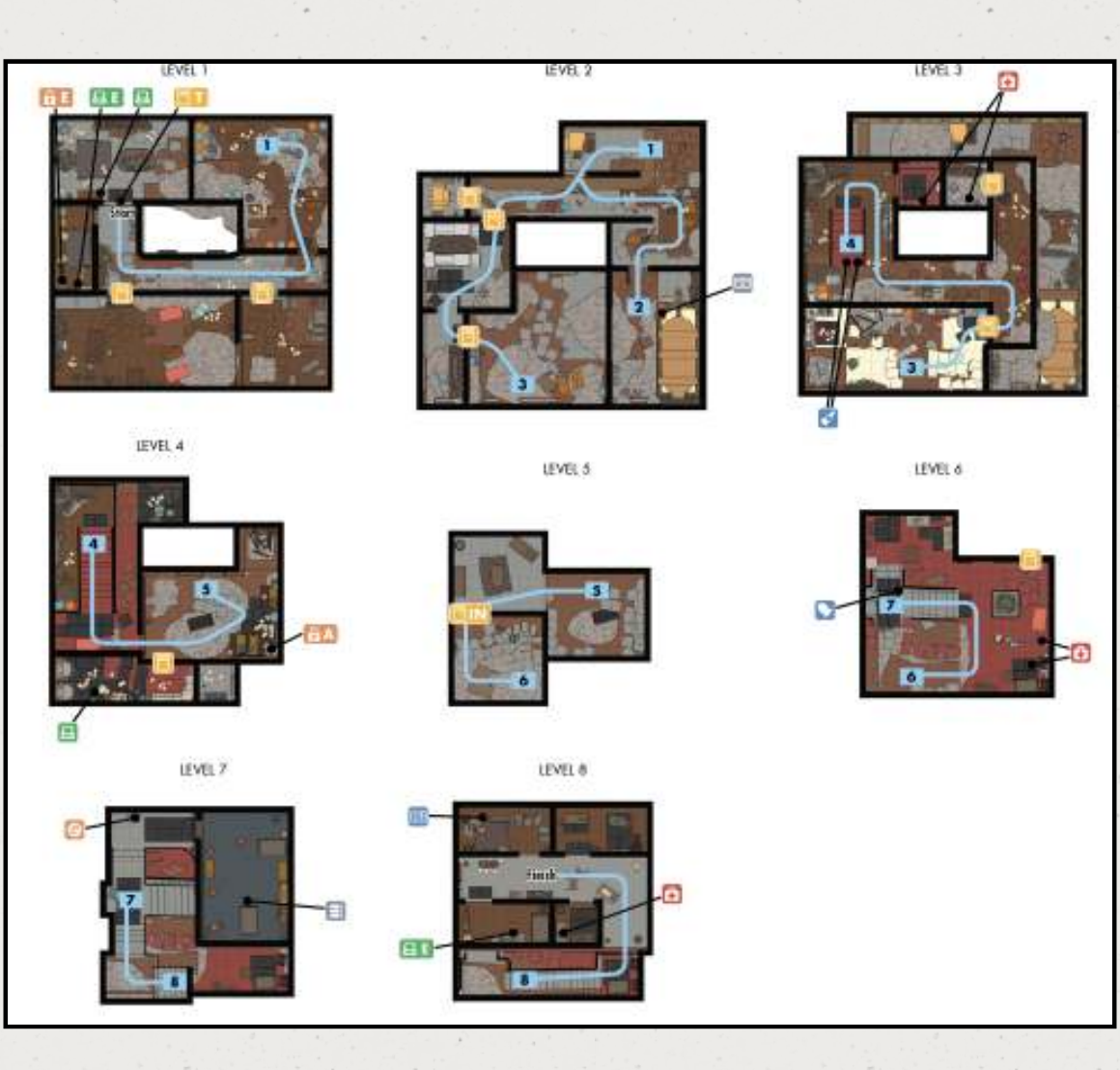
- Armaments and Ammo
- Armaments and Ammo: Trunk
- Crafting: Armor Workbench
- Crafting: Cooking Station
- Faction: Raiders
- Faction: Character: Blackbird
- Health or Chems
- Quest Visit: Butcher's Bill 2 (the Railroad)

A trio of high-rise buildings close to the river offer impressive defenses for this camp of Raiders. Follow the ramps up to the structure with the button and call the platform over; that way you'll be able to access the apartment tower to the south with the steamer trunk.

[7.18] TICONDEROGA SAFEHOUSE



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Mini Nuke (Fat Man)
- Collectible: Nuka Cola Quantum (2)
- Collectible: Required Reading: Guns and Bullets
- Crafting: Armor Workbench
- Crafting: Chemistry Station
- Crafting: Cooking Station
- Crafting: Weapons Workbench
- Faction: The Railroad
- Faction: Synths (the Institute)
- Faction: Character: High Rise
- Health or Chems
- Quest Visit: Boston After Dark (the Railroad)
- Quest Visit: Operation Ticonderoga



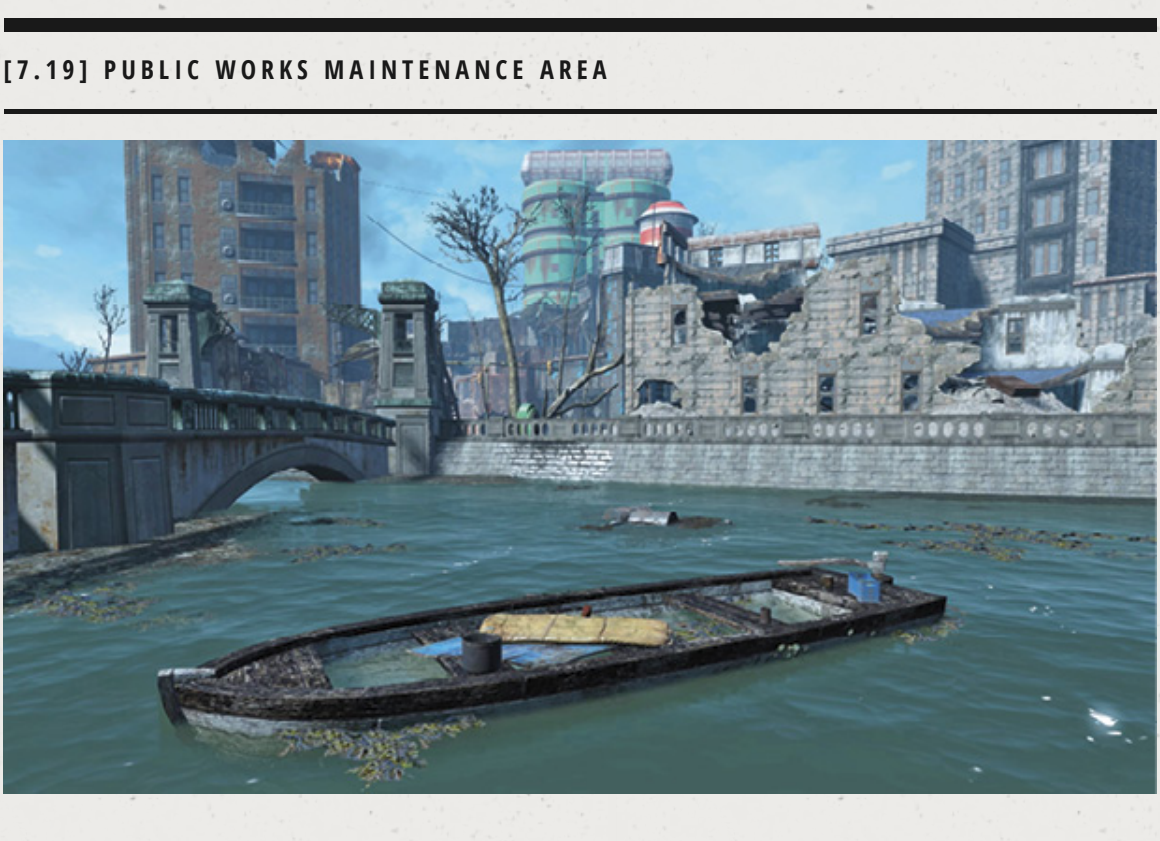
This location is sealed up tight and cannot be entered until the specified quest.

Once you're able to access this eight-floor tower block, be sure to collect the valuable loot as you ascend.

VAULT-TEC RECOMMENDED LOOT

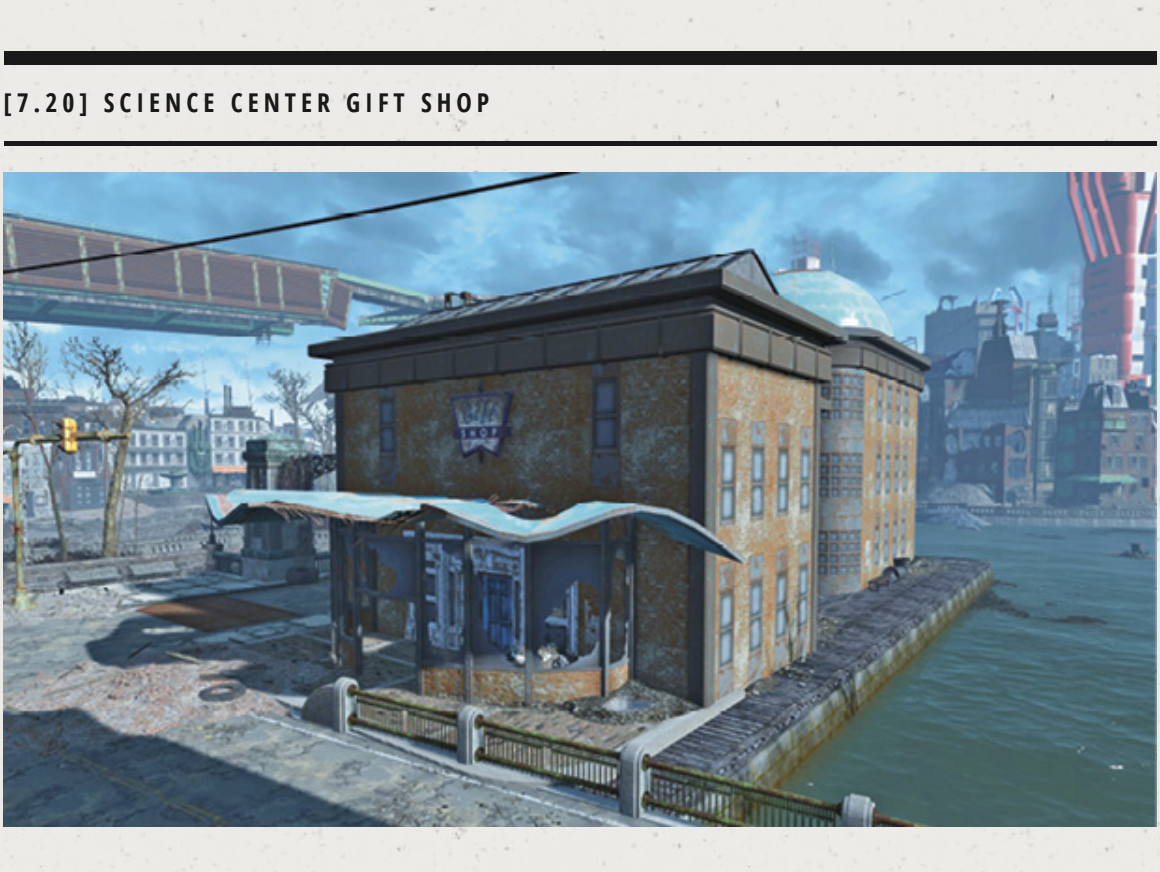
VAULT-TEC RECOMMENDED LOOT

[7.19] PUBLIC WORKS MAINTENANCE AREA



This underwater pipe marks a well-hidden entrance that allows access into the Institute's main facility. The map and information about the sewer tunnels are detailed in Primary Location 7.10: The Institute.

[7.20] SCIENCE CENTER GIFT SHOP



- Crafting: Chemistry Station
- Faction: Robots
- Health or Chems

A small science store, mostly picked clean, with a friendly storekeeper.

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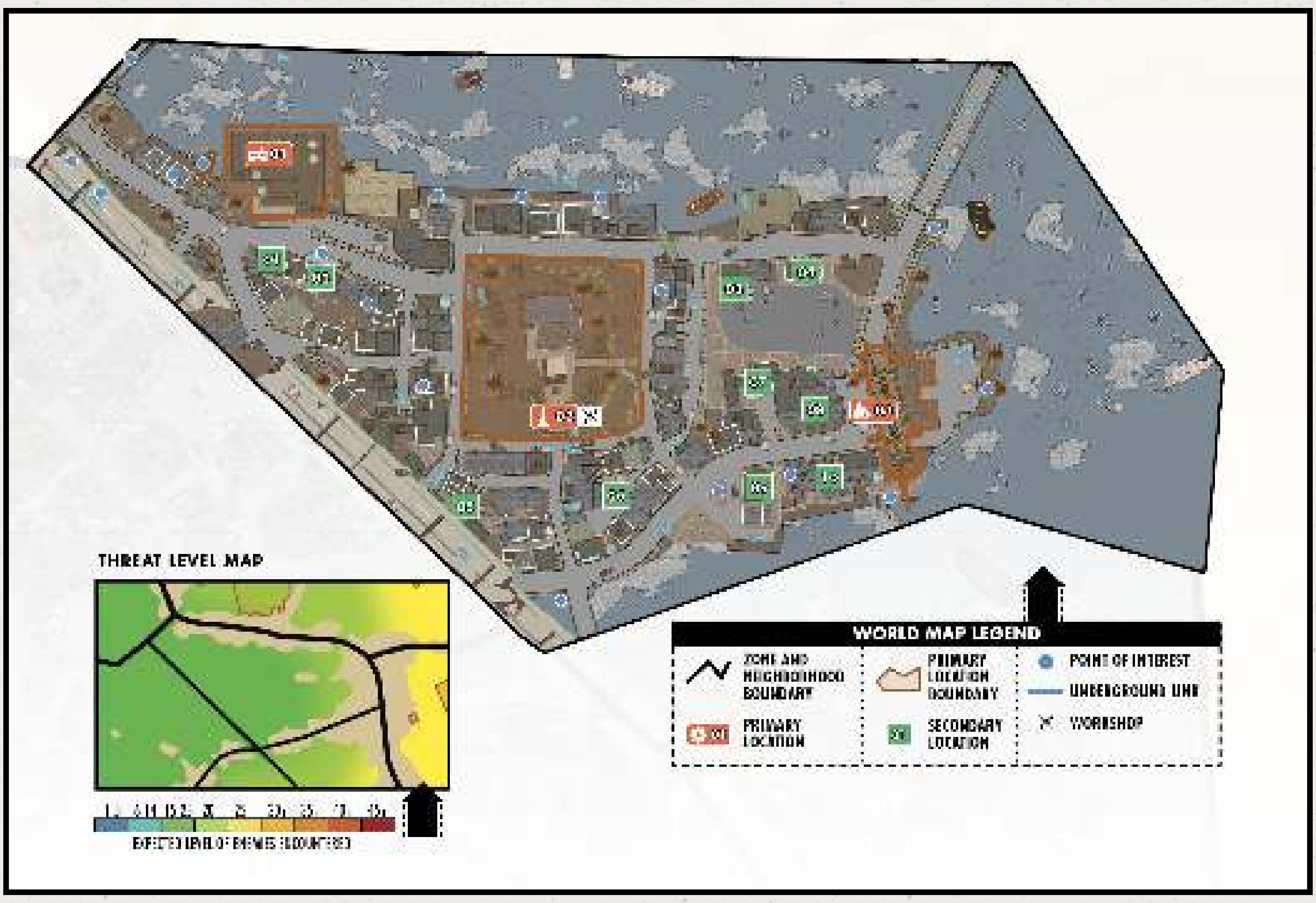
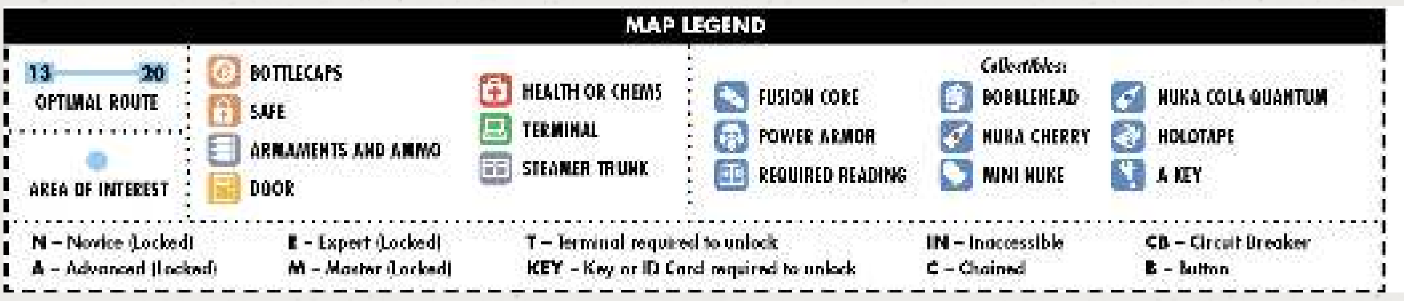
Overview


THREAT LEVEL MAP
EXPECTED LEVEL OF ENEMIES ENCOUNTERED
WORLD MAP LEGEND
ZONE AND NEIGHBORHOOD BOUNDARY
PRIMARY LOCATION BOUNDARY
POINT OF INTEREST
UNDERGROUND LINK
PRIMARY LOCATION
SECONDARY LOCATION
WORKSHOP


MAP LEGEND
13
20
OPTIMAL ROUTE
AREA OF INTEREST
BOTTLECAPS
SAFE
ARMAMENTS AND AMMO
DOOR
HEALTH OR CHEMS
TERMINAL
STEAMER TRUNK
FUSION CORE
POWER ARMOR
REQUIRED READING
Collectibles:
BOBBLEHEAD
NUKA CHERRY
MINI NUKE
NUKA COLA QUANTUM
HOLOTAPE
A KEY
N – Novice (Locked)
A – Advanced (Locked)
E – Expert (Locked)
M – Master (Locked)
T – Terminal required to unlock
KEY – Key or ID Card required to unlock
IN – Inaccessible
C – Chained
CB – Circuit Breaker
B – Button

West of Cambridge and north of the Charles River, Charlestown is the oldest of the Boston Neighborhoods, and the old wooden row houses reflect this past. Separated from Cambridge by the elevated freeway, this offers excellent exploration possibilities without feeling overwhelmed. It is primarily a Raider territory, with (sometimes hostile) Scavengers to the south and along the river. The neighborhood is dominated by two ancient monuments—Bunker Hill, which could be an exceptional settlement if your alliance with the locals is strong, and the U.S.S. Constitution, a prewar battleship that has been illegally moored for quite some time.

Primary Locations

[8.01] BADTFL Regional Office

[8.02] Bunker Hill

[8.03] U.S.S. Constitution

Secondary Locations

[8.01] Ruined Tavern (Charlestown)

[8.02] Back Alley Scaffold Steps

[8.03] Green Awning Mansion

[8.04] Drug Den

[8.05] South Alley and Garage

[8.06] Abandoned House

[8.07] Scavenger Camp (Charlestown)

[8.08] Shelled-Out Building

[8.09] Charlestown Laundry

[8.10] South Apartments (Charlestown)

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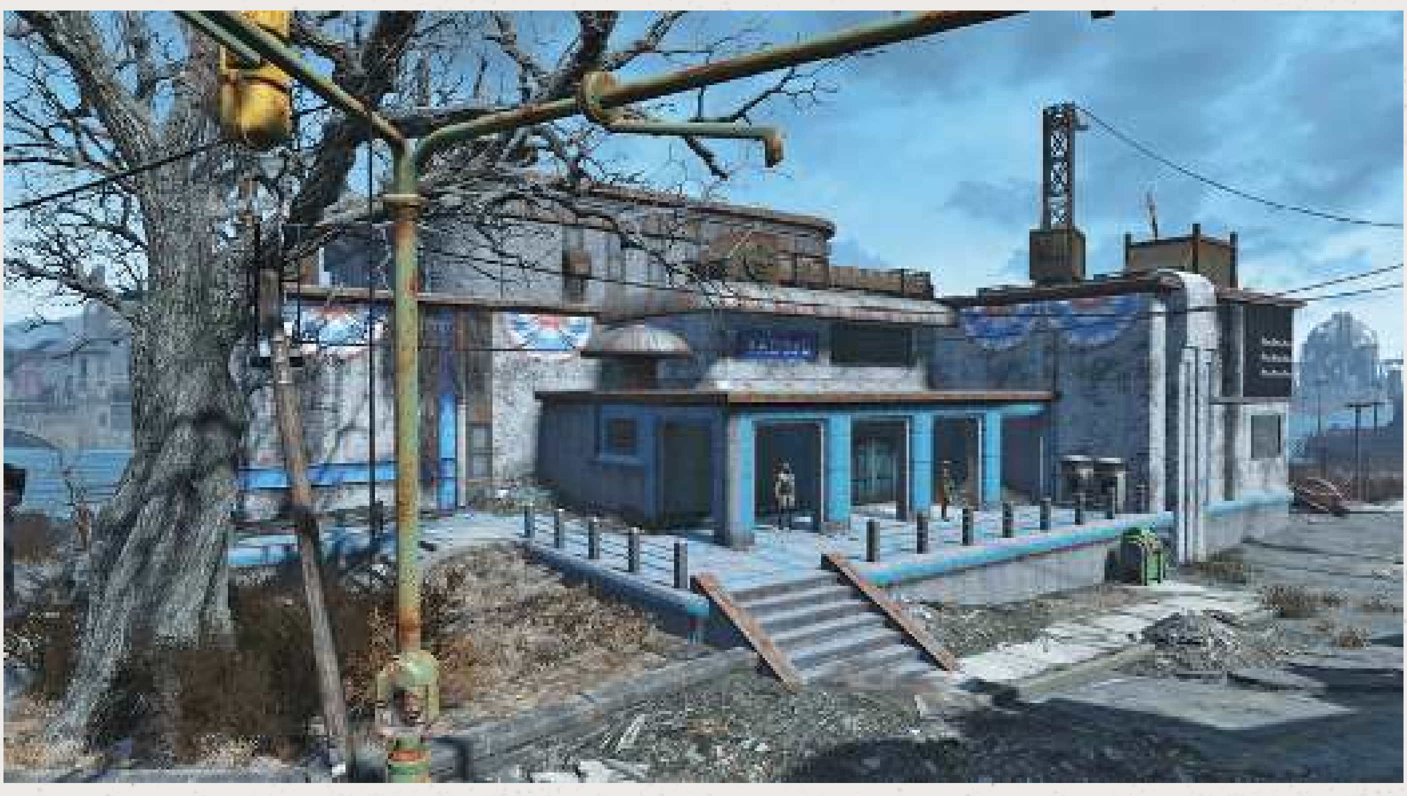
[8.01] BADTFL Regional Office

THREAT LEVELS 15-25



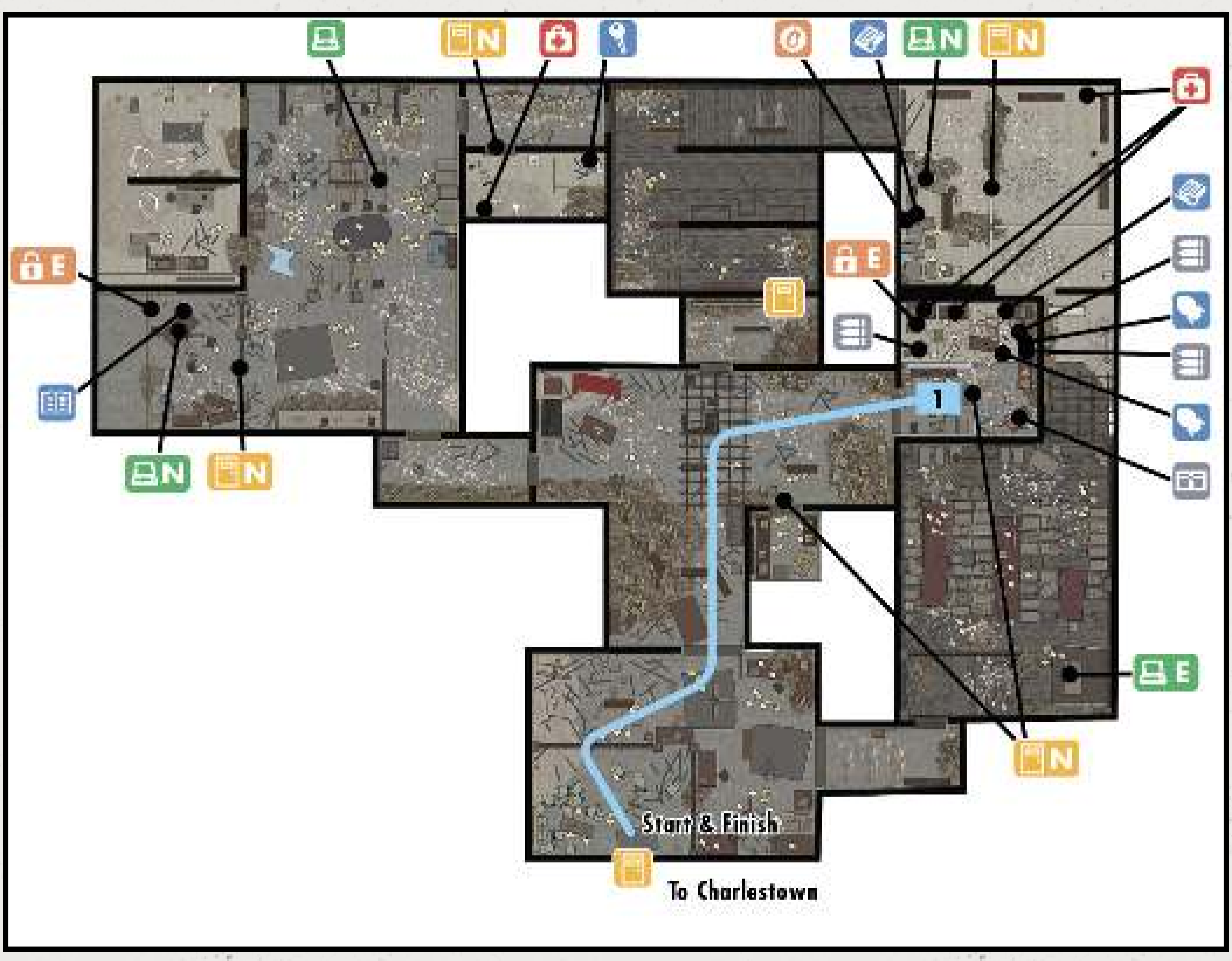
- Armaments and Ammo++
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Mini Nuke (Fat Man)
- Armaments and Ammo: Trunk
- Bottlecaps
- Collectible: Holotape: Eddie Winter Holotape
- Collectible: Holotape: We Are Done
- Collectible: Required Reading: Guns and Bullets
- Crafting: Armor Workbench
- Crafting: Weapons Workbench
- Faction: Raiders
- Faction: Robot (Protectron)
- Faction: Character: Sparta
- Health and Chems+
- Quest Visit: Long Time Coming (Side Companion)

VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke (and Fat Man)

Required Reading: Guns and Bullets

This is the local office for the Bureau of Alcohol, Drugs, Tobacco, Firearms, and Lasers (BADTFL). This location was responsible for investigations and was used as a holding cell and evidence locker housed in the facility. The locker has attracted Raiders, keen to loot it.



The evidence terminal (northwest) has information pertaining to Eddie Winter, and his Holotape is in the lower cells area near a Caps stash and desk with a terminal on it. The chief's key is in the locked bathroom (Novice) to the north (unlock his office to obtain the magazine). Also be certain to visit the upper-level locker (Novice) for that massive haul of items!

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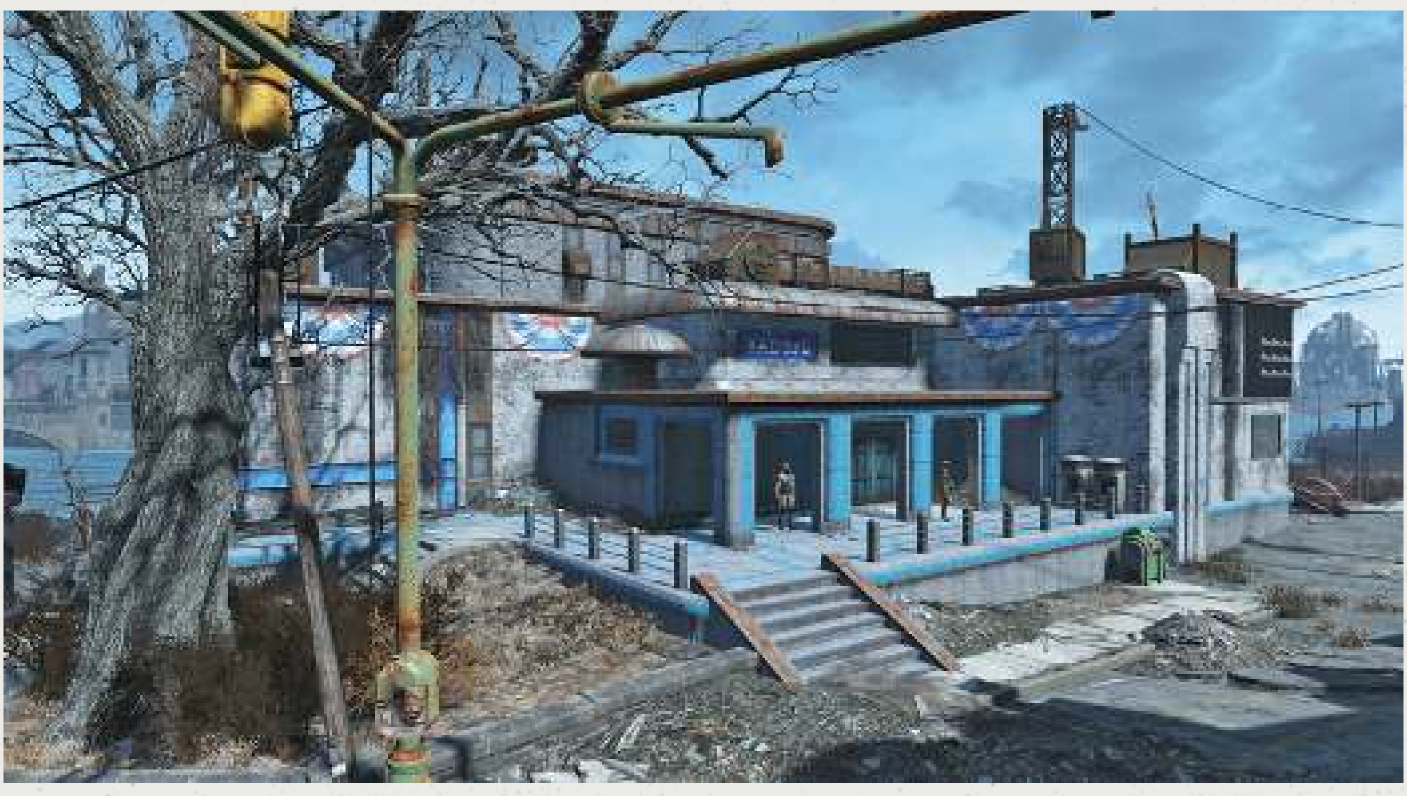
Primary Locations

[8.01] BADTFL Regional Office

THREAT LEVELS 15-25



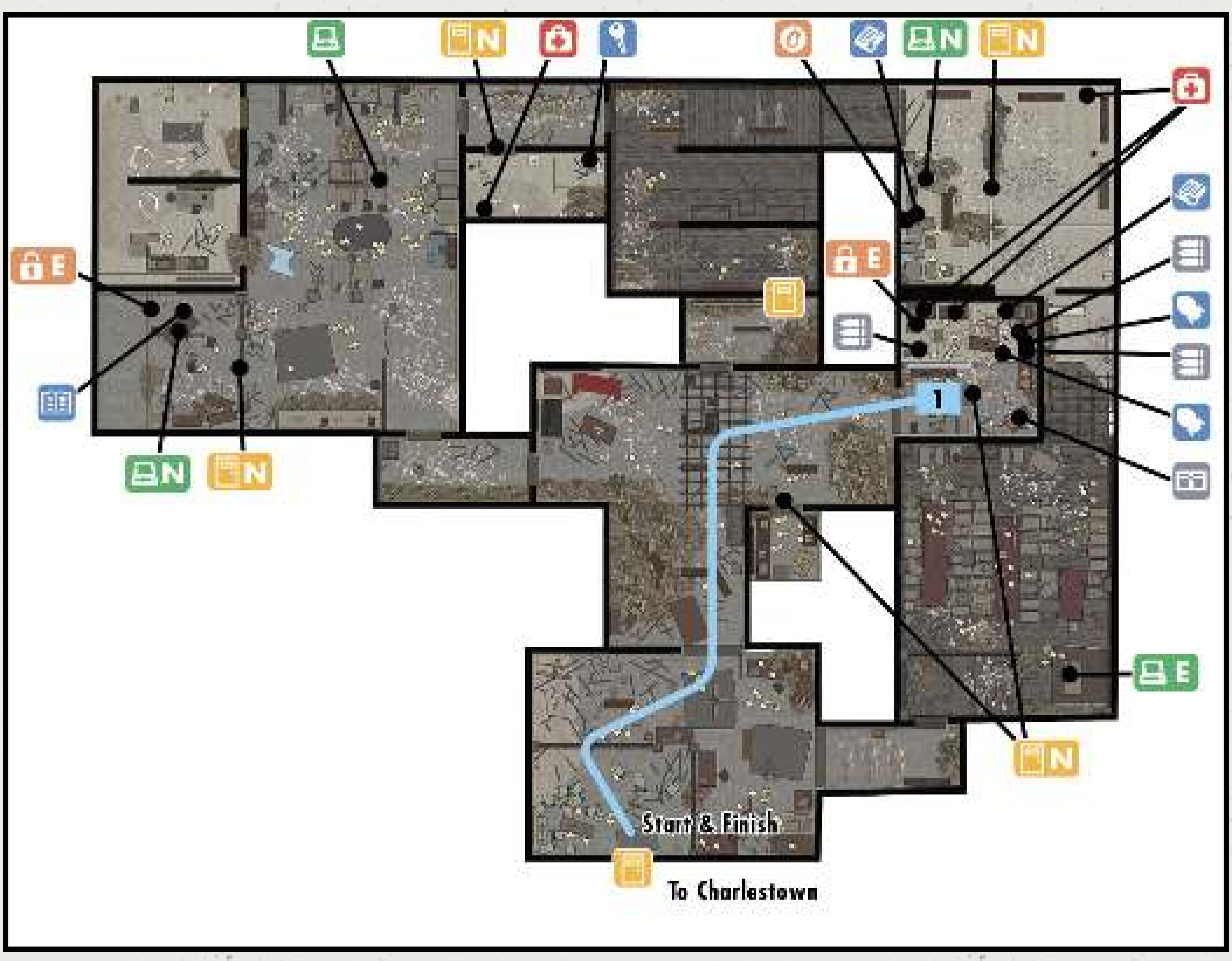
- Armaments and Ammo++
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Mini Nuke (Fat Man)
- Armaments and Ammo: Trunk
- Bottlecaps
- Collectible: Holotape: Eddie Winter Holotape
- Collectible: Holotape: We Are Done
- Collectible: Required Reading: Guns and Bullets
- Crafting: Armor Workbench
- Crafting: Weapons Workbench
- Faction: Raiders
- Faction: Robot (Protectron)
- Faction: Character: Sparta
- Health and Chems+
- Quest Visit: Long Time Coming (Side Companion)

VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke (and Fat Man)

Required Reading: Guns and Bullets

This is the local office for the Bureau of Alcohol, Drugs, Tobacco, Firearms, and Lasers (BADTFL). This location was responsible for investigations and was used as a holding cell and evidence locker housed in the facility. The locker has attracted Raiders, keen to loot it.



The evidence terminal (northwest) has information pertaining to Eddie Winter, and his Holotape is in the lower cells area near a Caps stash and desk with a terminal on it. The chief's key is in the locked bathroom (Novice) to the north (unlock his office to obtain the magazine). Also be certain to visit the upper-level locker (Novice) for that massive haul of items!

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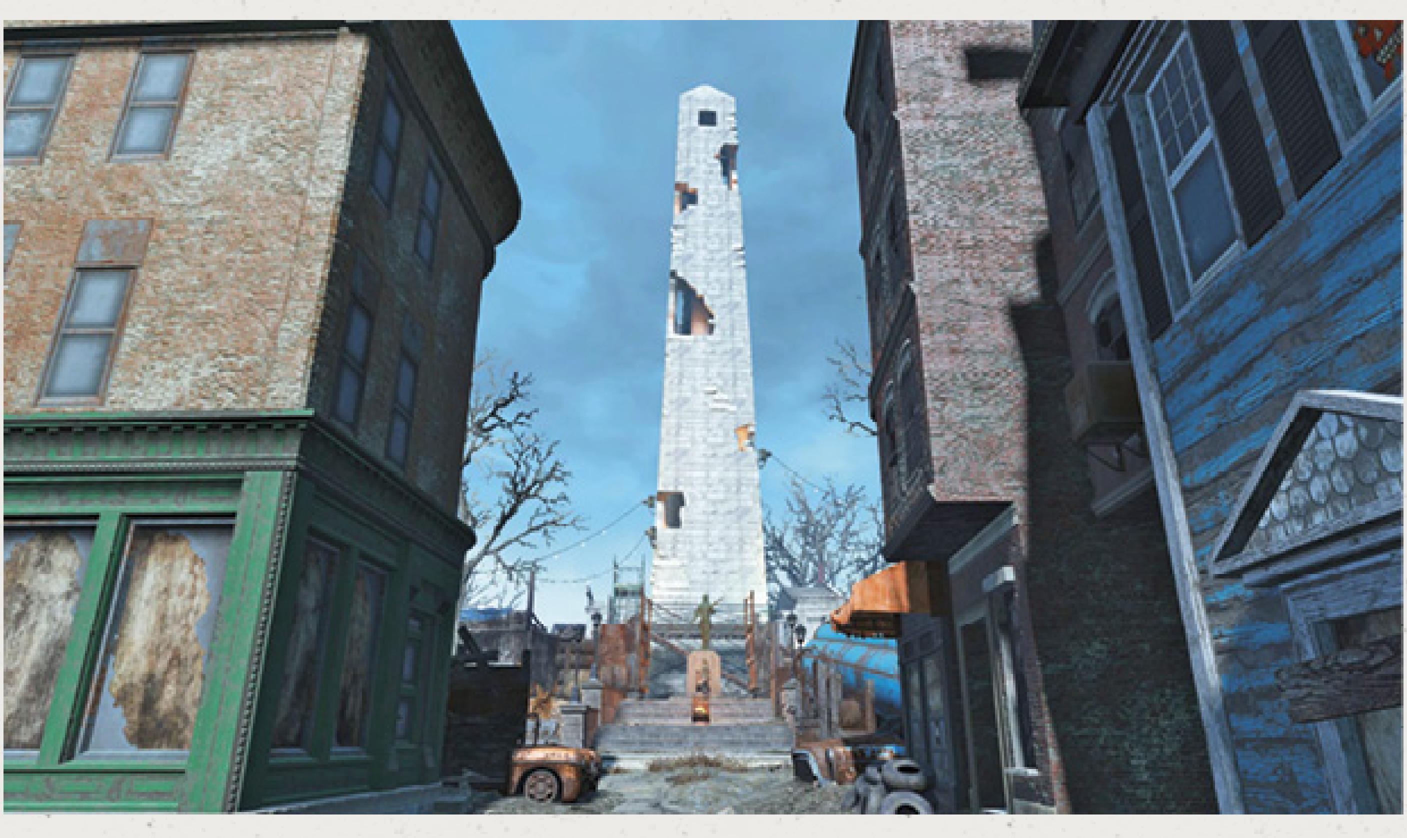
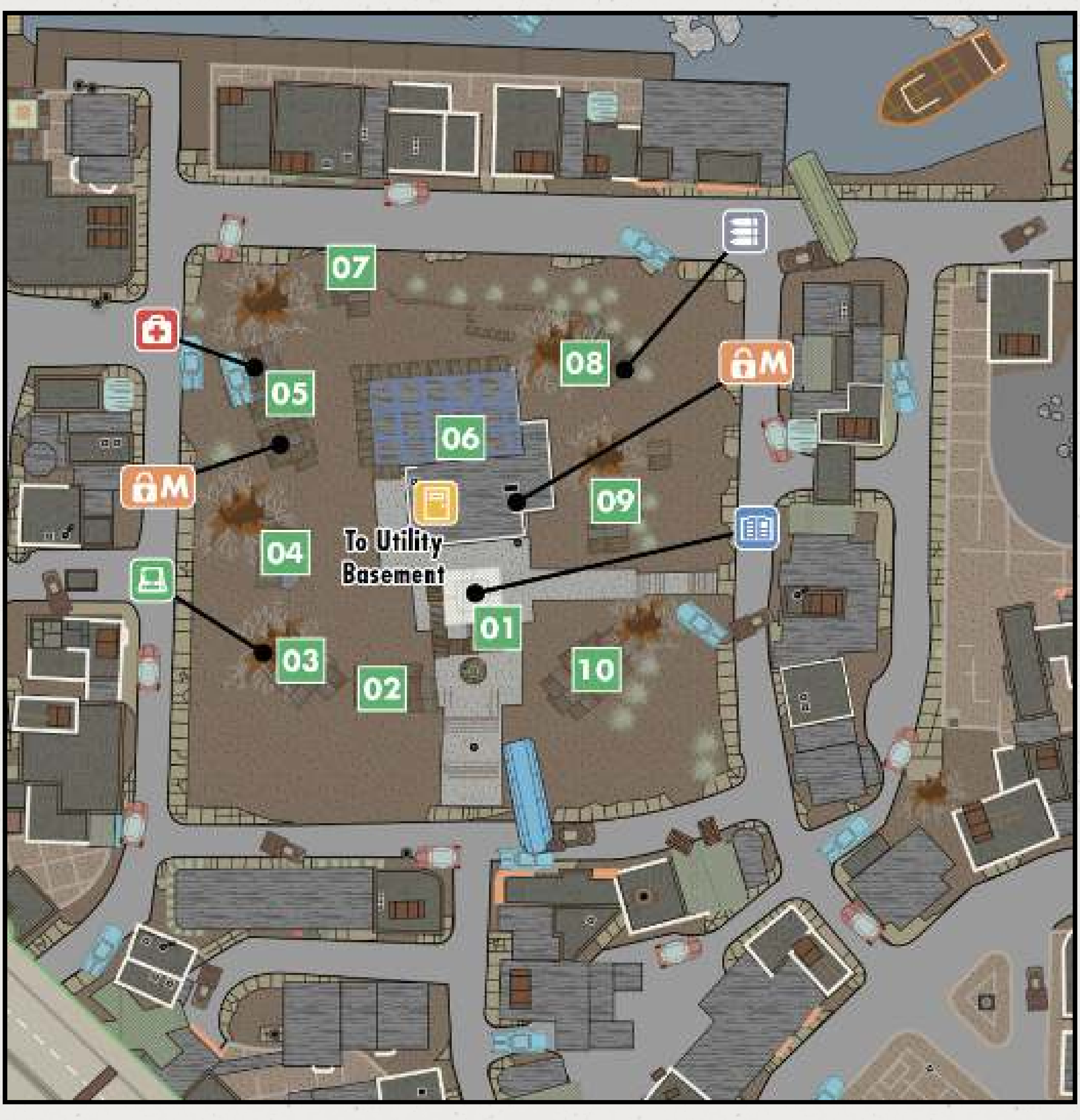
[8.02] Bunker Hill

THREAT LEVELS 15-25 🟦🟦🟩☐☐☐☐☐☐



- Armaments and **Ammo**+++
- Armaments and **Ammo**: Mini Nuke
- Bottlecaps
- Collectible: Required Reading: Live & Love
- Danger: Long Drop!
- Danger: Turrets!
- Faction: Settler
- Faction: Character: Kay
- Faction: Character: Kessler
- Faction: Character: Joe Savoldi
- Faction: Character: Meg
- Faction: Character: Old Man Stockton
- Faction: Character: Tony Savoldi
- **Health or Chems**+++
- Quest Start: Fallen Hero (**Miscellaneous**: Freeform)
- Quest Start: Traffic Jam (**Miscellaneous**: Freeform)
- Quest Start: Prep School (**Miscellaneous**: Freeform)
- Quest Start: Meg's Tour (**Miscellaneous**: Freeform)
- Quest Visit: **The Battle of Bunker Hill** (the Institute)
- Quest Visit: Last Voyage of the U.S.S. Constitution (Side)
- Quest Visit: **Boston After Dark** (Railroad)
- Quest Visit: **Human Error** (Side)
- Services: Trader (Deb)
- Services: Trader (Joe Savoldi)
- Services: Trader (Kay)
- Services: Trader (Tony Savoldi)
- Services: Workshop
- Unique Item: Black Ops Chestpiece
- Unique Item: Black Ops Right Shinguard
- Unique Item: Destroyer's Left Arm
- Unique Item: Wastelander's Friend



VAULT-TEC RECOMMENDED LOOT

- **Armaments and Ammo: Mini Nuke**
- **Required Reading: Live & Love**
- **Unique Item: Wastelander's Friend**

This large granite monument was erected to commemorate **the Battle of Bunker Hill**, which was the first main confrontation with the British back in 1775 during the American Revolutionary War. Today it serves as a reasonably well-defended settlement. The Railroad currently uses it as a pickup point for escaped synths, who are met and hidden by a local sympathizer until a Railroad agent can take them to safety.

This location has a workshop and can be converted into a settlement, but only after the Faction Quest: **The Battle of Bunker Hill** has been completed.

[01] Entrance And Obelisk

This imposing landmark was erected between 1827 and 1843 using granite from quarries in Quincy.

[02] Kay The Doctor

The workshop for this settlement is here, along with Deb's sleeping area and Kay the veterinarian.

[03] Kessler's Shack

The leader of Bunker Hill sleeps here. Her terminal makes interesting reading.

[04] Brahmin Pen And Crops

A couple of Brahmin and a crop of corn.

[05] Savoldi's Rest Stop

Order drinks, catch up on gossip, and rent a room for the night. Old Man Stockton is here.

[06] Bunker Hill Market

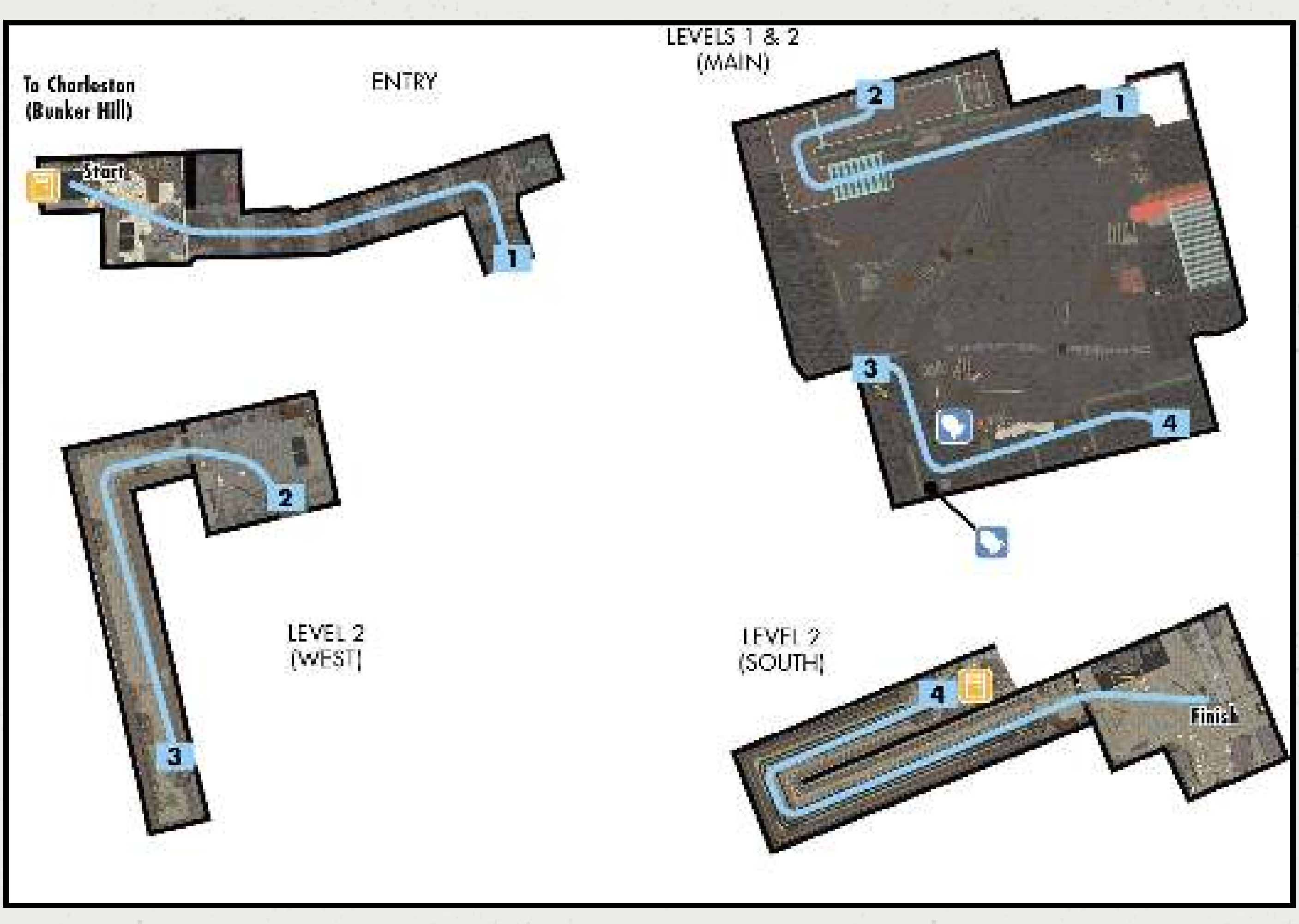
Deb runs the market from her stall in the remains of an old lodge (she has several unique **items** to sell), and caravans are sometimes found here. A trapdoor leads to the utility basement, which is inaccessible unless the Institute Quest is active.

[07] The Latrines

The stench can sometimes be overpowering.

[08–10] Caravan Shacks

Mattresses for caravan guards and tinkerers traveling here from parts both far and wide.



This interior location is only accessible during the specified Institute Quest. Don't forget to grab the Mini Nuke as you work your way through the fracas!

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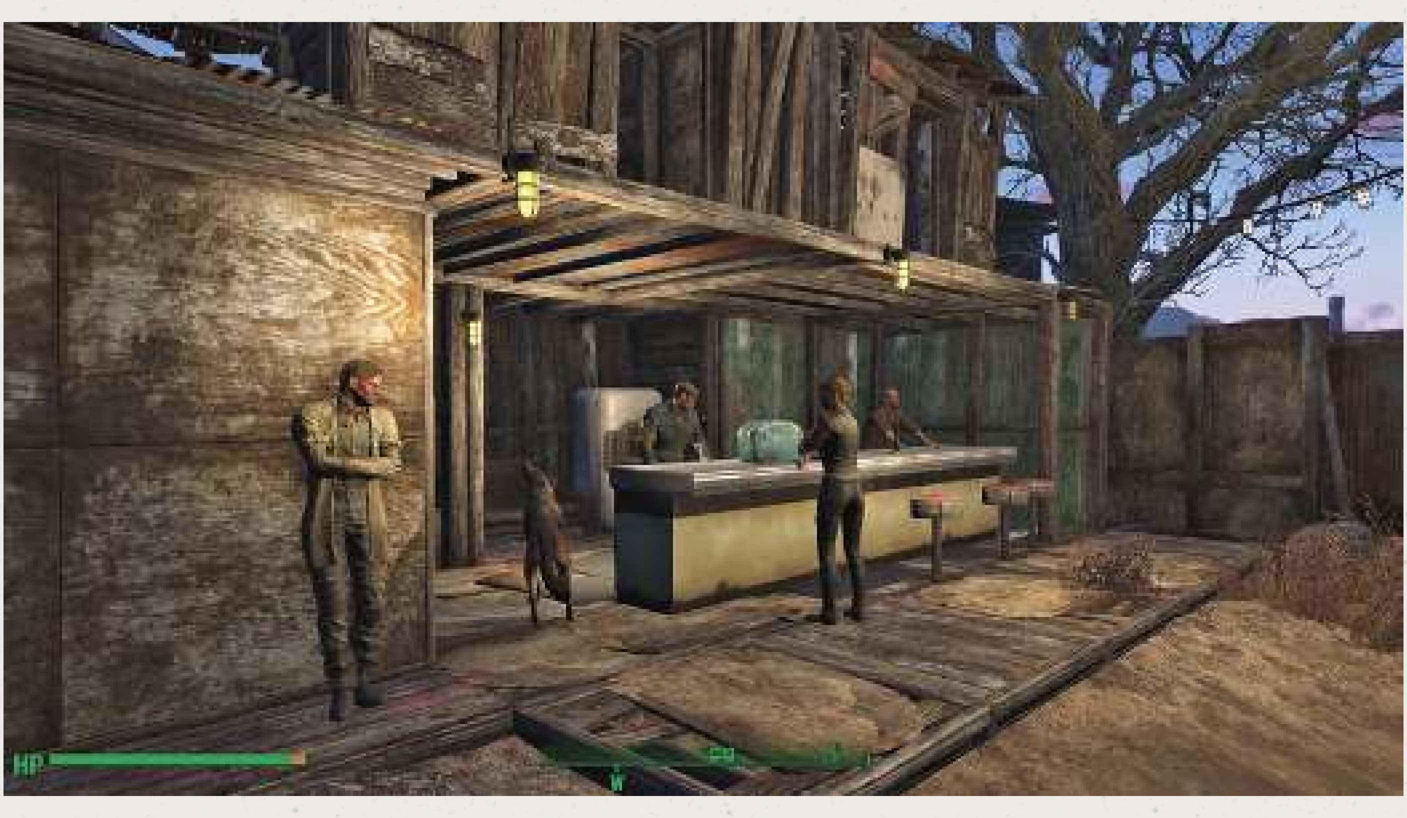
Freeform Activities: Bunker Hill

Fallen Hero*



1. Miscellaneous: Find any trace of Brent Savoldi

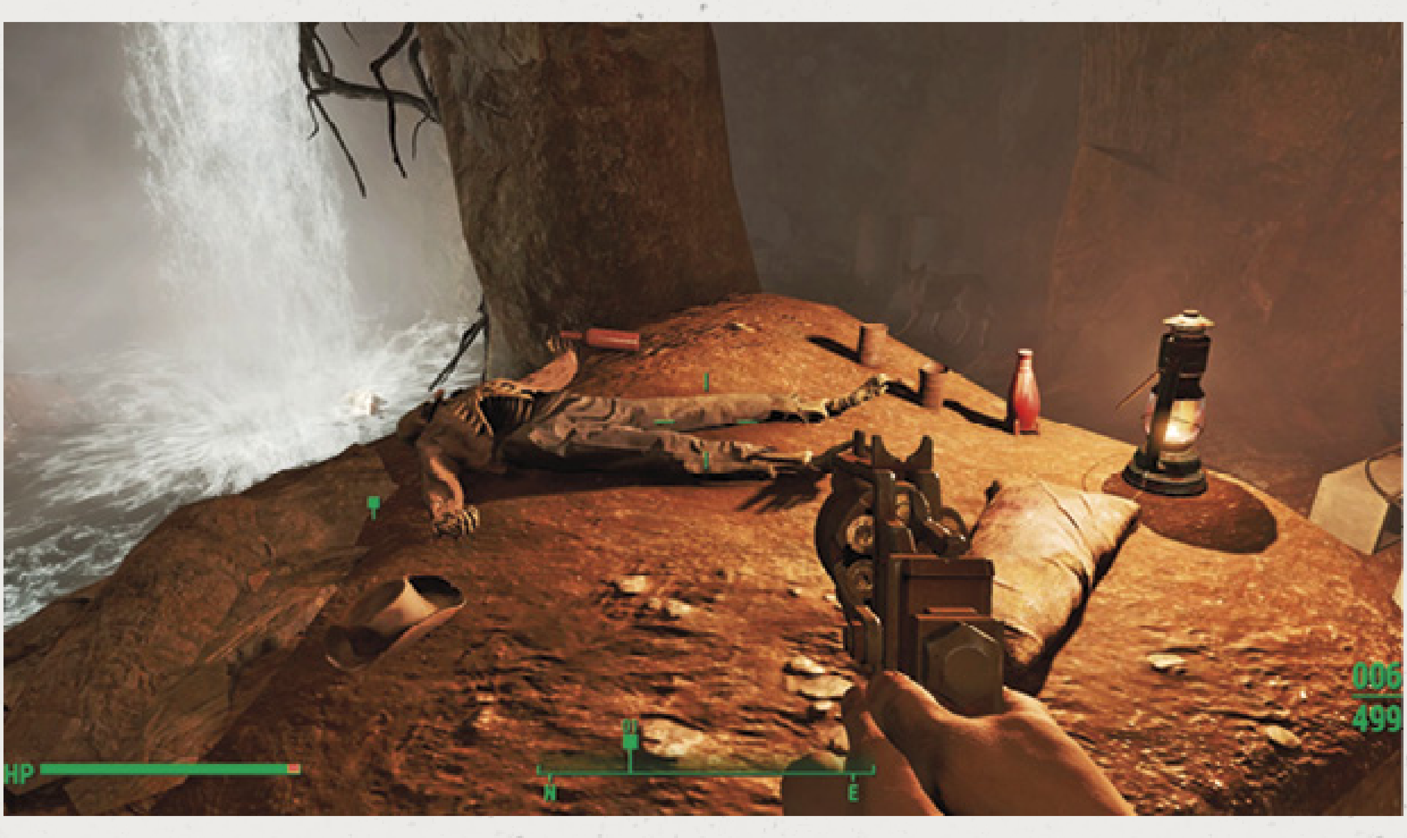
2. Miscellaneous: Return hat to Joe Savoldi

Get chatting with Joe Savoldi at his bar and ask for a job. Agree to help.

CHARISMA

(Easy) Talk him into paying you more for your help.

Locate and drop into the Old Gullet Sinkhole. Locate the hat. Return it to Joe Savoldi for your reward.

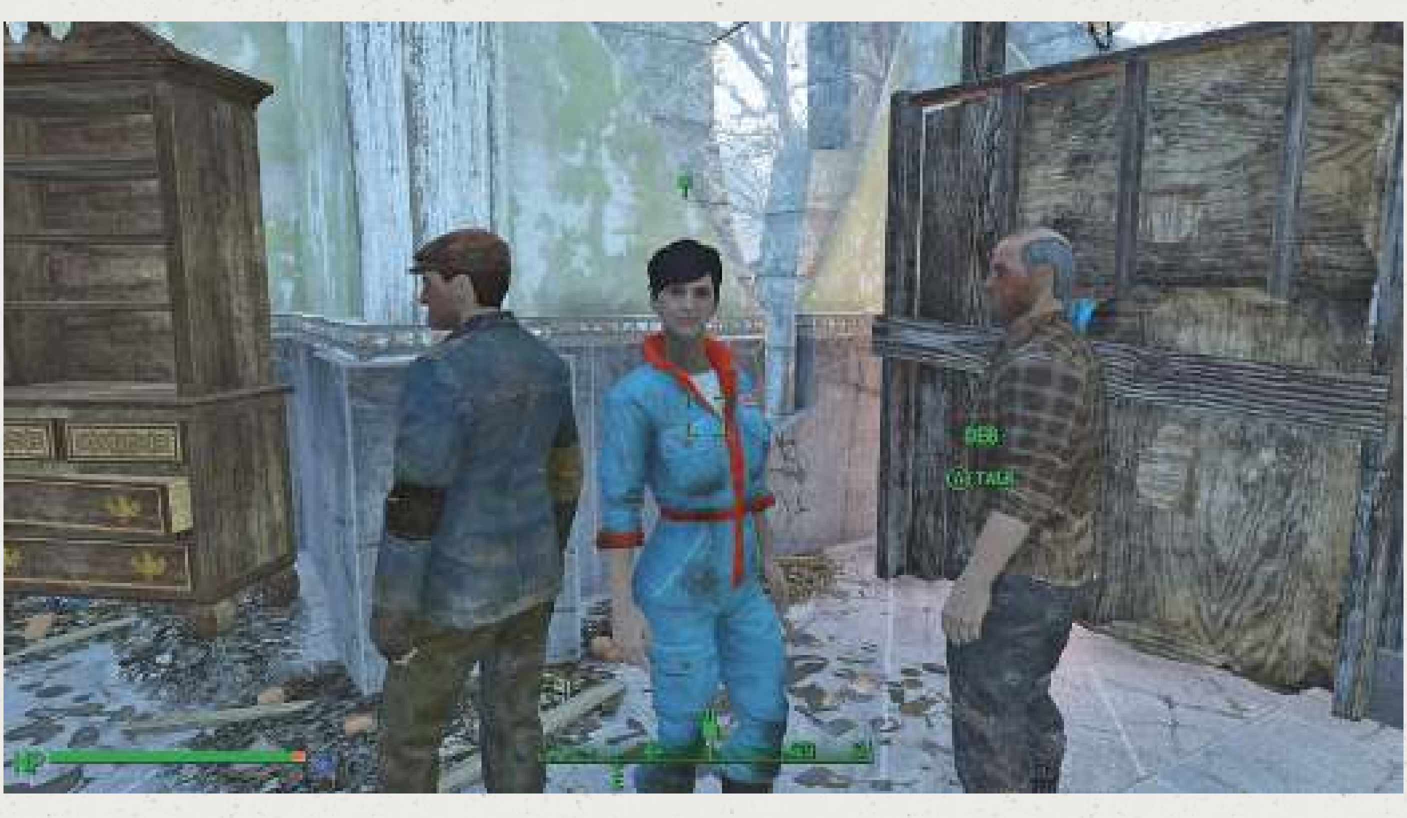


TIP

Grandpa Savoldi's Hat

Bottlecaps (150–200)

Traffic Jam*



1. Miscellaneous: Clear the training yard

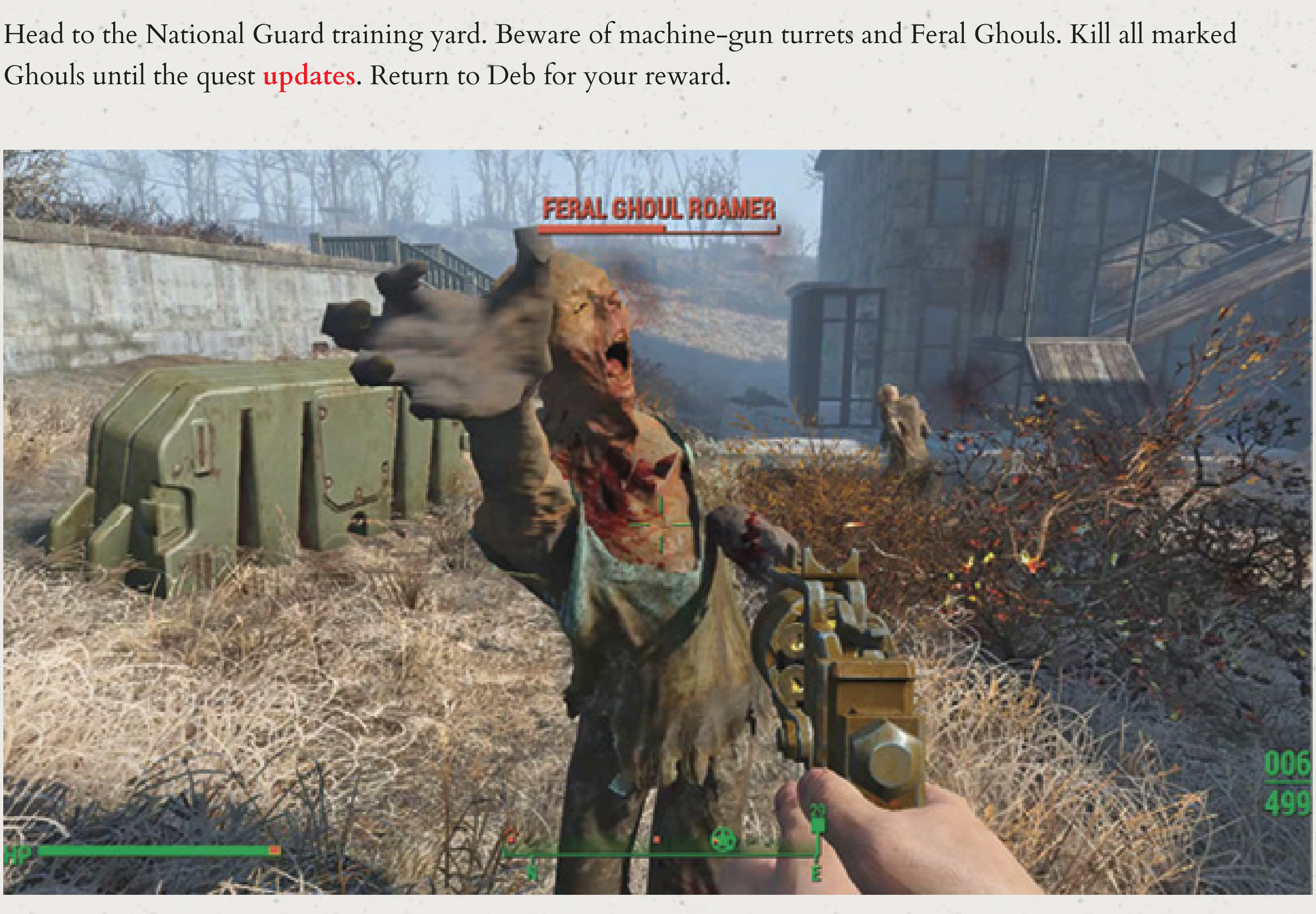
2. Miscellaneous: Report back to Deb

Find Deb and ask her for a job. Agree to help remove the Feral Ghouls from the National Guard training yard to increase the flow of trade.

CHARISMA

(Easy, Medium, Hard) Ask for more Caps. Those Ghouls are filthy.

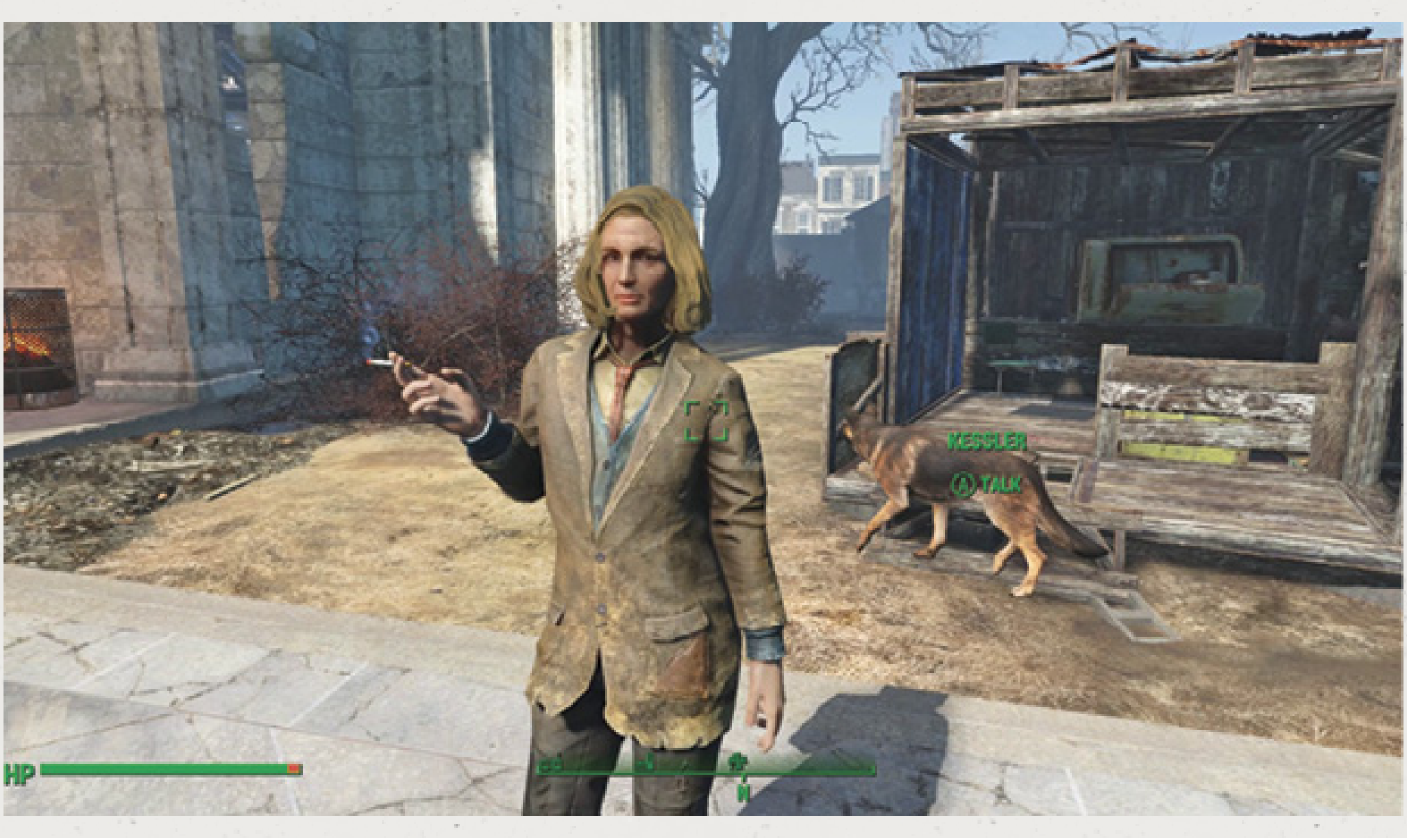
Head to the National Guard training yard. Beware of machine-gun turrets and Feral Ghouls. Kill all marked Ghouls until the quest updates. Return to Deb for your reward.



TIP

Bottlecaps (175–225)

Prep School*



1. Miscellaneous: Rescue any caravan survivors

2. Miscellaneous: Kill Zeller

3. Miscellaneous: Report back to Kessler

This is only available once Freeform Activity: Traffic Jam* has been completed. Speak with Kessler and agree to wipe out the Raider Gang nearby.

CHARISMA

(Easy, Medium, Hard) This might be tricky. Ask for more Caps.

Visit the East Boston Preparatory School. Beware of Raiders. Kill all foes and the named Raider "Zeller."

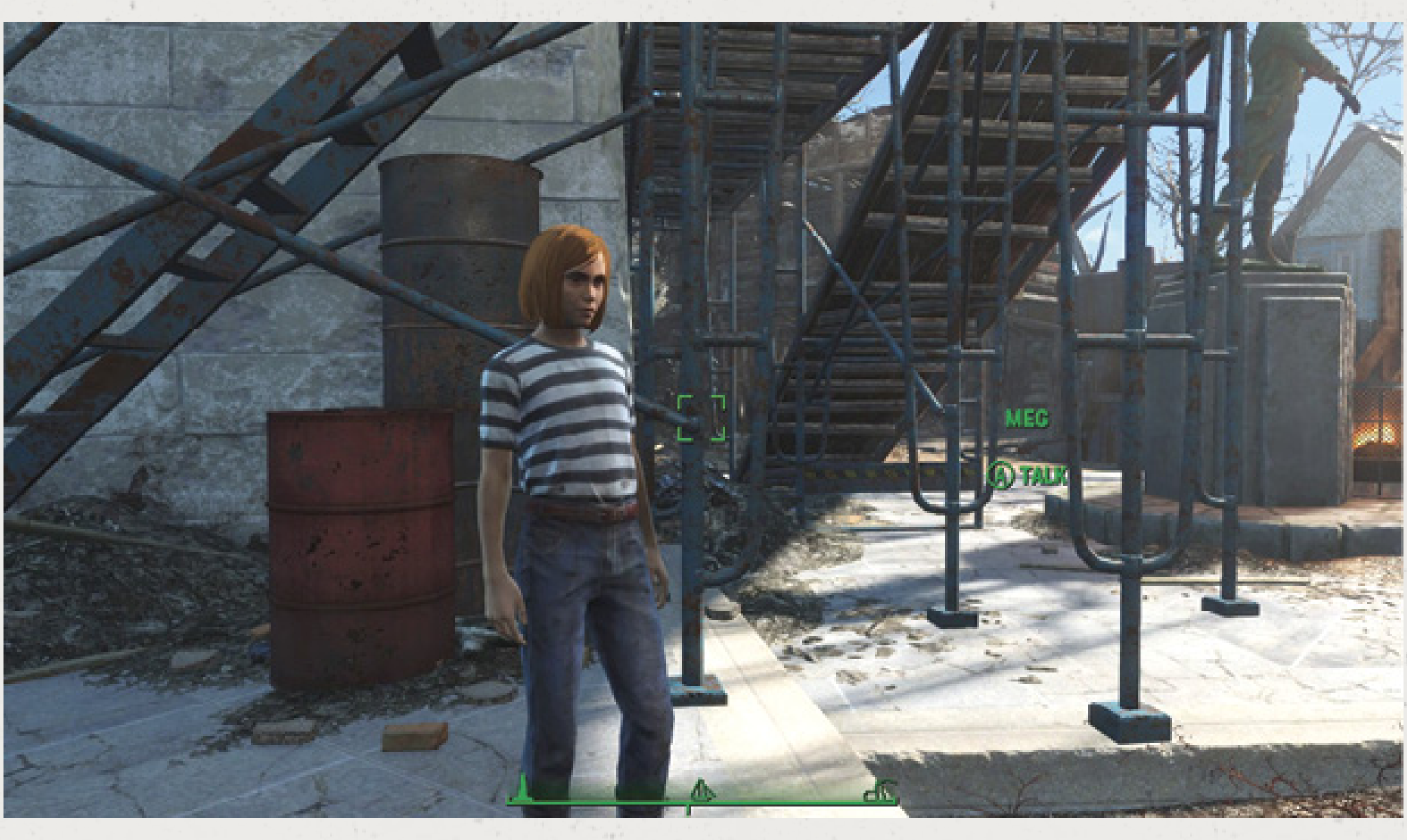
(Novice) Unlock the three cells and free the prisoners. Speak to them so they follow you.

Return to Kessler for your reward.

TIP

Bottlecaps (200–400)

Meg's Tour*



Meg is an urchin hanging around the obelisk and offers to take you on a tour of Bunker Hill for a price. Is that price worth paying?

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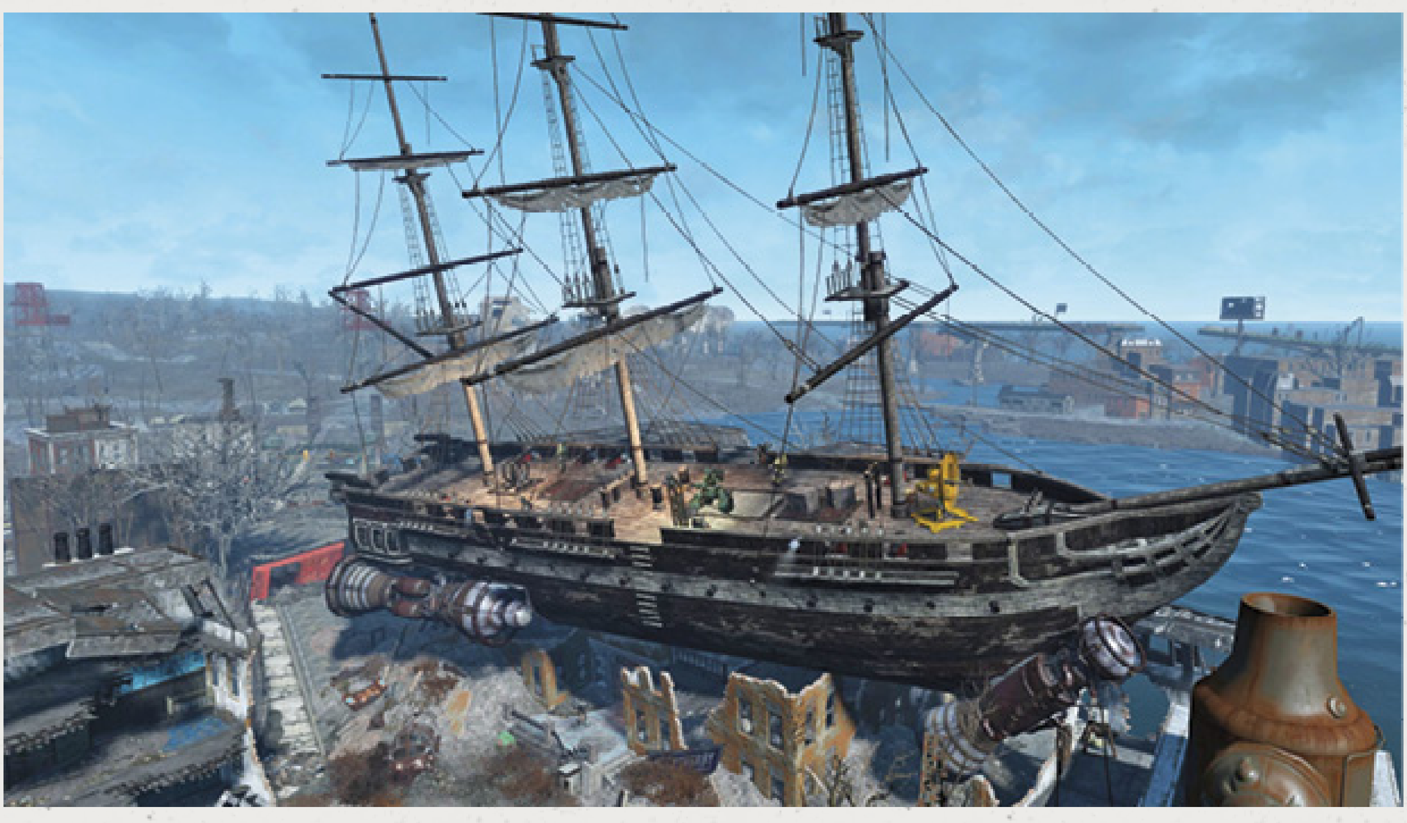
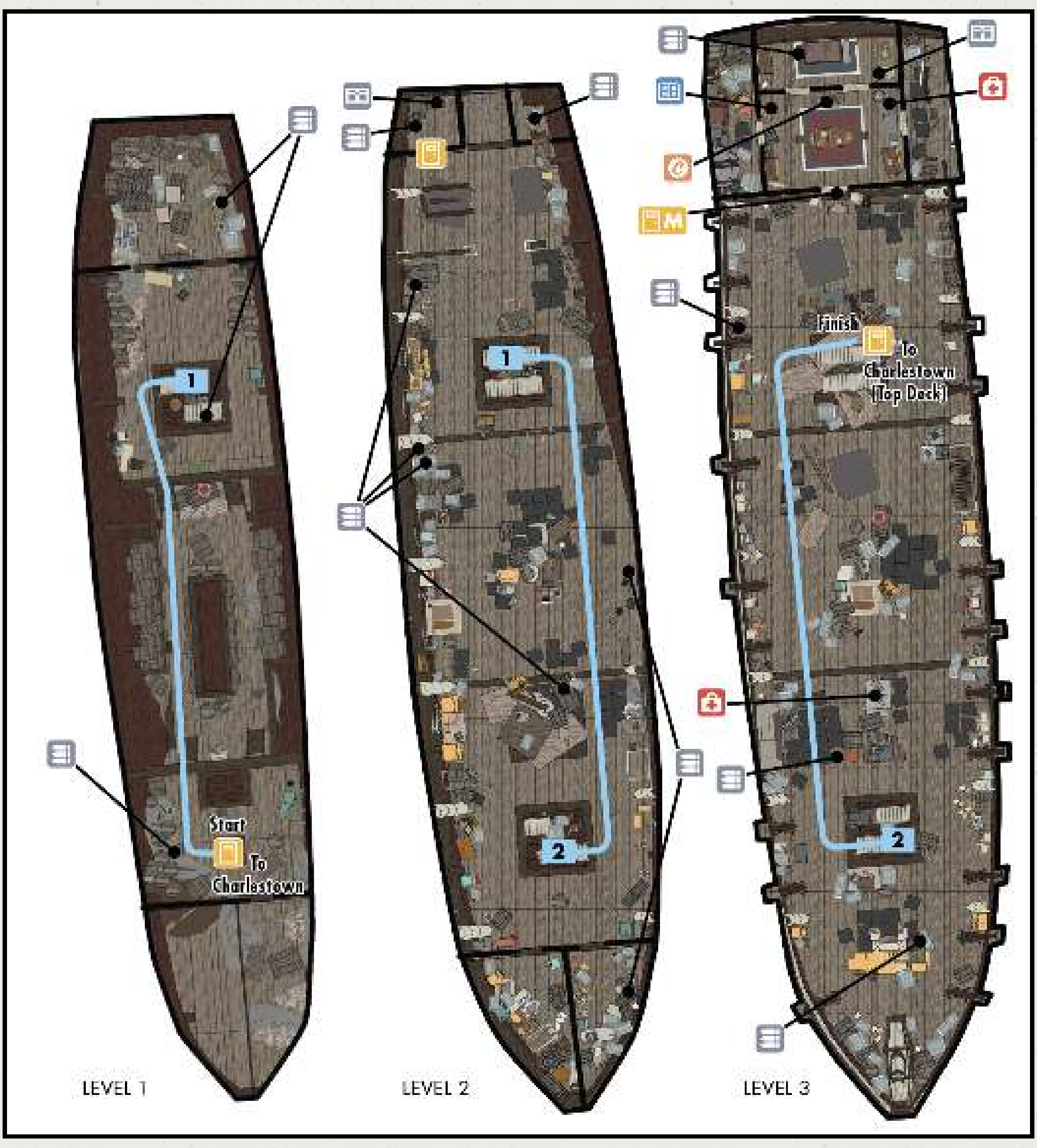
[8.03] U.S.S. Constitution

THREAT LEVELS 20+ ■■■■□□□□□



- Armaments and Ammo+
- Armaments and Ammo: Trunk (2)
- Bottlecaps+++
- Collectible: Required Reading: U.S. Covert Operations Manual 2
- Crafting: Chemistry Station
- Crafting: Weapons Workbench
- Danger: Radiation (Mild)!
- Danger: Turrets!
- Faction: Robots
- Faction: Character: Bosun
- Faction: Character: Captain Ironsides
- Faction: Character: First Mate
- Faction: Character: Lookout
- Faction: Character: Mr. Navigator
- Health or Chems+
- Quest Start: Last Voyage of the U.S.S. Constitution (Side)
- Unique Item: Broadsider
- Unique Item: Captain Ironside's Hat
- Unique Item: Lieutenant's Hat
- Unique Item: Access to Captain's Cabin



This ancient maritime vessel was docked in the Boston Navy Yard and was primarily a tourist attraction. Before the war, it was populated by robots to give visitors a feel of what life was like back in the olden days. Due to an error in navigation, the ship is currently embedded in the remains of a harbor building, under constant threat of Scavenger and Raider attack. Access the interior of this vessel via a trapdoor in the hull that leads to the bow, through the building wreckage.

Once you navigate the interior, you can speak to Captain Ironsides and access the rowboat elevator on the vessel's stern, which is also stocked with health and ammo.

VAULT-TEC RECOMMENDED LOOT

- **Required Reading: U.S. Covert Operations Manual**
- **Unique Item: Broadsider**
- **Unique Item: Captain Ironside's Hat**

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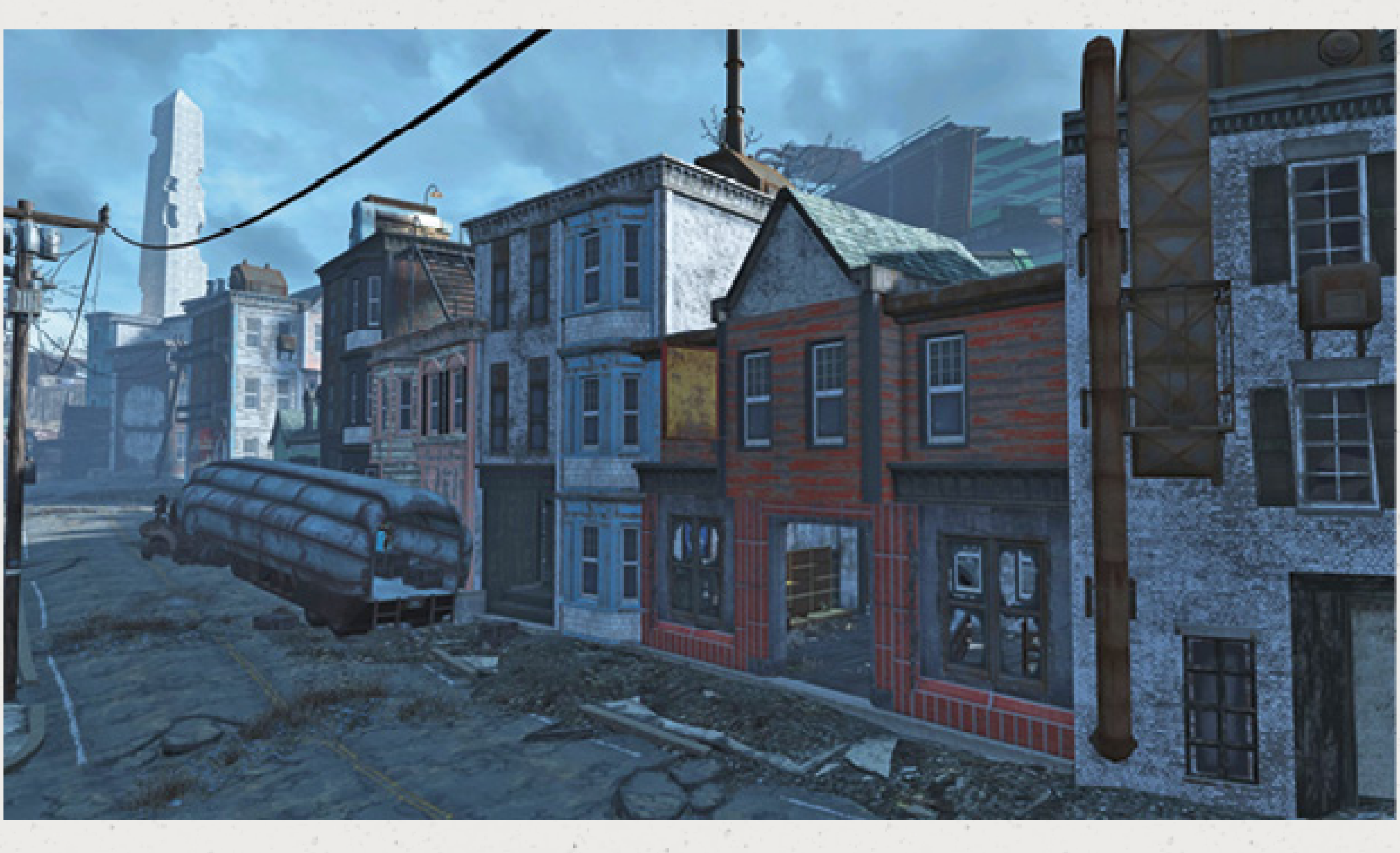
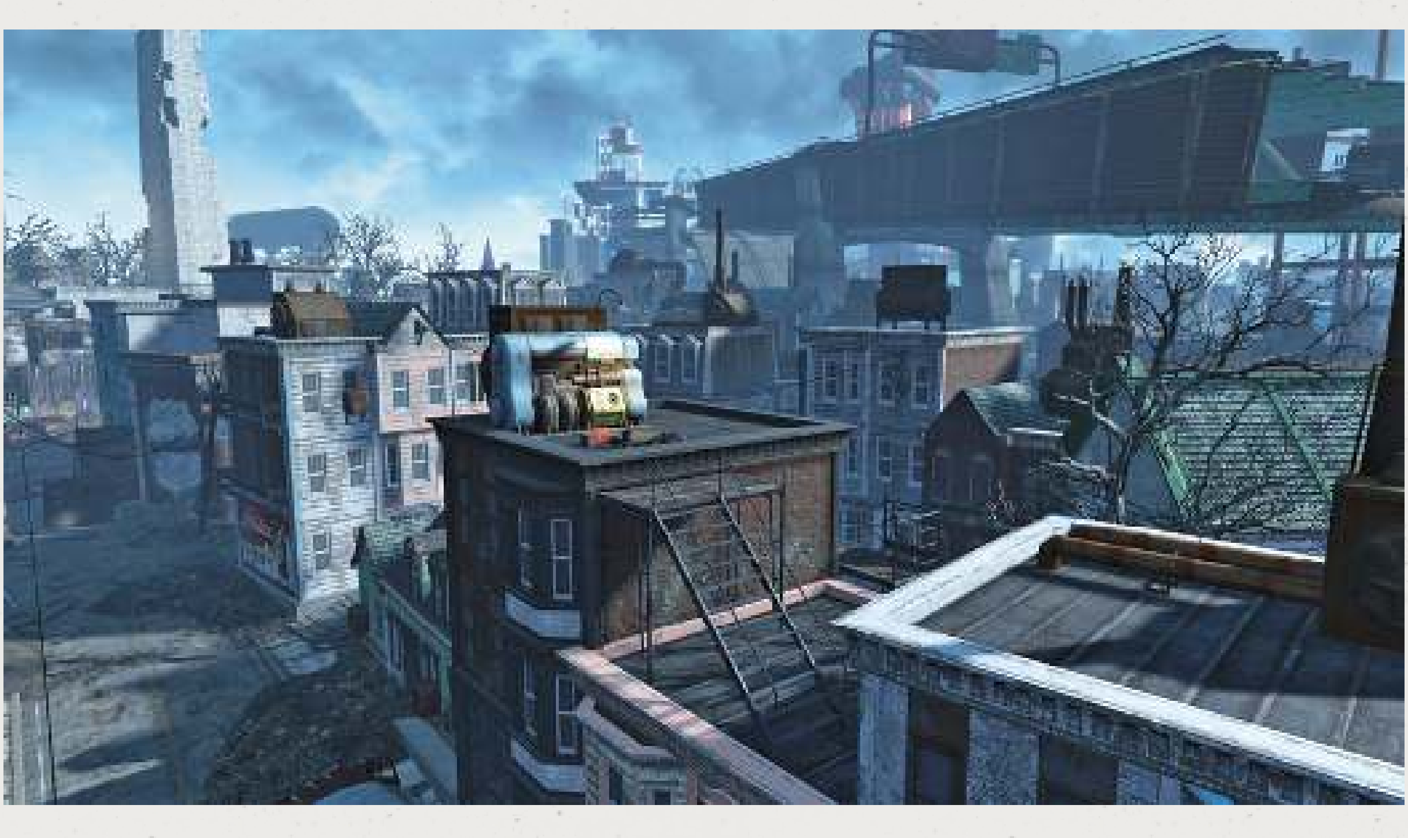
[8.01] RUINED TAVERN (CHARLESTOWN)



- Crafting: Chemistry Station

An old bar opposite the BADTFL regional office has seen better days.

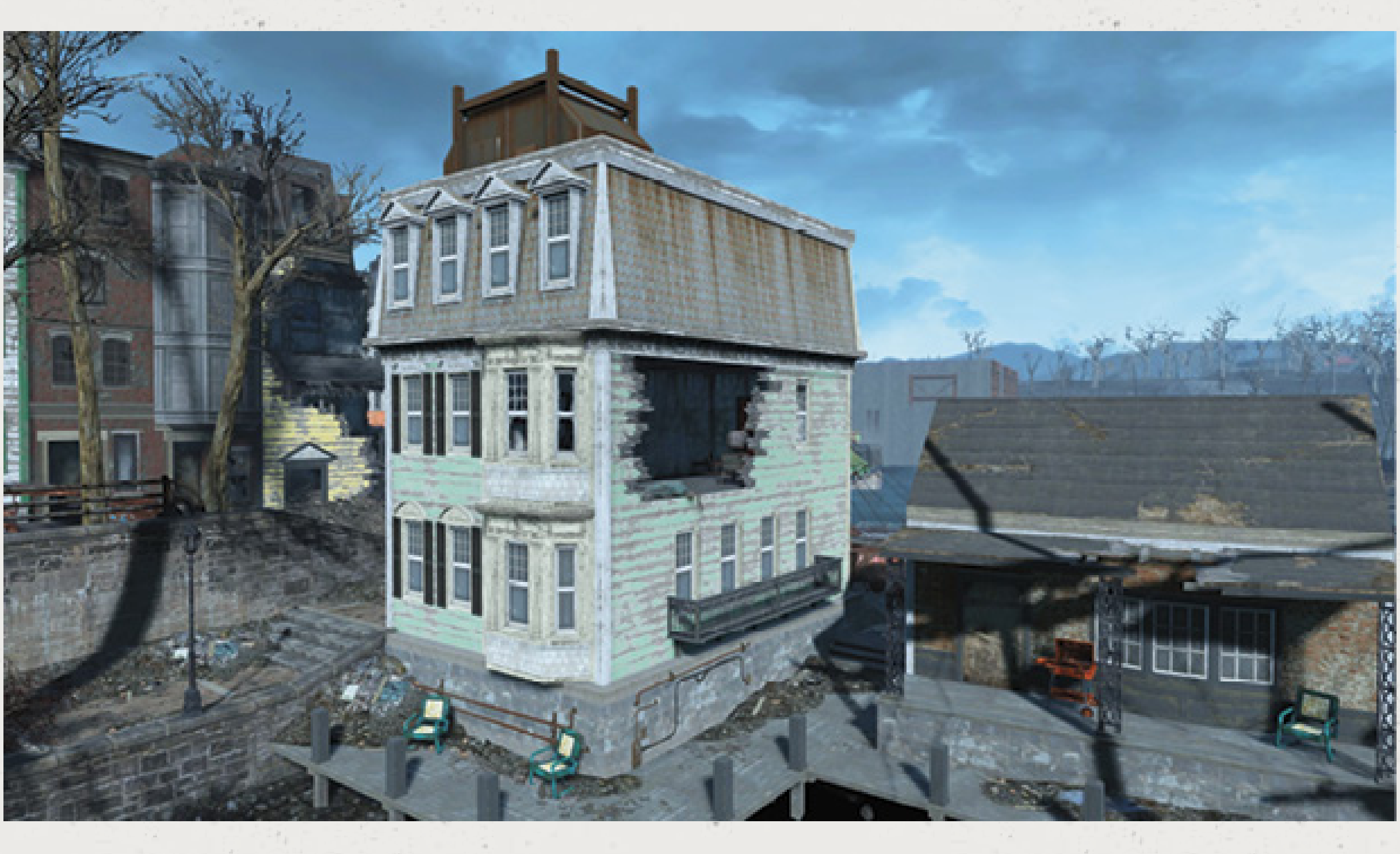
[8.02] BACK ALLEY SCAFFOLD STEPS



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Armor Part: Fusion Core
- Faction: Feral Ghouls
- Faction: Wild Mongrels

This area is inaccessible from the main streets, so weave through the fences to reach these metal scaffold steps up to a rooftop generator. There's a steamer trunk on the porch.

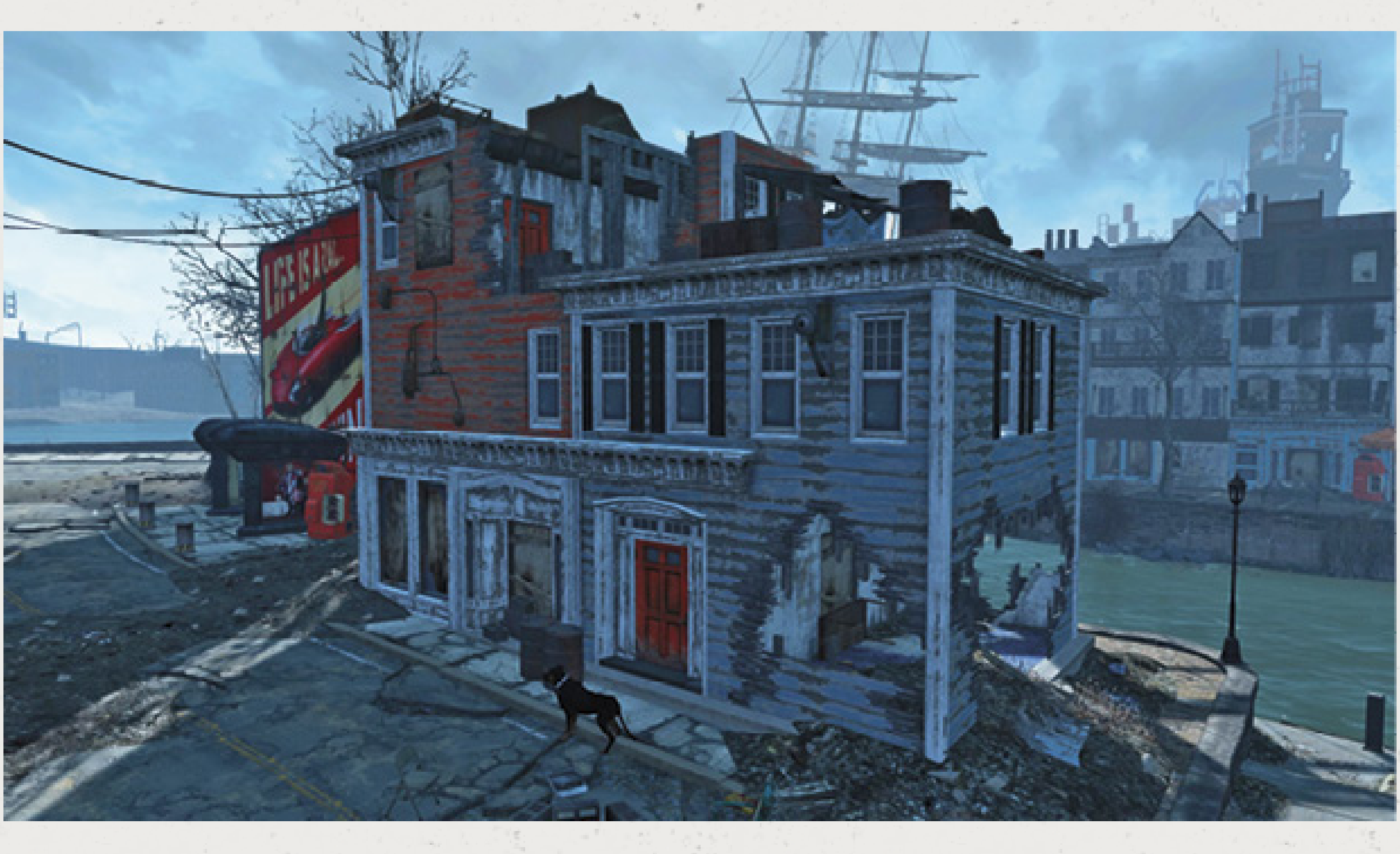
[8.03] GREEN AWNING MANSION



- Armaments and Ammo: Trunk

Turn west from the exterior roof of the drug den, and make a running leap onto the cottage rooftop and again into the open wall of this mansion. It's the only way to reach a locked closet (Novice) with a steamer trunk inside.

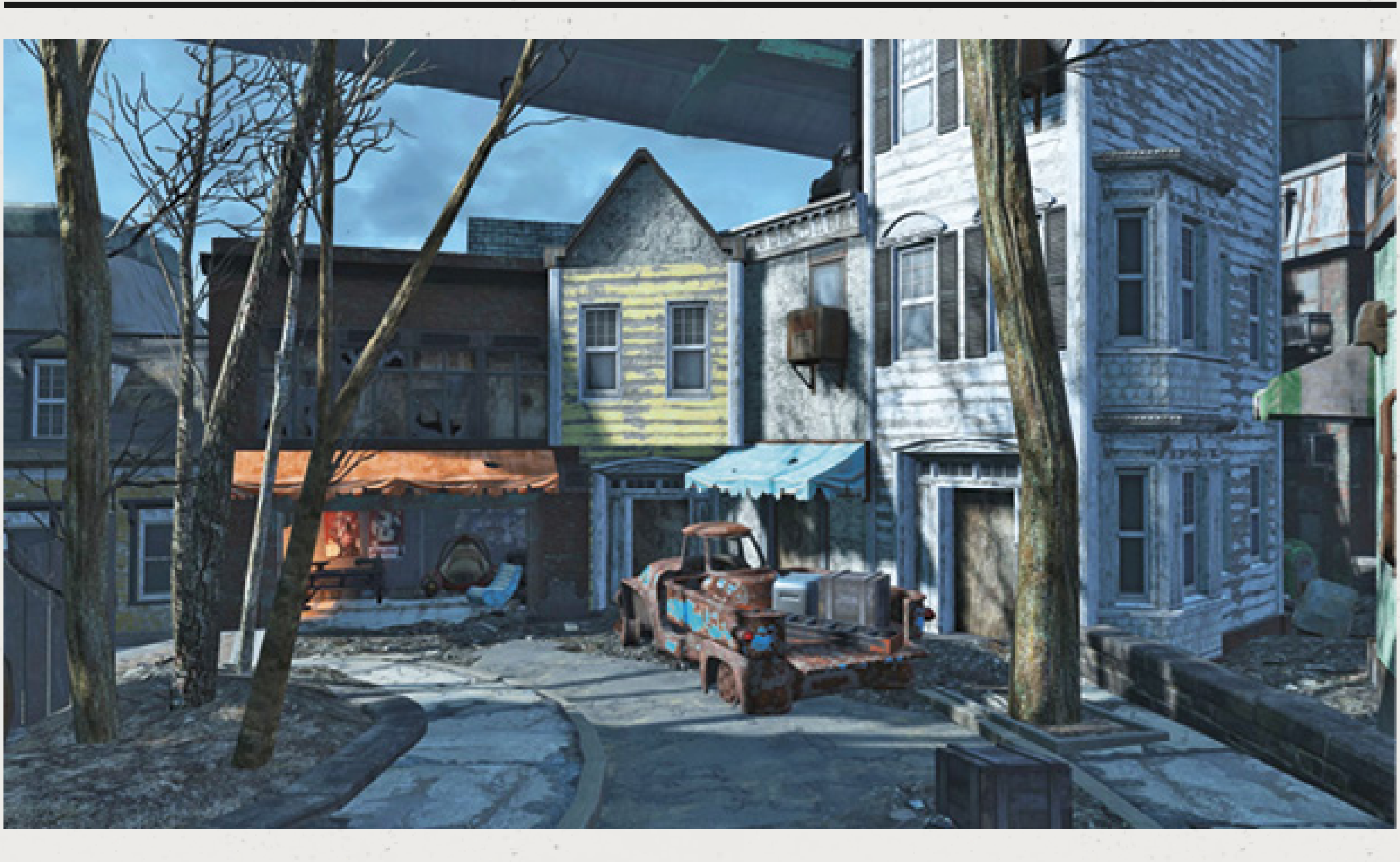
[8.04] DRUG DEN



- Armaments and Ammo: Trunk
- Faction: Raiders
- Health or Chems

Through the red door of this magazine store is a den of chem-addled Raiders. Climb to the top floor for a steamer trunk, and exit out to the open roof.

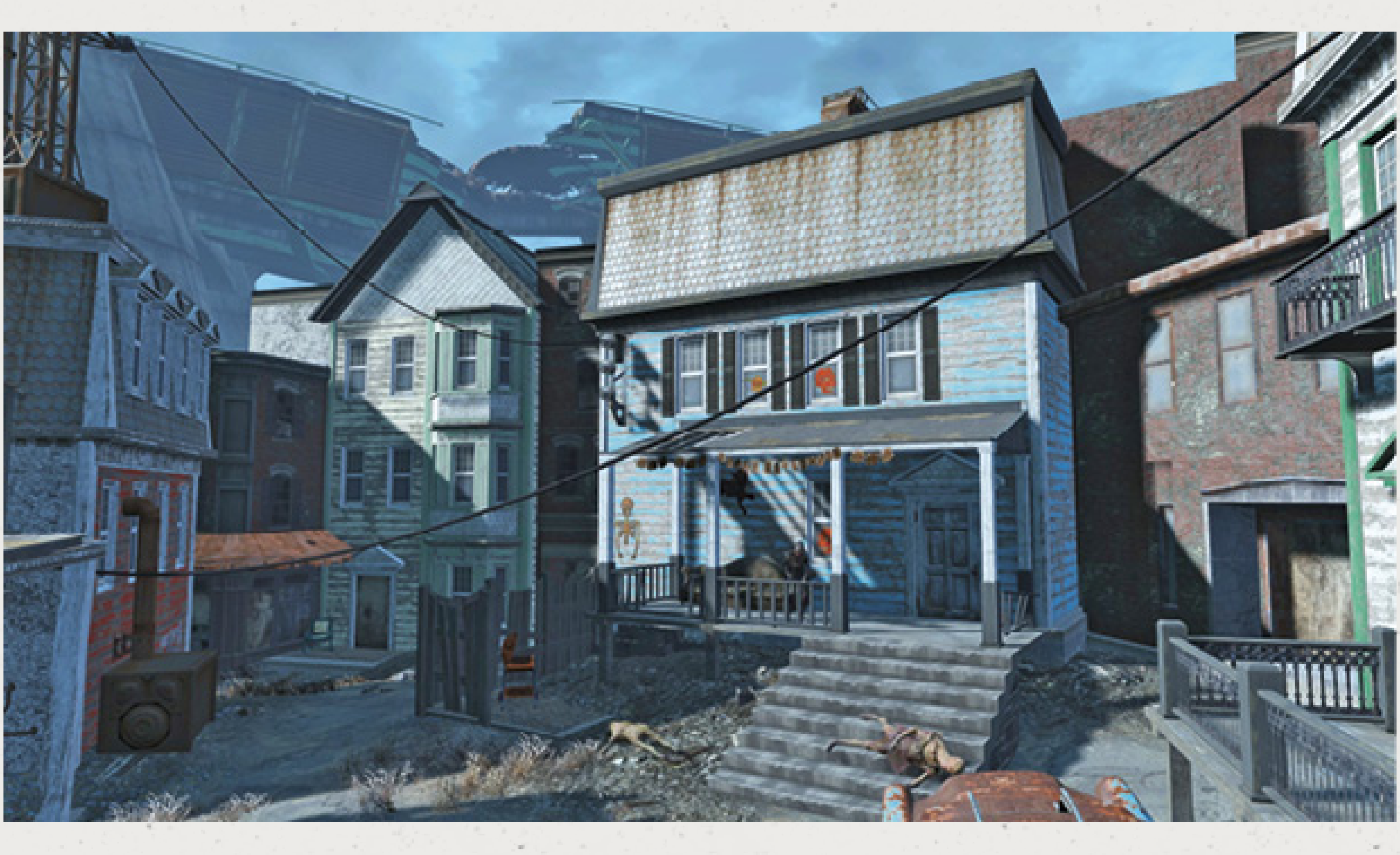
[8.05] SOUTH ALLEY AND GARAGE



- Collectible: Nuka Cola Quantum
- Crafting: Armor Workbench

Check the Nuka Cola machine on the porch near this garage for a refreshing Quantum that sometimes appears.

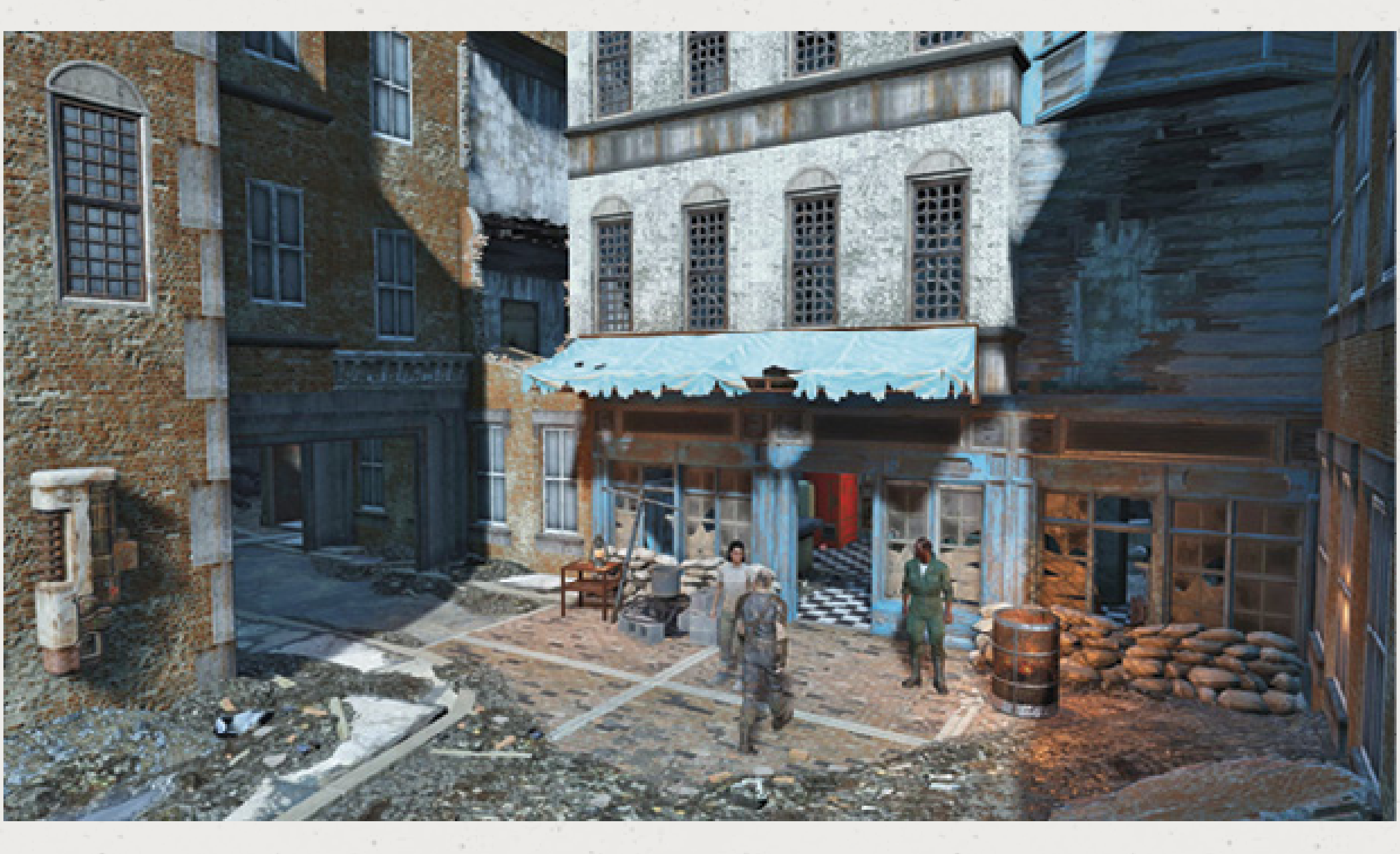
[8.06] ABANDONED HOUSE



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Faction: Feral Ghouls

Head into this Ghoul-infested three-floor home with severe rising damp. Unlock the top bedroom door (Advanced) for a storage attic with an unpleasant owner.

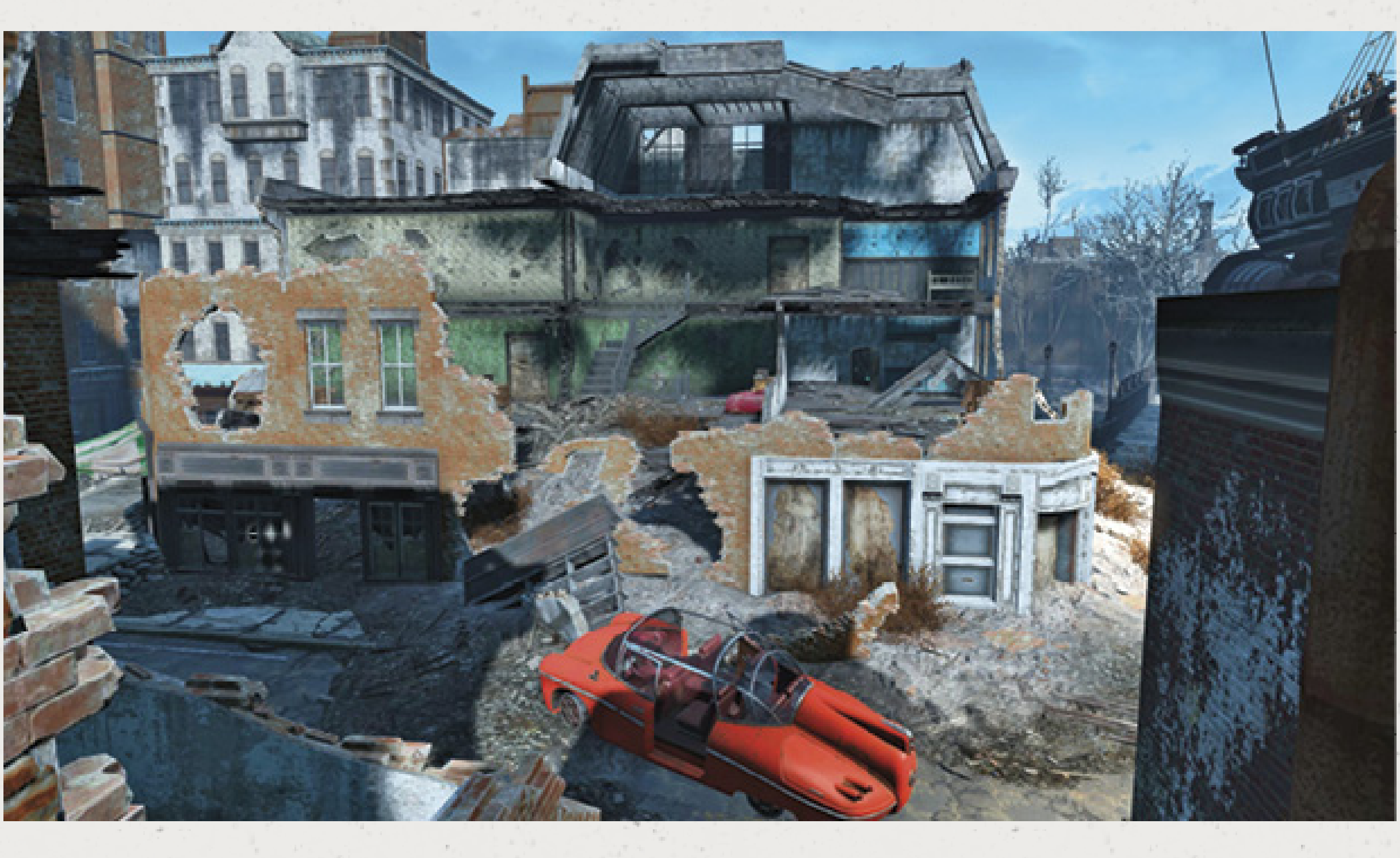
[8.07] SCAVENGER CAMP (CHARLESTOWN)



- Armaments and Ammo
- Crafting: Cooking Station
- Crafting: Weapons Workbench
- Danger: Mines!
- Faction: Scavengers
- Faction: Character: Mandy Stiles
- Faction: Character: Davies
- Quest Visit: Last Voyage of the U.S.S. Constitution
- Unique Item: NX-42 Guidance Chip

A group of scavengers have made their home here, along with a mercenary or two to dissuade invaders. You'll find Mandy Stiles most standoffish, unless the quest is active.

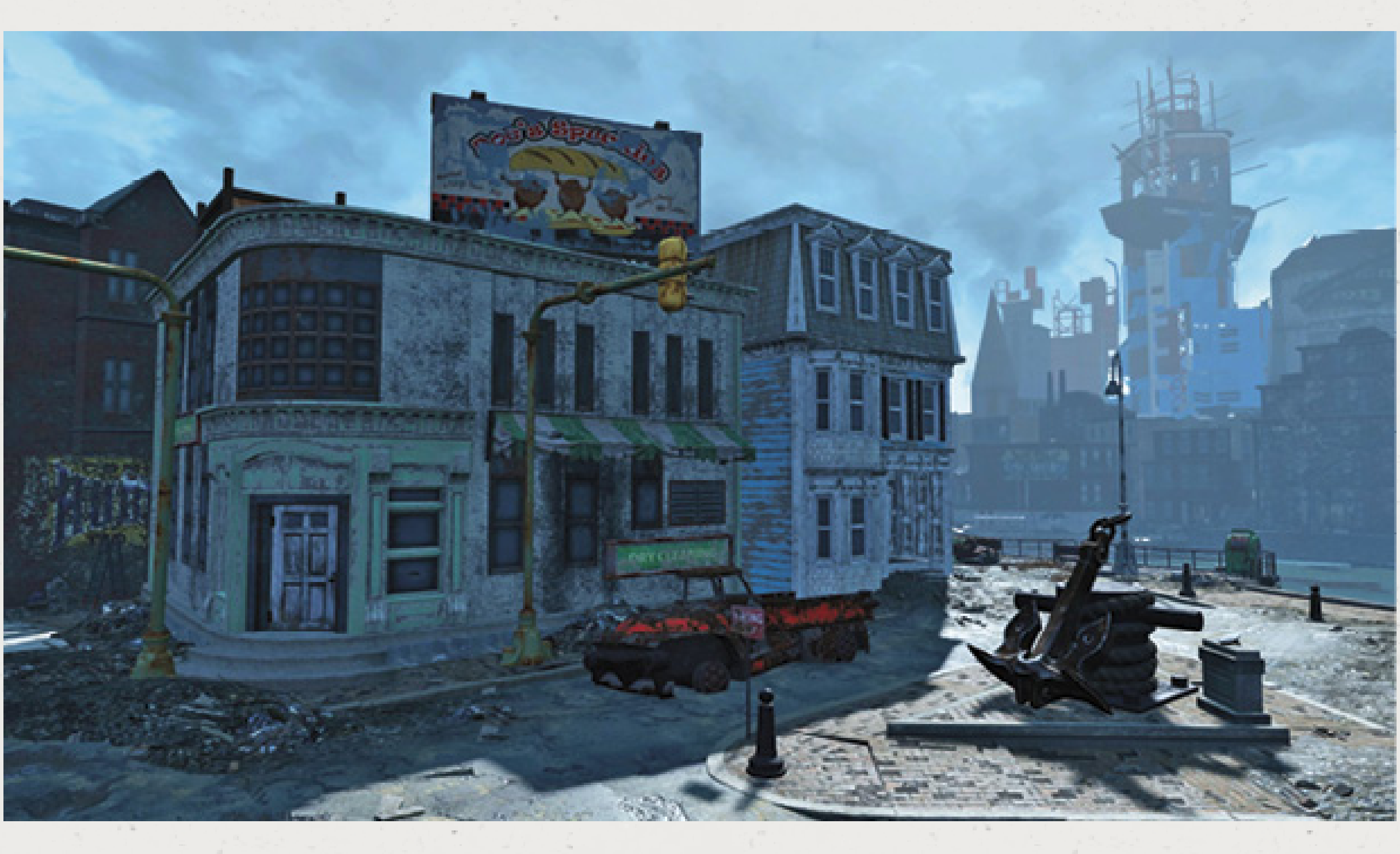
[8.08] SHELLED-OUT BUILDING



- Collectible: Nuka Cola Quantum
- Quest Visit: Last Voyage of the U.S.S. Constitution

Amid the rubble is a mostly intact fridge and its thirst-quenching contents. Otherwise, Scavengers periodically launch attacks from here.

[8.09] CHARLESTOWN LAUNDRY



- Collectible: Nuka Cola Quantum
- Collectible: Required Reading: La Coiffe

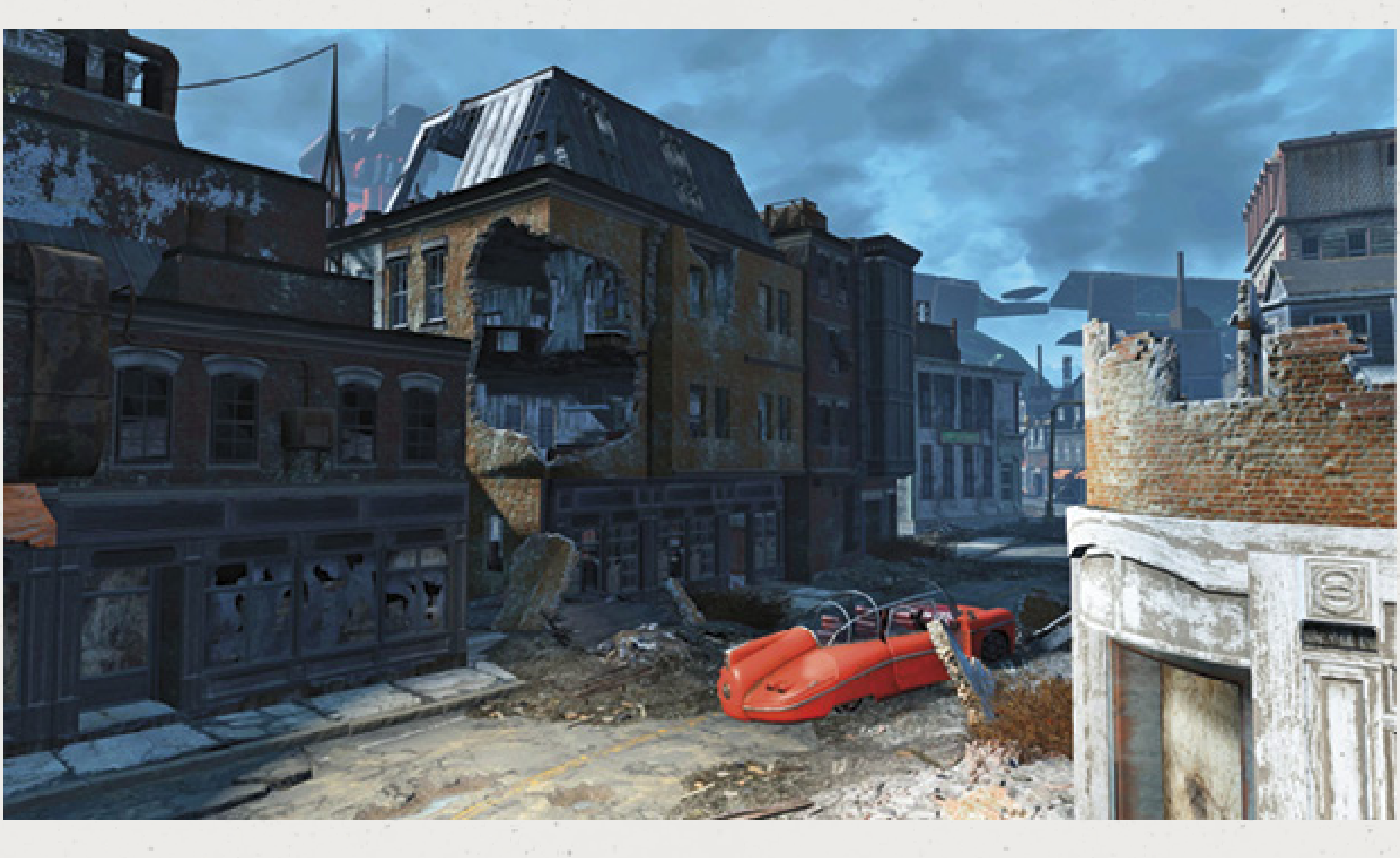
Turn west from the exterior roof of the drug den, and make a running leap onto the cottage rooftop and again into the open wall of this mansion. It's the only way to reach a locked closet (Novice) with a steamer trunk inside.

VAULT-TEC RECOMMENDED LOOT

Required Reading: La Coiffe

Close to the large rusty anchor, this laundry and dry cleaners has an interior area to explore with a magazine and a locked employee office (Novice) where you'll find something refreshing to drink.

[8.10] SOUTH APARTMENTS (CHARLESTOWN)



- Armaments and Ammo
- Quest Visit: Last Voyage of the U.S.S. Constitution

Including the waterlogged basement, there are five floors to this shop and upper apartment structure, with a ruined attic offering views across to the ship. You will utilize the circuit breaker on the attic roof balcony (southeast corner) during the quest. Otherwise, Scavengers periodically launch attacks from here.

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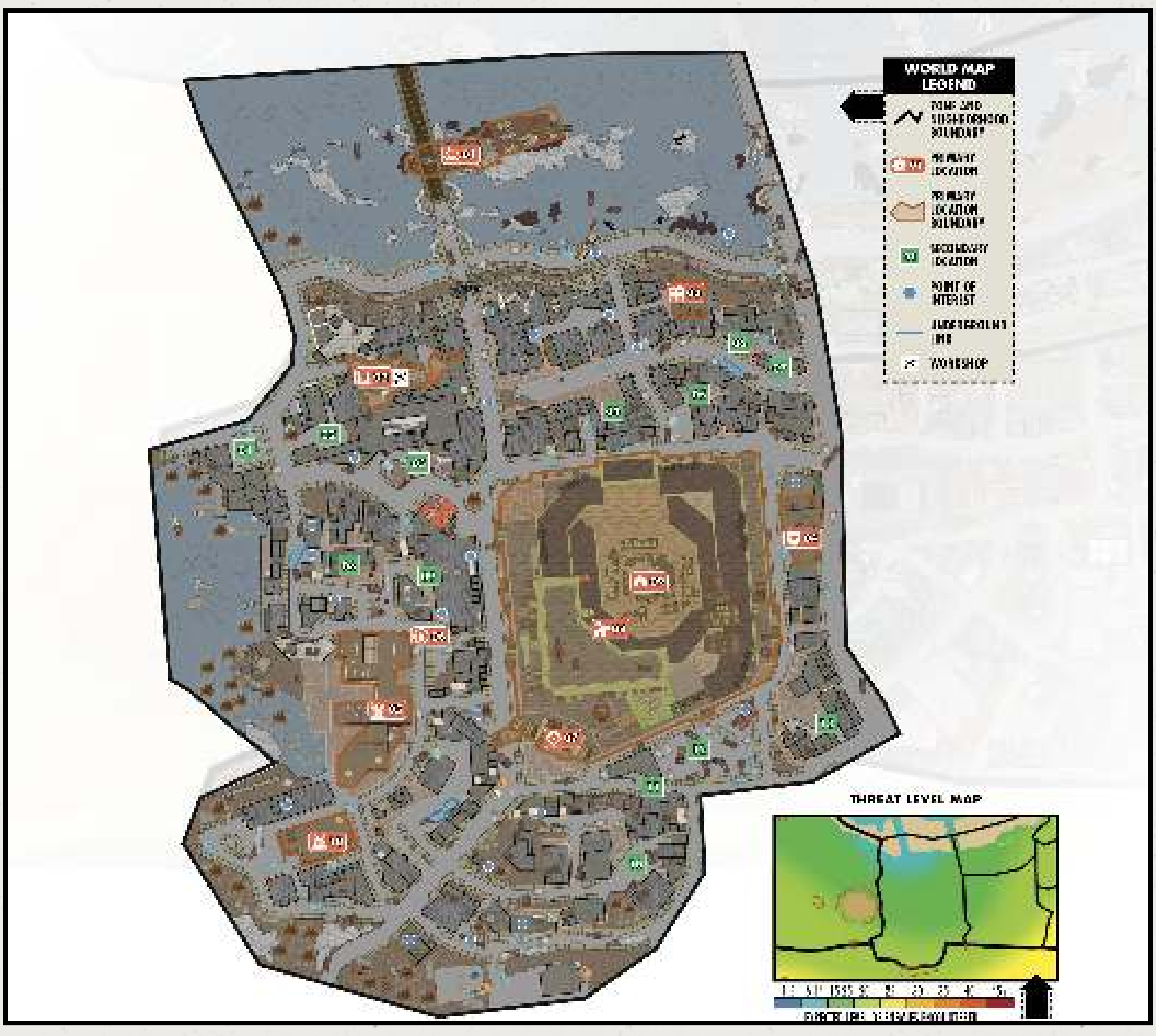
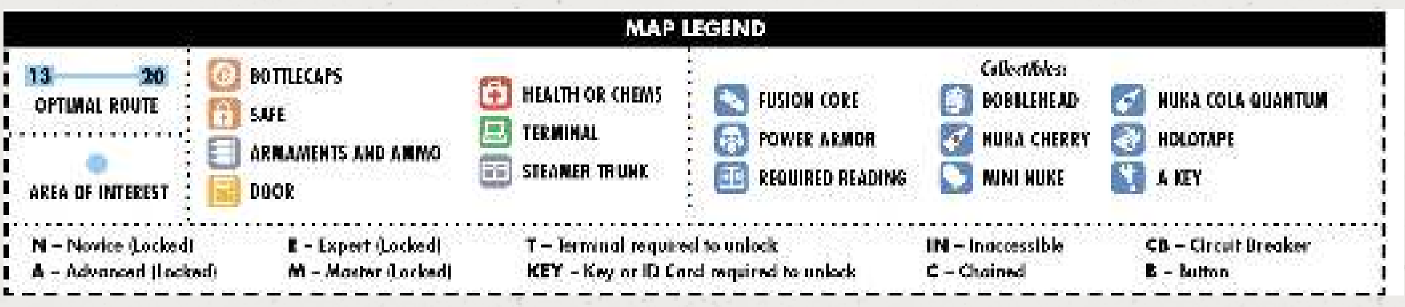
Overview


WORLD MAP LEGEND
ZONE AND NEIGHBORHOOD BOUNDARY
PRIMARY LOCATION
PRIMARY LOCATION BOUNDARY
SECONDARY LOCATION
POINT OF INTEREST
UNDERGROUND LINE
WORKSHOP
THREAT LEVEL MAP


MAP LEGEND
13
20
OPTIMAL ROUTE
AREA OF INTEREST
BOTTLECAPS
SAFE
ARMAMENTS AND AMMO
DOOR
HEALTH OR CHEMS
TERMINAL
STEAMER TRUNK
FUSION CORE
POWER ARMOR
REQUIRED READING
Collectibles:
BOBBLEHEAD
NUKA CHERRY
MINI NUKE
NUKA COLA QUANTUM
HOLOTAPE
A KEY
N – Novice (Locked)
A – Advanced (Locked)
E – Expert (Locked)
M – Master (Locked)
T – Terminal required to unlock
KEY – Key or ID Card required to unlock
IN – Inaccessible
C – Chained
CB – Circuit Breaker
B – Button

This is perhaps the friendliest neighborhood in all of Boston. The giant green walled-off enclosure welcomes all travelers without ghoulish tendencies, and the threats to your life are manageable if you keep near the huge green walls. Venture farther afield and you may stray into danger: You'll run into Zone 3 if you keep heading west. Go up to Cambridge if you cross the Charles River, and journey east to Esplanade and Back Bay. South is Zone 6. Most of the outskirts of this neighborhood feature closed-off Raider camps, which have been decimated recently by the even-more carnage-hungry Super Mutants. But you're here for the trading, the questing, and the camaraderie offered here, in the great green jewel of the Commonwealth.

Primary Locations

[9.01] Wreck of the USS Riptide

[9.02] Hangman's Alley

[9.03] Back Street Apparel

[9.04] Police Precinct 8

[9.05] Parkview Apartments

[9.06] Fens Street Sewer

[9.07] Diamond City

[9.08] Diamond City Market

[9.09] Home Plate

[9.10] Hardware Town

Secondary Locations

[9.01] Fens Subway Station (Outskirts)

[9.02] Fens Tunnel Entrance

[9.03] Super Mutant Alley Apartments

[9.04] Anna's Café

[9.05] Raider Back-Alley Camp (The Fens)

[9.06] Bridgeway Trust

[9.07] Bridgeway Garage

[9.08] Diner and Apartments (The Fens)

[9.09] Settler's Stop (The Fens)

[9.10] Raider Cul-de-Sac (The Fens)

[9.11] Scaffold Bridge (The Fens)

[9.12] Diamond City Scrap

[9.13] Scavenger's Rest (The Fens)

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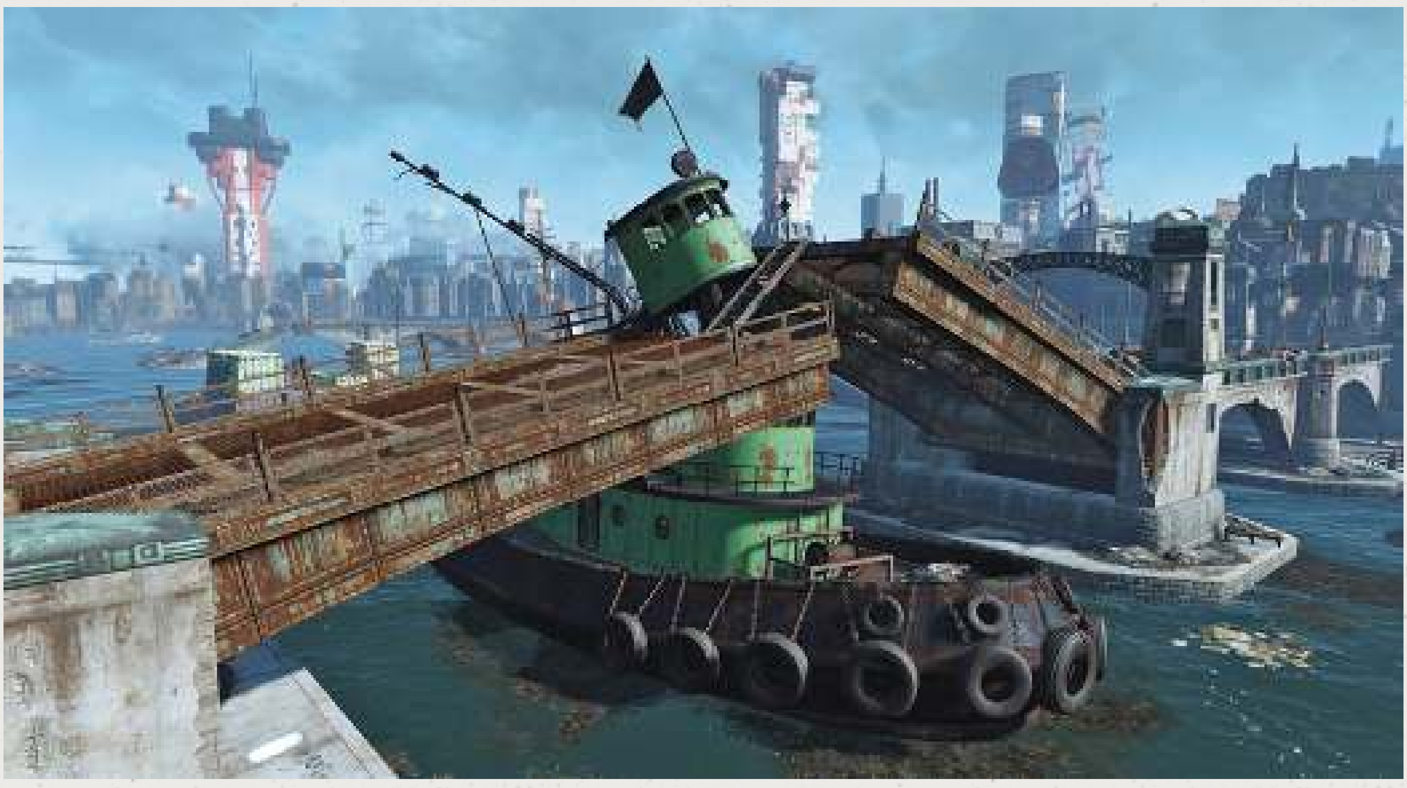
[9.01] Wreck of the USS Riptide

THREAT LEVELS 6-14



- Armaments and Ammo
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Trunk
- Armor Part: Power Armor (Raider)
- Collectible: Required Reading: Wasteland Survival Guide
- Crafting: Cooking Station
- Danger: Mines!
- Danger: Oil!
- Danger: Radiation (Mild)!
- Danger: Turrets!
- Faction: Raiders
- Health or Chems

Stuck under the half-open drawbridge on the Charles River between Cambridge and the Fens, this tugboat and barge is now a small Raider camp. Come for the survival guide and ammunition on the boat. Stay for the battle with a Power Armor–clad ruffian on the oil-soaked barge behind the boat.

VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke

Armor Part: Power Armor (Raider)

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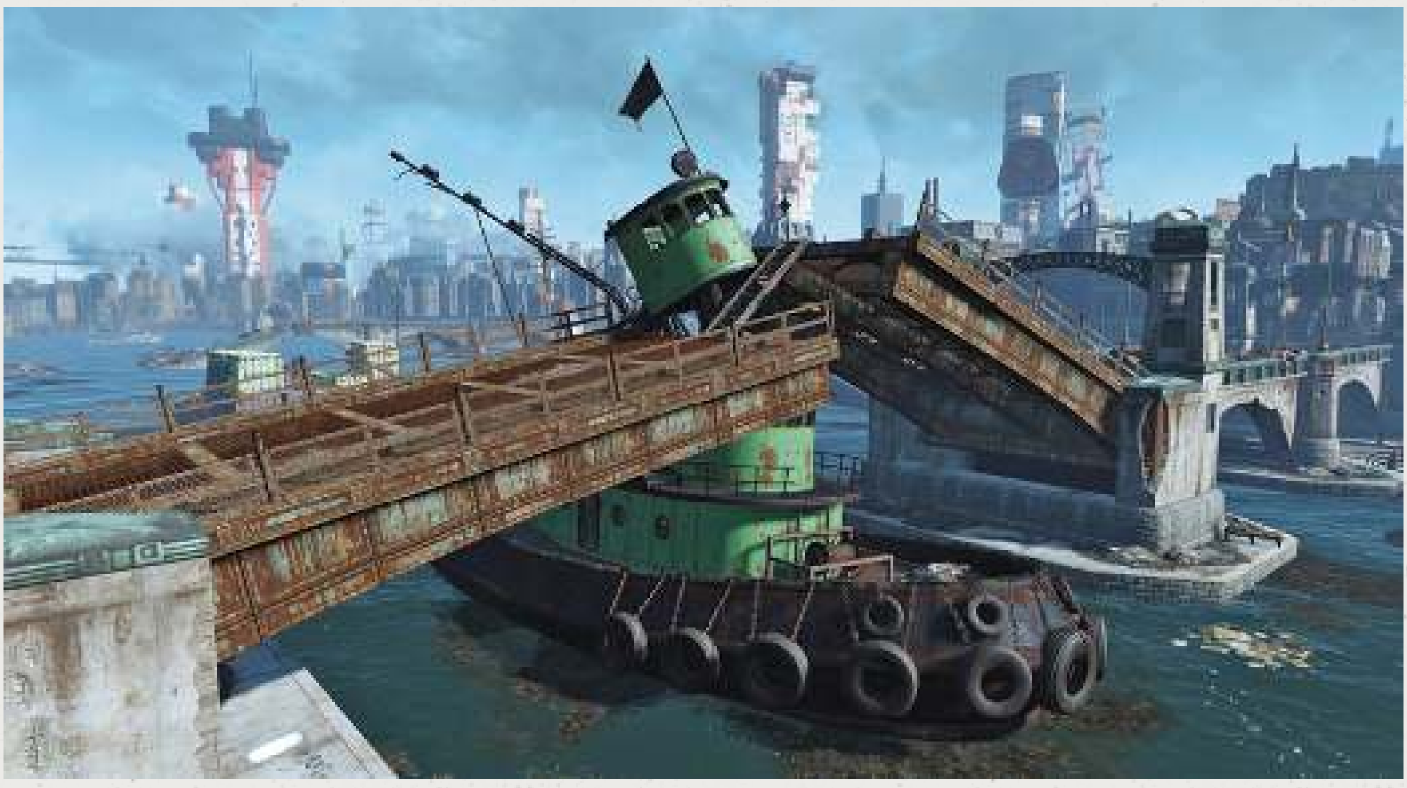
[9.01] Wreck of the USS Riptide

THREAT LEVELS 6-14



- Armaments and Ammo
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Trunk
- Armor Part: Power Armor (Raider)
- Collectible: Required Reading: Wasteland Survival Guide
- Crafting: Cooking Station
- Danger: Mines!
- Danger: Oil!
- Danger: Radiation (Mild)!
- Danger: Turrets!
- Faction: Raiders
- Health or Chems

Stuck under the half-open drawbridge on the Charles River between Cambridge and the Fens, this tugboat and barge is now a small Raider camp. Come for the survival guide and ammunition on the boat. Stay for the battle with a Power Armor–clad ruffian on the oil-soaked barge behind the boat.

VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke

Armor Part: Power Armor (Raider)

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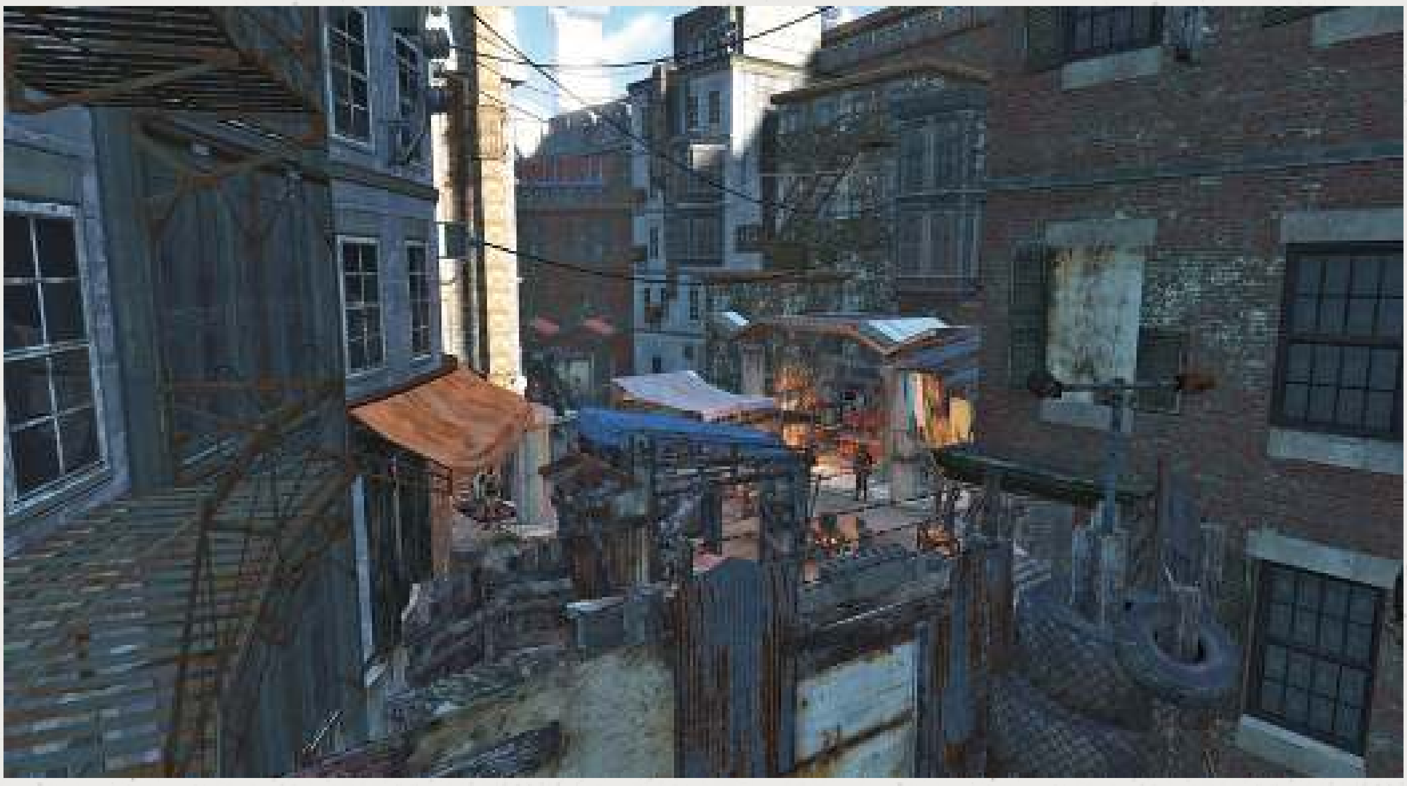
[9.02] Hangman's Alley

THREAT LEVELS 6-14



- Armaments and **Ammo**
- Armaments and **Ammo**: Trunk
- **Crafting**: Cooking Station
- **Crafting**: **Weapons** Workbench
- Faction: Raider
- **Health or Chems**
- Services: Workshop

This small Raider camp is in the northwest corner of the Fens. Approach from the west (heading east) to reach the locked main entrance (Novice). Approach from the northeast to access the chained door (which has an exit through the blown-out apartment building) and the other entrance (Novice). Beware of Super Mutants in the apartments to the east of here.

Inside this compact killing zone are multiple Raider threats. Clear the area and search for a steamer trunk (Advanced), chems near a weapons workbench, and most importantly a workshop. This allows you to rebuild this possible settlement, which is unique because there are very few in urban areas.

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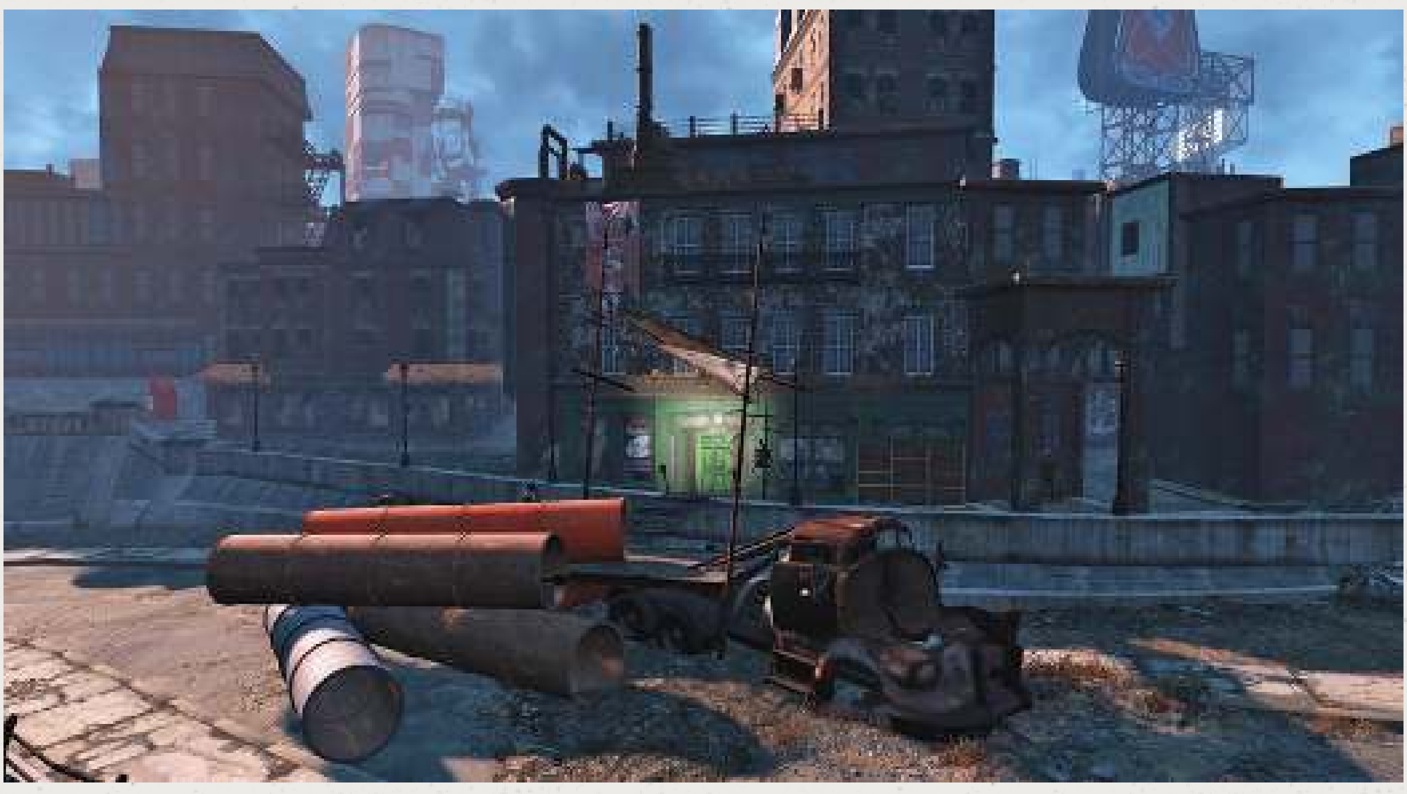
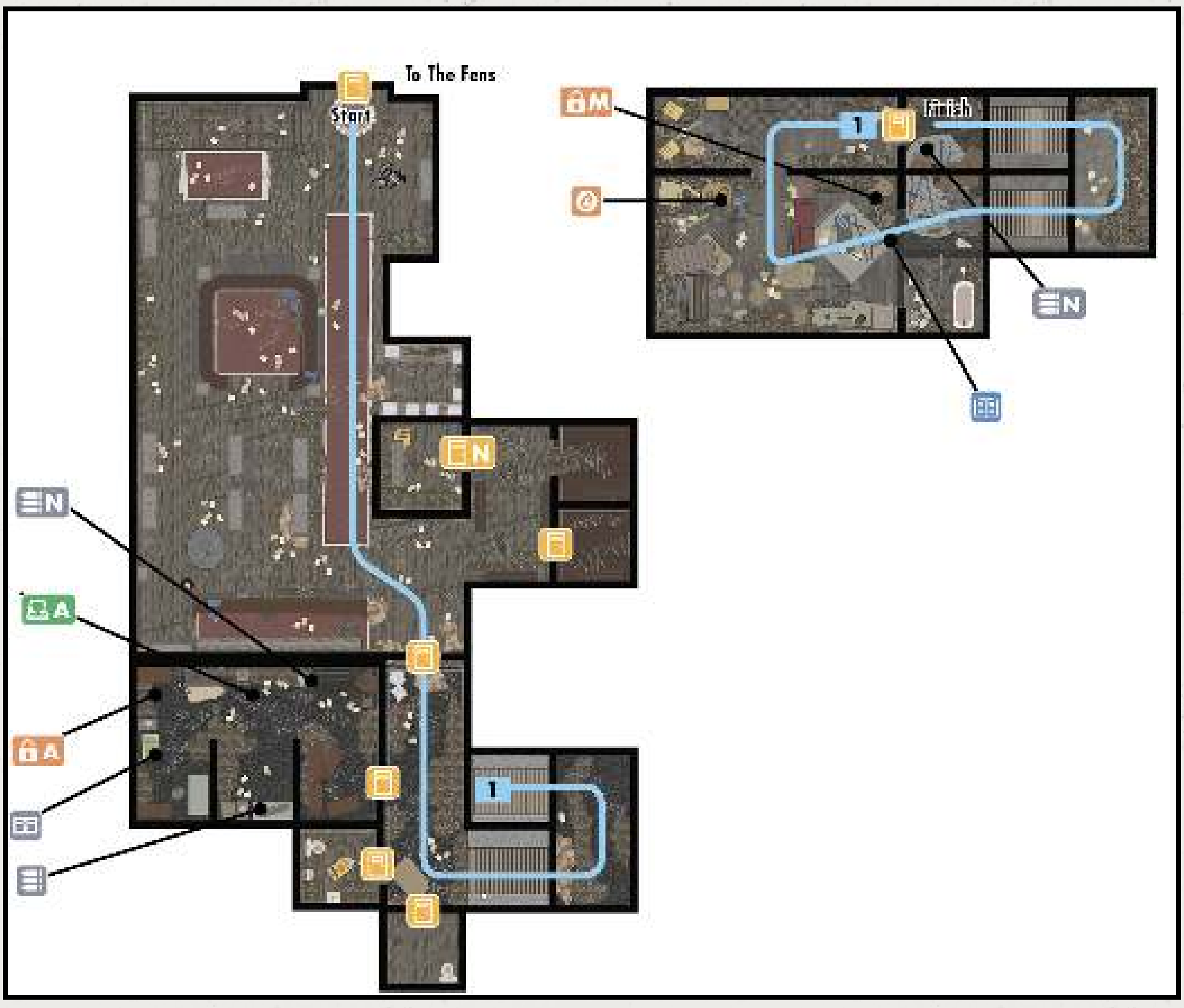
[9.03] Back Street Apparel

THREAT LEVELS 6-14



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Bottlecaps+
- Collectible: Required Reading: Grognak the Barbarian
- Crafting: Armor Workbench
- Danger: Grenades!
- Danger: Oil!
- Danger: Tripwire!
- Danger: Turrets!
- Faction: Raider
- Faction: Character: Clutch
- Health or Chems



VAULT-TEC RECOMMENDED LOOT

Required Reading: Grognak the Barbarian

Prewar customers of this clothing shop preferred the bargains found here. It is now overrun by Raiders, and a couple of turrets greet you at the only entrance, close to a pipe-laden truck used as a barricade. Climb to the upper floor for a comic and roof access.

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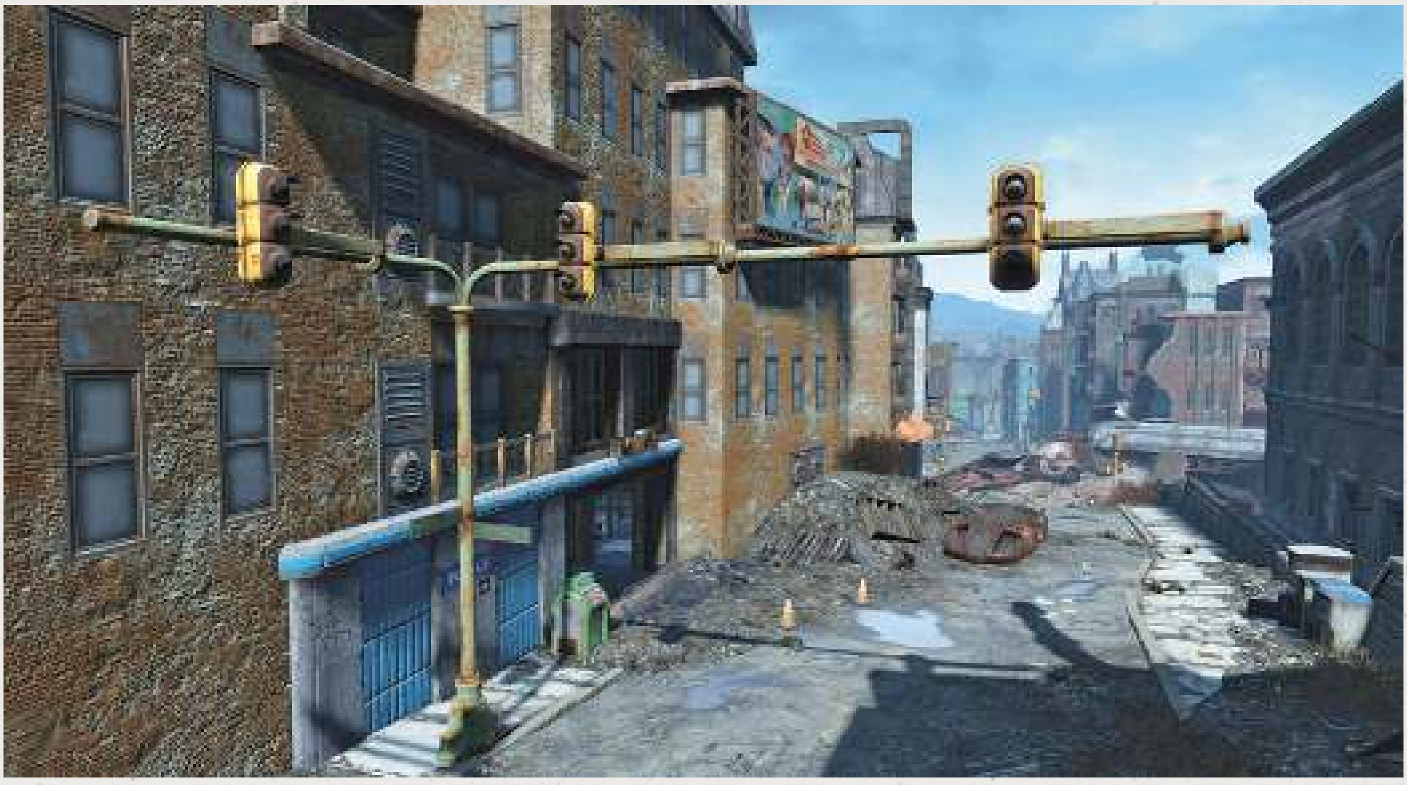
[9.04] Police Precinct 8

THREAT LEVELS 15-25 ■■■□□□□□□□



- Faction: Radroaches
- Collectible: Holotape: Eddie Winter's Holotape
- Health or Chems
- Quest Visit: Long Time Coming (Side)

Just west of Boston Public Library and adjacent to Diamond City is a run-down police station. Clear any Radroaches you wish before optionally accessing the Precinct 8 evidence terminal. Anther of Eddie Winter's Holotapes is in one of the cells.

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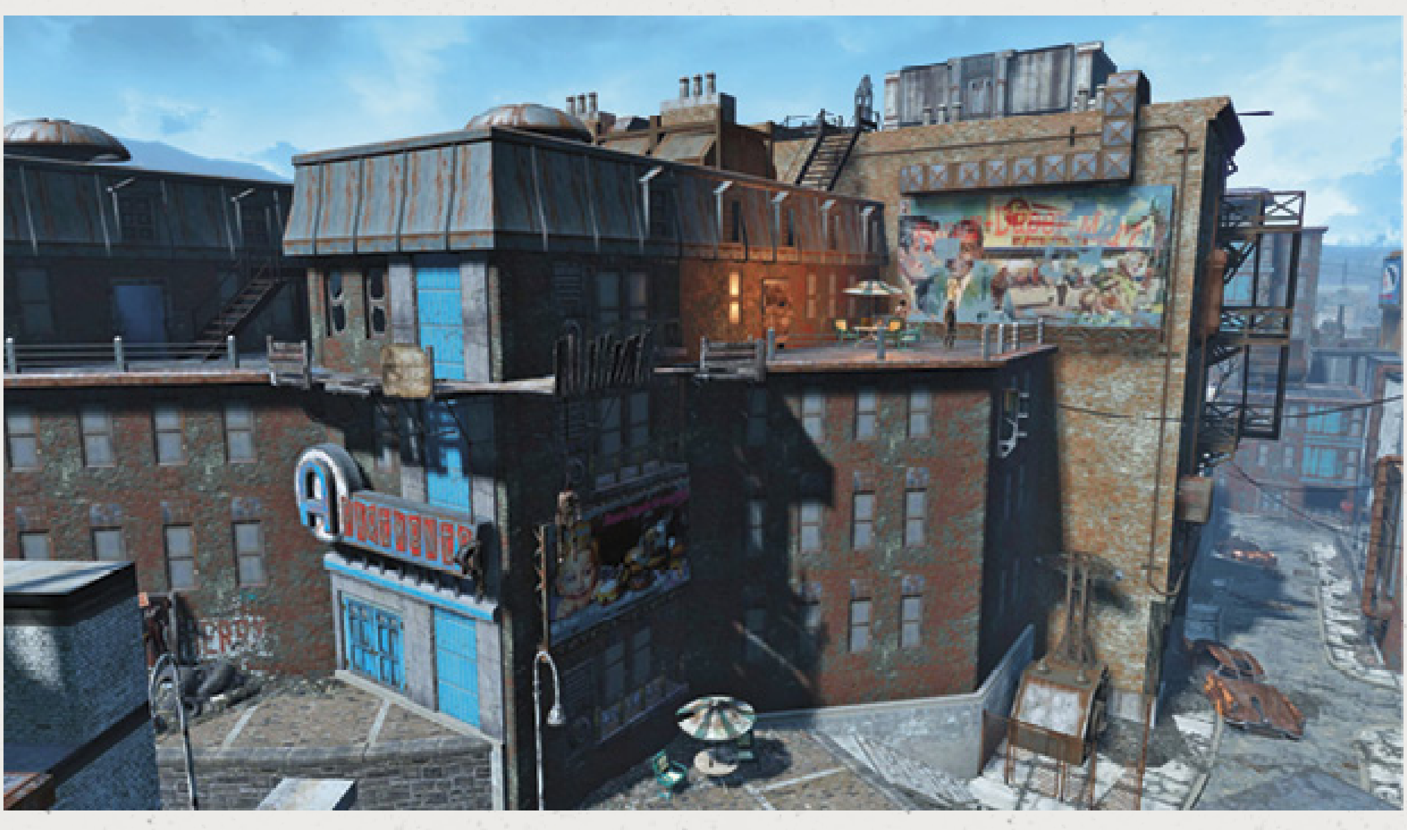
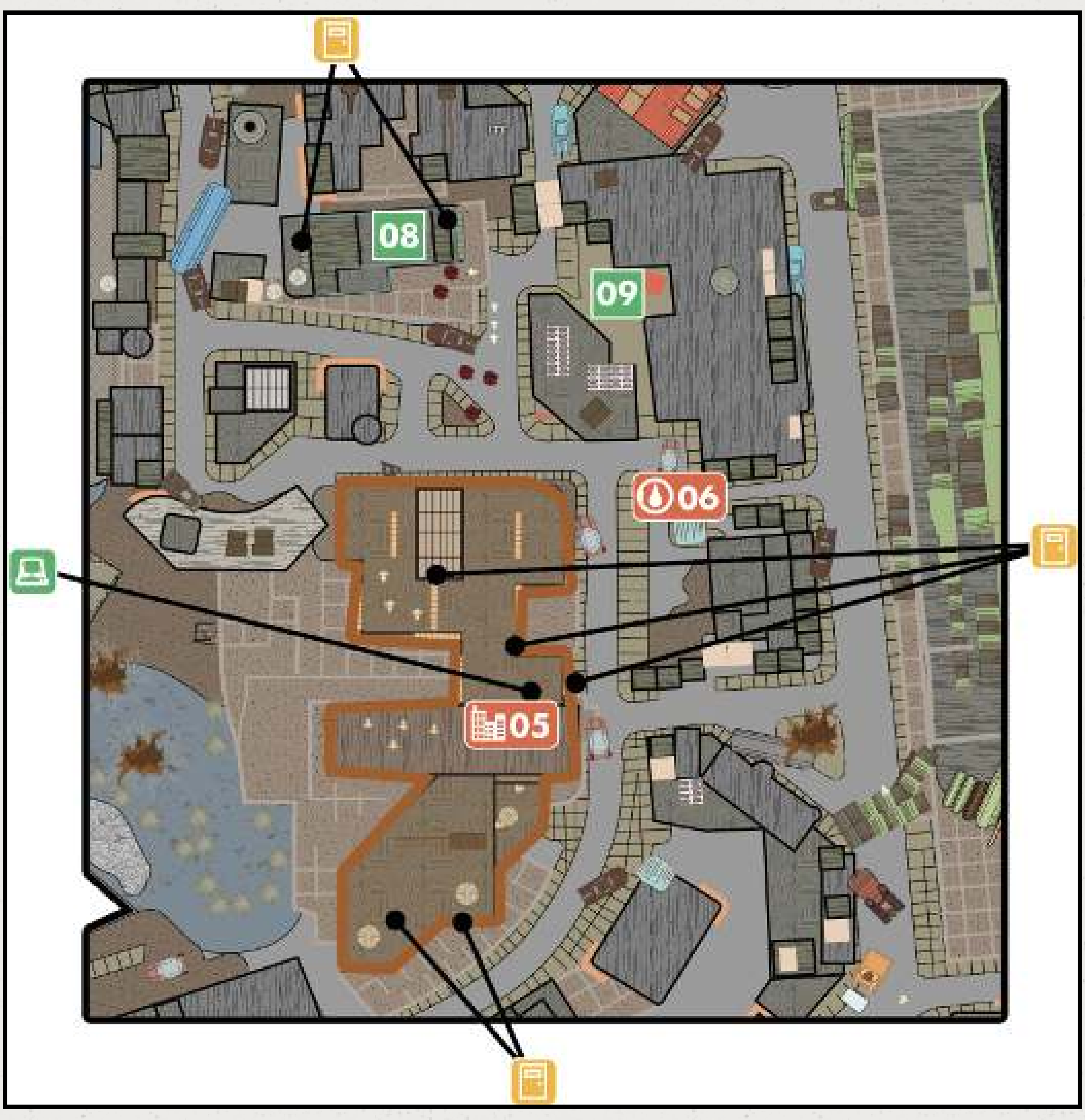
[9.05] Parkview Apartments

THREAT LEVELS 15-25



- Armaments and Ammo+
- Armaments and Ammo: Trunk
- Bottlecaps
- Crafting: Armor Workbench
- Crafting: Weapons Workbench
- Danger: Can Chimes!
- Danger: Long Drop!
- Danger: Tripwire!
- Danger: Turrets!
- Faction: Super Mutants
- Faction: Raiders
- Health or Chems
- Quest Visit: Weathervane (the Railroad)



The exterior of Parkview Lounge has an entrance with turrets and Super Mutants, and metal stairs allow access into the lounge from an upper floor. Use the terminal to open the adjacent exterior garage, which allows a swift retreat toward Diamond City.

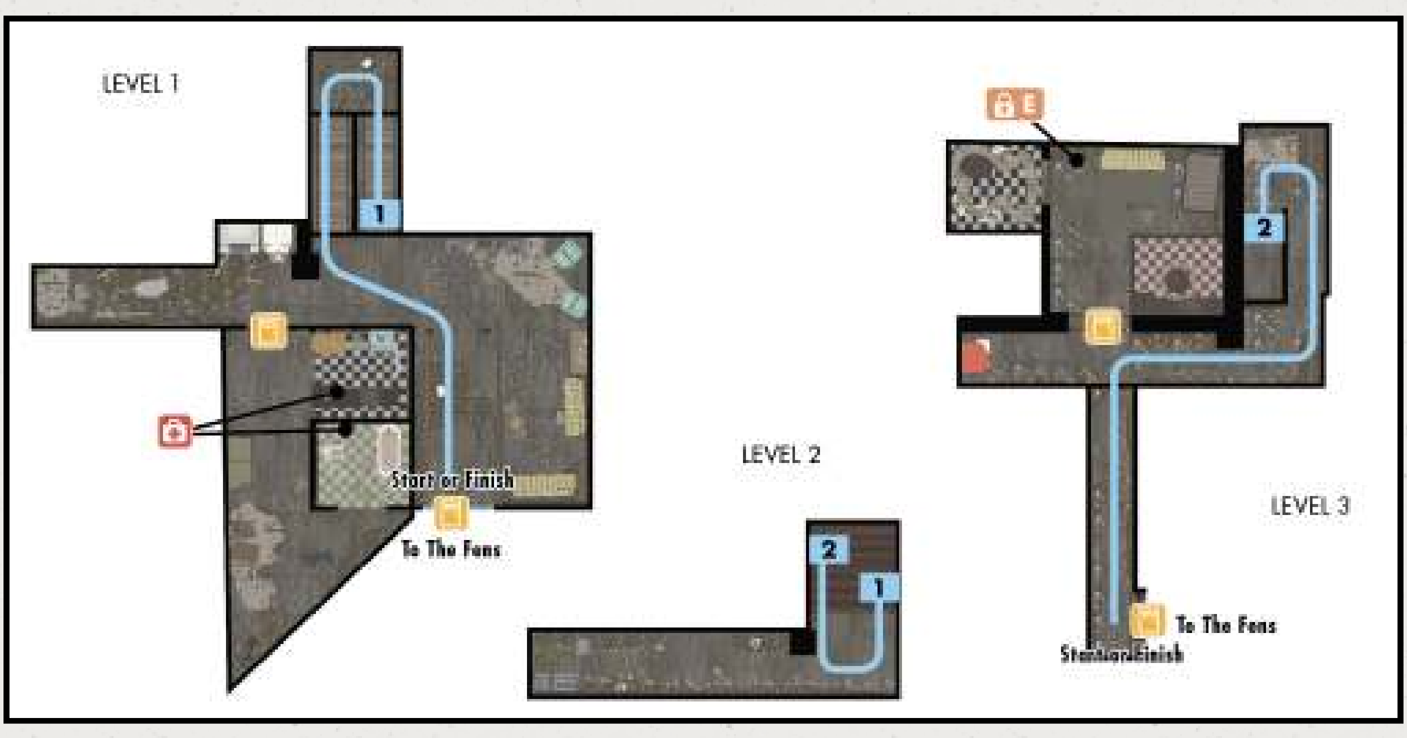
The entrance to the apartment building can be found close to Hardware City, under the "Apartments" sign.

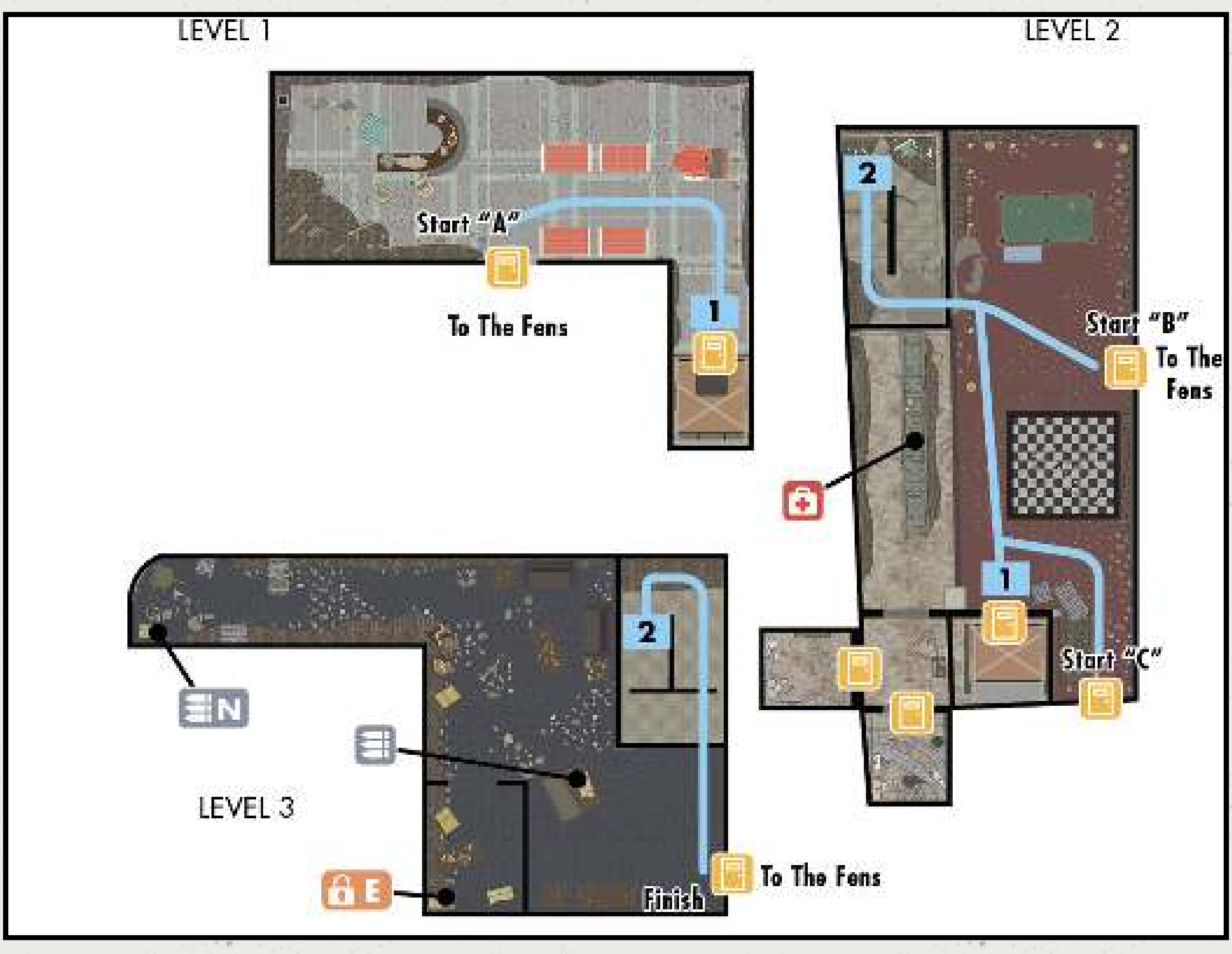
The interior of Parkview Lounge is grotesque, with a gang of dead Raiders now strung up and gutted as Super Mutant decoration. The bar area has two exits outside. The one in the east wall allows you to climb scaffolding stairs to the roof.

The interior stairs allow access to a skylight area with a small office and wall safe (Expert) and another exit out to the Fens.

The upper exit from the Parkview Lounge allows access to a rooftop battle between Super Mutants and Raiders. Join in if you're game. Check the ruined office (northwest) for a steamer trunk. Take the bridge (south) to a separate rooftop with ammo and a vantage point overlooking Diamond City where you can place MILA if you're working on the specified quest.

Continue your rooftop excursion south, down a rusting fire escape to a blown-out building corner with chems and an armor workbench. Follow the rickety ledge around to a pair of Raiders guarding some ammo. But you're here to access the door leading into the apartment building (interior).





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[9.06] Fens Street Sewer

THREAT LEVELS 15-25

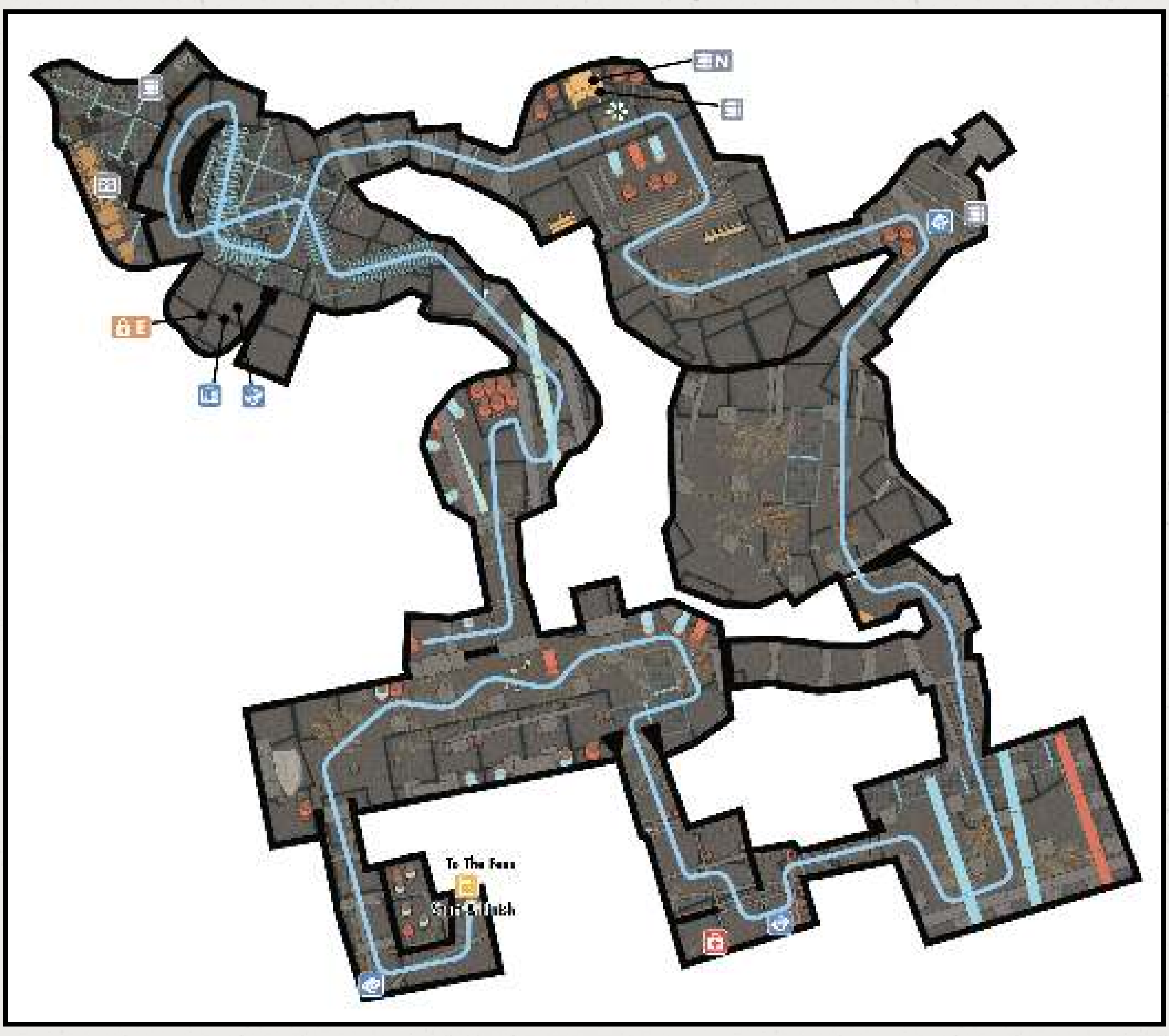
- Armaments and Ammo
- Armaments and Ammo: Trunk
- Book or Magazine: Tumblers Today
- Bottlecaps
- Collectible: Holotape: Dear Detective 1
- Collectible: Holotape: Dear Detective 2
- Collectible: Holotape: Dear Detective 3
- Collectible: Holotape: Dear Detective 4
- Danger: Escaping Gas!
- Danger: Radiation (Severe)!
- Faction: Feral Ghouls
- Faction: Bloatflies
- Health or Chems
- Quest Start: Dear Detective (Miscellaneous)

In prewar times, the deeper areas of the sewer were secluded and difficult to reach. Time has exposed parts of the upper tunnels to the sky and Feral Ghouls have since moved in, attracted to the nuclear power sources of the water pumps below.

An unassuming manhole cover and sprawled skeleton of an old sewer worker leads into this large labyrinthian tunnel system. When you find a series of skeletal remains, it becomes clear this was a place of suffering.

VAULT-TEC RECOMMENDED LOOT

Required Reading: Tumblers Today



Miscellaneous: Dear Detective

The map shows the locations of four Holotapes with messages recorded on them. Listen, and figure out where the detective and her quarry finally came to rest.

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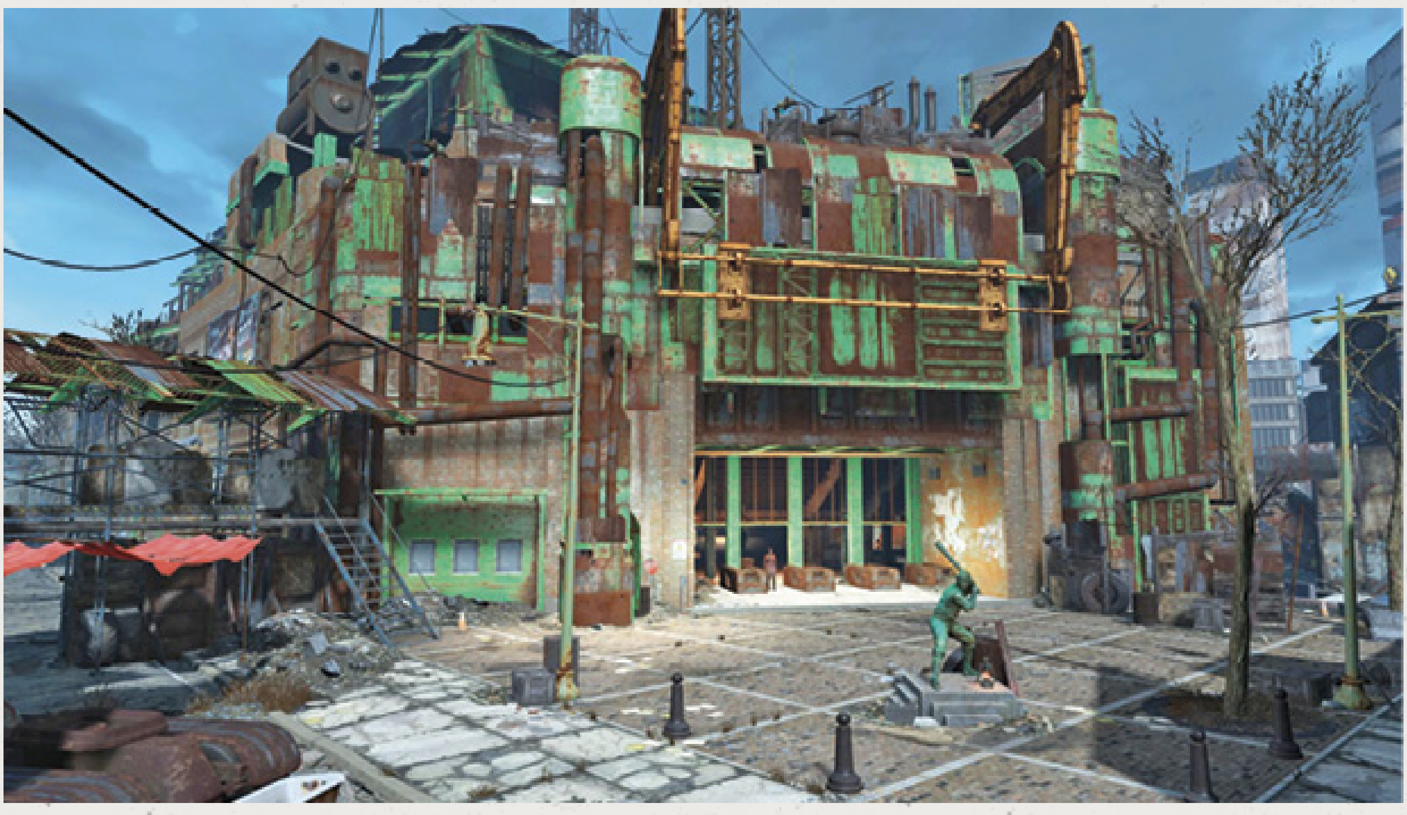
[9.07] Diamond City

THREAT LEVELS 15-25 🟦🟦🟩⬜⬜⬜⬜⬜⬜



- Armaments and Ammo: Mini Nuke
- Crafting: Armor Workbench
- Faction: Diamond City (Settler)
- Faction: Character: Danny Sullivan
- Quest Visit: Jewel of the Commonwealth (Main)
- Quest Start: Road to Freedom (the Railroad)

VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke

Collectible: Nuka Cherry (8)

Collectible: Nuka Cola Quantum (7)

Holotape: Gwinnett Ale Brewing Subroutines

Holotape: Zeta Invaders

Required Reading: Live & Love

Required Reading: RobCo FUN!

Unique Item: Big Boy

Unique Item: Champion Armor (Pieces)

Unique Item: Old Faithful

Unique Item: Protector's Armor (Pieces)

Unique Item: Rockville Slugger

Unique Item: Wastelander's Armor (Pieces)

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Primary Locations

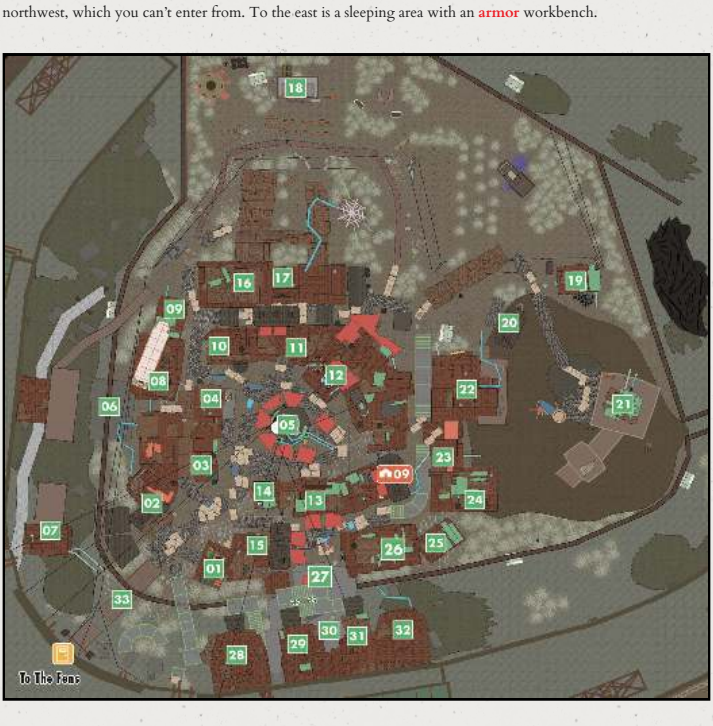
[9.08] Diamond City Market

THREAT LEVELS 15-25

- Quest Start: Miscellaneous (Freeform: Diamond City's Most Wanted)
- Quest Start: Miscellaneous (Freeform: Home Run!)
- Quest Start: Miscellaneous (Freeform: Brother Against Brother)
- Quest Start: Miscellaneous (Freeform: Nuka Cola Needs)
- Quest Start: Miscellaneous (Freeform: Holidays)
- Quest Start: Miscellaneous (Freeform: End Game)

This is the most well-known, well-defended settlement in the entire Commonwealth. Located in the remains of Boston's revered baseball stadium, the city houses several businesses and scores of people in divergent social classes. Every resident shares a common bond; they survived under the shadow of the great green wall—that monument to the ingenuity of humankind and their consummate protector.

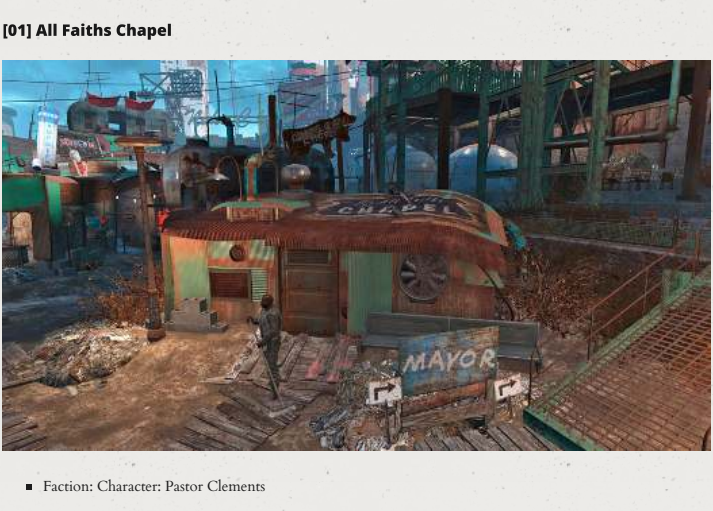
Locate this large structure at night by looking for the light emitted from the area. Or during the day, when you're in the Fens, look for signs with a diamond icon. The giant, square-shaped structure has various barricades patrolled by Diamond City Security. The one to the west has a turret to hack (Advanced). There's a ruined forecourt to the northwest, which you can't enter from. To the east is a sleeping area with an armor workbench.



AVAILABLE COMPANIONS
Companion: Piper
Companion: Nick Valentine

The entrance is to the southwest, guarded by turrets. It has a terminal to hack (Advanced) and a massive metal door. Access Diamond City Market during Main Quest: Jewel of the Commonwealth by talking to Danny the guard.

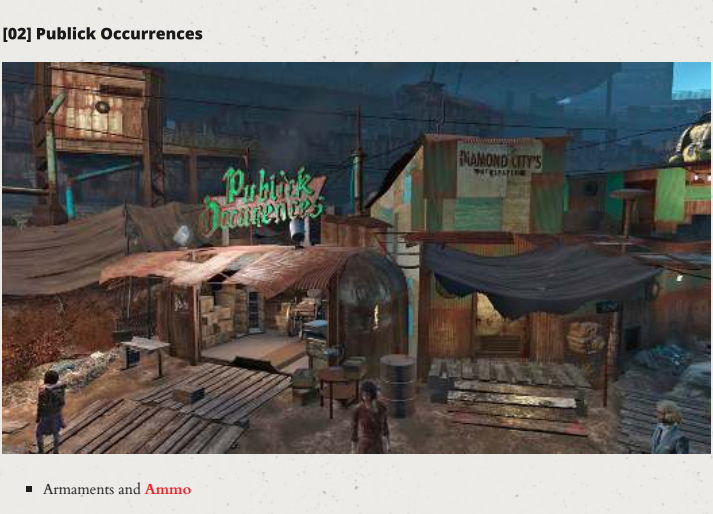
[01] All Faiths Chapel



- Faction: Character: Pastor Clements
- Quest Start: Miscellaneous (Freeform: Wedding Day)

A multidenominational church open 24 hours a day, run by the friendly Pastor Clements.Sit on a pew in the church to gain benefits of the Quiet Reflection perk.

[02] Publick Occurrences



- Armaments and Ammo
- Companion: Piper
- Faction: Character: Piper
- Faction: Character: Nat
- Health or Chems
- Quest Start: Story of the Century (Freeform)
- Quest Start: In Sheep's Clothing (Freeform)

This location is named after the newspaper, which is written, edited, and published by Piper. Her little sister Nat sells copies at the front of their office. She also publishes stories, such as "The Synthetic Truth," and is currently on the outs with the mayor. Inside the office, you can read her terminal notes and steal some chems and ammo.

[03] Cathy & John's Super Salon

- Armaments and Ammo
- Faction: Character: Cathy
- Faction: Character: John
- Quest Start: Miscellaneous (Freeform: New Hair, New Face)
- Services: Trader (John)

Need a haircut (for 25 Caps)? Want to listen to constant bickering between mother and son? Aside from changing your hairstyle, there's a floor safe to steal from and a trapdoor (Novice) leading into their basement, which has ammo to steal from a suitcase.

[04] Fallon's Basement

- Collectible: Holotape: Join the Railroad
- Faction: Character: Becky Fallon
- Health or Chems
- Services: Trader (Becky Fallon)
- Unique Item: Wastelander's Chest Piece
- Unique Item: Champion Right Arm

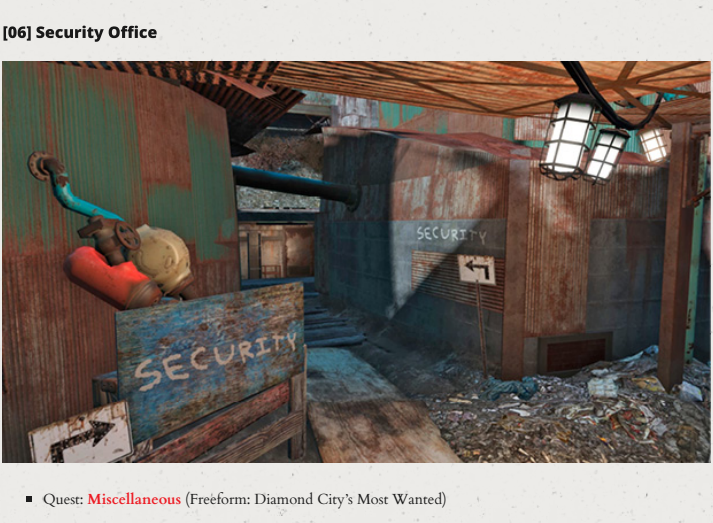
This premiere (and only) clothing store sells a variety of prewar attire at the best prices, as well as helpful outfits, like hazmat suits. The proprietor Becky Fallon tells everyone she's a direct descendant of the original Fallon family. Aside from a large supply of cram, the only item of note is a Holotape you can listen to regarding the Railroad.

[05] Power Noodles

- Collectible: Nuka Cola Quantum (2)
- Crafting: Cooking Station
- Faction: Character: Takahashi
- Services: Trader (Takahashi)

This noodle bar was built up against the fusion generator tower in the center of the settlement, where the pitcher's mound was. The Protectron chef, Takahashi, has a single phrase—"Nan-ni shimasho-ka?" or "What would you like to have?"—and a single item to trade. Noodles, naturally.

[06] Security Office

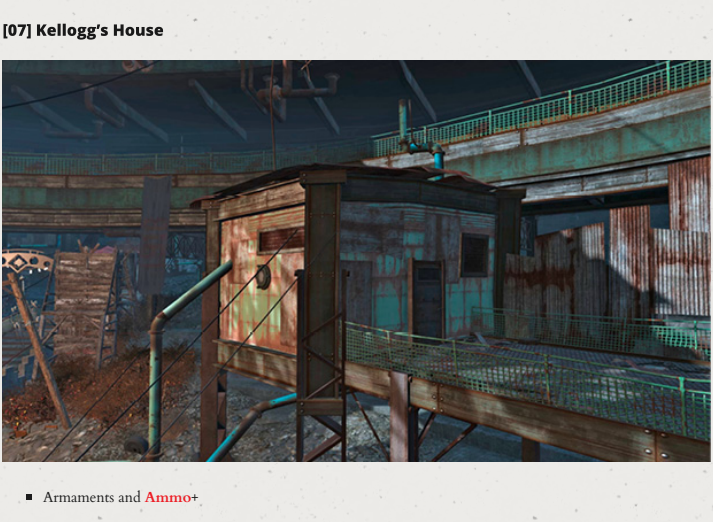


- Quest: Miscellaneous (Freeform: Diamond City's Most Wanted)

Located in one of the old dugouts and connecting locker room, Diamond City Security runs a tight ship from here. They are usually throwing a drunk called Sheffield into the single cell (locked; Expert).

Inside is a notice board (for the quest) and a few chems and guns to steal. The automated security terminal (Expert) allows you to program a police Protectron.

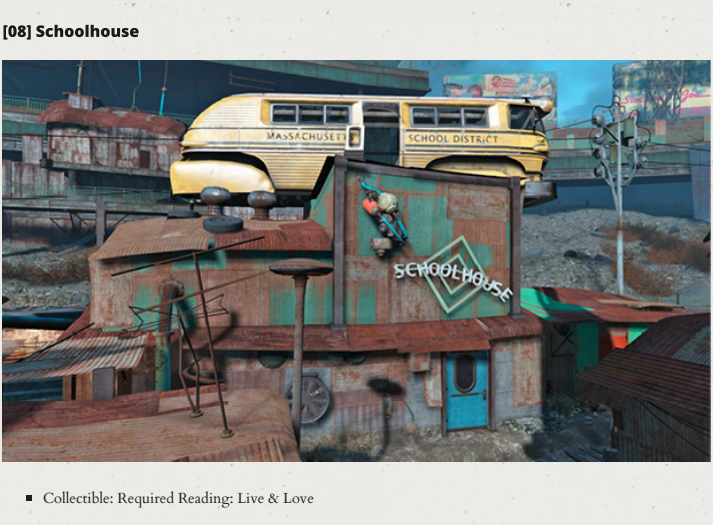
[07] Kellogg's House



- Armaments and Ammo+
- Collectible: Nuka Cherry (3)
- Collectible: Nuka Cola Quantum (2)
- Faction: Character: Kellogg
- Quest Start: Getting a Clue (Main)

This shack is home to a mercenary (and collector of Nuka Cola) named Kellogg. The front door (Master) can be opened prior to the quest (Master), but the items listed are only accessible during the quest, when a desk button is available for you to press.

[08] Schoolhouse



- Collectible: Required Reading: Live & Love
- Faction: Character: Mister Zwicky
- Faction: Character: Miss Edna
- Faction: Character: Gavin Everitts
- Faction: Character: Erin Reische
- Faction: Character: Phil Wallace
- Health or Chems
- Quest Start: Miscellaneous (Freeform: Wedding Day)

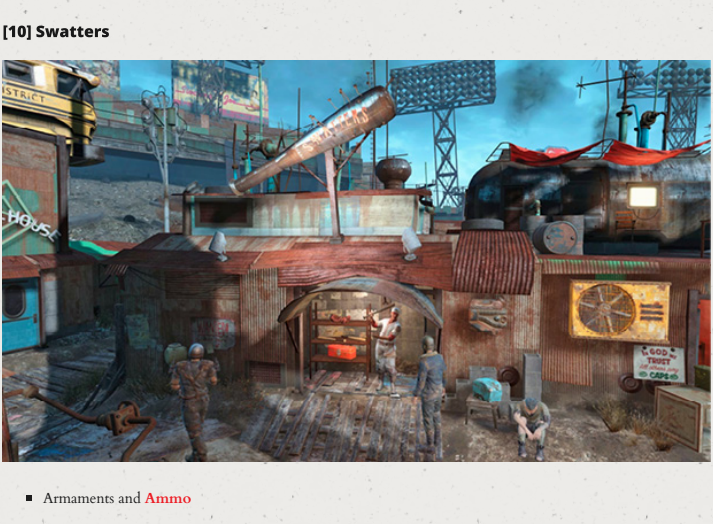
The two teachers here seem to have affection for each other, and the students appear to be well learned. Don't forget the magazine to steal (by the ground-floor bed).

[09] Pembroke Residence

- Faction: Character: Paul Pembroke
- Faction: Character: Darcy Pembroke
- Quest Start: Diamond City Blues (Side)

This tiny house has a meager set of belongings inside, if you're the trespassing sort, as the front door is locked (Novice). Paul and Darcy are part of the specified quest, though their home isn't. You'll usually find these two in the Colonial Taphouse.

[10] Swatters



- Armaments and Ammo
- Bottlecaps++
- Faction: Character: Moe Cronin
- Quest Start: Out in Left Field (Freeform)
- Quest Start: Miscellaneous (Freeform: World Series Win)
- Services: Trader (Moe Cronin)
- Unique Item: Rockville Slugger

"A swatter never runs out of bullets!" as Moe Cronin is fond of saying. He runs this store specializing in baseball equipment and almost nothing else. Barter with Moe to obtain a unique bat, and speak to him for a couple of quests that can net you some Caps.

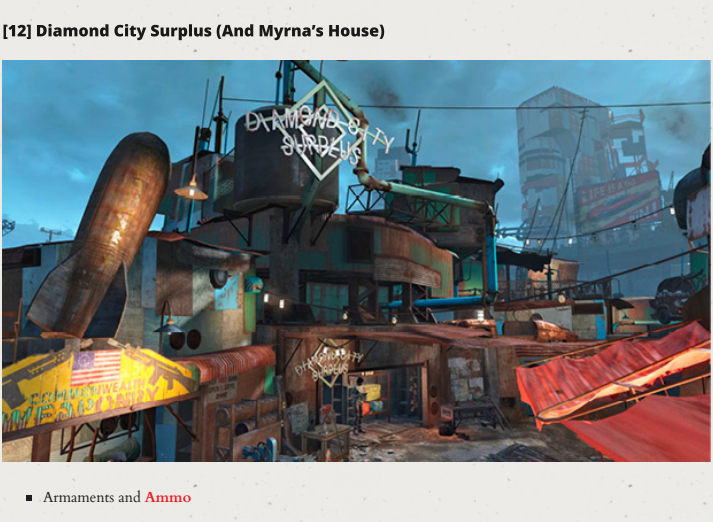
Around back is Moe Cronin's house (Novice). Trespass here for a huge selection of soccer gear. Only joking; it's more baseball paraphernalia.

[11] Commonwealth Weaponry (And Arturo's House)

- Armaments and Ammo+++
- Armaments and Ammo: Mini Nuke
- Faction: Character: Arturo Rodriguez
- Faction: Character: Nina Rodriguez
- Crafting: Weapons Workbench
- Health or Chems
- Services: Trader (Arturo)
- Unique Item: Protector's Left Armguard
- Unique Item: Protector's Right Armguard
- Unique Item: Big Boy
- Unique Item: Old Faithful

This caters to anyone wanting the typical implements of death, including two unique (and expensive) weapons. Tinker on the workbench if you wish. Break into Arturo's locked house (Advanced) for a large amount of ammo and a Mini Nuke to steal.

[12] Diamond City Surplus (And Myrna's House)



- Armaments and Ammo
- Collectible: Nuka Cherry
- Crafting: Armor Workbench
- Faction: Character: Myrna
- Faction: Character: Percy
- Health or Chems
- Services: Trader (Myrna)
- Services: Trader (Percy)
- Unique Item: Champion Chestpiece

Open 24 hours, this general store is run by Myrna and her robot shopkeeper. The prices might be steep, but the selection is good. Inside her house is her terminal (Novice) to snoop at and precarious steps up to the roof.

[13] Chem-I-Care

- Faction: Character: Solomon
- Health or Chems+++
- Quest Start: Miscellaneous (Freeform: Botany Class)
- Quest Visit: The Disappearing Act (Side)
- Services: Trader (Solomon)

This is a popular establishment, thanks to the genial owner, Solomon. Selling a complete variety of chems and healing supplies, Solomon may have convinced the populace that the benefits of his wares outweigh the risks. Pick the lock of his house (Novice) for a few more chems to steal inside.

[14] Mega Surgery

- Crafting: Chemistry Station
- Faction: Character: Doctor Sun
- Faction: Character: Doc Crocker
- Health or Chems++
- Quest Visit: The Disappearing Act (Side)
- Quest Start: Miscellaneous (Freeform: New Hair, New Face)
- Quest Start: In Sheep's Clothing (Freeform)
- Services: Trader (Doctor Sun)

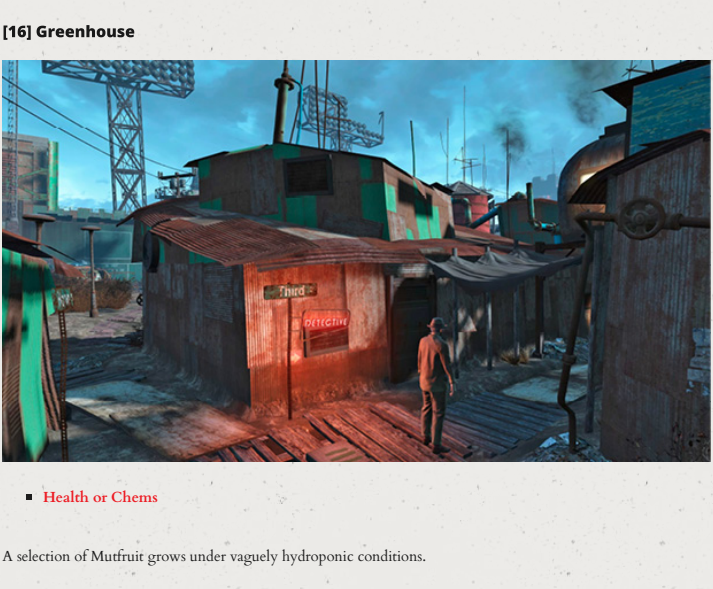
Despite the corrugated roof, this is a state-of-the-art medical facility offering healing, cybernetic grafts, and even facial reconstruction. Fancy a change in appearance? Sit down under Doctor Sun's scalpel! There are some other goings on here too; check the listed side quest before descending into the surgery cellar (Advanced).

[15] Choice Chops

- Faction: Character: Polly
- Health or Chems
- Services: Trader (Polly)

Fresh Brahmin meat is available from the sullen butcher, Polly (who's a frustrated poet), or Mole Rat meat if you're feeling adventurous. You can break into Polly's house (Novice) if you want to hack her terminal (Novice).

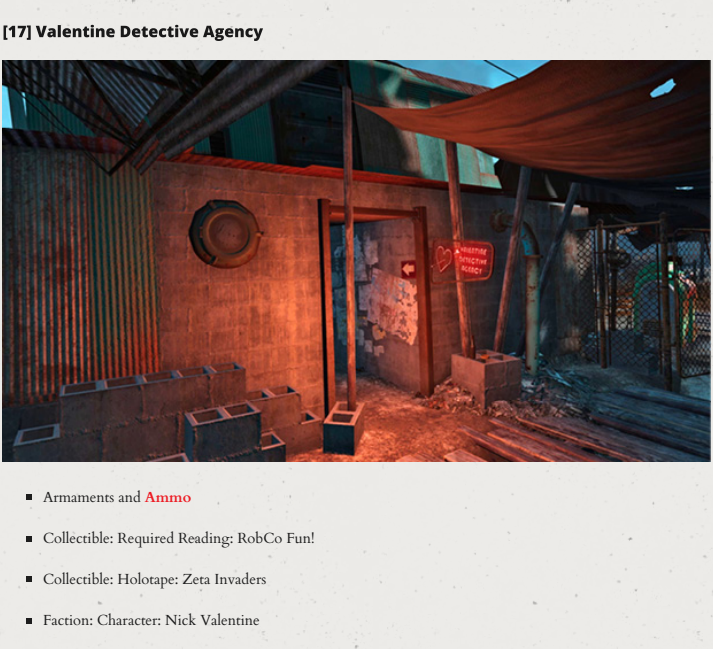
[16] Greenhouse



- Health or Chems

A selection of Mutfruit grows under vaguely hydroponic conditions.

[17] Valentine Detective Agency



- Armaments and Ammo
- Collectible: Required Reading: RobCo Fun!
- Collectible: Holotape: Zeta Invaders
- Faction: Character: Nick Valentine
- Faction: Character: Ellie Perkins
- Health or Chems
- Quest Visit: Jewel of the Commonwealth (Main)
- Quest Visit: Unlikely Valentine (Main)
- Quest Visit: Getting a Clue (Main)
- Quest Start: The Disappearing Act (Side)
- Quest Start: The Gilded Grasshopper (Side)
- Quest Start: Long Time Coming (Side)

Along the seedy back passage is a narrow alley leading to the neon signs of this small detective agency. Nick is initially indisposed, so chat to his secretary Ellie. Head here if you're unsure of how to proceed in your exploring.

[18] The Wall

- Faction: Character: Abbot
- Quest Start: Painting the Town (Freeform)

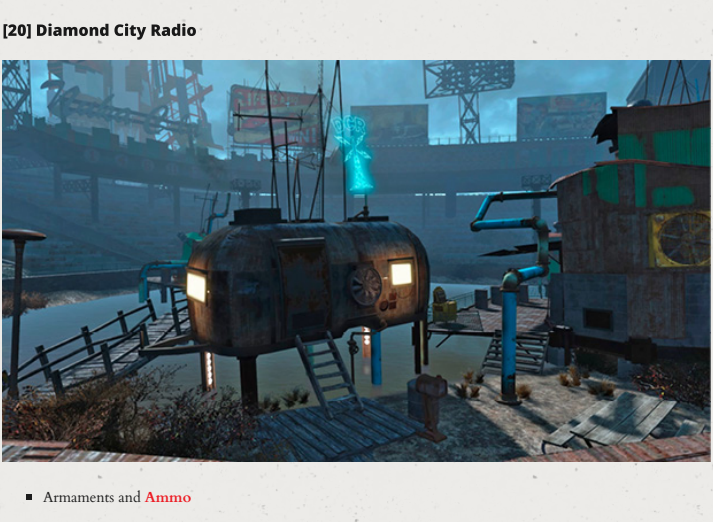
The great green wall has protected Diamond City for as long as anyone can remember. Only Abbot spends time here keeping the stage from falling into disrepair, the Brahmins fed, and the wall painted.

[19] Abbot's House

- Collectible: Holotape: Join the Railroad

Across the Mutfruit field by the small lake is Abbot's shack (Novice). There's little to find inside, save for a Holotape.

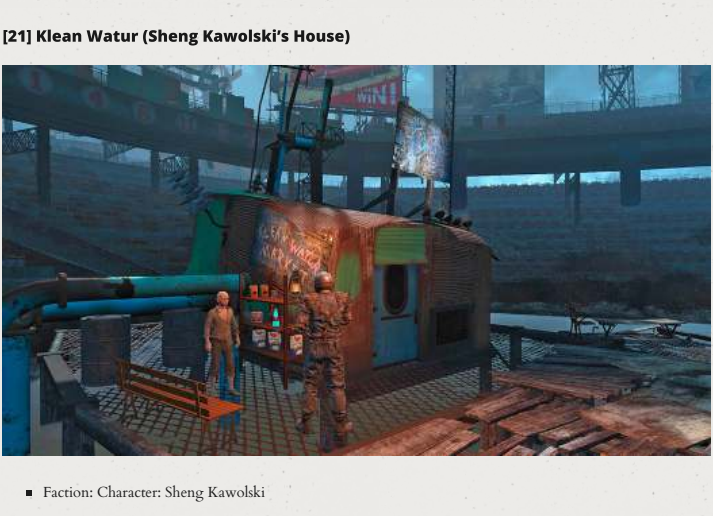
[20] Diamond City Radio



- Armaments and Ammo
- Faction: Character: Travis Miles
- Quest Visit: Powering Up (the Institute)
- Quest Visit: Confidence Man (Side)
- Radio: Radio Freedom

Have you tuned your radio to the socially inept talk station run by Travis Miles? This fellow's banter needs a dose of confidence applied; he isn't cut out to be a DJ.

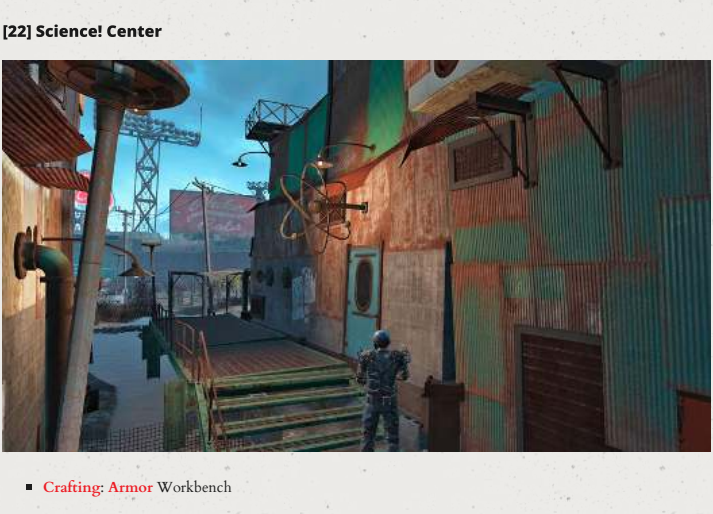
[21] Klean Watur (Sheng Kawolski's House)



- Faction: Character: Sheng Kawolski
- Collectible: Nuka Cola Quantum
- Danger: Can Chimes!
- Danger: Radiation (Mild)!
- Quest Start: Miscellaneous (Freeform: Pool Cleaning)
- Services: Trader (Kawolski)

Run by a young entrepreneur, the water filtration works over a small lake. Inside his hut (Novice) is a small storage area filled with sugar bombs.

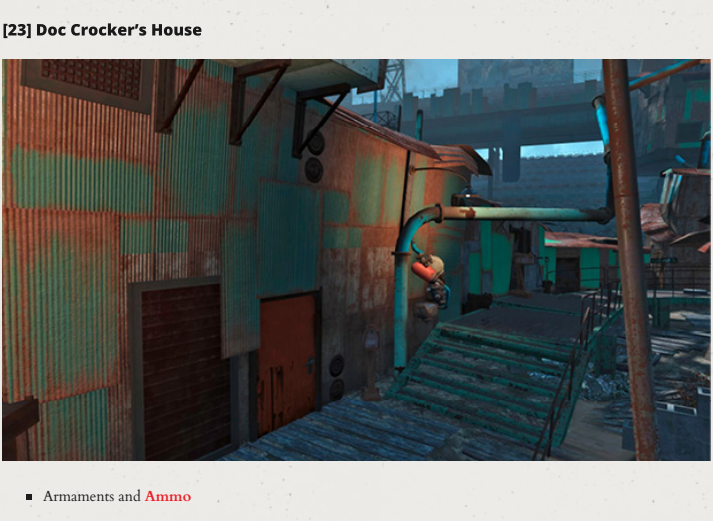
[22] Science! Center



- Crafting: Armor Workbench
- Crafting: Chemistry Station
- Crafting: Cooking Station
- Crafting: Weapons Workbench
- Faction: Character: Doctor Duff
- Faction: Character: Professor Scara
- Health or Chems
- Quest Start: Miscellaneous (Freeform: Fly Fishing)
- Quest Visit: Liberty Reprimed (Brotherhood of Steel)

The foremost center of scientific experimentation and discovery in Diamond City, run by the enthusiastic Doctor Duff. Her colleague is a little tired of Duff's prattling. Take a quiz with Duff if you want. Snoop on Scara's terminal (Master) if you can.

[23] Doc Crocker's House



- Armaments and Ammo
- Collectible: Nuka Cherry
- Health or Chems

Unlock this abode (Advanced) if you want to see where Crocker lives. The place seems spotless. Note the roof exit.

[24] Doctor Sun's House

- Health or Chems

A small, locked house (Novice) where Doctor Sun retires to during the night.

[25] Warehouse

- Armaments and Ammo+
- Armaments and Ammo: Trunk
- Health or Chems

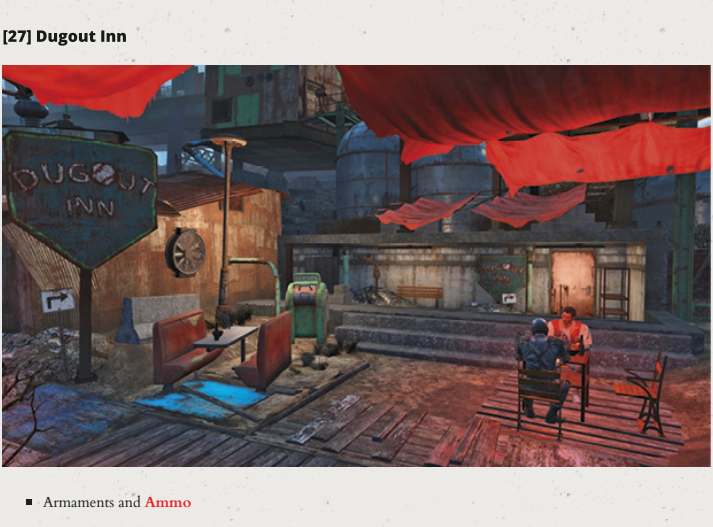
Snoop around the warehouse (Novice) if you're after a good amount of health, chems, and ammo to steal.

[26] Earl Sterling's House

- Armaments and Ammo+
- Health or Chems
- Quest Visit: The Disappearing Act (Side)

The owner of this locked (Novice) and empty house has mysteriously disappeared. Most people assume he's been kidnapped by the Institute. Be sure the quest is active before investigating this place.

[27] Dugout Inn

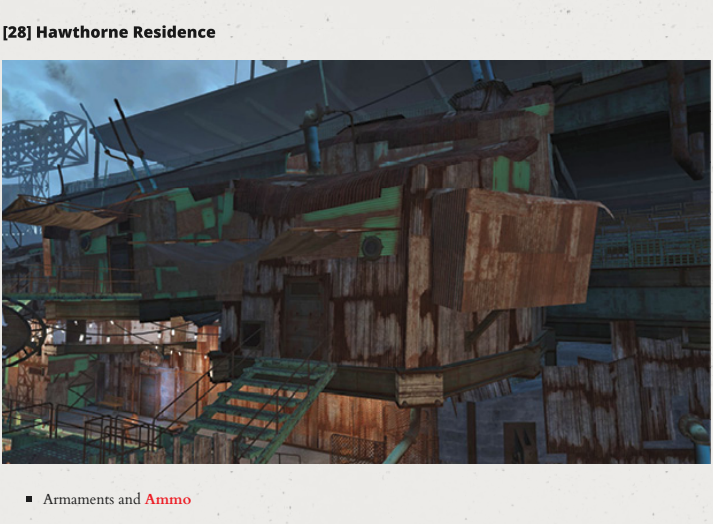


- Armaments and Ammo
- Collectible: Holotape: Join the Railroad
- Collectible: Nuka Cherry (3)
- Faction: Character: Vadim Bobrov
- Faction: Character: Yefim Bobrov
- Faction: Character: Scarlett
- Faction: Character: Colette
- Faction: Character: Edward Deegan
- Health or Chems
- Quest Start: Confidence Man (Side)
- Quest Visit: Diamond City Blues (Side)
- Quest Visit: The Disappearing Act (Side)
- Quest Start: The Secret of Cabot House (Side)
- Quest Start: Miscellaneous (Freeform: Diamond City's Most Wanted)
- Services: Trader (Vadim Bobrov)
- Services: Trader (Yefim Bobrov)

This is the primary watering hole of Diamond City. Many of the residents go here in the evenings to grab a drink. Occasionally, the place has guests who are traveling through the Commonwealth, as there are rooms available (and mattresses to sleep on) for 100 Caps. Though the Russian twins who run this place are identical in their features, their personalities are completely different.

This is one of the locations the Ghoul Edward Deegan hangs out in; speak to him to find out more about the Cabots. There's also a back room with a terminal (Novice) and Holotape regarding the Railroad. The locked storage room (Advanced) holds some chems and ammo.

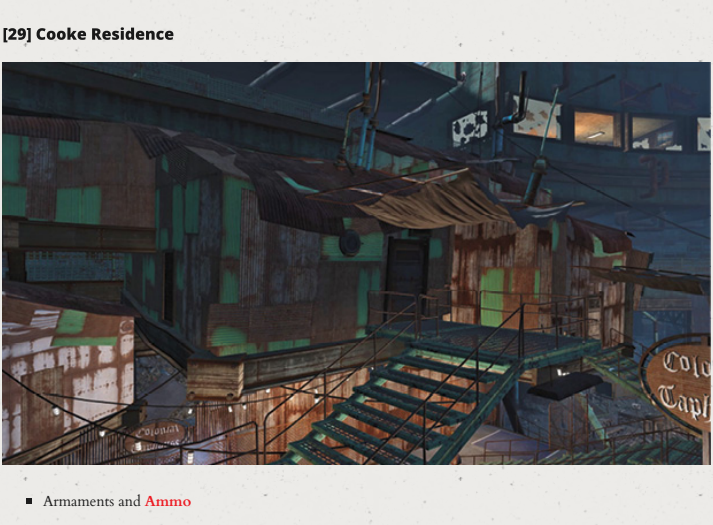
[28] Hawthorne Residence



- Armaments and Ammo
- Faction: Character: Hawthorne
- Faction: Character: Eustace

Trespass into this upper-level home (Advanced) and uncover the reason why Hawthorne tends to spend most of his time at the Dugout Inn.

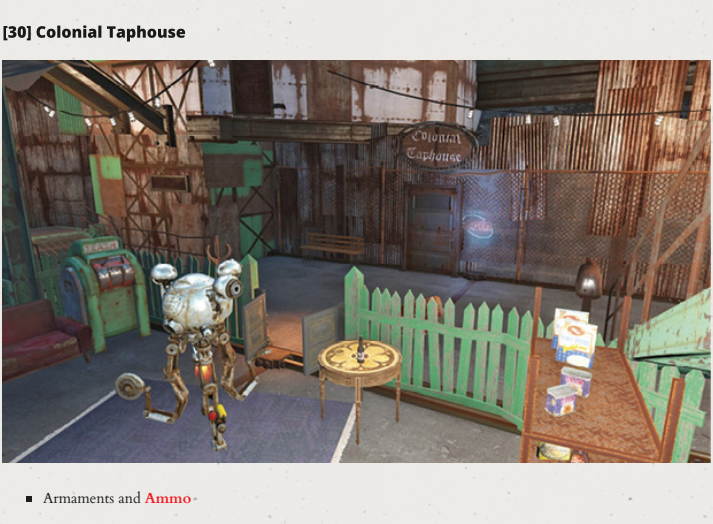
[29] Cooke Residence



- Armaments and Ammo
- Collectible: Nuka Cola Quantum (2)
- Health or Chems+

This is the home of the Colonial Taphouse's owner. Trespass (Advanced) and discover the vittles of a man with a sweet tooth and a chem dependency.

[30] Colonial Taphouse



- Armaments and Ammo+
- Collectible: Holotape: Gwinnett Ale Brewing Subroutines
- Faction: Character: Henry Cooke
- Faction: Character: Wellingham
- Health or Chems
- Quest Start: Diamond City Blues (Side)
- Quest Visit: The Devil's Due (Side)
- Services: Trader (Henry Cooke)

The snobbish denizens of the upper area sip their alcohol from this establishment. Receive a dressing down from Wellington in the exterior seating area, then head inside for a pint and a punch if you're not careful. Look for the Holotape and a floor safe (Advanced) behind the bar.

[31] Latimer Residence

- Faction: Character: Malcolm Latimer
- Faction: Character: Nelson Latimer
- Health or Chems+
- Quest Visit: Diamond City Blues (Side)

Pry open the front door (Advanced) and uncover the large (and partially wet) home of the Latimers, one of the major players in the quest.

[32] Codman Residence

- Faction: Character: Clarence Codman
- Faction: Character: Ann Codman
- Health or Chems

Break in through the door (Advanced) to the home of the oldest family in Diamond City. The Codmans own the orchard.

[33] The Mayor's Box

- Faction: Character: Mayor McDonough
- Faction: Character: Geneva
- Quest Visit: Getting a Clue (Main)
- Quest Start: Miscellaneous (Freeform: Home Plate)
- Quest Start: In Sheep's Clothing (Freeform)

Ride to the highest point in Diamond City via the yellow elevator. Speak to the mayor's secretary Geneva if you're interested in purchasing property for 2,000 Caps or if you have a quest to complete. Is that a button under Geneva's desk? Interesting . . .

Behind Geneva's reception room is the mayor's office with his terminal (Expert) and safe (Expert). The safe has Kellogg's house key. Through the double doors is a corridor with a few rooms to explore. One bedroom has a Giddyup Buttercup.

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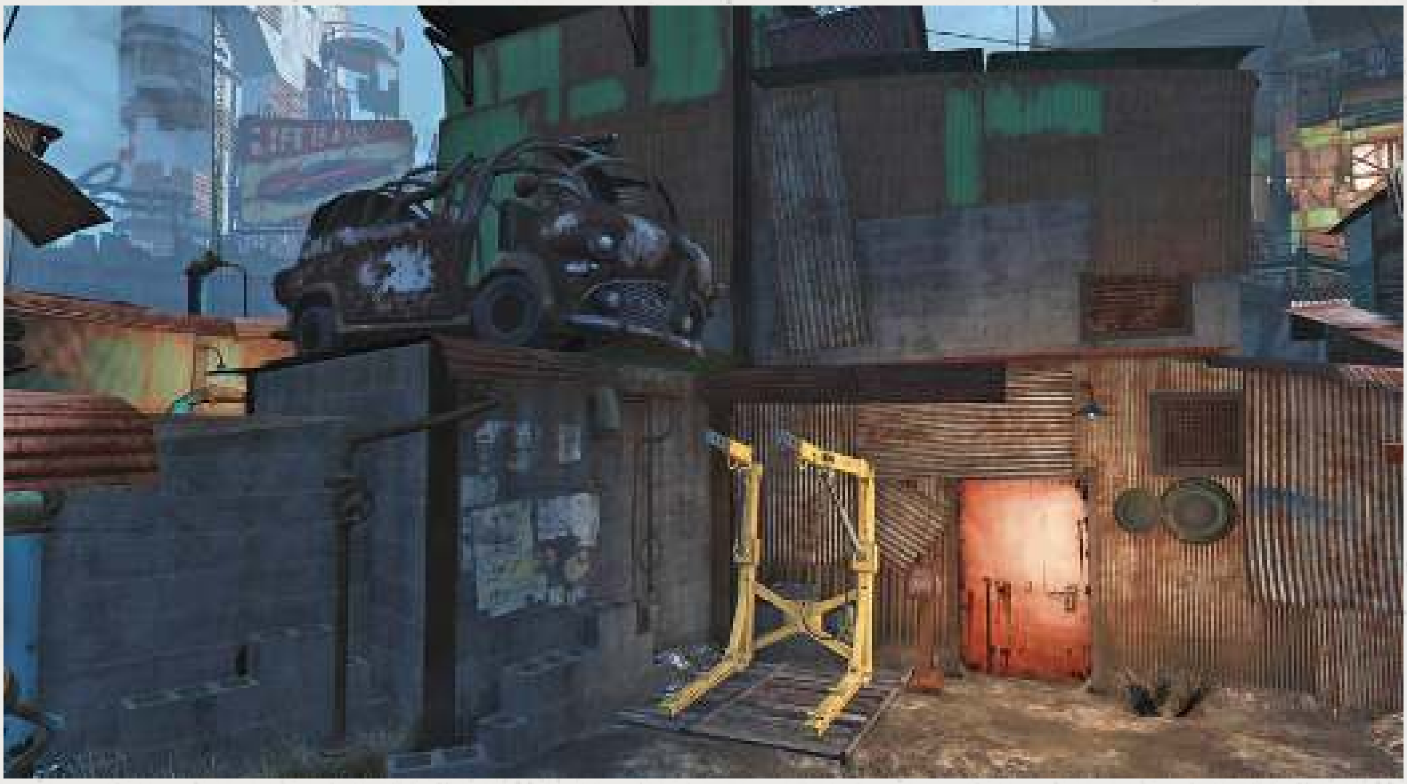
Primary Locations

[9.09] Home Plate

THREAT LEVELS 15-25



- Armaments and Ammo
- Crafting: Power Armor Station
- Faction: Vault Dweller
- Health or Chems
- Quest Visit: Miscellaneous (Freeform: Home Plate)
- Services: Workshop

Head through any of the three entrances (including a roof trapdoor) to reach your own house, right on home plate! This must be purchased from Geneva as part of the quest. There's a place outside to park your Power Armor and a workshop to fill your home with furniture, decorations, and power (but not the full complement for a normal settlement and you can't summon workers here). This is a great Fast-Travel point and a place to store items you want to keep but can't carry. It comes fully stocked with ammo and health, too!

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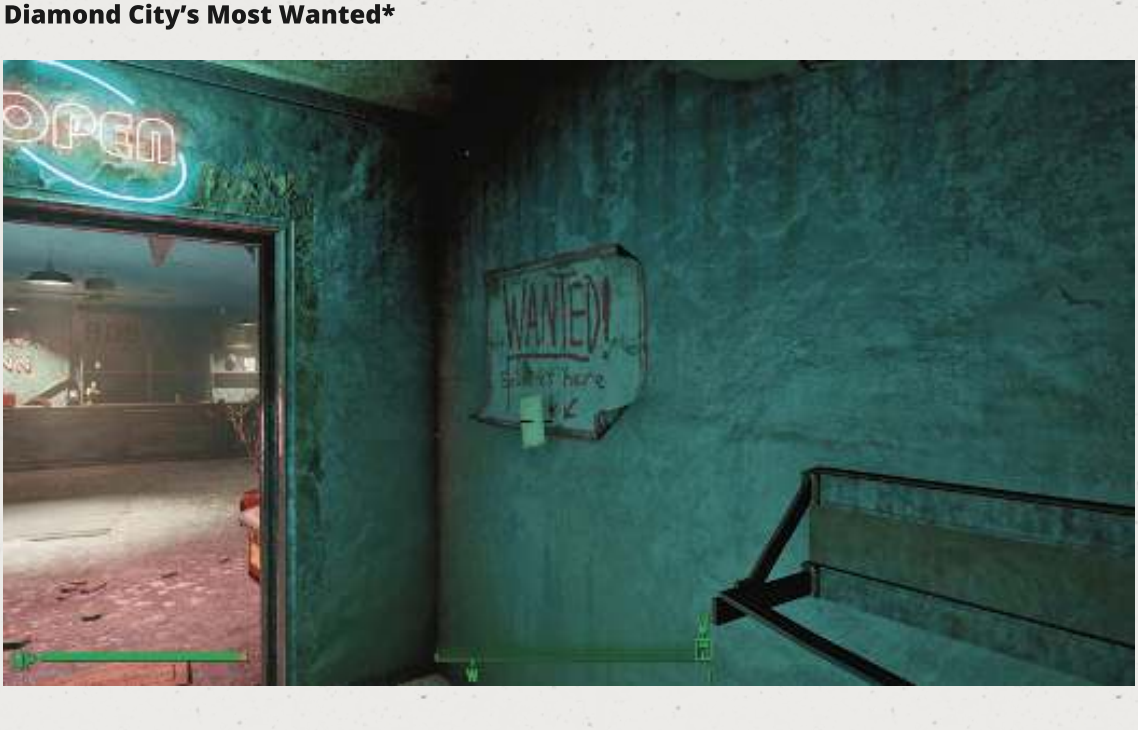
Side Quests: Freeform Activities: Diamond City

Diamond City's Most Wanted*



1. Miscellaneous: Clear the [enemies] from the [random location]

If you want a challenge, look for the "Wanted" poster on the wall in Diamond City, inside the security office and inside the entrance hall of the Dugout Inn (shown). If there's a note, read it.

SUPER MUTANT BUTCHER

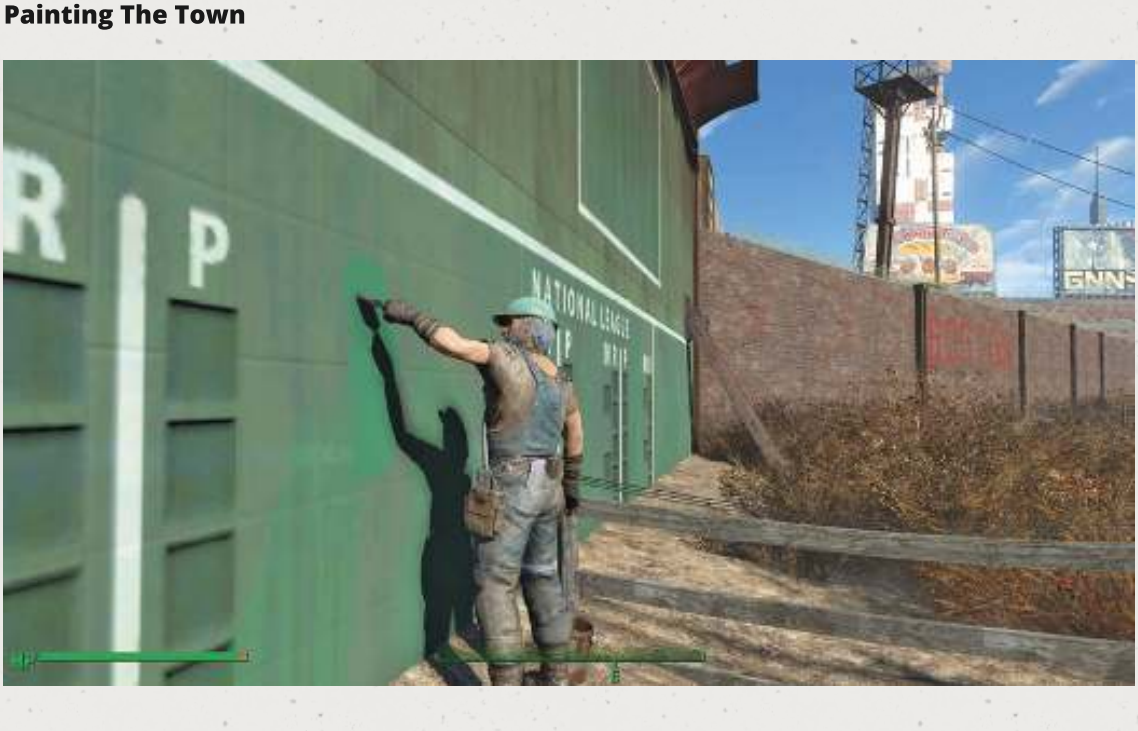
It requires you to remove a tagged foe or foes from a random location. In this example, it is a Super Mutant from inside the Wilson Atomatoys Corporate HQ. The quest completes when you neutralize the foe.

Home Run!

DIAMOND CITY SECURITY

Try running the bases, beginning at home plate near the entrance of Diamond City.

Painting The Town



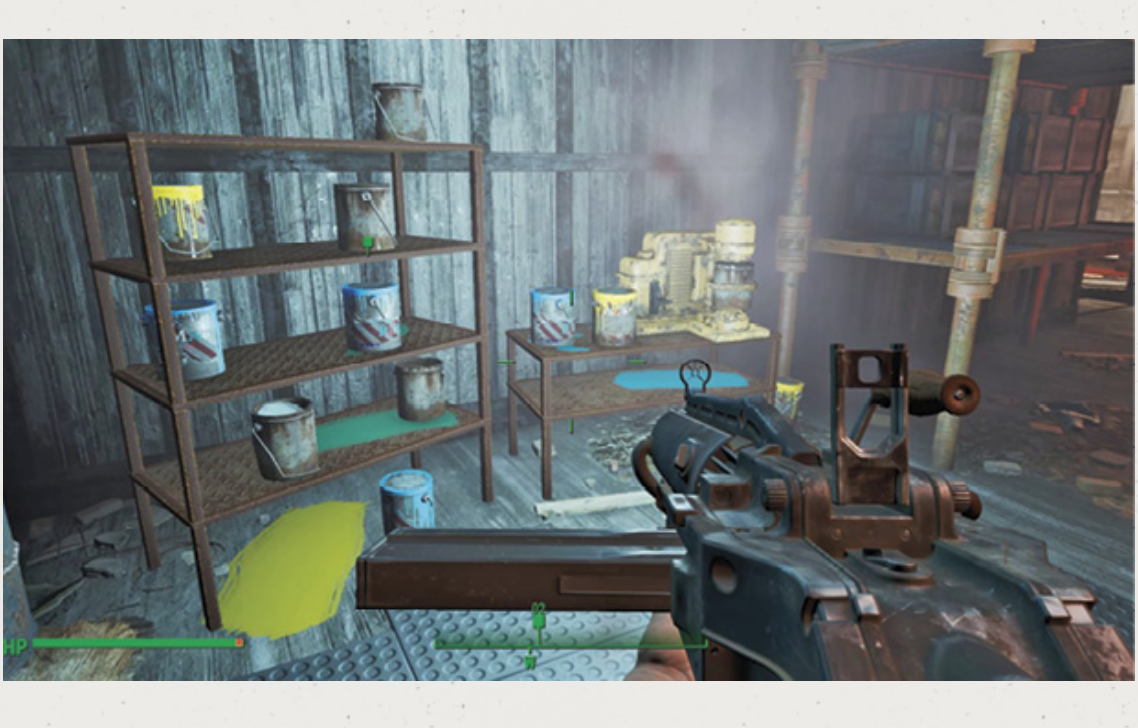
1. Search the Hardware Store for Paint

2. Return to Abbot

3. Apply paint to the Wall

Abbot in Diamond City wants you to find paint for the city's wall. There's a place called Hardware Town where you can start looking.

CHARISMA
(Easy, Medium, Hard) Fast-talk him to up his Caps amount for your troubles.



Enter Hardware Town. Beware of Raiders, especially the one named "Demo." Find the blue and yellow paint. You can:

Use the paint mixer to make green paint. Or not.

Blue Paint

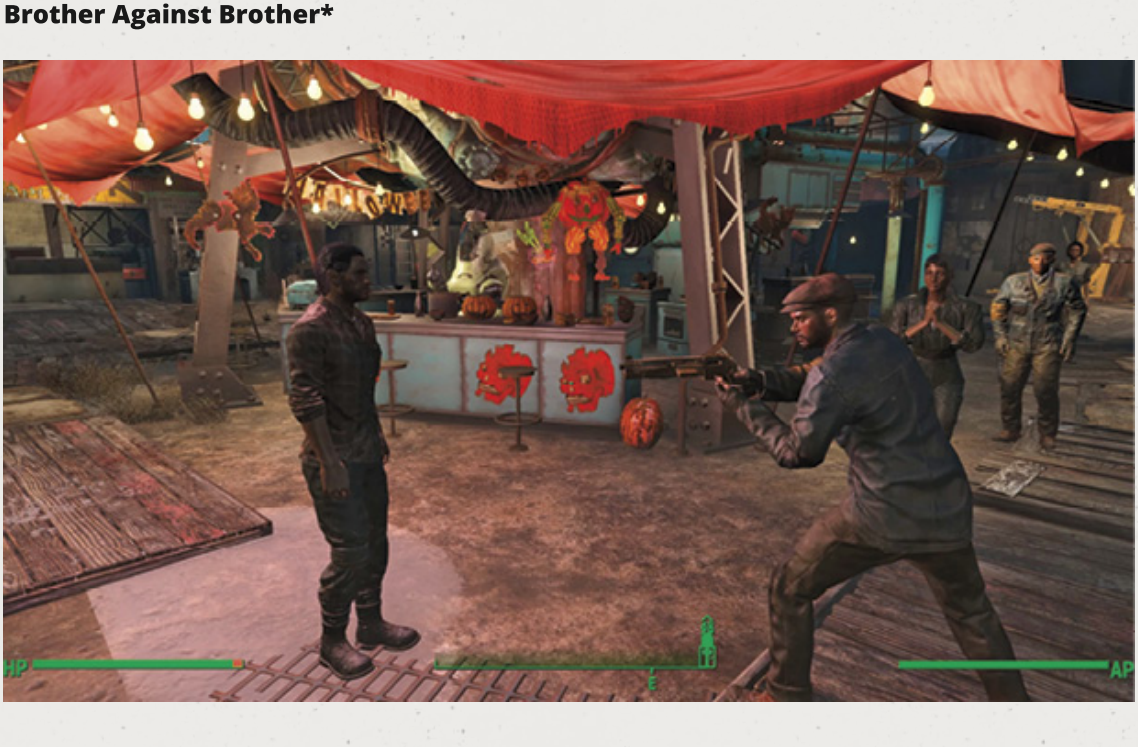
yellow Paint

green Paint

Back with Abbot, paint the wall in any of the three colors you wish. Green is what Abbot requests, however. You can also complete this quest by finding the paint before speaking to Abbot.

Bottlecaps (100–200)

Brother Against Brother*



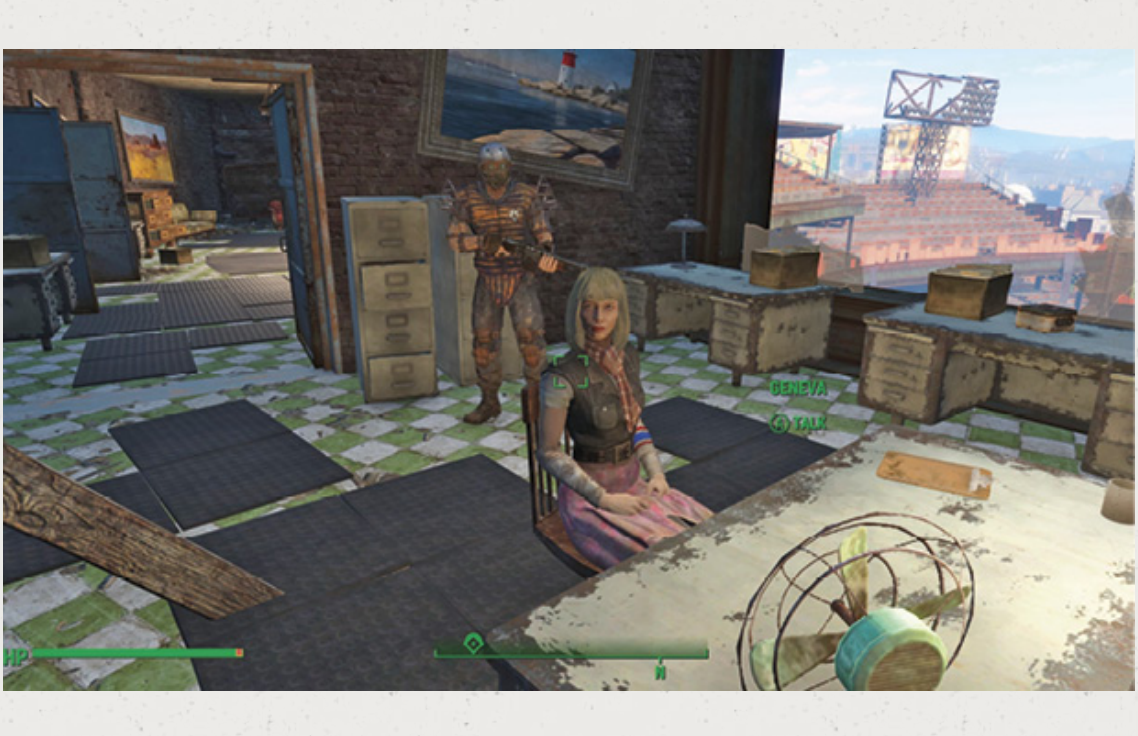
This is only available prior to locating Nick Valentine during Main Quest: Unlikely Valentine. You may see two Diamond City inhabitants with one brother (Kyle) pointing a gun at the other (Riley), claiming he's a synth! You can:

- Shoot Riley.
- Or wait until Diamond City Security shoots Riley.

Afterward, speak to the remaining brother or the security guard if you wish.

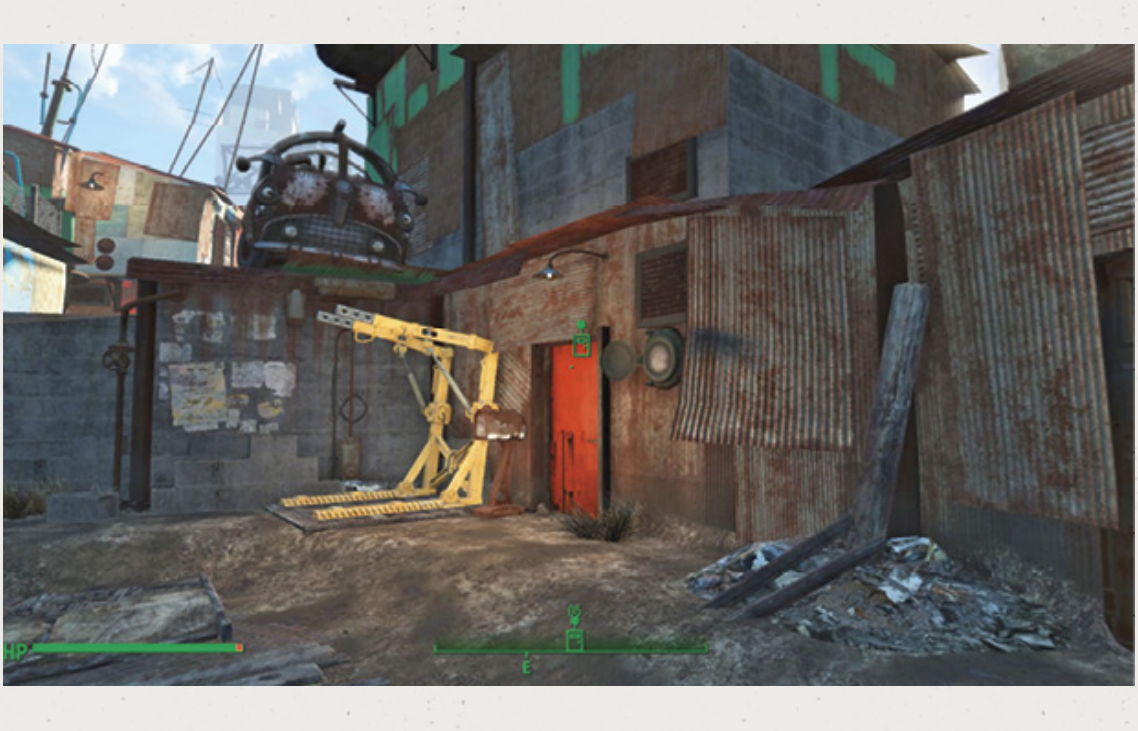
Home Plate*

1. Miscellaneous: Visit your home in Diamond City



Visit Geneva in the mayor's office, and offer to purchase a residence in this location. Hand over 2,000 Caps, and you receive the following:

Home Plate Key



Find your residence—called Home Plate—next to the Chem-I-Care store. There is a workshop here, and you can place furniture, decorations, and power items.

New Hair, New Face*

Head to Cathy and John's Super Salon for a haircut to change your style.

Visit Doctor Sun and the Mega Surgery Center to change your face.

Botany Class*

1. Miscell1aneous: Bring a mutated fern flower to Solomon

Talk to Solomon, the proprietor of the Chem-I-Care store. Ask for work. He requests you find a rare mutated fern.

CHARISMA
(Easy, Medium, Hard) Fast-talk him to up his Caps amount for your troubles.

FERAL GHOUL
MUTATED FERN
HARVEST

Travel to Forest Grove Marsh. Locate the mutated fern flower. Beware of Feral Ghouls. Return to Solomon for the chem and Caps reward.

Mutated Fern Flower

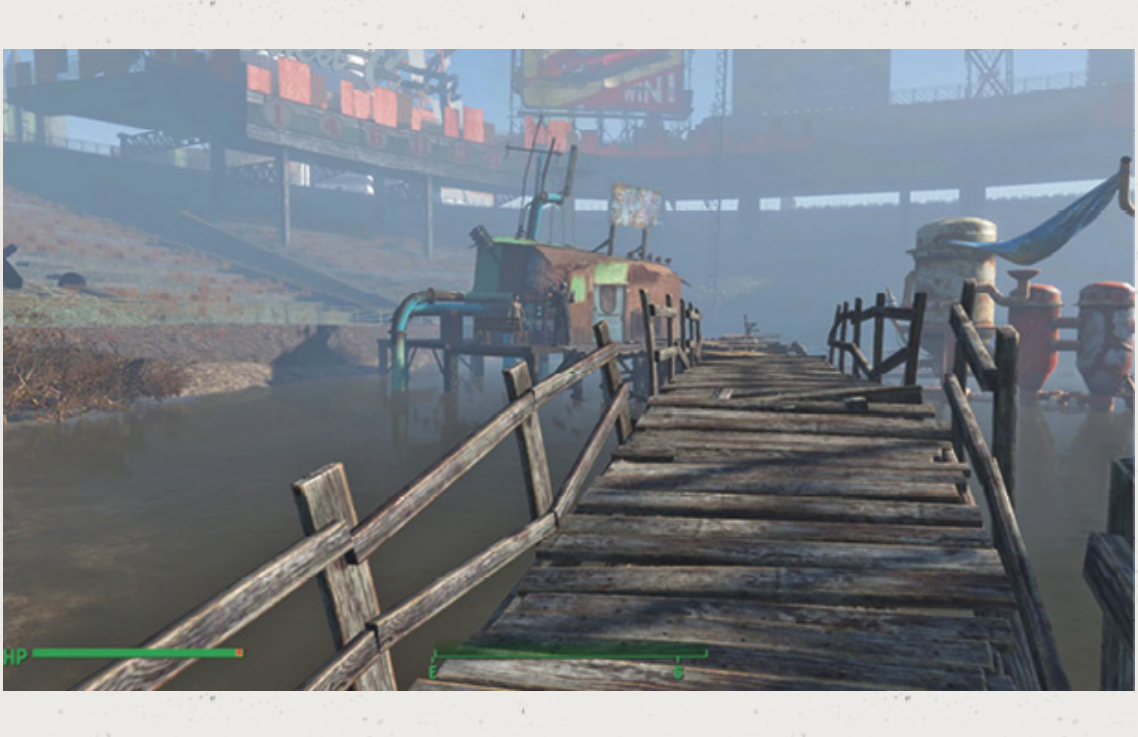
Buffout, Psycho, Jet

Bottlecaps (100–200)

Pool Cleaning*

1. Miscellaneous: Clean the Water Supply (5)

2. Miscellaneous: Return to Sheng



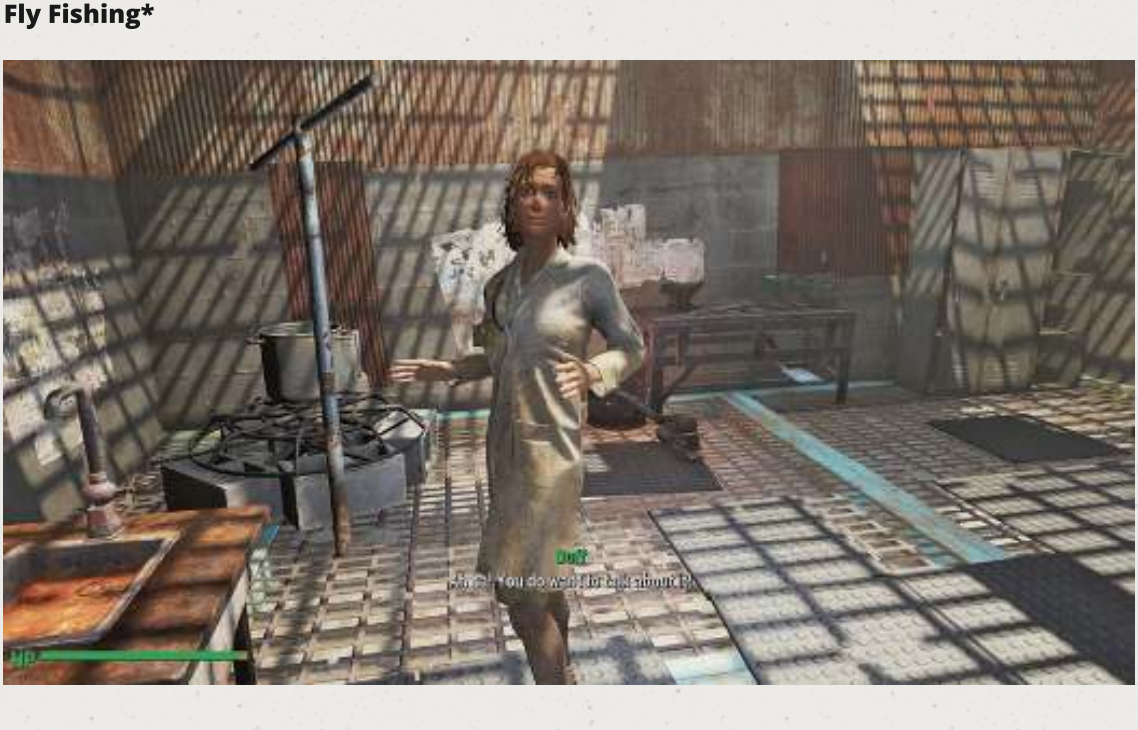
Head to the reservoir and speak to Sheng Kowalski. Agree to help.

CHARISMA
(Easy, Medium, Hard) Fast-talk him to up his Caps amount for your troubles.

Gather the detritus from the murky waters. Return to Sheng for your reward.

Bottlecaps (100–200)

Fly Fishing*



1. Miscellaneous: Bring a Bloatfly Gland to Doctor Duff

Head to the Science! Center, and listen to Doctor Duff's remarks. Offer to go on the field trip.

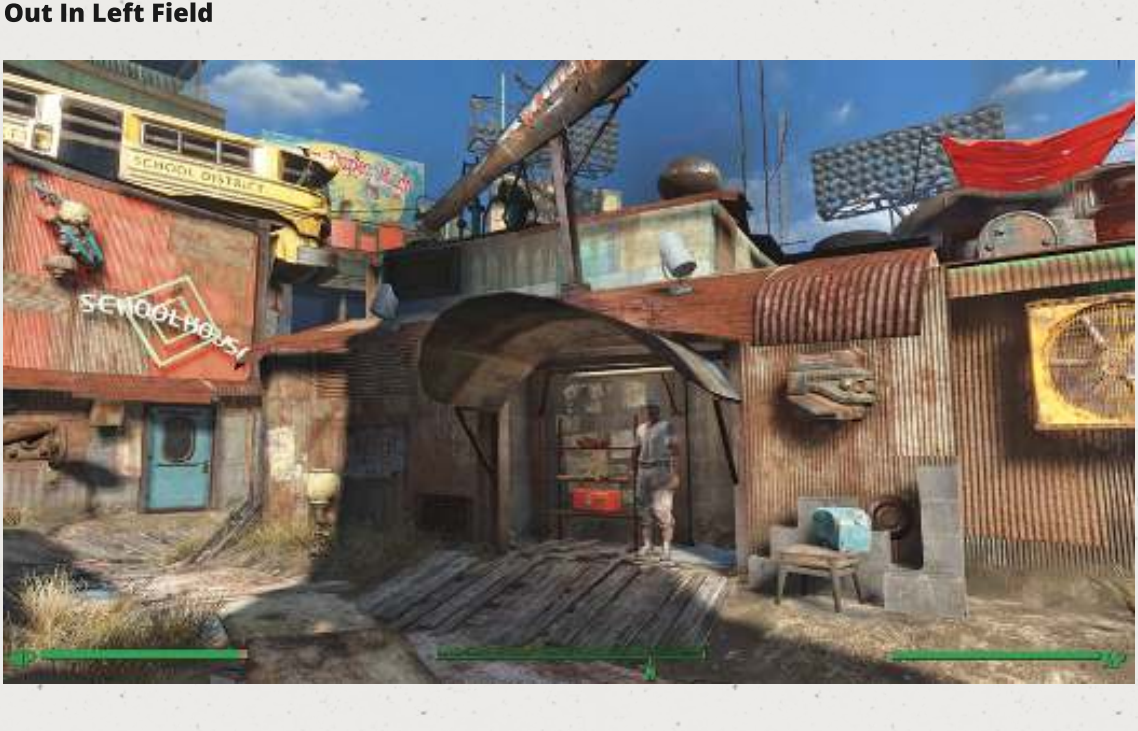
CHARISMA
(Easy, Medium, Hard) Fast-talk him to up his Caps to conduct this trip.

Defeat a Bloatfly anywhere. In this example, one was defeated at the Boston Police rationing site. Return to Duff and claim your reward.

Bloatfly Gland

Bottlecaps (100–200)

Out In Left Field



1. Find a signed baseball

2. Find a signed catcher's mitt

3. Find a signed baseball card

4. Return to Moe Cronin

Moe Cronin in Diamond City wants you to find three baseball relics said to have been left behind in the old Westing Estate. Offer to find them.

CHARISMA
(Easy, Medium, Hard) Fast-talk him to up his Caps to make it worth your while.

Enter the remains of the Westing Estate. Beware of Mirelurks. Find the three relics in a safe (Novice), toolbox, and chem cooler.

Signed Baseball

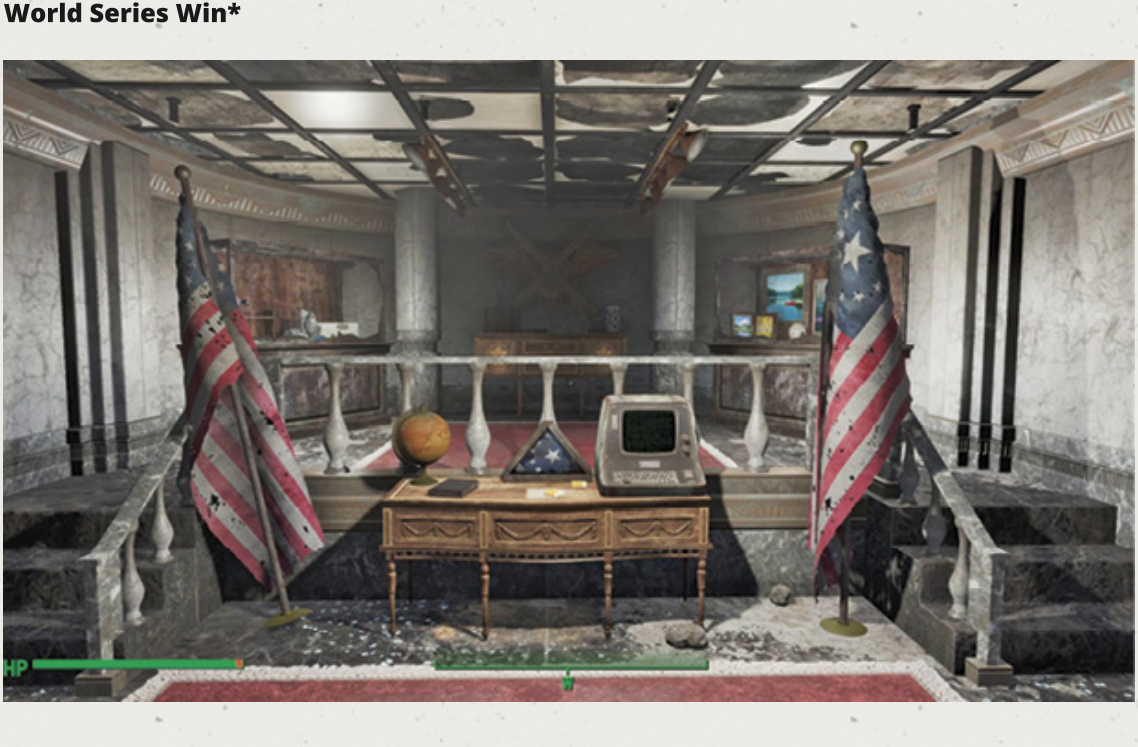
Signed Catcher's Mitt

Signed Baseball Card

Return to Moe and accept your reward.

Bottlecaps (100–200)

World Series Win*



Visit Jamaica Plain. Beware of Feral Ghouls. Enter the Jamaica Plain Town Hall Basement. Complete Location Quest: Treasures of Jamaica Plain. Obtain the following from the treasure room:

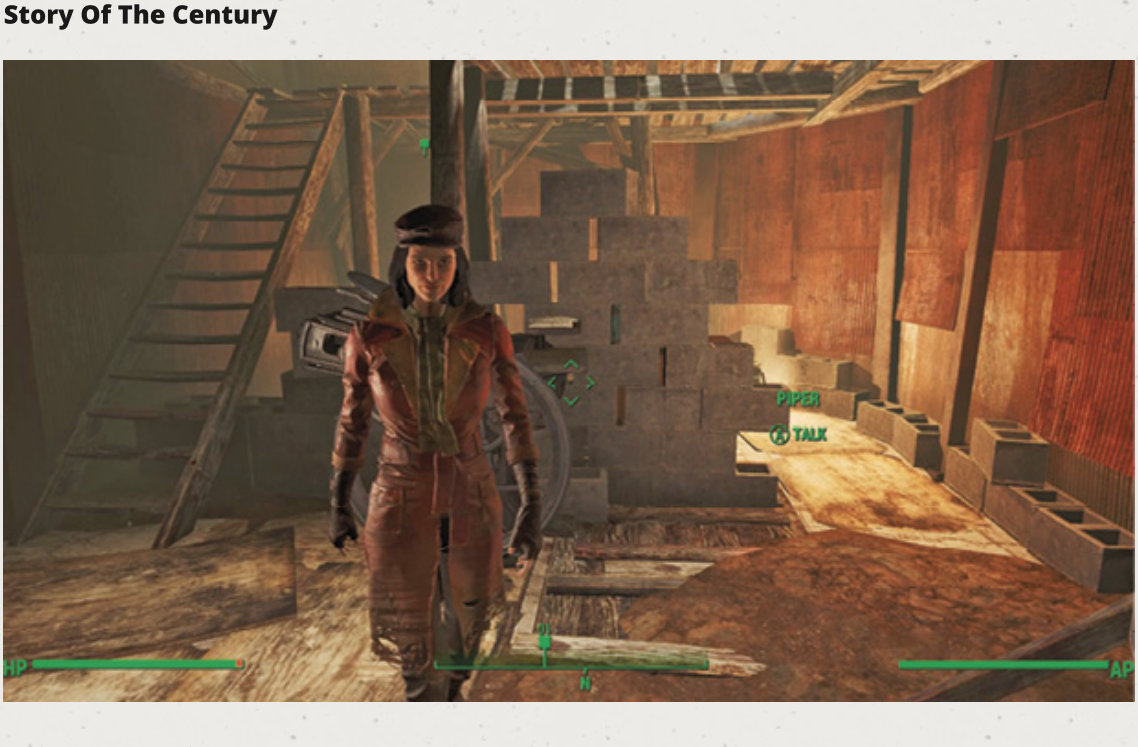
2076 WORLD SERIES Baseball Bat

Return to Diamond City. Speak to Moe Cronin at Swatters, and tell him you have a 2076 World Series Bat. Sell it to him.

CHARISMA
(Easy, Medium, Hard) Sell for an increasingly ludicrous price.

Bottlecaps (200–400)

Story Of The Century



1. Go to Piper's office

2. Talk to Piper

3. Get the Latest Issue of Publick Occurrences

Locate Piper after you enter Diamond City for the first time. Go to Publick Occurrences and talk to Piper when she's there (check inside). Agree to the interview. Answer the three questions as you wish. When you next return to Diamond City, talk to Nat for the latest edition with your interview in it. The article differs depending on your answers.

Companion: Piper

View from the Vault, Parts 1, 2, 3

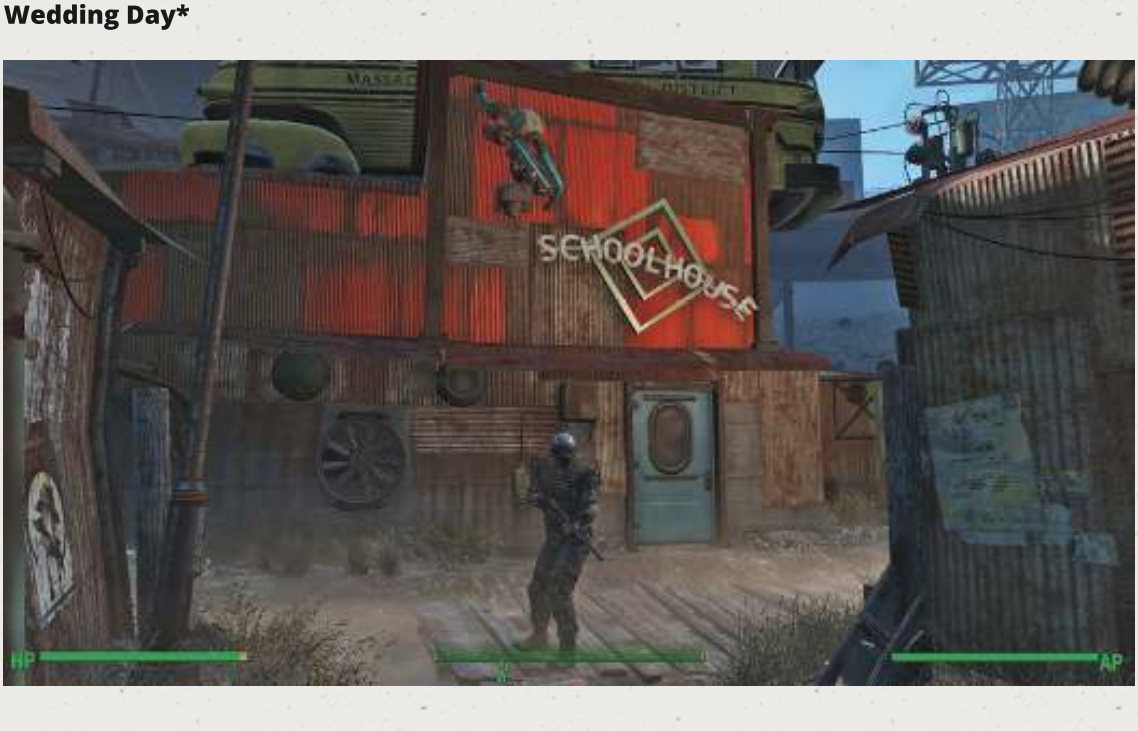
Nuka-Cola Needs*

1. Miscellaneous: Give Sheffield a Nuka-Cola

Locate Sheffield the downtrodden. Hand him a Nuka-Cola. Then optionally tell him to join any of your settlements.

Settler: Sheffield

Wedding Day*



Visit the Diamond City schoolhouse. Talk to Miss Edna. When she asks you about love, tell her "love conquers all."

Leave Diamond City and return. The next time you visit, Miss Edna and Mister Zwicky are being married in front of the chapel.

In Sheep's Clothing

1. Confront Mayor McDonough

2. (Optional) Save Danny Sullivan

This quest is only accessible once the Institute reactor is online (during the Main Quest), and you must have sided with a faction other than the Institute (you should have been kicked out). Keep visiting Diamond City until you see Danny Sullivan, badly wounded by the sign for the mayor's office. You can:

- Speak to Danny and offer him a stimpak.
- (Curie) Ask Curie to administer help.
- Locate Doc Crocker or Doctor Sun to help.
- Tell Danny he's better off dead.
- Or ignore him. He dies if you resolve the crisis with the mayor

Take the elevator up to the reception office. Piper is there, but the door is locked. You can:

- (Novice) Pick the lock
- Or use the button under the desk to open the door.

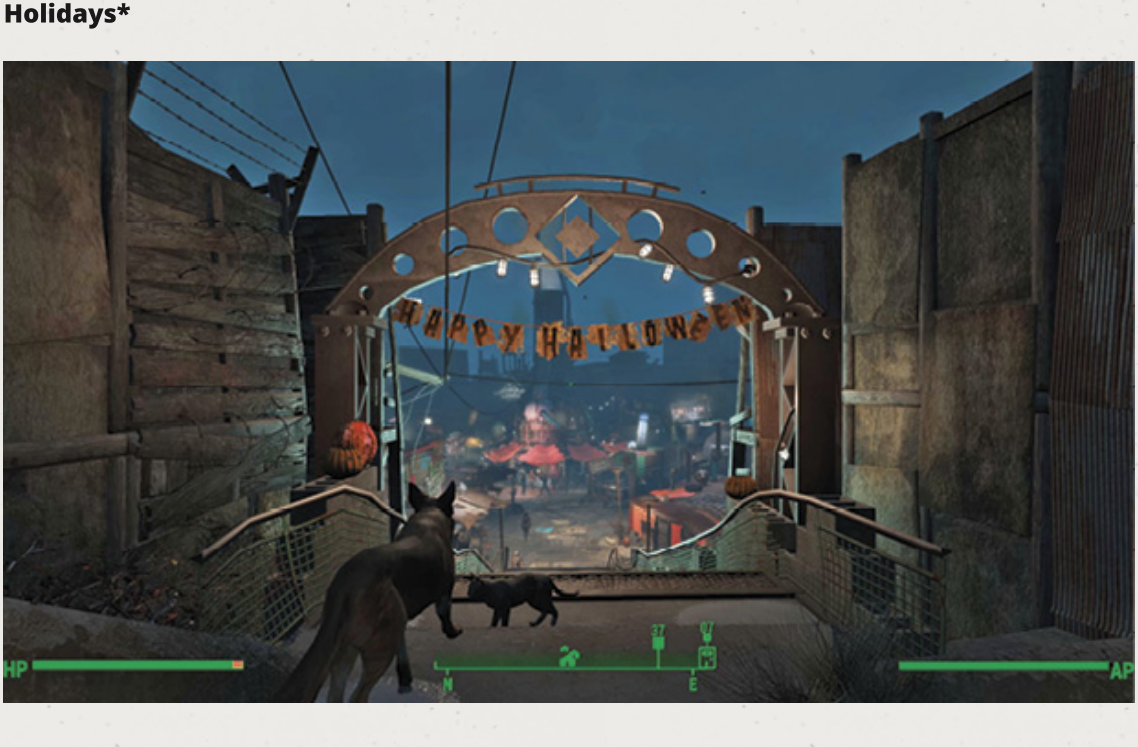
Once inside, confront the mayor. You can:

CHARISMA
(Medium) Demand he releases Geneva.

- Attack and kill him.
- Accept his terms and he walks free.

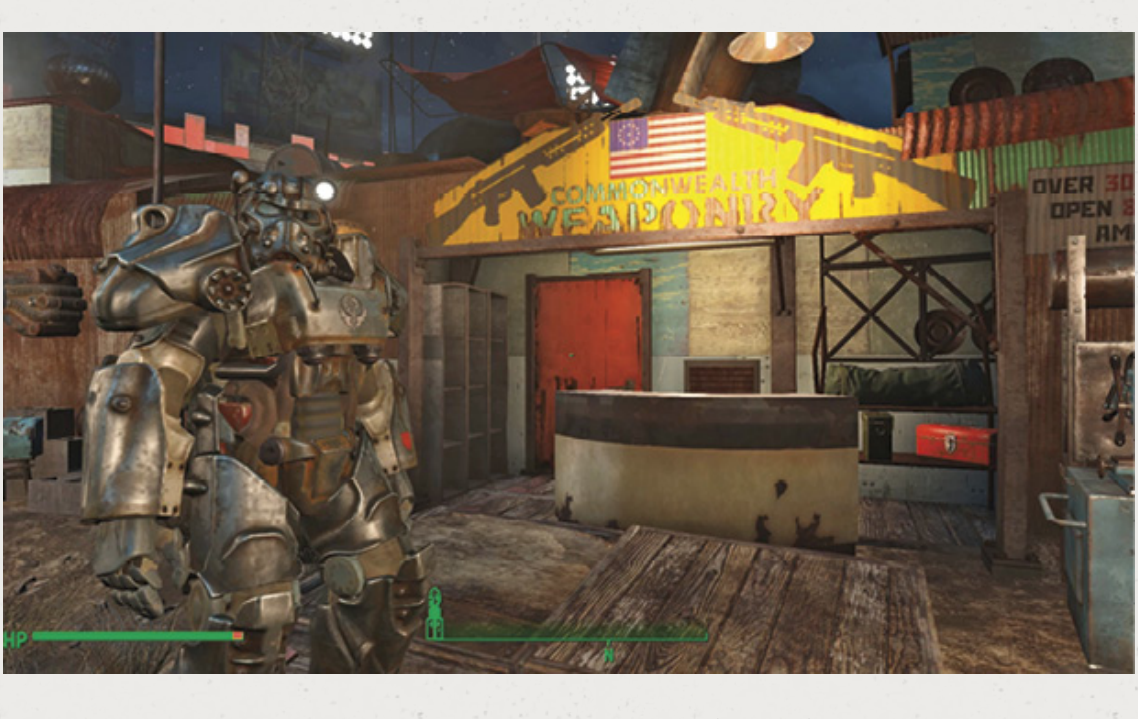
The quest concludes. The next time you're in Diamond City, pick up a copy of Publick Occurrences for news of how this all went down.

Holidays*



For some festive spirit, be sure to visit Diamond City on Halloween (10/31) and Christmas (12/25). The dates are available on your Pip-Boy (easily seen when you are waiting).

Diamond City: End Game



Once you complete the Main Quest, you start to see a couple members from the faction you aligned with; they appear in Diamond City. In this example, it is a Brotherhood of Steel Knight. Expect different greetings from residents, and a Publick Occurrence based on the victorious faction (Brotherhood of Steel, the Institute, the Minutemen, or the Railroad).

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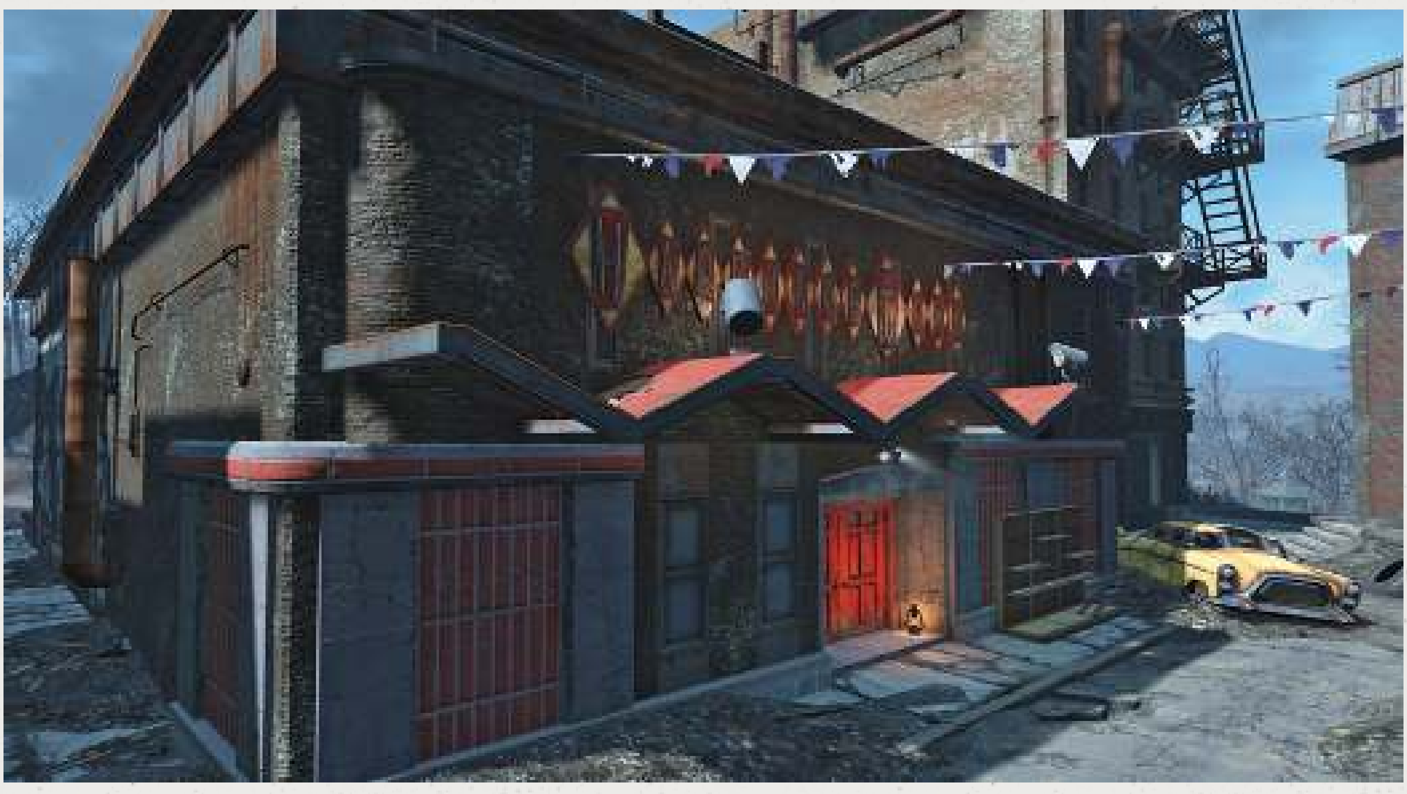
Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

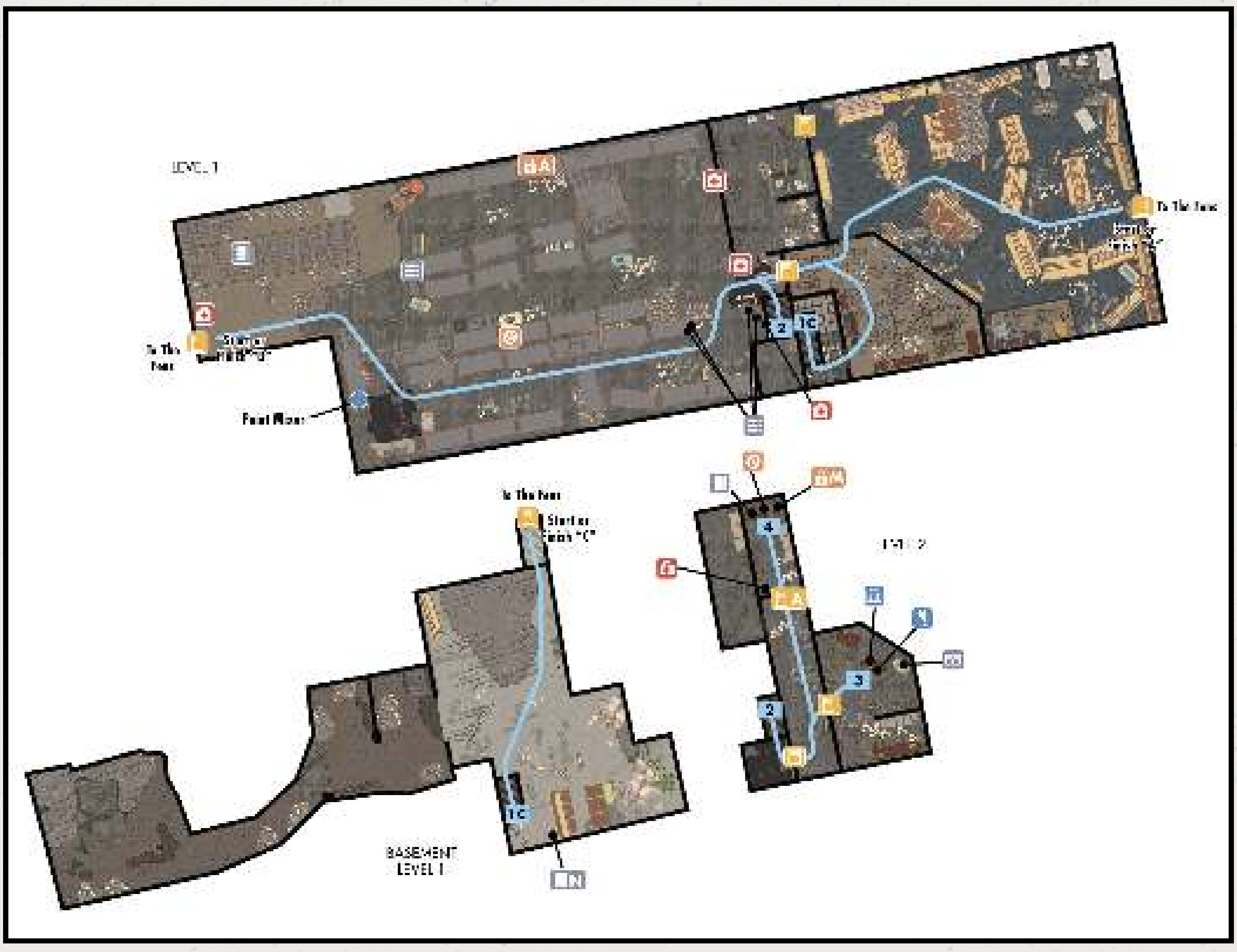
Primary Locations

[9.10] Hardware Town

THREAT LEVELS 15-25



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Bottlecaps
- Collectible: Required Reading: Picket Fences
- Crafting: Armor Workbench
- Crafting: Power Armor Station
- Crafting: Weapons Workbench
- Danger: Oil!
- Faction: Raider
- Faction: Character: Demo
- Health or Chems
- Quest Visit: Painting the Town (Diamond City)



VAULT-TEC RECOMMENDED LOOT

Required Reading: Picket Fences

This was once the most popular hardware store in town, but Raiders are active to the rear of the premises. They lure those of a more inquisitive (or idiotic) disposition into investigating the location, before slaying them and dumping their corpses.

There are three entrances. The main front entrance has a settler pleading for help; she disappears inside before you can speak with her. A basement entrance to the side allows stealthier explorers to enter. The rear entrance is close to a Power Armor station. You can also leap onto the roof from the small chem hideout to the north (accessed via scaffold steps).

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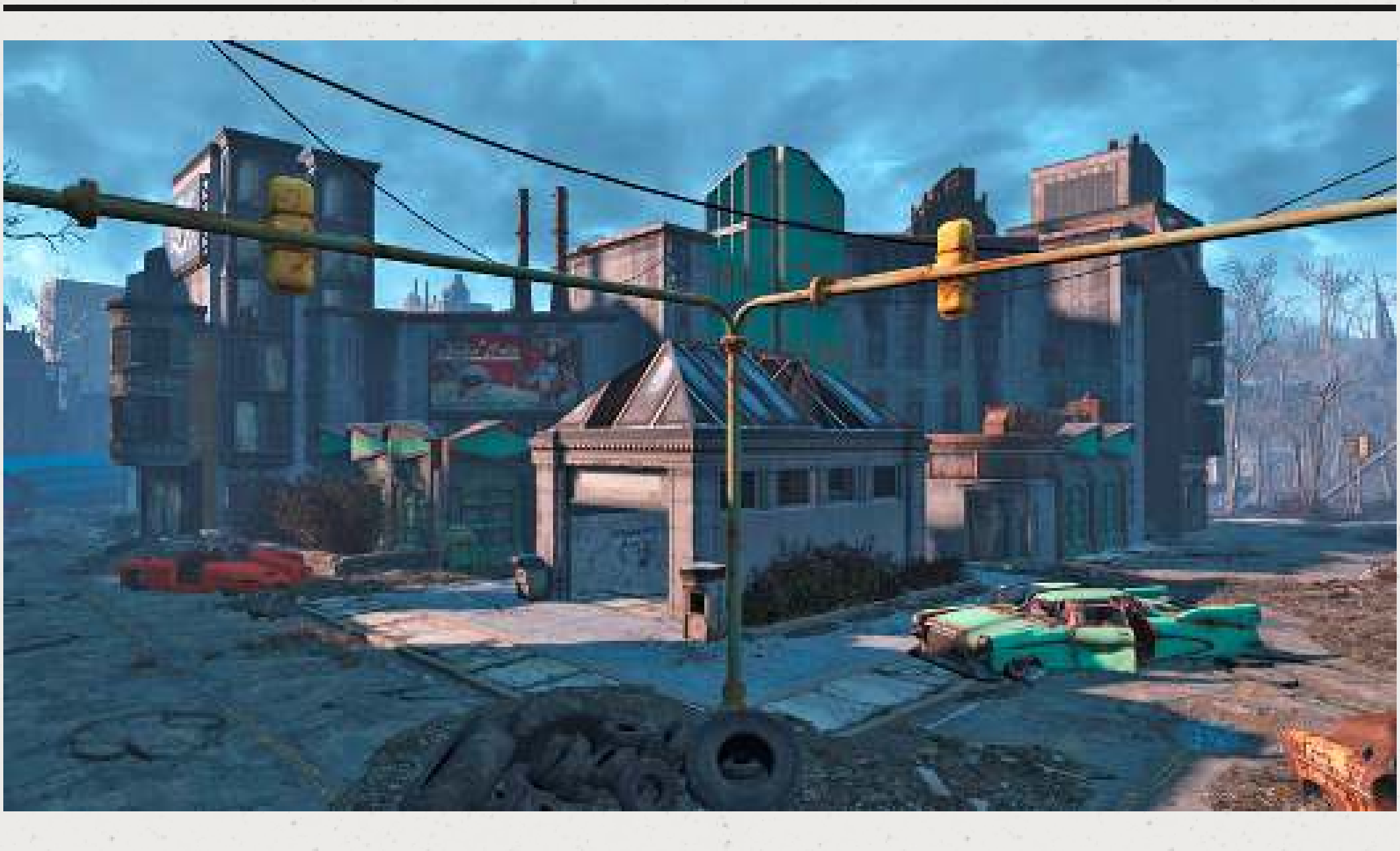
Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

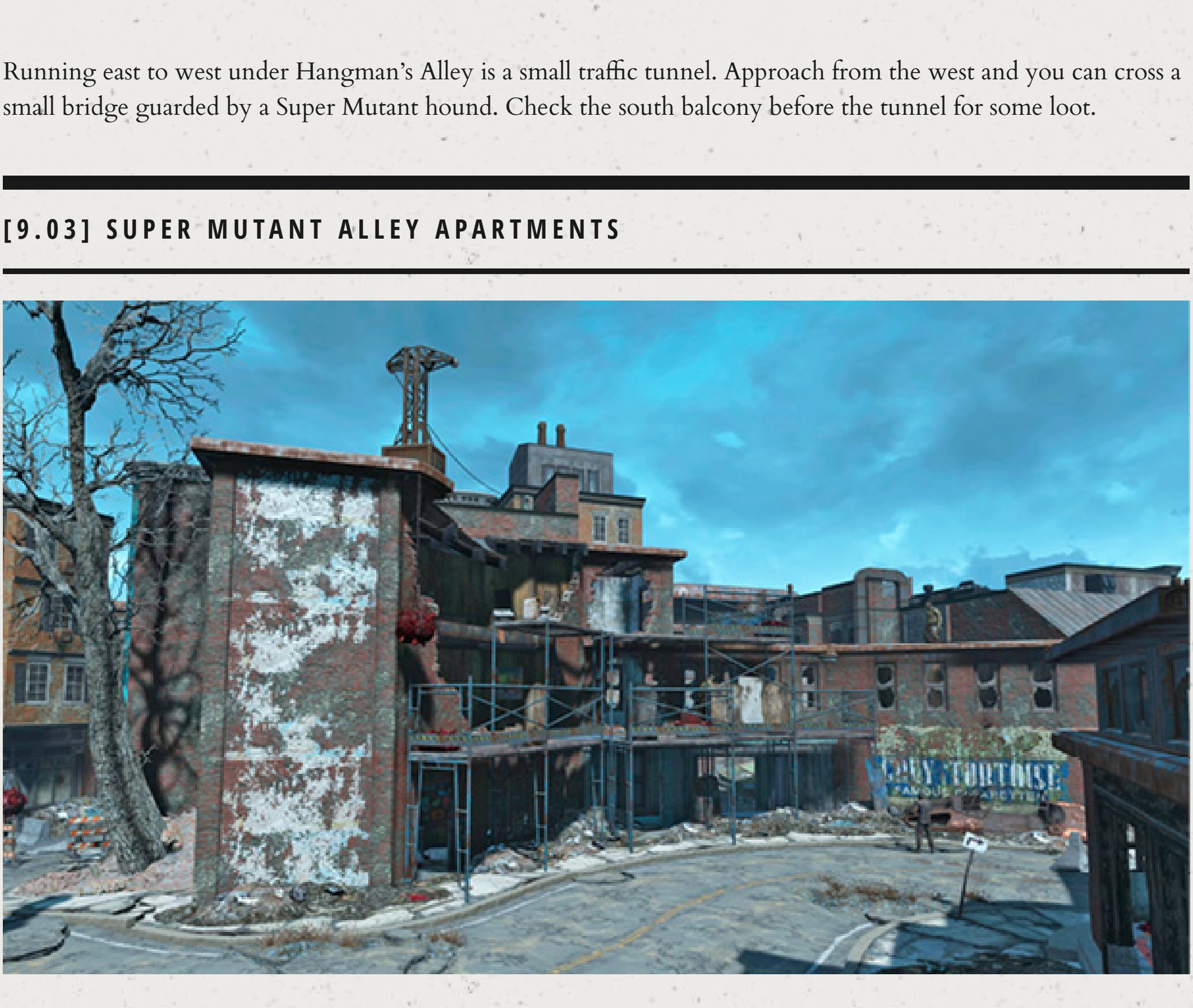
[9.01] FENS SUBWAY STATION (OUTSKIRTS)



- Crafting: Cooking Station
- Faction: Bloatflies
- Faction: Radroaches

A subway platform infested with irradiated wildlife, this small interior location is mostly blocked with rubble.

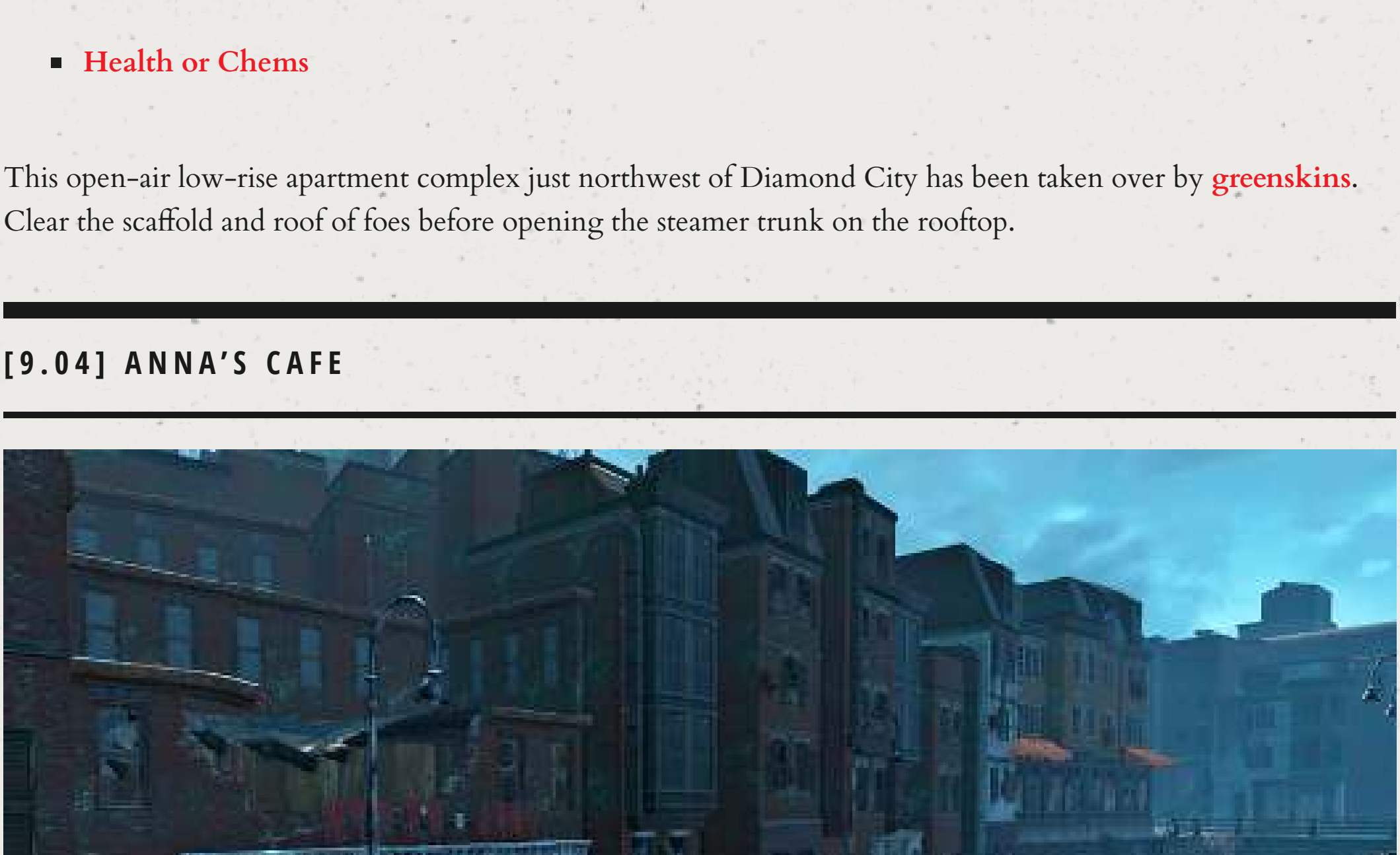
[9.02] FENS TUNNEL ENTRANCE



- Armaments and Ammo
- Faction: Super Mutants

Running east to west under Hangman's Alley is a small traffic tunnel. Approach from the west and you can cross a small bridge guarded by a Super Mutant hound. Check the south balcony before the tunnel for some loot.

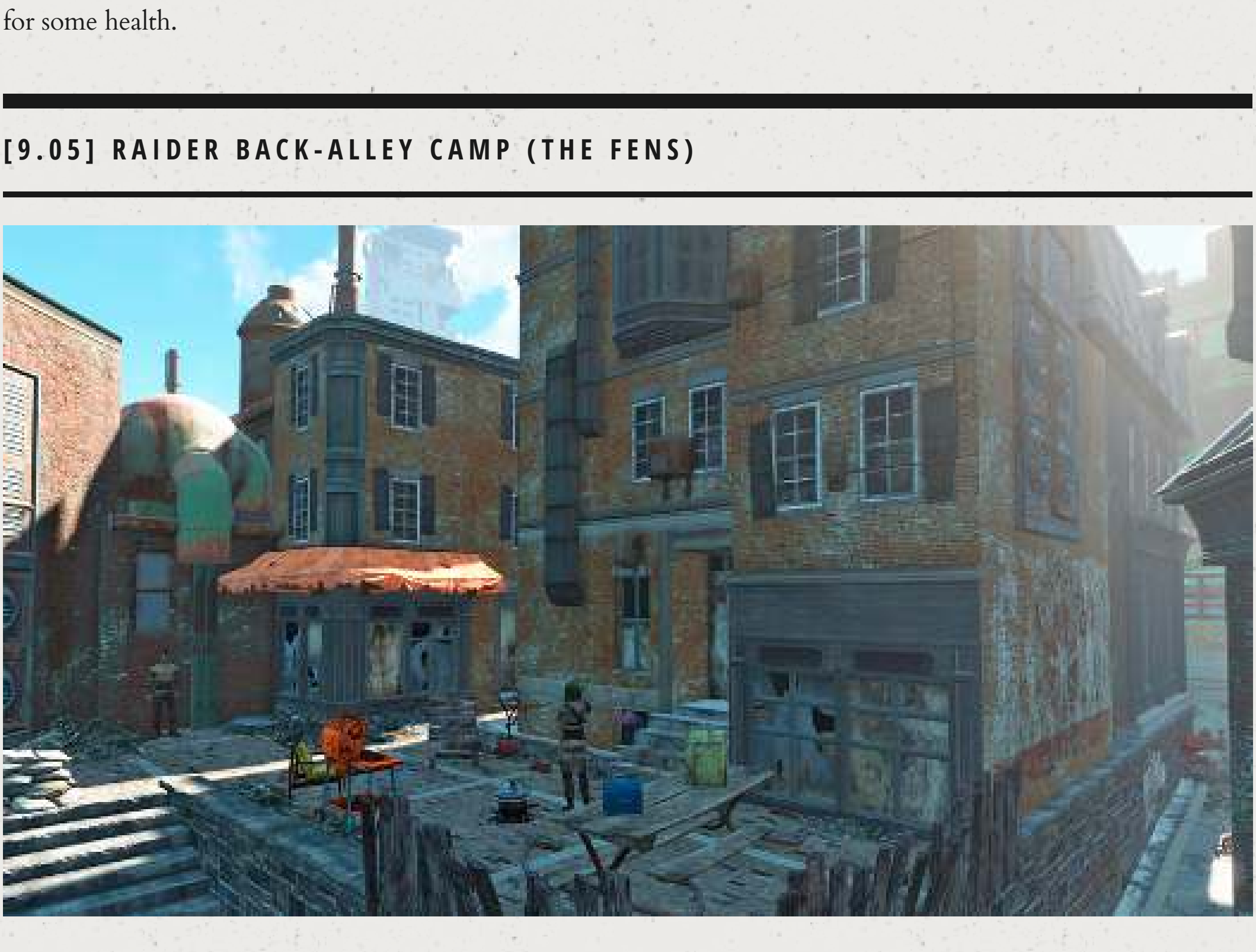
[9.03] SUPER MUTANT ALLEY APARTMENTS



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Health or Chems

This open-air low-rise apartment complex just northwest of Diamond City has been taken over by greenskins. Clear the scaffold and roof of foes before opening the steamer trunk on the rooftop.

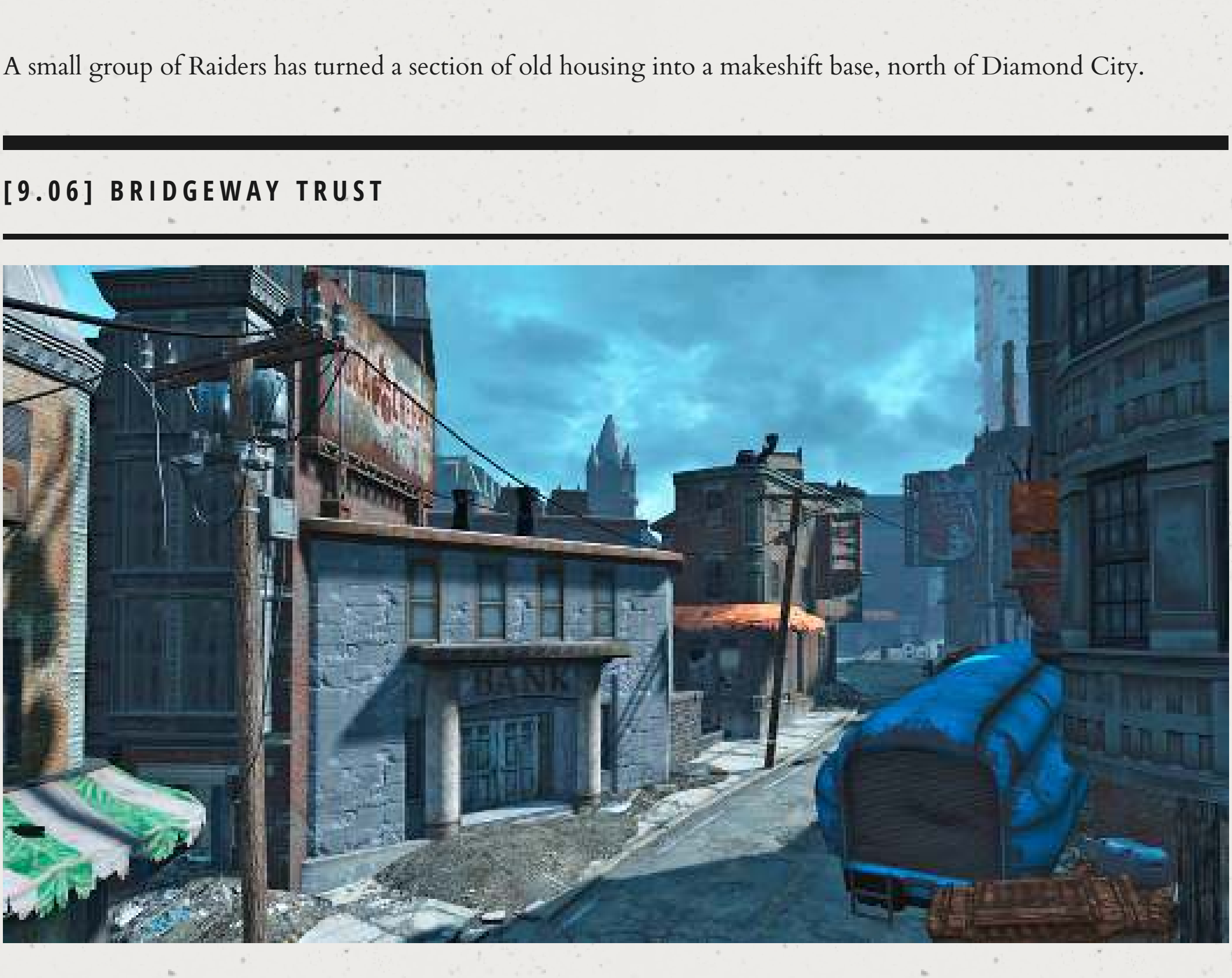
[9.04] ANNA'S CAFE



- Health or Chems

This once-thriving diner has been reduced to a ruin of clutter and rusting equipment. Check behind the counter for some health.

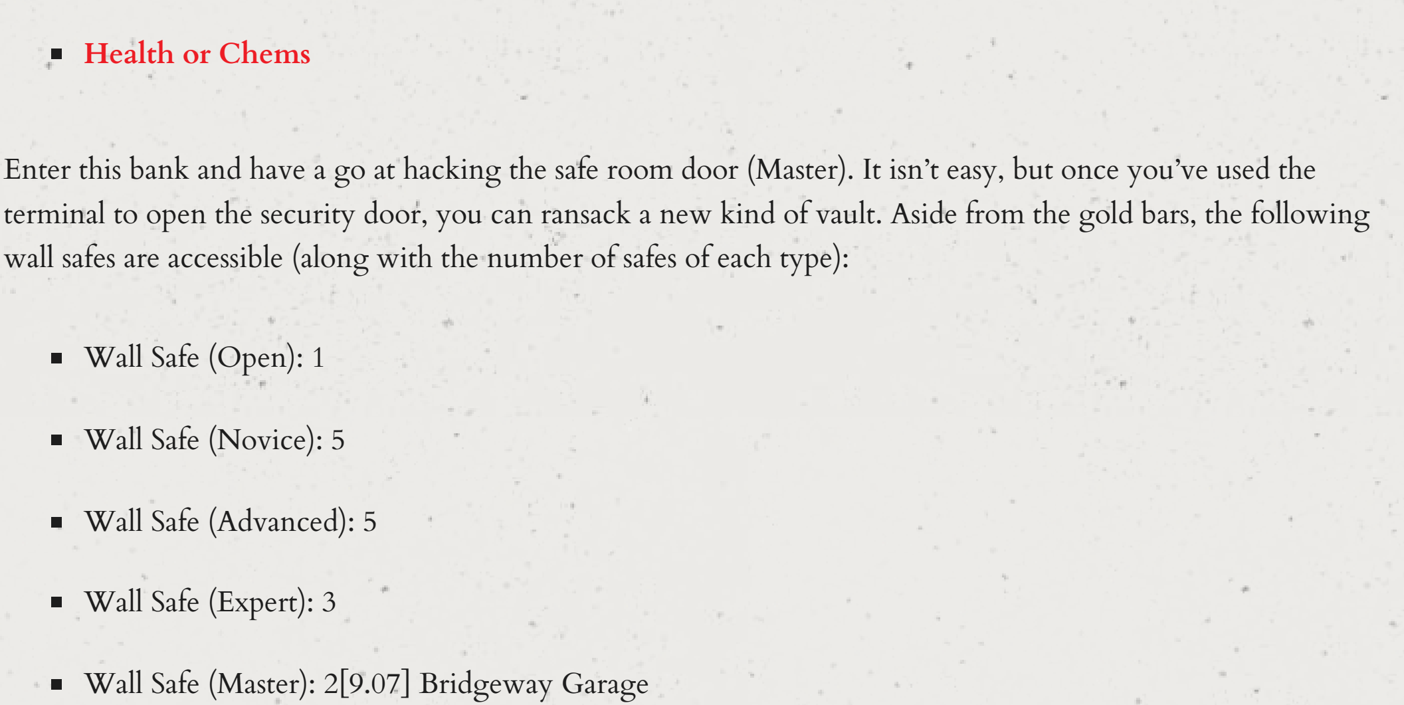
[9.05] RAIDER BACK-ALLEY CAMP (THE FENS)



- Armaments and Ammo
- Faction: Raiders

A small group of Raiders has turned a section of old housing into a makeshift base, north of Diamond City.

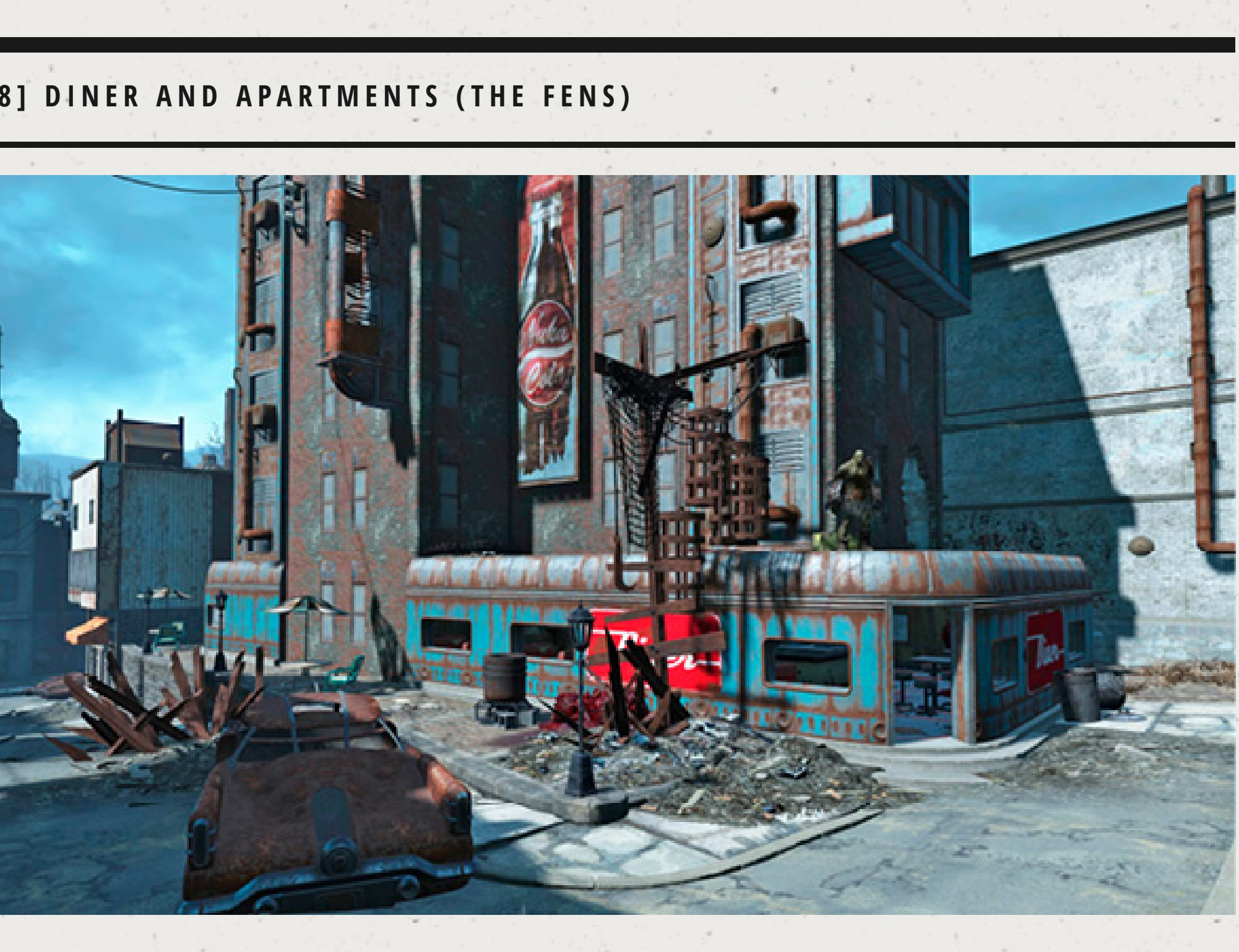
[9.06] BRIDGEWAY TRUST



- Armaments and Ammo
- Bottlecaps+++
- Health or Chems

Enter this bank and have a go at hacking the safe room door (Master). It isn't easy, but once you've used the terminal to open the security door, you can ransack a new kind of vault. Aside from the gold bars, the following wall safes are accessible (along with the number of safes of each type):

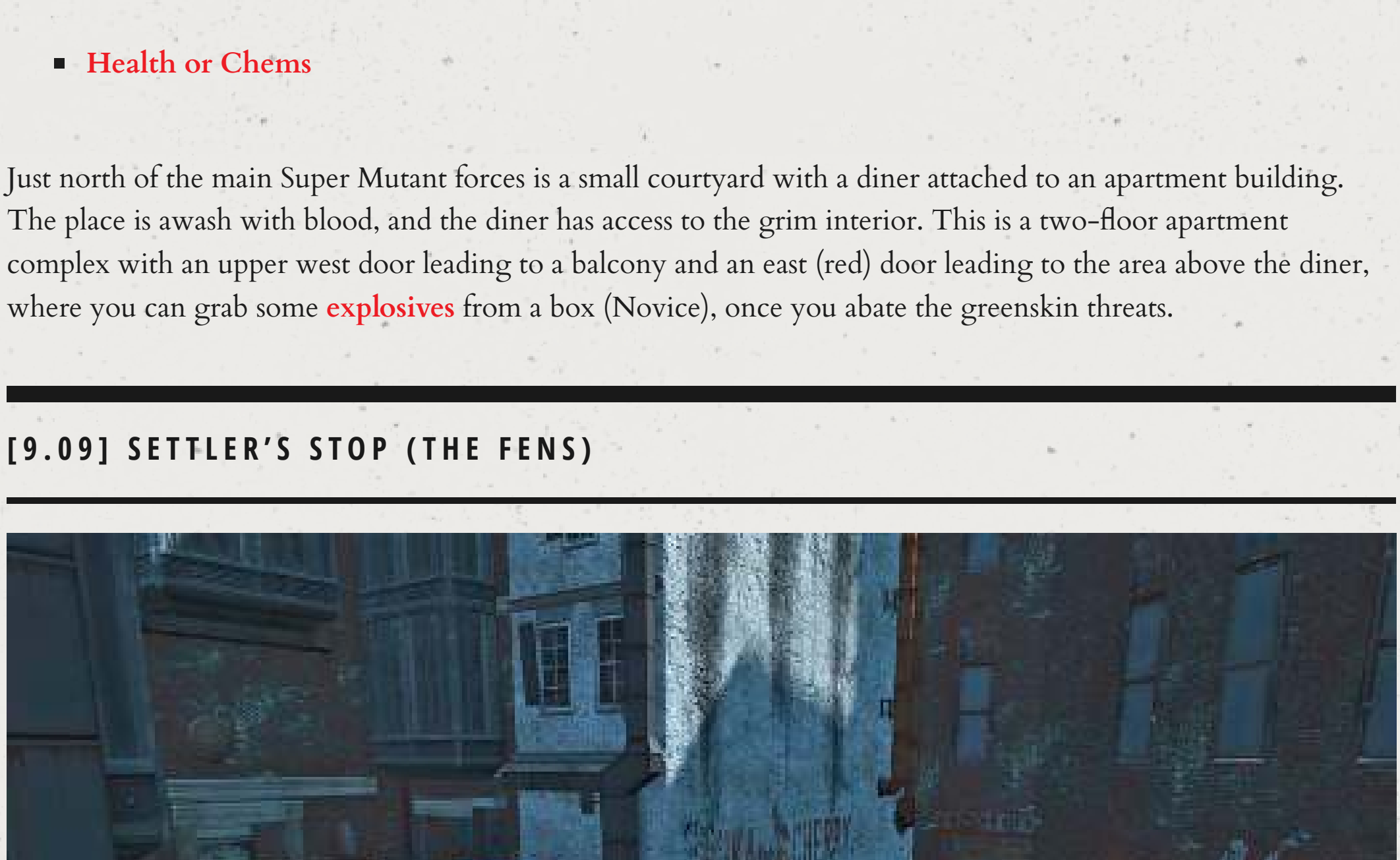
- Wall Safe (Open): 1
- Wall Safe (Novice): 5
- Wall Safe (Advanced): 5
- Wall Safe (Expert): 3
- Wall Safe (Master): 2[9.07] Bridgeway Garage



- Crafting: Power Armor Station

This small garage is close to the bank. Park your Power Armor here and tinker for a bit.

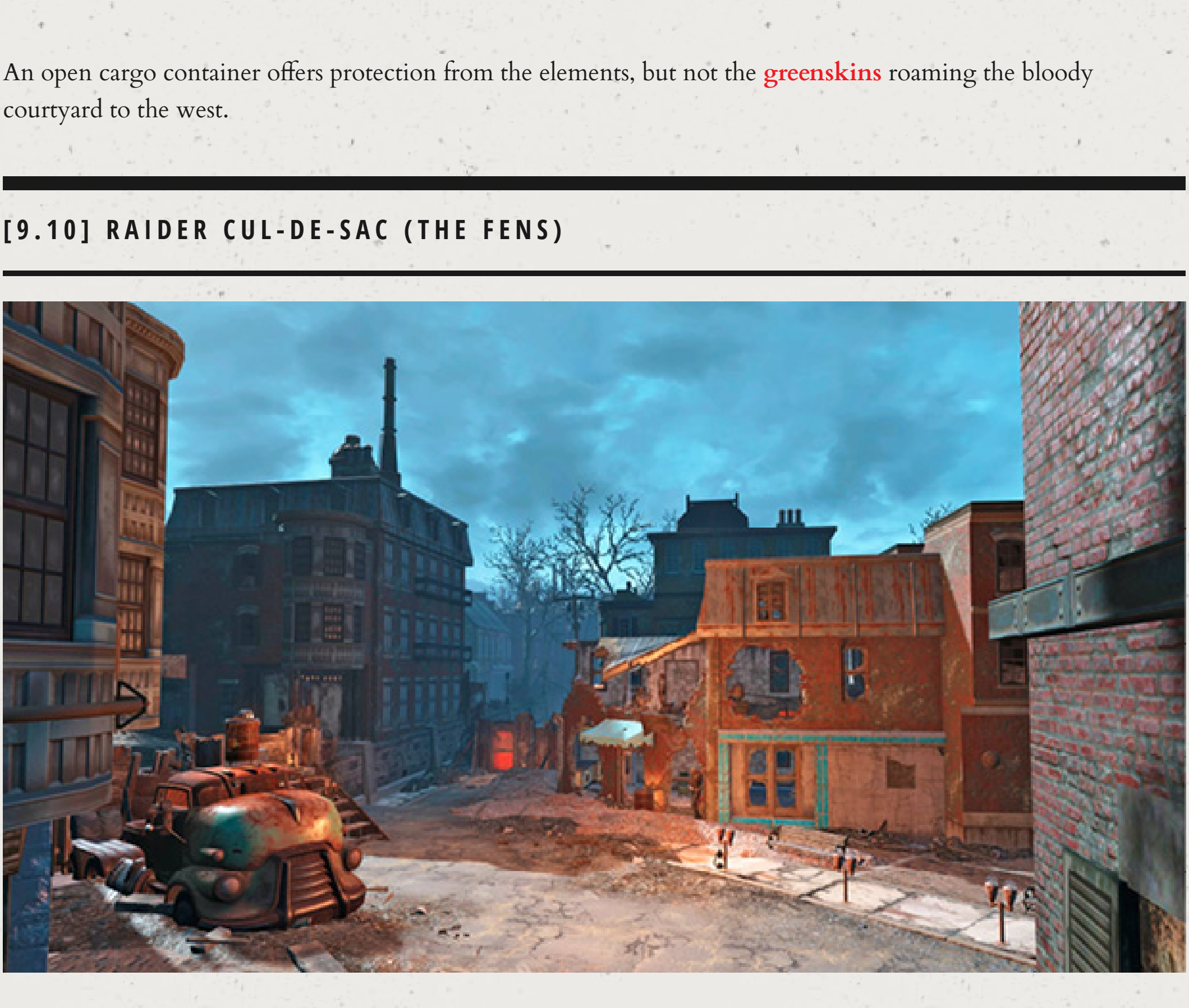
[9.08] DINER AND APARTMENTS (THE FENS)



- Armaments and Ammo
- Faction: Super Mutants
- Health or Chems

Just north of the main Super Mutant forces is a small courtyard with a diner attached to an apartment building. The place is awash with blood, and the diner has access to the grim interior. This is a two-floor apartment complex with an upper west door leading to a balcony and an east (red) door leading to the area above the diner, where you can grab some explosives from a box (Novice), once you abate the greenskin threats.

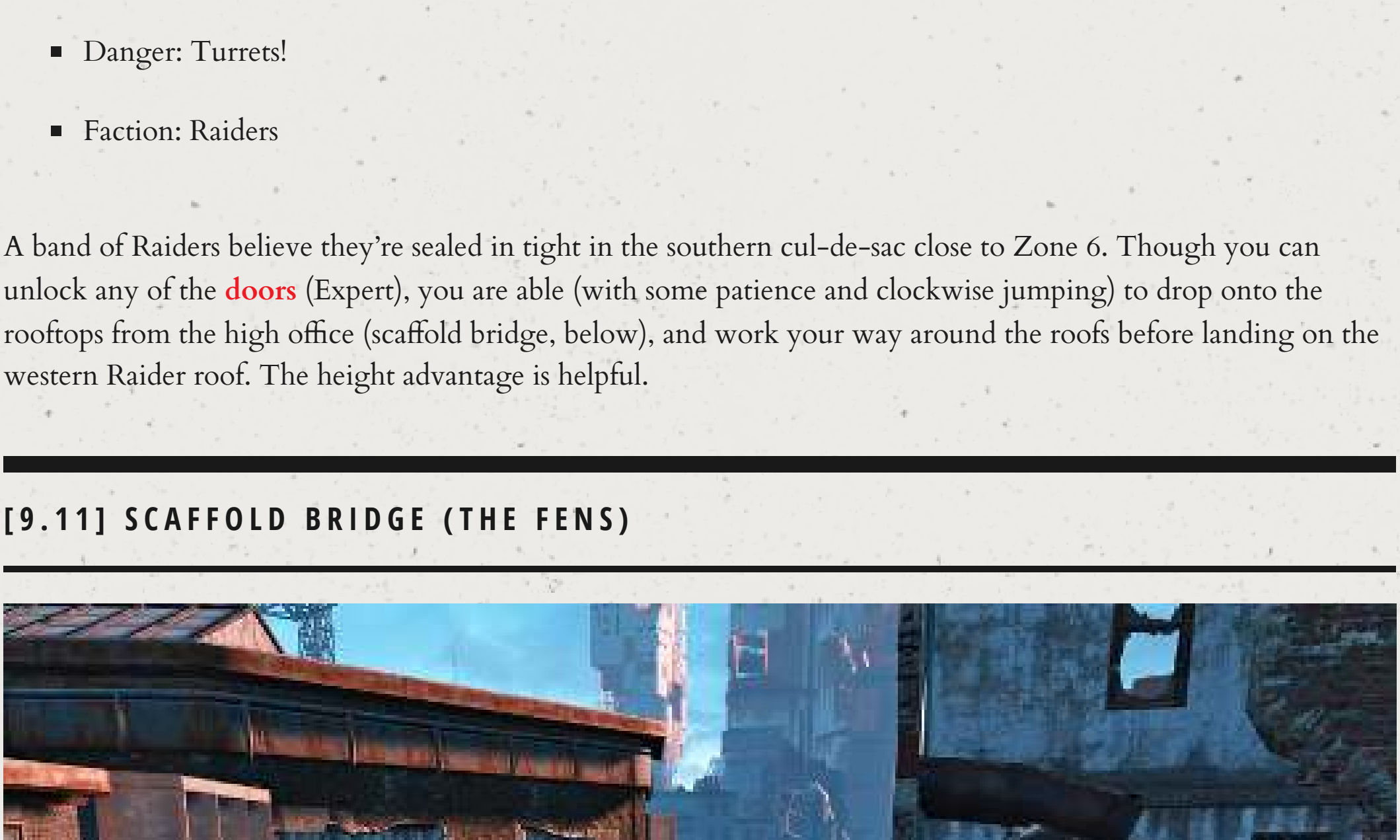
[9.09] SETTLER'S STOP (THE FENS)



- Bottlecaps
- Crafting: Cooking Station

An open cargo container offers protection from the elements, but not the greenskins roaming the bloody courtyard to the west.

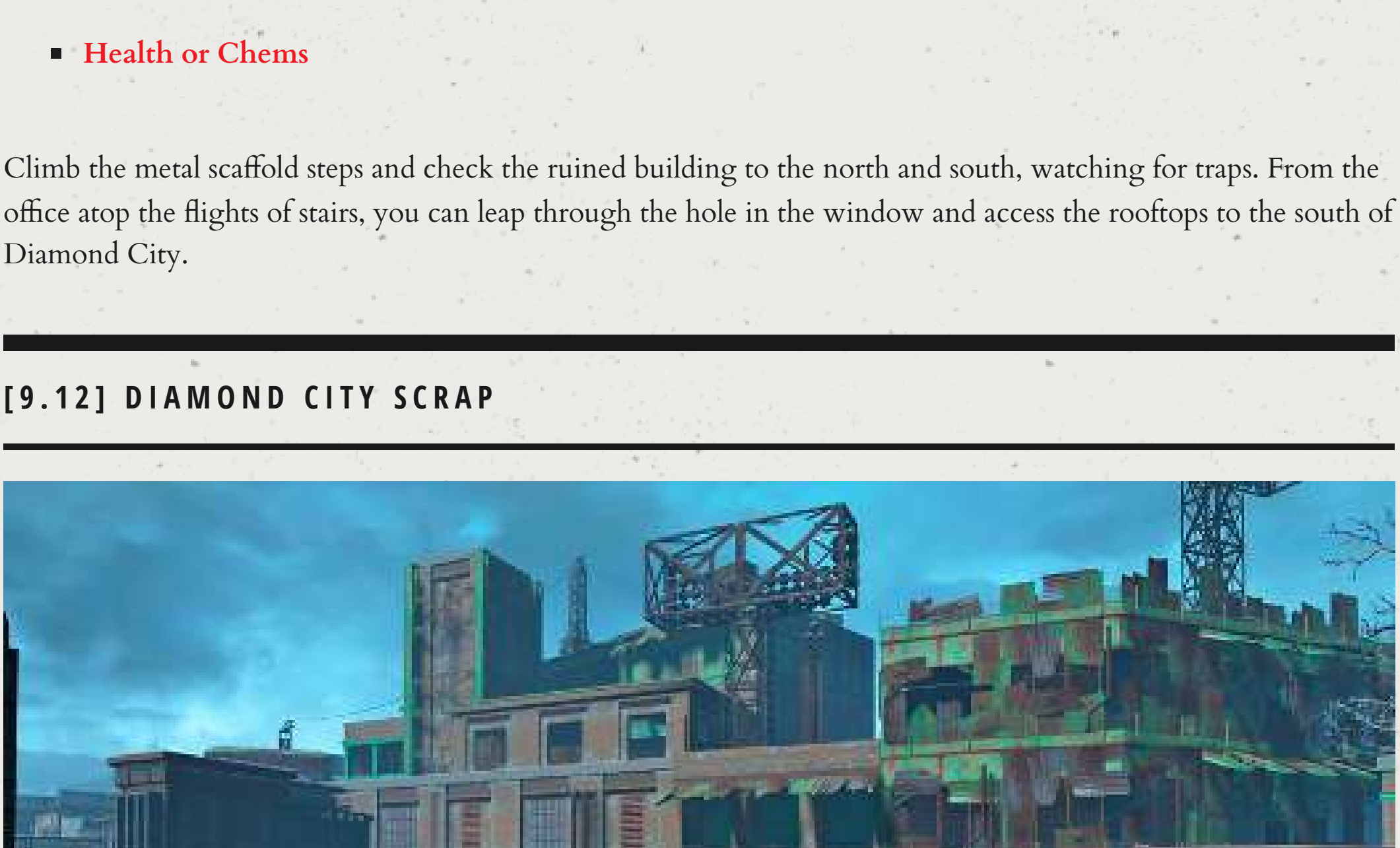
[9.10] RAIDER CUL-DE-SAC (THE FENS)



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Danger: Turrets!
- Faction: Raiders

A band of Raiders believe they're sealed in tight in the southern cul-de-sac close to Zone 6. Though you can unlock any of the doors (Expert), you are able (with some patience and clockwise jumping) to drop onto the rooftops from the high office (scaffold bridge, below), and work your way around the roofs before landing on the western Raider roof. The height advantage is helpful.

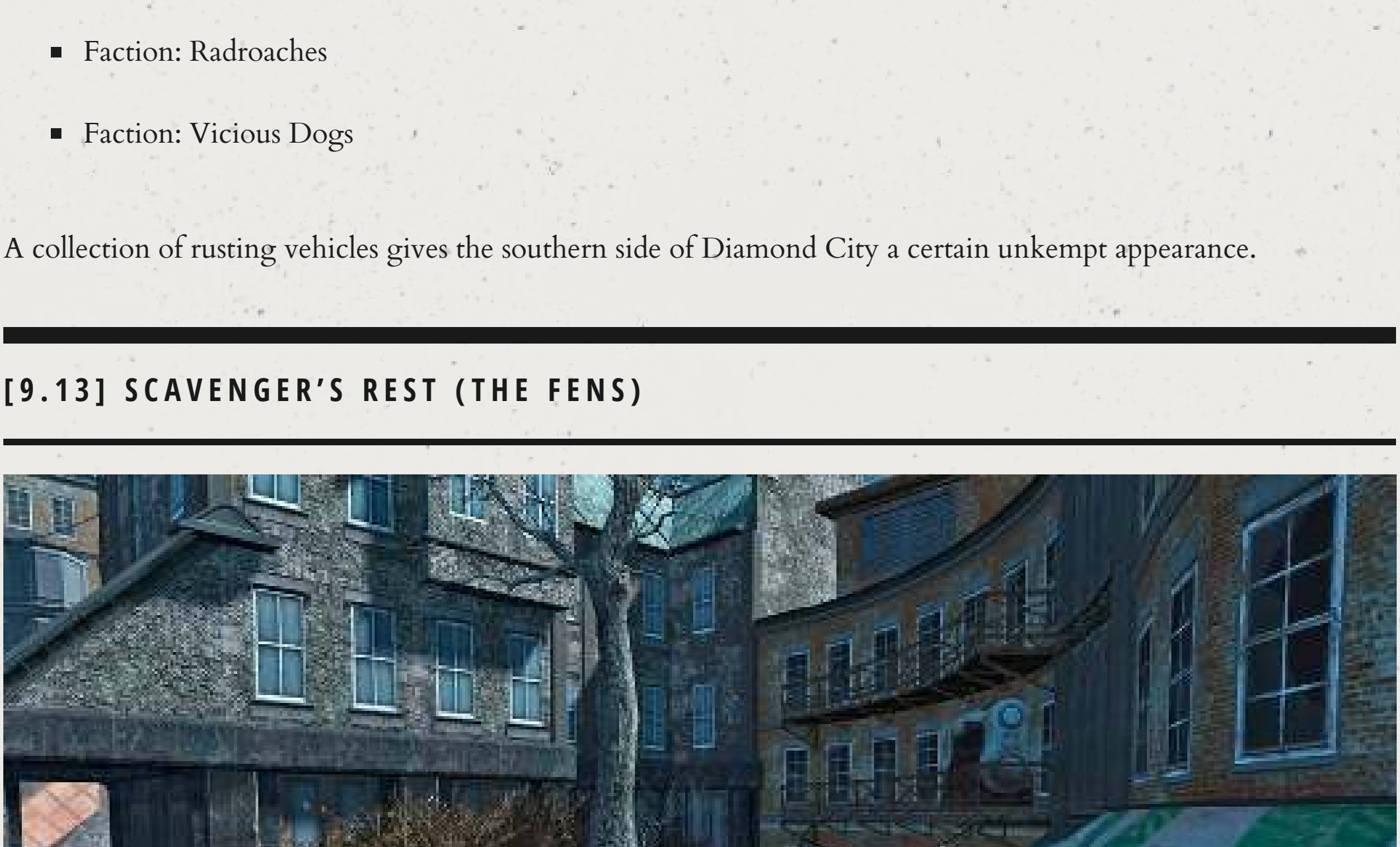
[9.11] SCAFFOLD BRIDGE (THE FENS)



- Danger: Mines!
- Danger: Tripwires!
- Health or Chems

Climb the metal scaffold steps and check the ruined building to the north and south, watching for traps. From the office atop the flights of stairs, you can leap through the hole in the window and access the rooftops to the south of Diamond City.

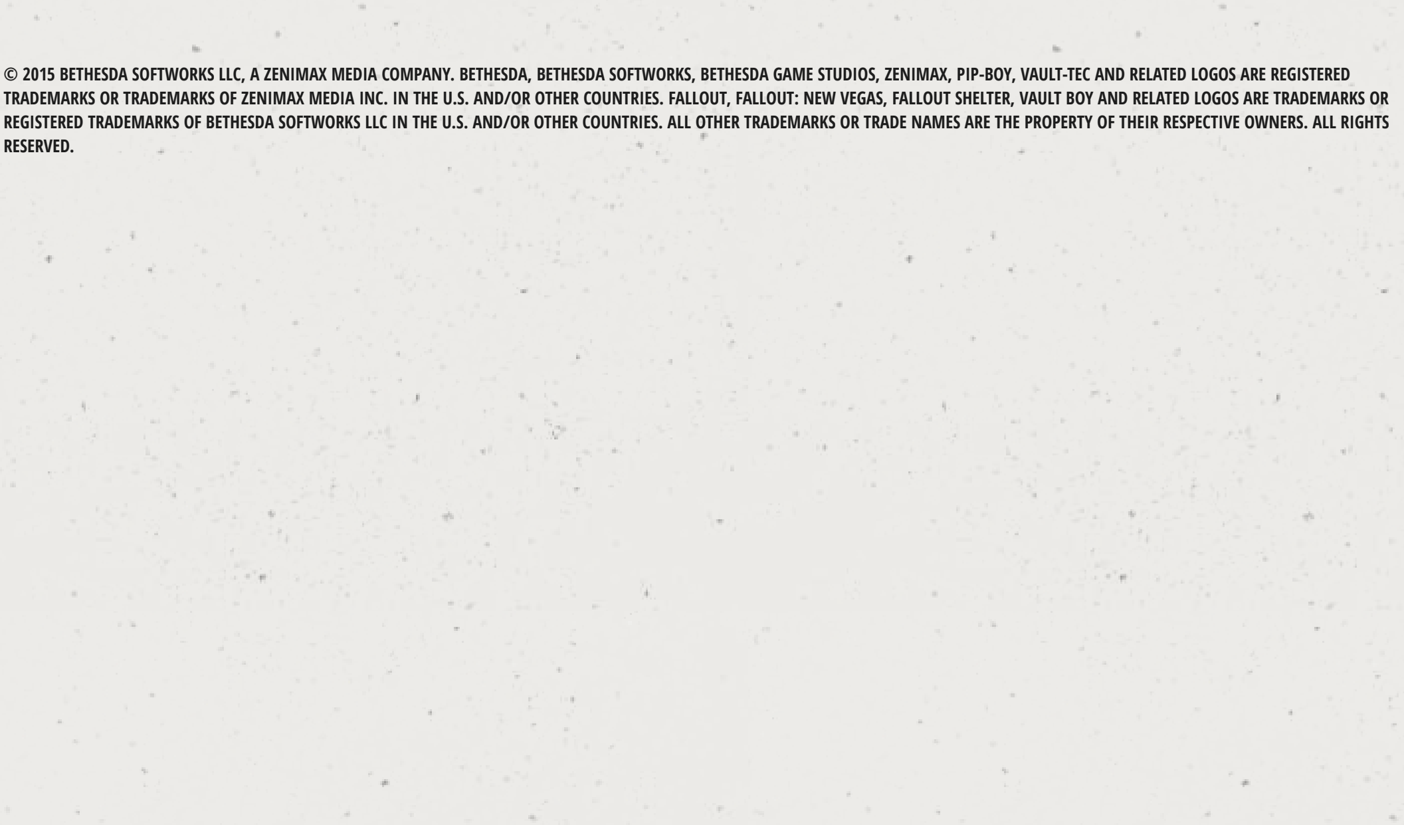
[9.12] DIAMOND CITY SCRAP



- Armaments and Ammo
- Health or Chems
- Faction: Radroaches
- Faction: Vicious Dogs

A collection of rusting vehicles gives the southern side of Diamond City a certain unkempt appearance.

[9.13] SCAVENGER'S REST (THE FENS)



- Crafting: Cooking Station

This small open-air alcove is nestled behind a low stone wall, southeast of Diamond City.

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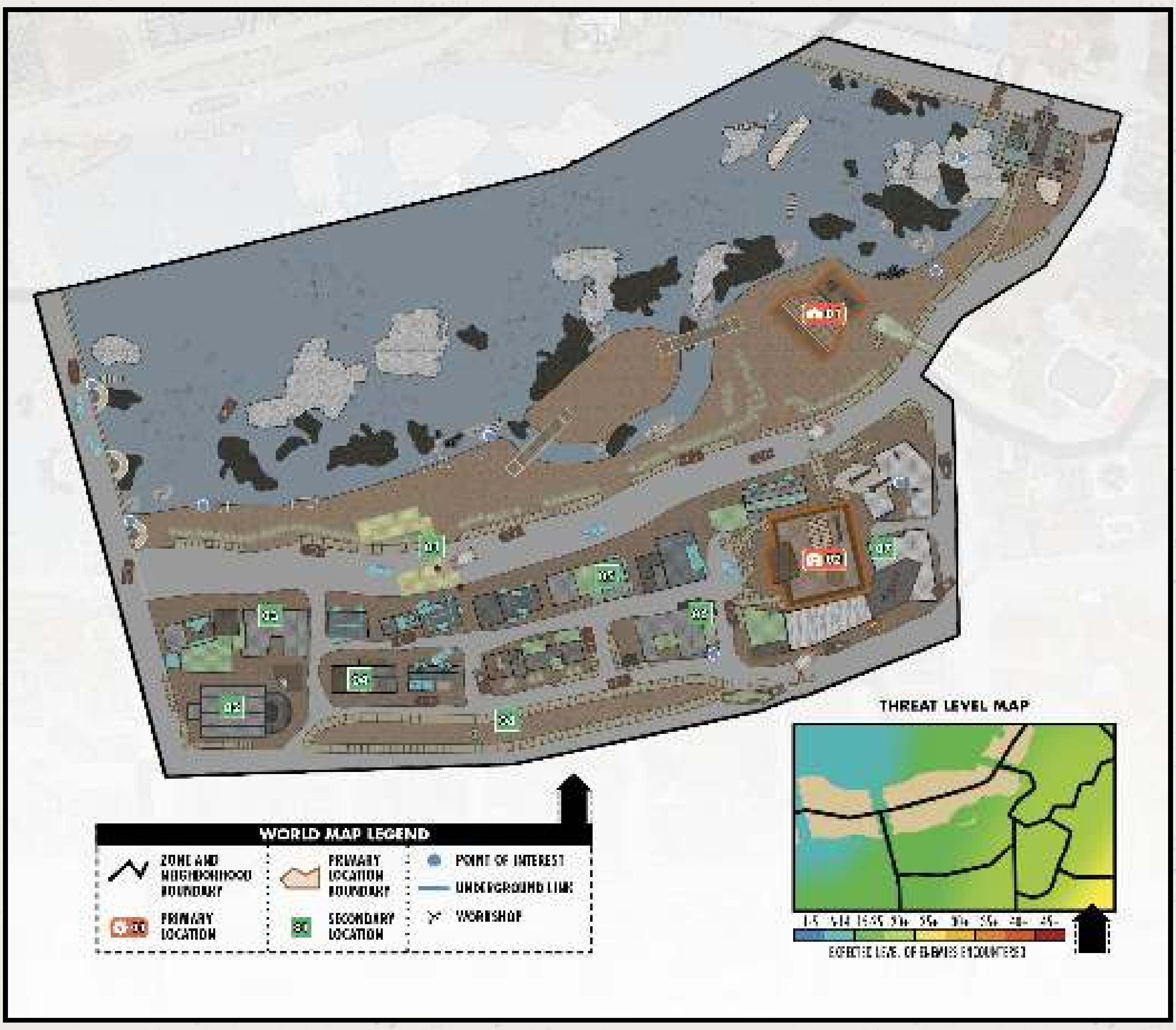
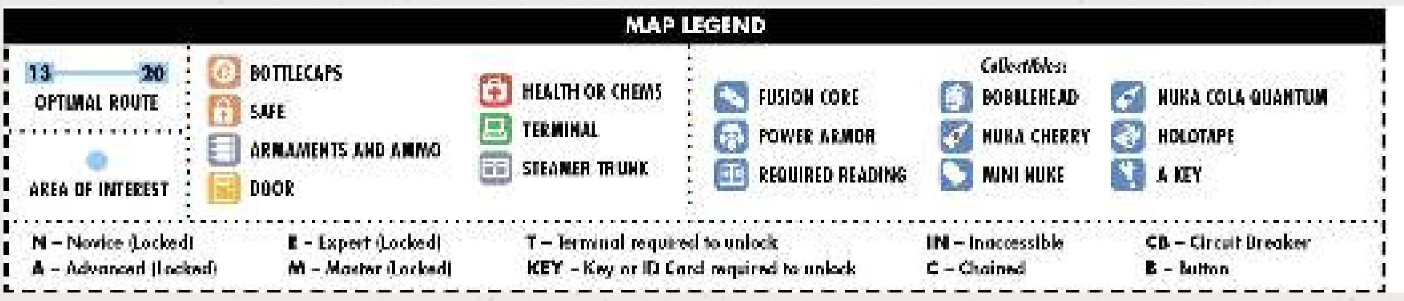
Zone 10: Neighborhood: Esplanade

Overview


01
02
01
02
03
04
05
06
07
08
THREAT LEVEL MAP
1-5
6-14
15-25
30+
35+
40+
55+
60+
65+
EXPECTED LEVEL OF ENEMIES ENCOUNTERED
WORLD MAP LEGEND
ZONE AND NEIGHBORHOOD BOUNDARY
PRIMARY LOCATION BOUNDARY
POINT OF INTEREST
UNDERGROUND LINK
PRIMARY LOCATION
SECONDARY LOCATION
WORKSHOP


MAP LEGEND
13
20
OPTIMAL ROUTE
AREA OF INTEREST
BOTTLECAPS
SAFE
ARMAMENTS AND AMMO
DOOR
HEALTH OR CHEMS
TERMINAL
STEAMER TRUNK
FUSION CORE
POWER ARMOR
REQUIRED READING
Collectibles:
BOBBLEHEAD
NUKA CHERRY
MINI NUKE
NUKA COLA QUANTUM
HOLOTAPE
A KEY
N – Novice (Locked)
A – Advanced (Locked)
E – Expert (Locked)
M – Master (Locked)
T – Terminal required to unlock
KEY – Key or ID Card required to unlock
IN – Inaccessible
C – Chained
CB – Circuit Breaker
B – Button

Technically part of the Back Bay Neighborhood, the Charles River Esplanade is comprised of the remains of a park, some waterfront mansions still exhibiting the faded grandeur of times gone by, and one of the main thoroughfares of Boston—Commonwealth Avenue. Currently, Raiders and Gunners are vying for control of this zone, though there are reports of strange smells (stranger than normal) emanating from the HalluciGen, Inc., building on the east side, close to Boston Common. If you fancy a stroll along the Charles River, you might want to pop in and say hello to the folks who've made the amphitheater their home; they're always looking for new recruits to join their secret society.

Primary Locations

[10.01] Charles View Amphitheater

[10.02] HalluciGen, Inc.

Secondary Locations

[10.01] Footbridge (Esplanade)

[10.02] Holy Mission Congregation Church

[10.03] Barricade and Rooftops

[10.04] Rooftop Den (Esplanade)

[10.05] Malborough House

[10.06] Raider Lookout (Esplanade)

[10.07] Gun Shop Garage

[10.08] Commonwealth Avenue

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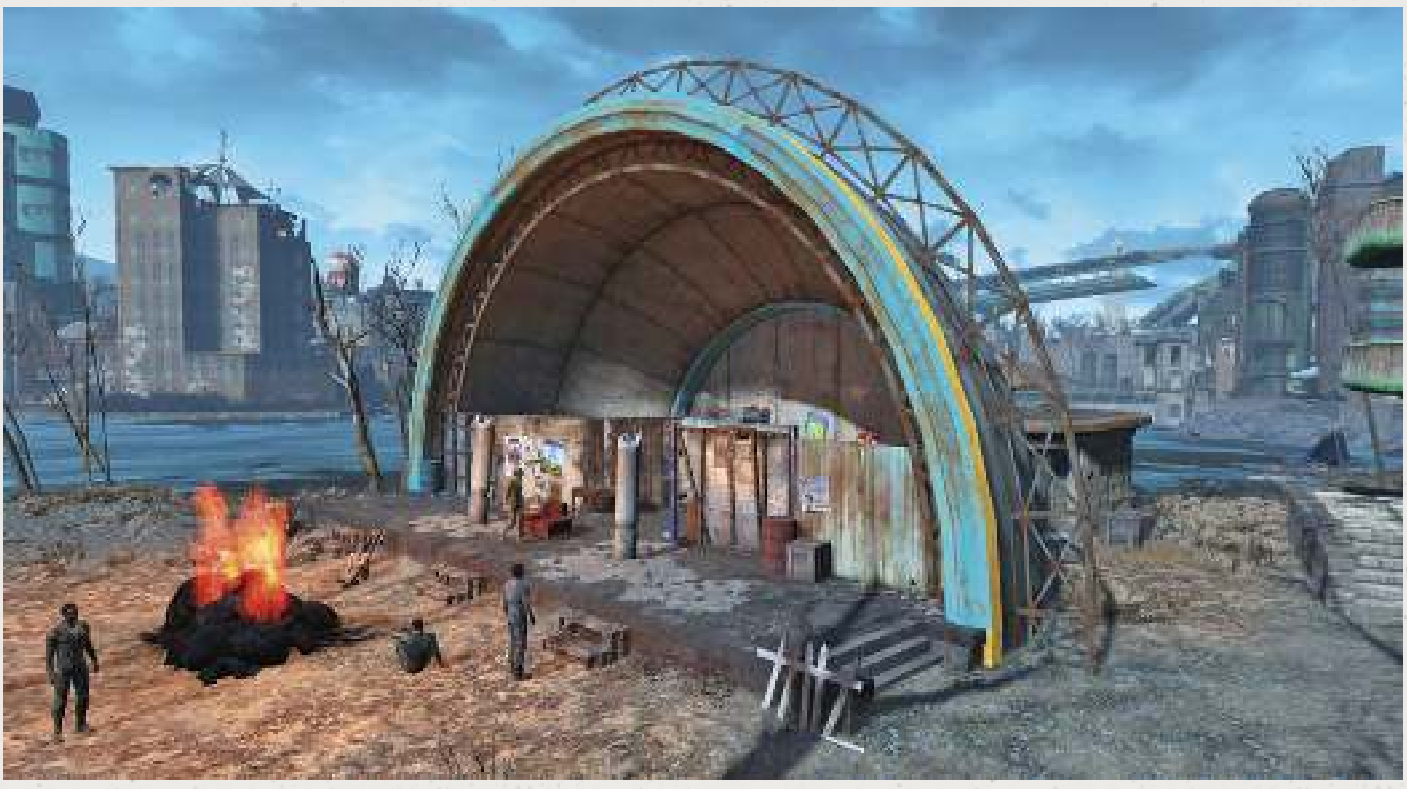
[10.01] Charles View Amphitheater

THREAT LEVELS 6-14 🟦🟦☐☐☐☐☐☐☐



- Armaments and Ammo
- Armaments and Ammo: Mini Nuke
- Faction: The Pillars (Pillars of the Community)
- Faction: Character: Brother James
- Quest Start: Miscellaneous (A Pillar of the Community)
- Quest Visit: The Secret of Cabot House (Side)

Pillars of the Community is ostensibly a missionary organization that hopes to restore the Commonwealth to prewar American values. Brother James is also a key player in the disappearance of Emogene Cabot from the well-to-do family of the same name. Visit here during the specified quest to uncover more about her. Need a Mini Nuke? Find one under one of the beds on the amphitheater stage.

VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke

Miscellaneous: A Pillar Of The Community

Speak with Brother Thomas. He is evasive to all of your questions. You can:

- Join his cult, eventually shedding all of your clothing and equipment and giving it to him. This isn't recommended.
- Refuse to join his cult. Then sneak into his office and open the locked door (Advanced).
- Refuse to join his cult. Then sneak behind and pickpocket the amphitheater key and unlock the door in the side office.
- Gun down Brother Thomas and his cultists. Search his corpse for an amphitheater key. Use it on the door in his side office.

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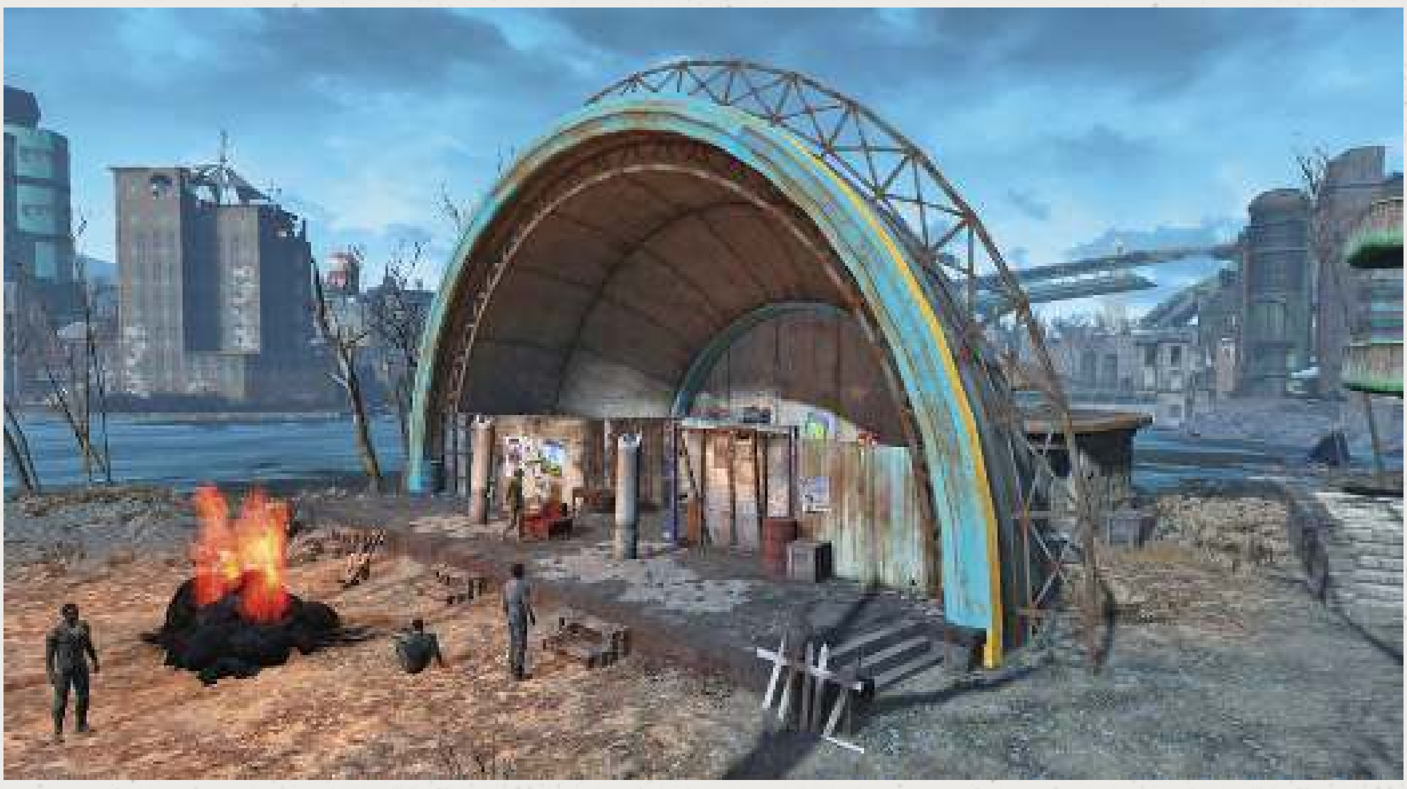
Primary Locations

[10.01] Charles View Amphitheater

THREAT LEVELS 6-14



- Armaments and Ammo
- Armaments and Ammo: Mini Nuke
- Faction: The Pillars (Pillars of the Community)
- Faction: Character: Brother James
- Quest Start: Miscellaneous (A Pillar of the Community)
- Quest Visit: The Secret of Cabot House (Side)

Pillars of the Community is ostensibly a missionary organization that hopes to restore the Commonwealth to prewar American values. Brother James is also a key player in the disappearance of Emogene Cabot from the well-to-do family of the same name. Visit here during the specified quest to uncover more about her. Need a Mini Nuke? Find one under one of the beds on the amphitheater stage.

VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke

Miscellaneous: A Pillar Of The Community

Speak with Brother Thomas. He is evasive to all of your questions. You can:

- Join his cult, eventually shedding all of your clothing and equipment and giving it to him. This isn't recommended.
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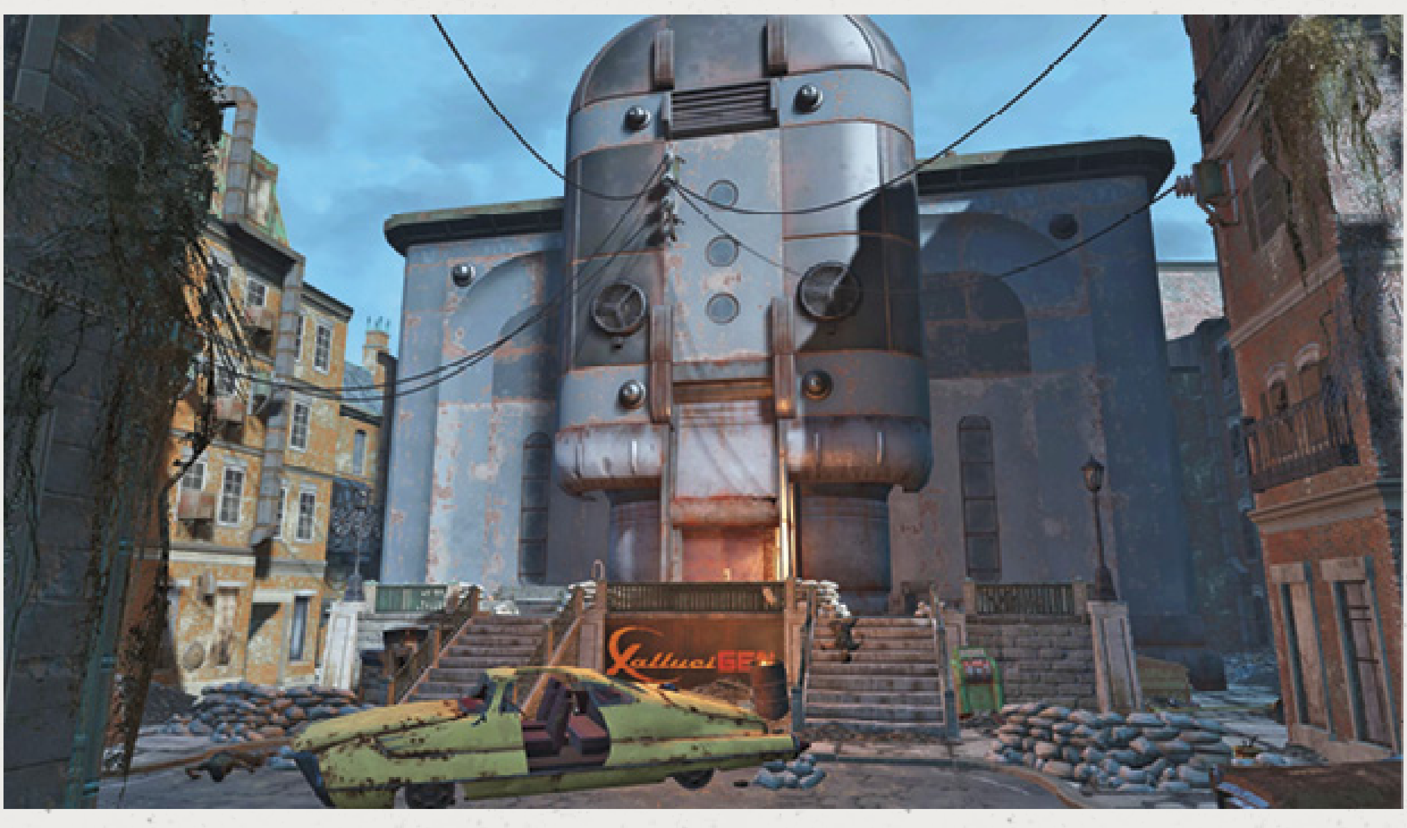
Primary Locations

[10.02] HalluciGen, Inc.

THREAT LEVELS 15-25



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Bottlecaps++
- Collectible: Nuka Cola Quantum
- Collectible: Required Reading: Tesla Science
- Crafting: Chemistry Station (3)
- Danger: Can Chimes!
- Danger: Gas Leak!
- Danger: Oil!
- Danger: Radiation (Mild)!
- Faction: Gunners
- Health or Chems
- Quest Start: Miscellaneous (HalluciGen Exploration)
- Quest Visit: Miscellaneous (Goodneighbor: Fred Allen)
- Unique Item: Drugged Water
- Unique Item: HalluciGen Gas Canisters
- Unique Item: HalluciGen Gas Grenades

The exterior of the building has the bodies of Gunners scattered everywhere. They appear to have been shot while running away. . . . You can enter through the main doors, or locate the side entrance (Master) on the northern side of the structure, facing the amphitheater.

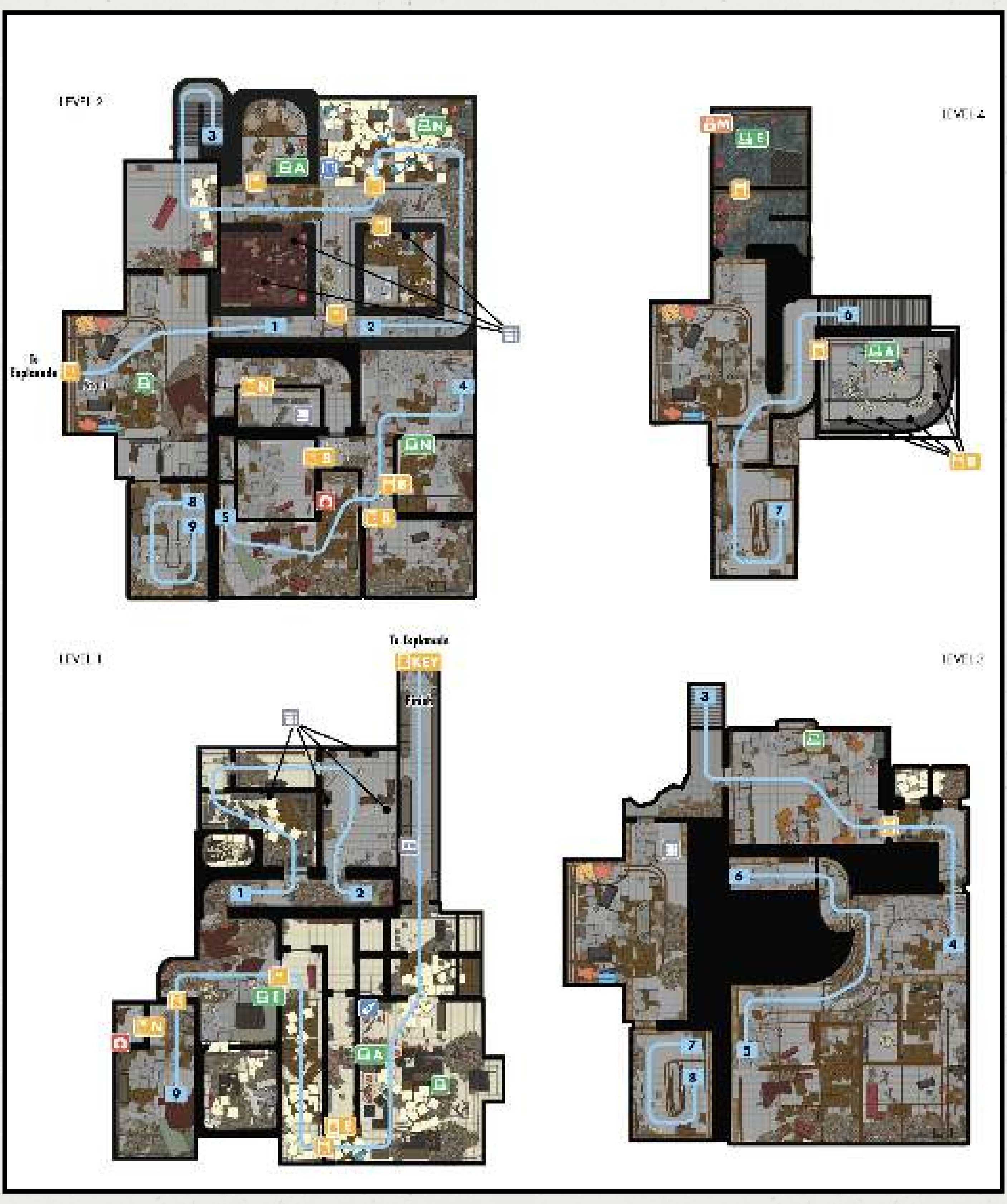
VAULT-TEC RECOMMENDED LOOT

Collectible: Nuka Cola Quantum

Unique Item: HalluciGen Gas Grenades

Required Reading: Tesla Science

Miscellaneous: HalluciGen Exploration



The reception room is ankle-deep in strange green gas. Read the "Help Wanted" note by the terminal for some interesting information. Gunners encountered here are fighting themselves as well as you.

Inside the research lab (north, L2) near the Tesla Science magazine, you can activate a suppressor prototype that paralyzes enemies it hits.

Drugged water is also available and is unique to this location. Inside the locked office (Advanced) is a Gunner.

CHARISMA

(Easy) Tell her to get out of here, that you're a friend or (hard) threaten her.

After breaching the lower-level pens, head up to the observation room and optionally press the buttons to start some "product demonstrations."

Continue through this maze until you reach the staircase down to the basement. Take the damage while running through, use Power Armor or a hazmat suit to breach the decontamination area, or use the terminal (Advanced) to dispel the gas, or pick the locked door (Expert) to reach the lab. The laboratory has a Gunner Commander with a key, mission brief, and note (the key unlocks the side entrance door). Gather HalluciGen Gas Canisters, which you can craft into unique HalluciGen Gas Grenades at any Chemistry Station-- but be warned, there's a limited supply of canisters. If Fred Allen of Goodneighbor (Hotel Rexford) sent you here for one, you can also find it in the lab.

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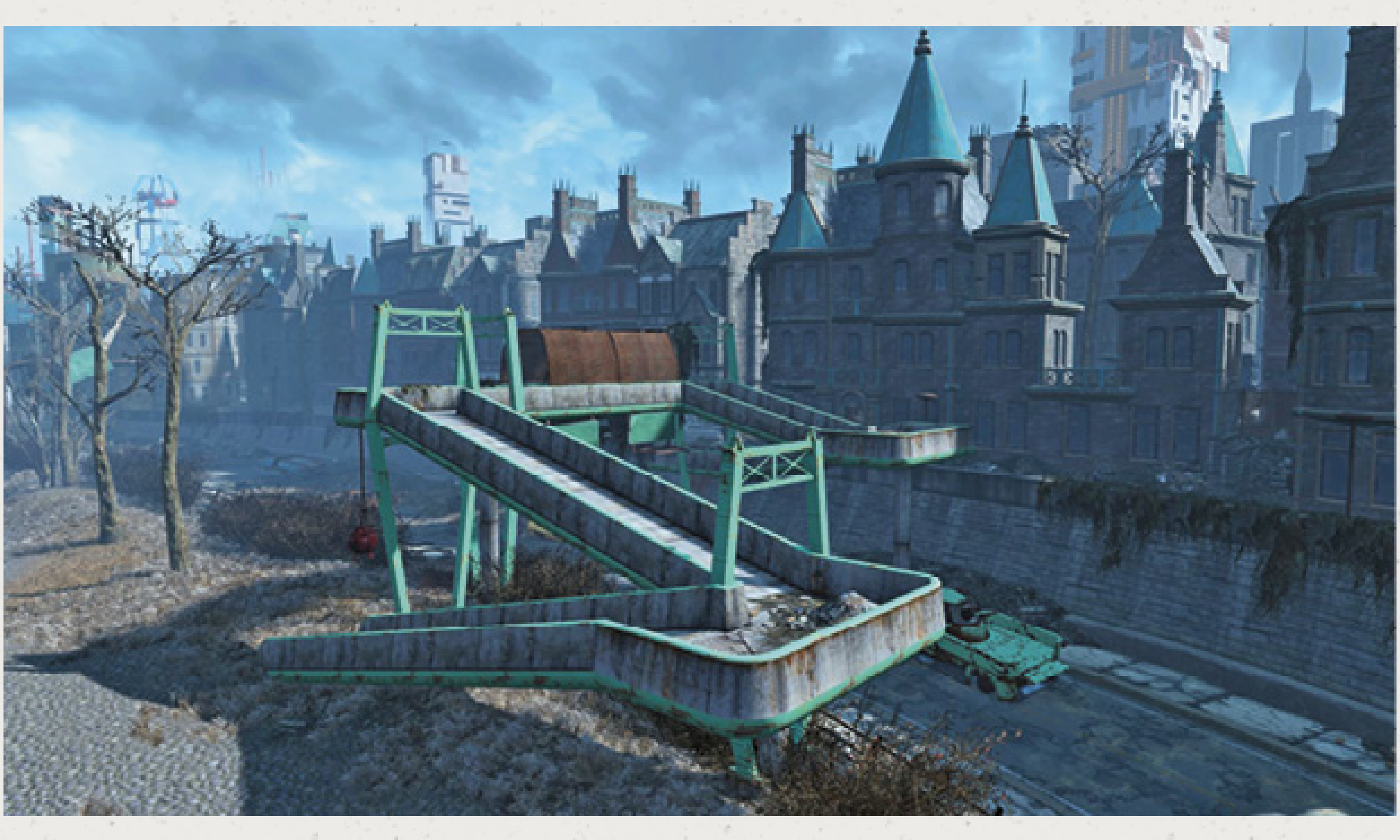
Secondary Locations

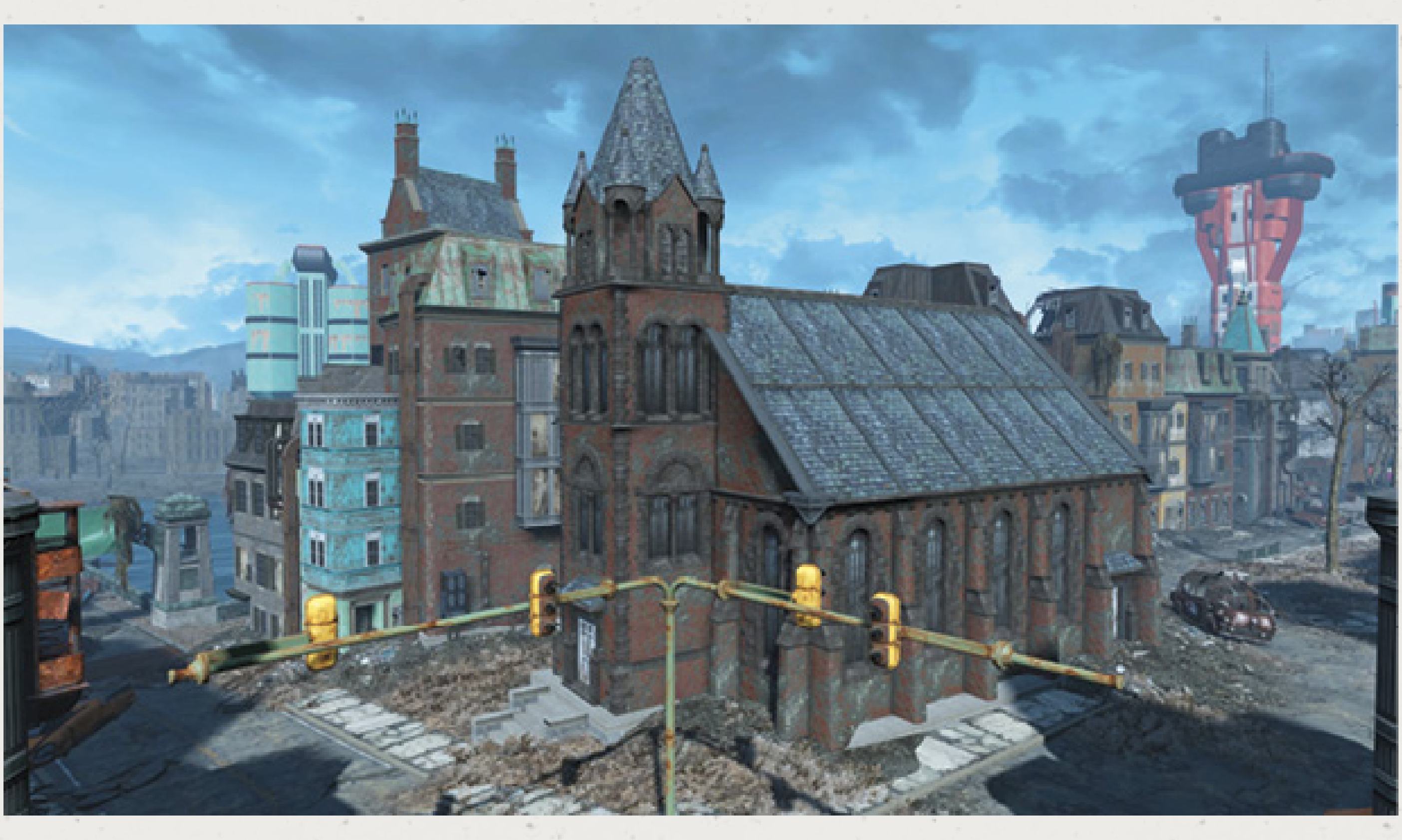
[10.01] FOOTBRIDGE (ESPLANADE)



- Armaments and **Ammo**
- Faction: Super Mutants

Enabling access across the main road to the river, this is now a small Super Mutant camp. Feel free to butcher the inhabitant.

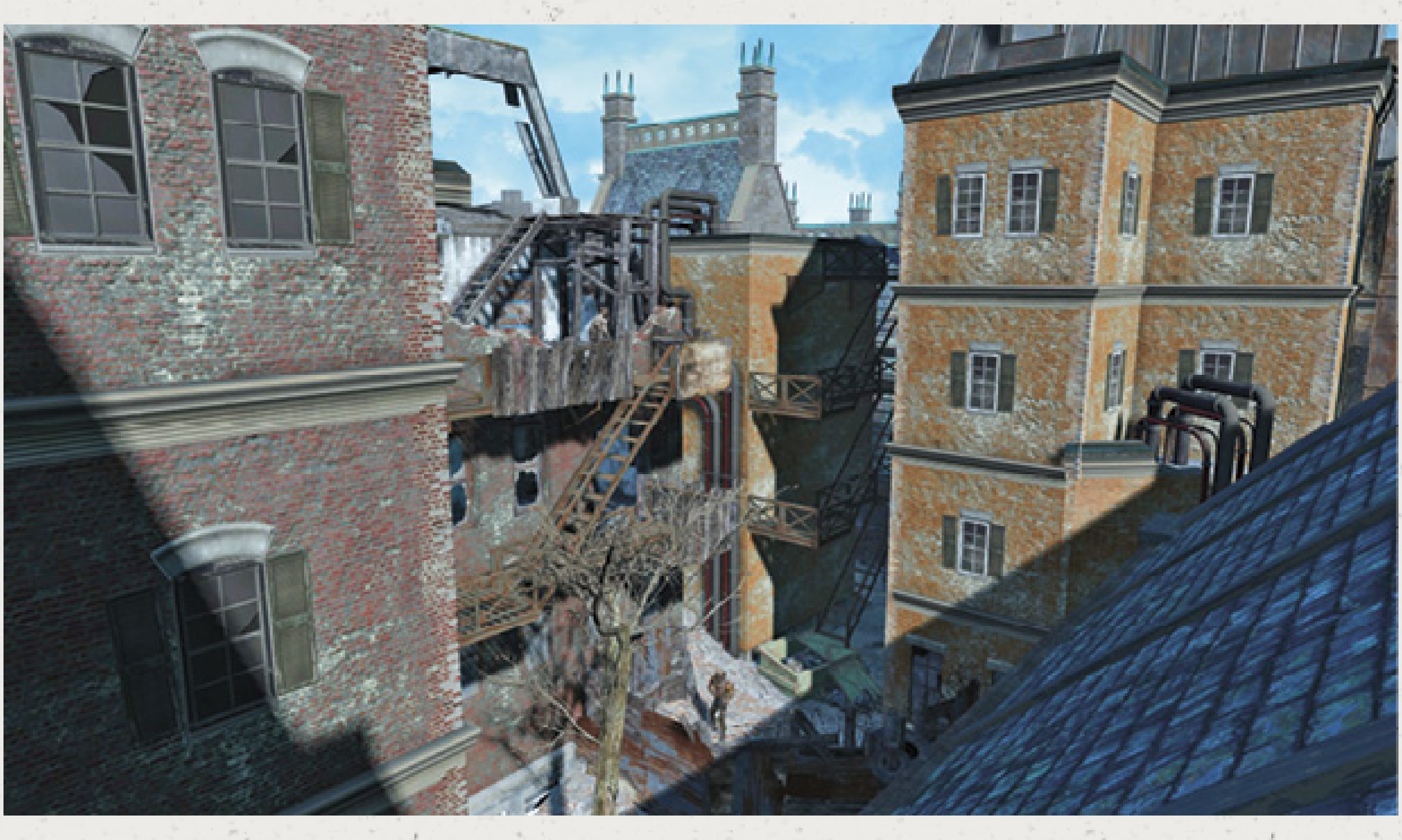
[10.02] HOLY MISSION CONGREGATION CHURCH



- Armaments and **Ammo**
- Faction: Feral Ghoul

The local church is still standing, though the sermons take on a more frenzied affair, as there are ferals present.

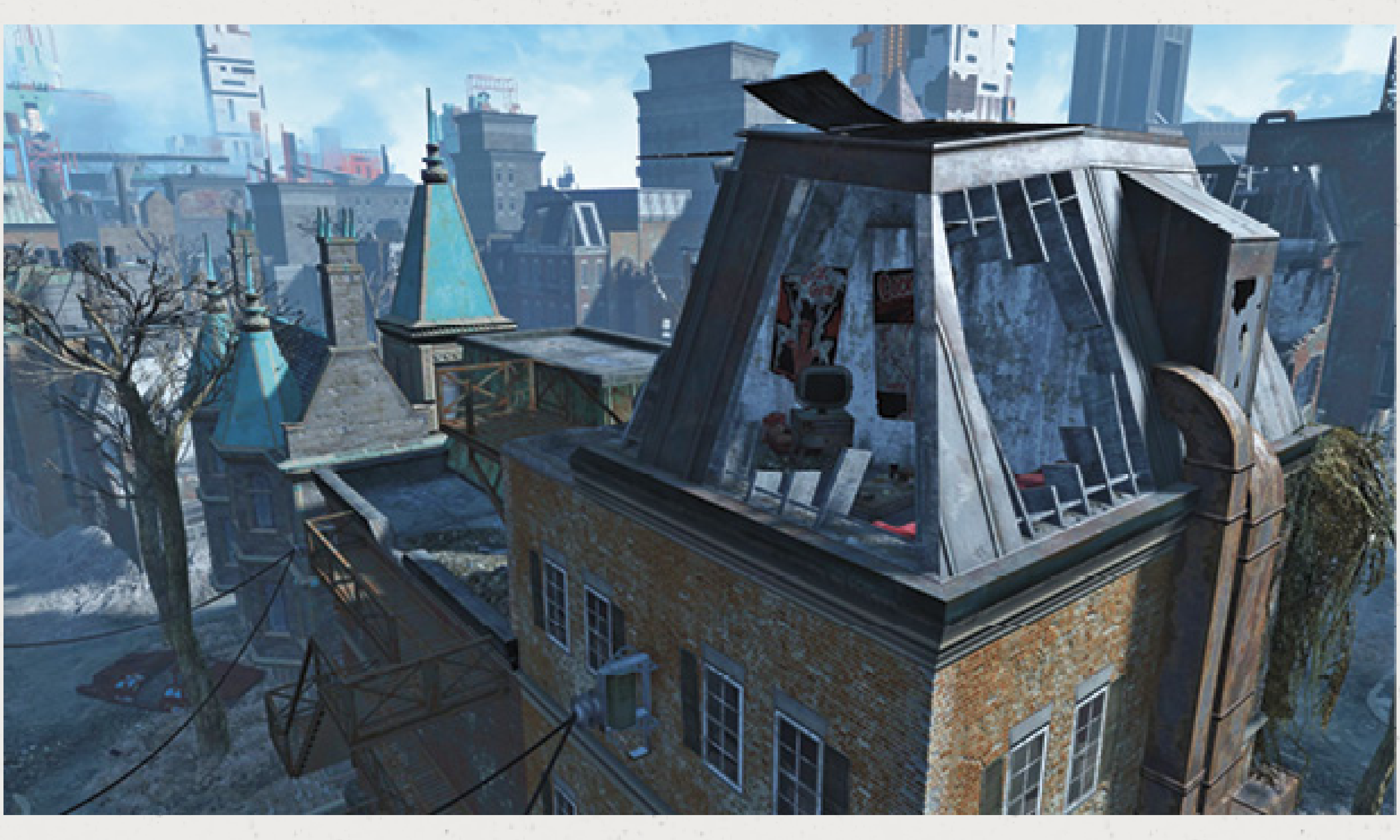
[10.03] BARRICADE AND ROOFTOPS



- Armaments and **Ammo**
- Danger: Long Drop!
- Faction: Raiders
- **Health or Chems**

Access this small Raider camp via the barricade door to the east. Use the fire escape to climb to the roof, and back down a subsequent tenement building with loot and more foes to bring down.

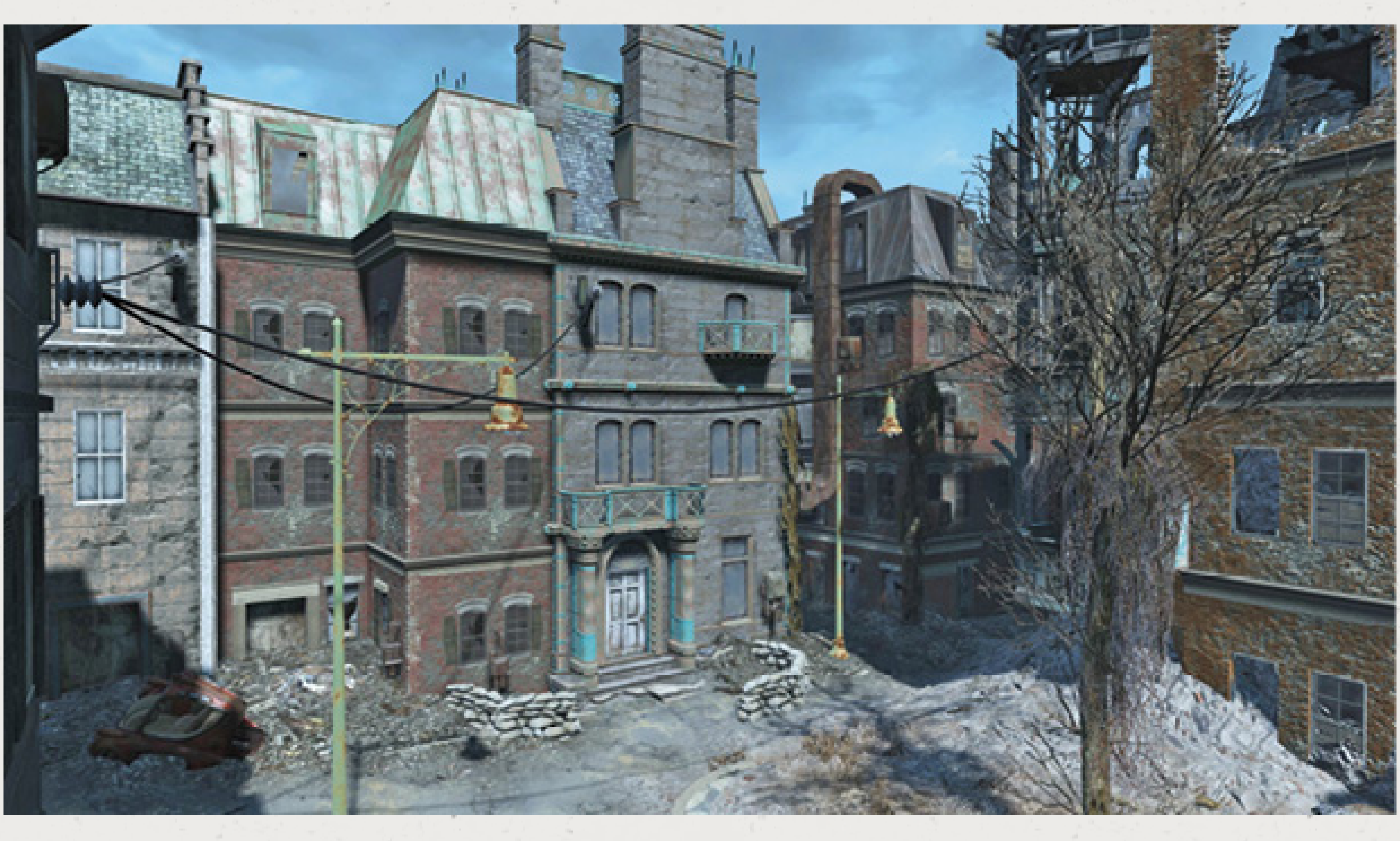
[10.04] ROOFTOP DEN (ESPLANADE)



- Danger: Long Drop!
- **Health or Chems**

Access the fire escape to reach a small rooftop hideaway with some minor **chems** and a good view of the neighborhood.

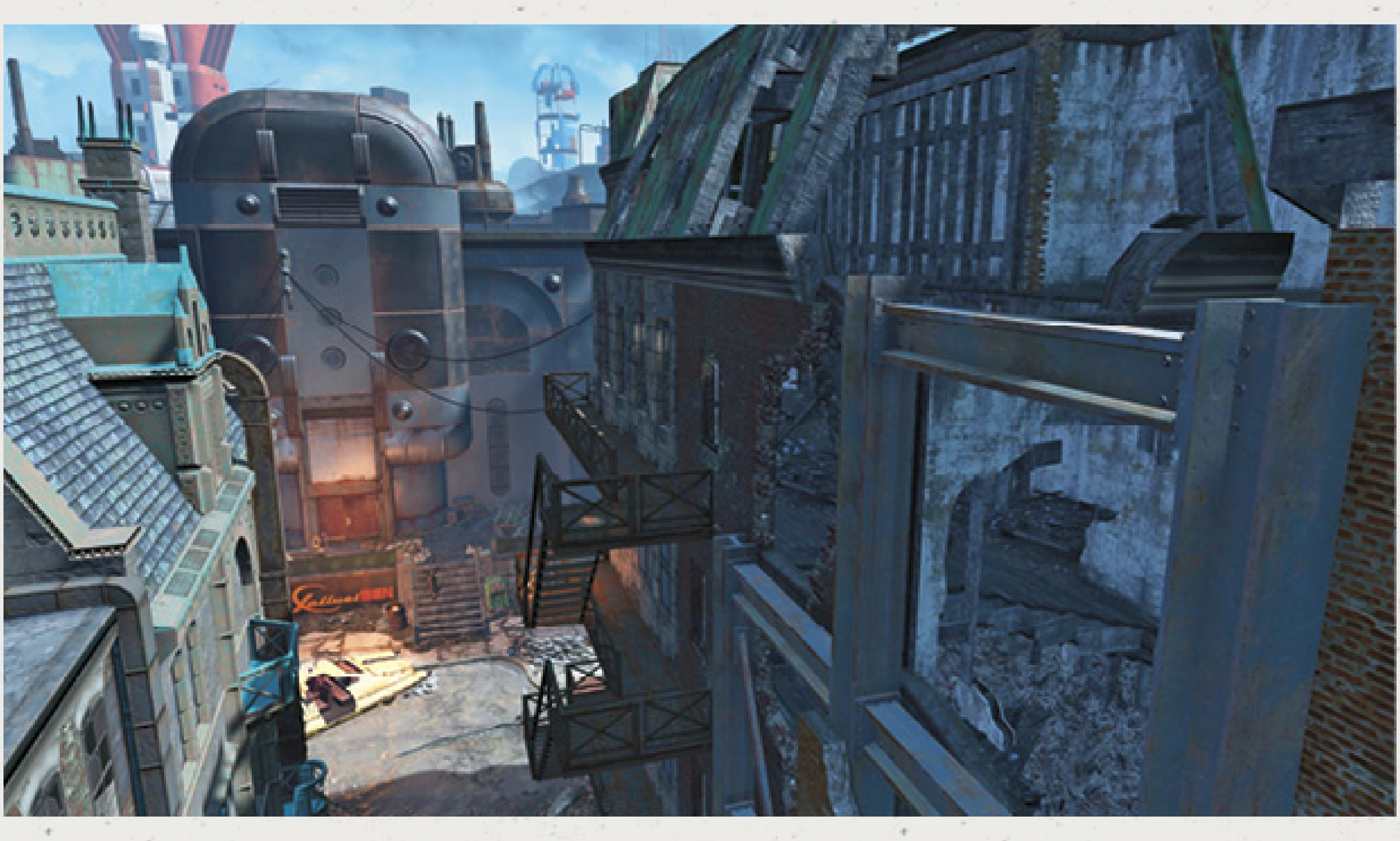
[10.05] MALBOROUGH HOUSE



- Armaments and **Ammo**
- Faction: Gunners

This stately home has some of its ancient fineries still on display inside. This was recently used as a Gunner hideout, and there's the moderately impressive ammunition stashes here to prove it.

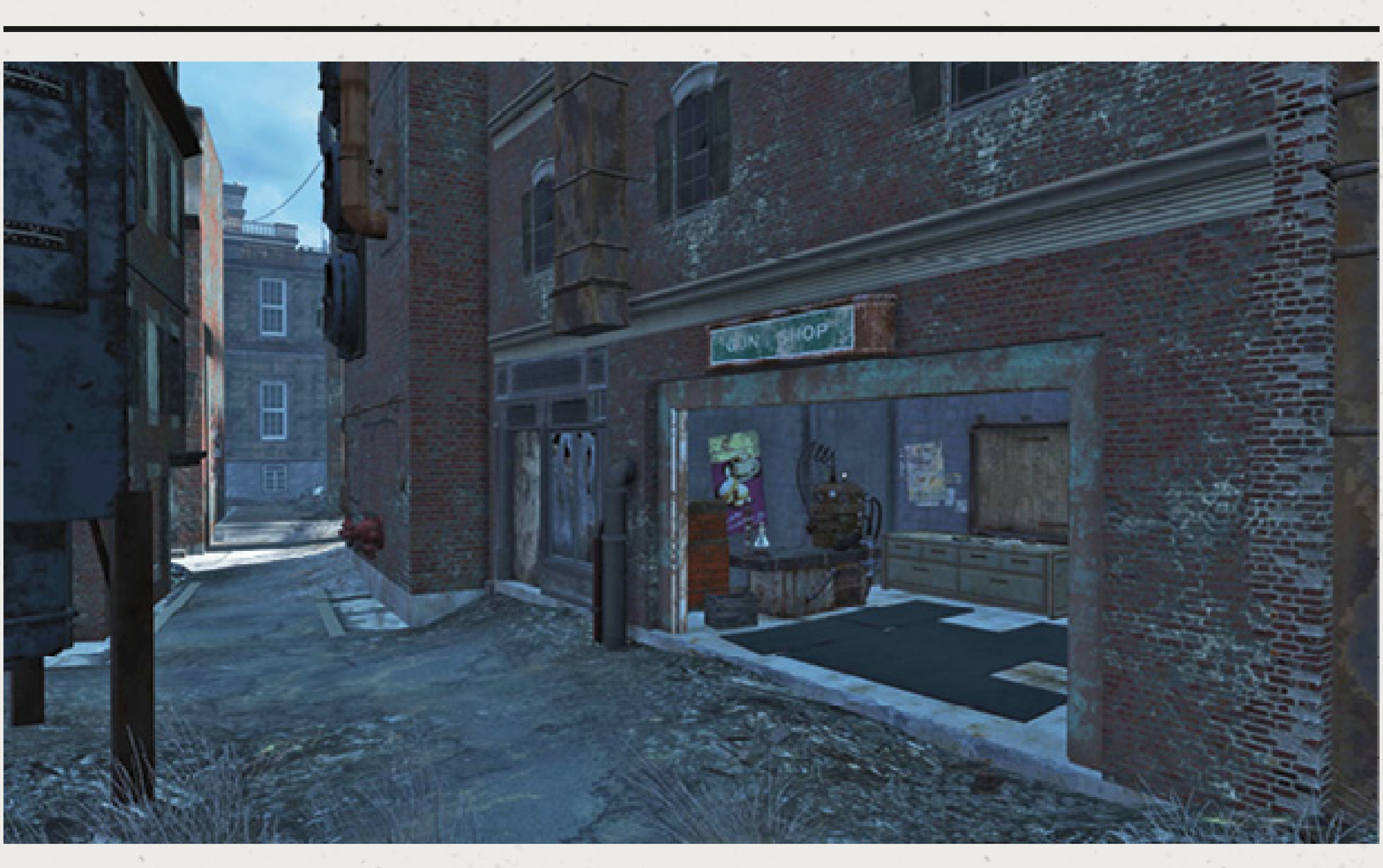
[10.06] RAIDER LOOKOUT (ESPLANADE)



- Armaments and **Ammo**
- Faction: Raiders
- **Health or Chems**

A lone foe inside the attic of this once-grand mansion looks out at Gunner activity to the east.

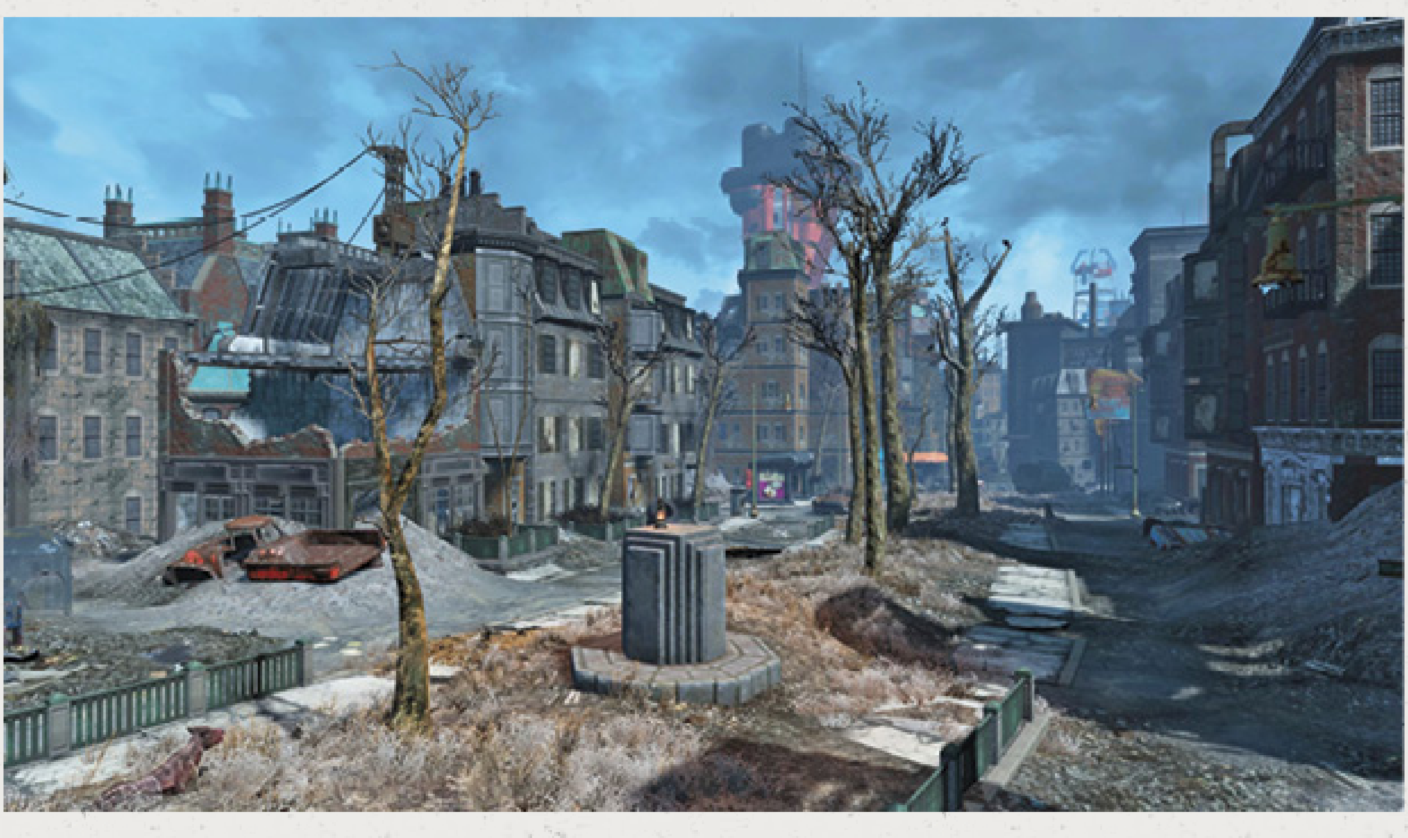
[10.07] GUN SHOP GARAGE



- **Crafting**: Chemistry Station
- **Crafting**: **Power Armor** Station
- **Crafting**: **Weapons** Workbench

Park your **Power Armor** and tinker away at this garage, just behind HalluciGen, Inc.

[10.08] COMMONWEALTH AVENUE



- Faction: Wild Mongrels

The main east-west thoroughfare along the southern edge of this neighborhood (to the south is Back Bay) offers access from the Fens (west) into Boston Common (east).

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Fallout 4 G.O.T.Y.
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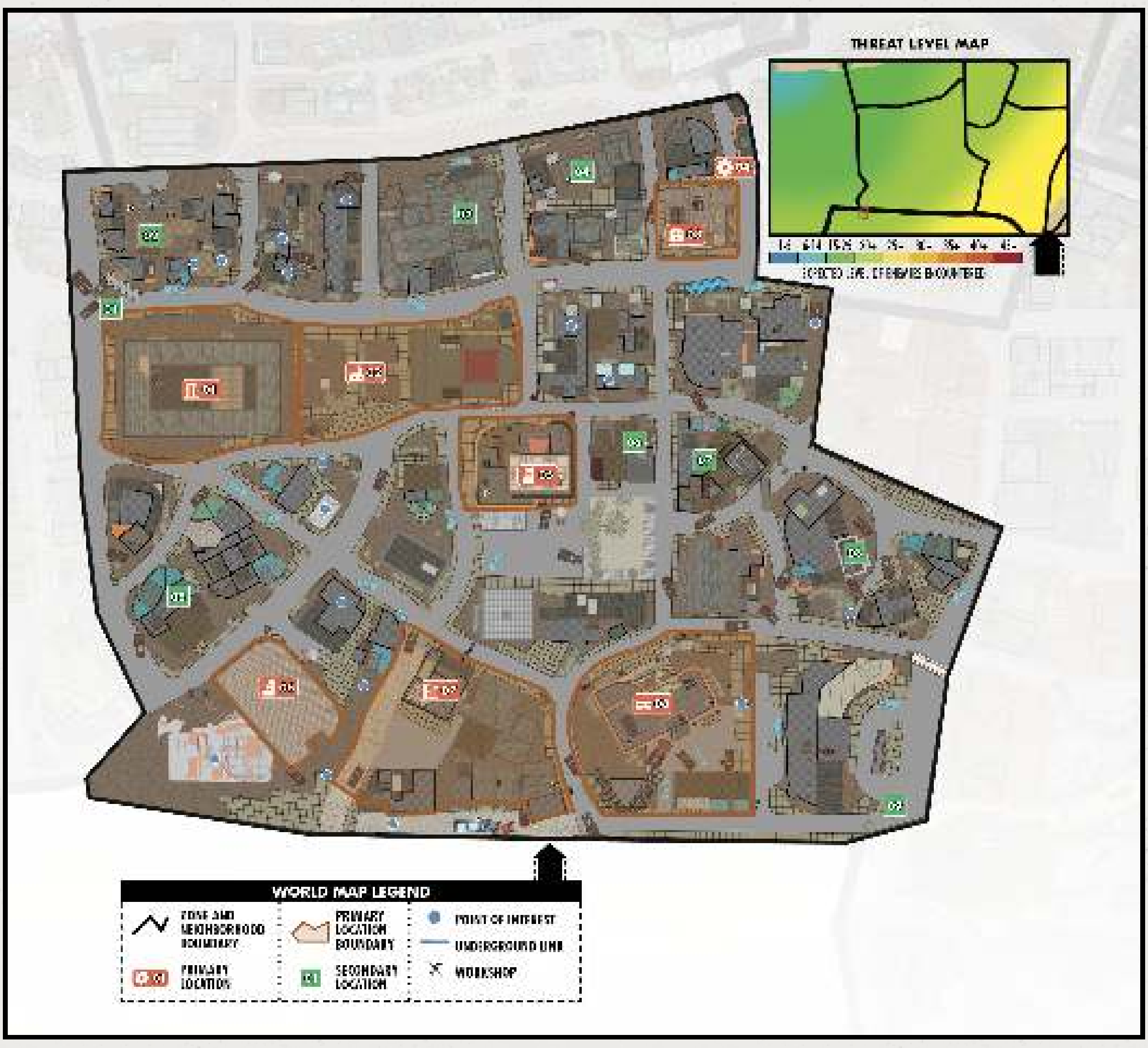
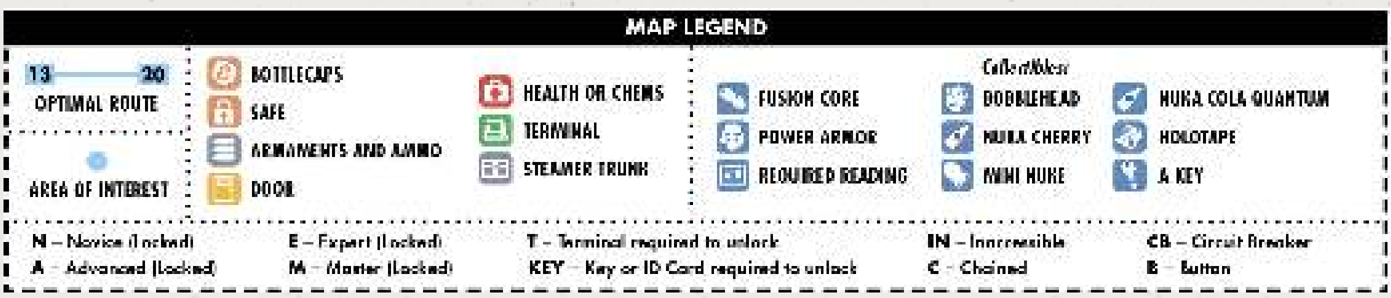
Zone 11: Neighborhood: Back Bay

Overview


THREAT LEVEL MAP
EXPECTED LEVEL OF ENEMIES ENCOUNTERED
WORLD MAP LEGEND
ZONE AND NEIGHBORHOOD BOUNDARY
PRIMARY LOCATION BOUNDARY
POINT OF INTEREST
UNDERGROUND LINK
PRIMARY LOCATION
SECONDARY LOCATION
WORKSHOP


MAP LEGEND
13
20
OPTIMAL ROUTE
AREA OF INTEREST
BOTTLECAPS
SAFE
ARMAMENTS AND AMMO
DOOR
HEALTH OR CHEMS
TERMINAL
STEAMER TRUNK
Collectibles
FUSION CORE
POWER ARMOR
REQUIRED READING
BOBBLEHEAD
NUKA CHERRY
MINI NUKE
NUKA COLA QUANTUM
HOLOTAPE
A KEY
N – Novice (Locked)
A – Advanced (Locked)
E – Expert (Locked)
M – Master (Locked)
T – Terminal required to unlock
KEY – Key or ID Card required to unlock
IN – Inaccessible
C – Chained
CB – Circuit Breaker
B – Button

Back Bay was once known for its numerous brownstones of architectural significance. It is now dominated by the Trinity Tower skyscraper, an immense building constructed close to the old church and public library. Now the streets and alleyways are home to roving bands of Raiders, ferals, and packs of wild dogs. The tower still stands, which is more than can be said for another skyscraper, which has half toppled into the Dartmouth Professional Building. Keep going south to reach a Raider tenement block stronghold of Layton Towers. Super Mutants have a powerful grip on this part of the city, too, decorating the Wilson Atomatoys Corporate HQ and Trinity Tower with meat bags and bloody spikes.

Primary Locations

[11.01] Boston Public Library

[11.02] Trinity Plaza

[11.03] Hubris Comics

[11.04] Vault 114 (Exit)

[11.05] Trinity Tower

[11.06] Dartmouth Professional Building

[11.07] Layton Towers

[11.08] Wilson Atomatoys Corporate HQ

Secondary Locations

[11.01] The Corner of Mass and Newbury

[11.02] Half-Demolished Apartment (Back Bay)

[11.03] Trinity Plaza Parking

[11.04] Shenley's Oyster Bar

[11.05] The Patriot's Sleep Shack

[11.06] Trader Rooftop (Back Bay)

[11.07] Raider Rooftops (Back Bay)

[11.08] Warren Theater

[11.09] Raider Blockade (Southeast Back Bay)

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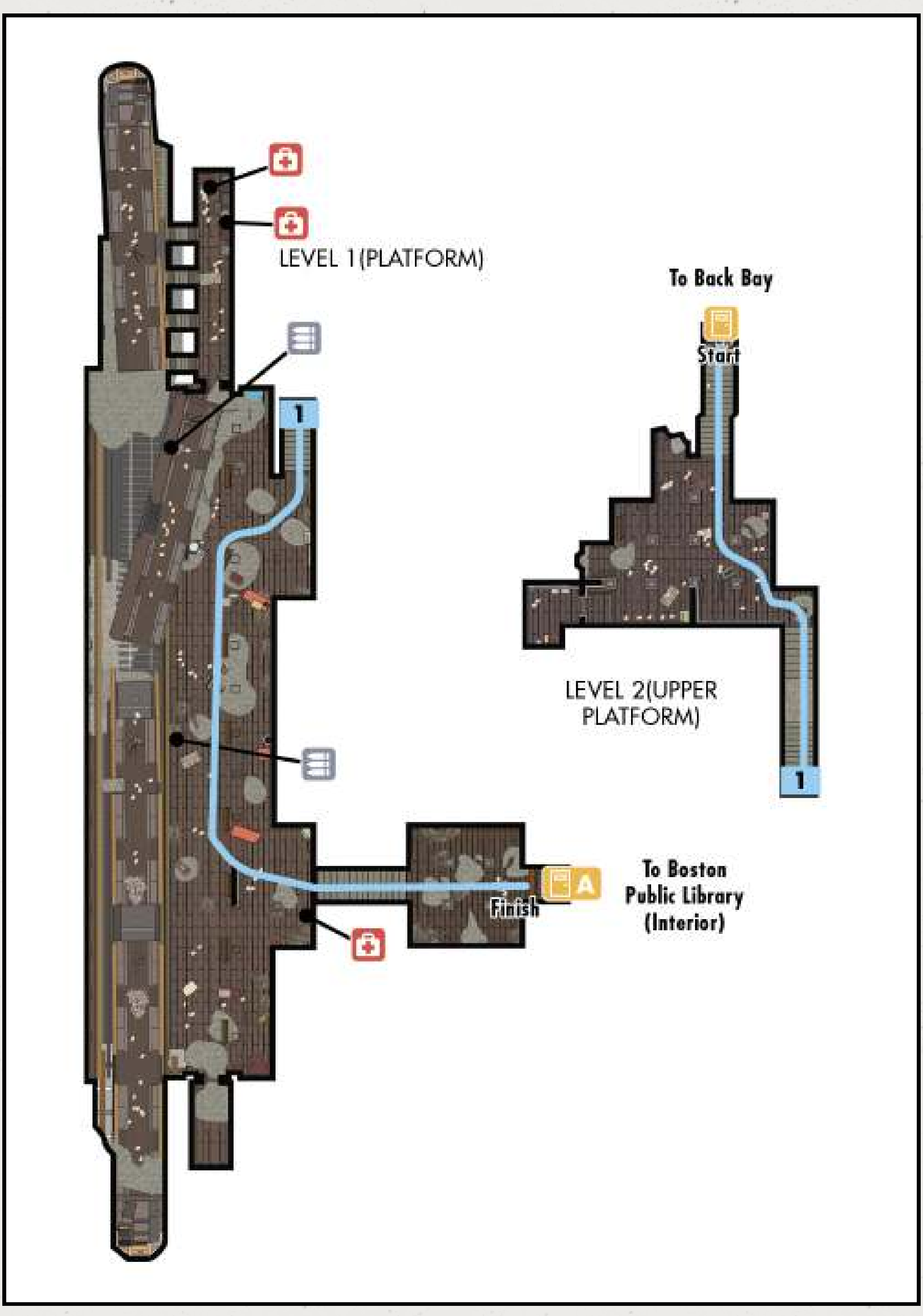
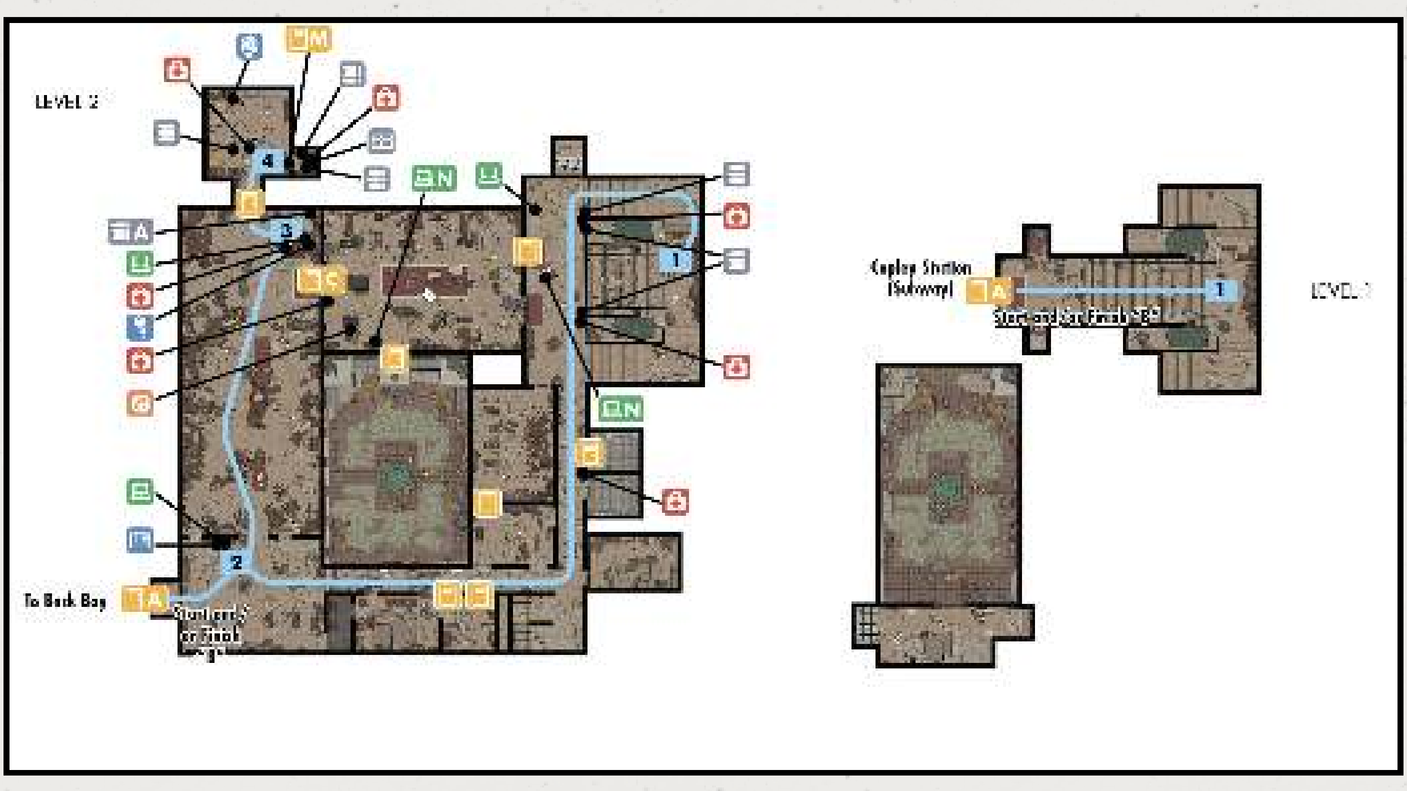
Primary Locations

[11.01] Boston Public Library

THREAT LEVELS 15-25

- Armaments and Ammo
- Armaments and Ammo: Trunk
- Bottlecaps
- Collectible: Bobblehead: Intelligence
- Collectible: Required Reading: MassachusettsSurgical Journal
- Crafting: Chemistry Station (2)
- Crafting: Cooking Station
- Danger: Grenades!
- Danger: Tripwires!
- Danger: Turrets!
- Faction: Super Mutants
- Faction: Robots
- Faction: Character: Dalen
- Health or Chems





VAULT-TEC RECOMMENDED LOOT

Bobblehead: Intelligence

Required Reading: Massachusetts Surgical Journal

This was the largest repository of historical documentation in the Commonwealth and a well-visited location before the bombs dropped. Decades of neglect, water damage, looting, and vandalism ruined all the books stored here. The building still has a grandeur and is accessed either by a side entrance (Advanced) or by a subterranean entrance at Copley Station, under the main building. Super Mutants roam these halls now.

The interior of Copley Station is a Super Mutant lair, with two traders already mauled in the north end of the subway car. There's another entrance into Boston Public Library here (Advanced).

The main library interior has only one magazine of required reading, but a lot of required bleeding on behalf of the Super Mutants you should be culling. Watch for Protectrons too; they are hostile if you break in, but if you use the intercom near every door into the library, and pass a speech challenge, you can get permission and have them allied to you. Be sure to investigate the west hall; the library storage room key is on the desk in the west hall (north end). It opens the door (Master) off the server room to the northwest. Don't leave without the Bobblehead!

Certain municipal buildings (like this library and police station) have book return terminals where overdue books you can scavenge can be dropped off in return for tickets. The book return terminals offer tokens as well as some plastic prizes (and toothpaste or gum) you can decorate your abodes (or mouth) with.

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[11.01] Boston Public Library

THREAT LEVELS 15-25

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- Armaments and Ammo: Trunk
- Bottlecaps
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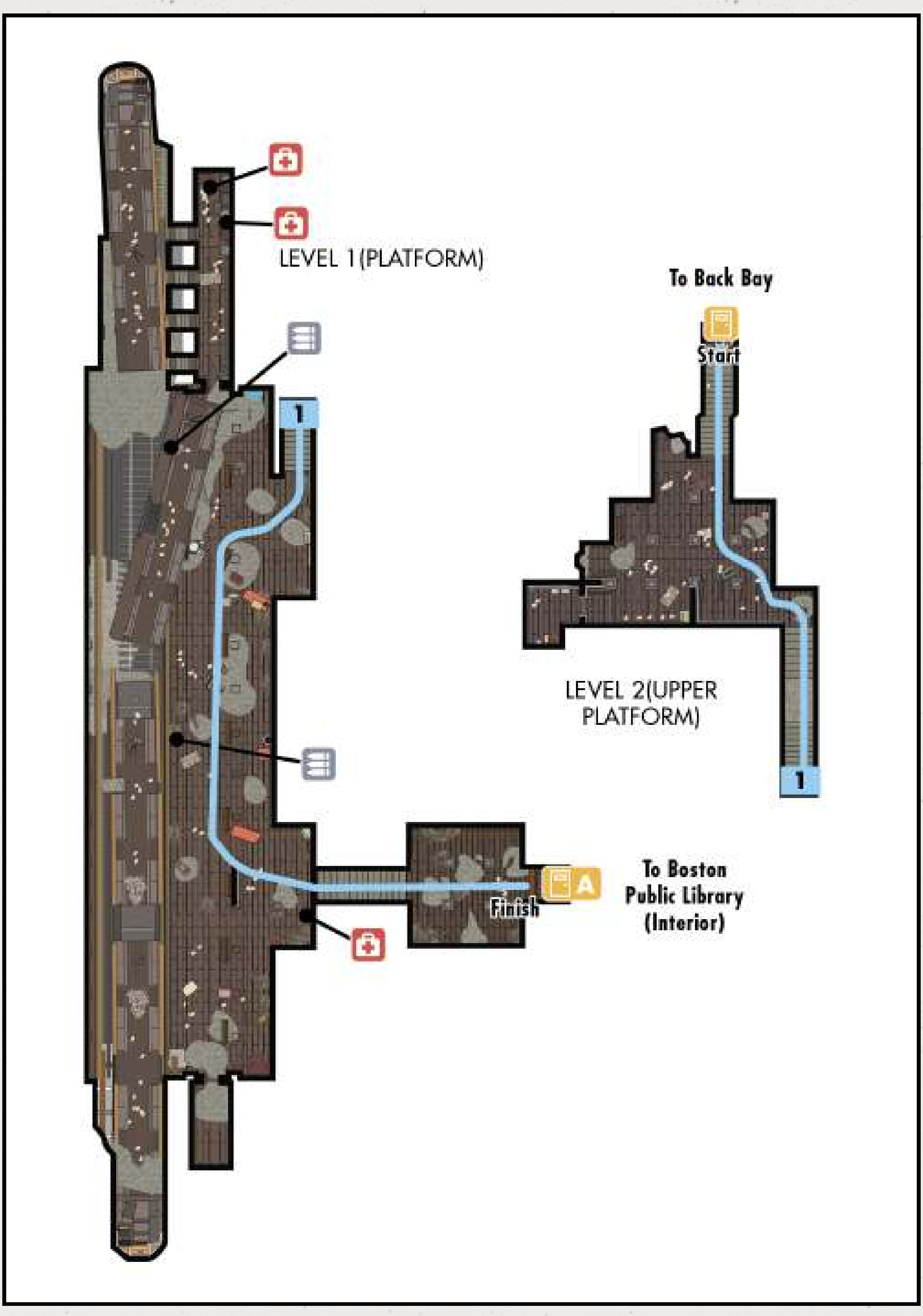
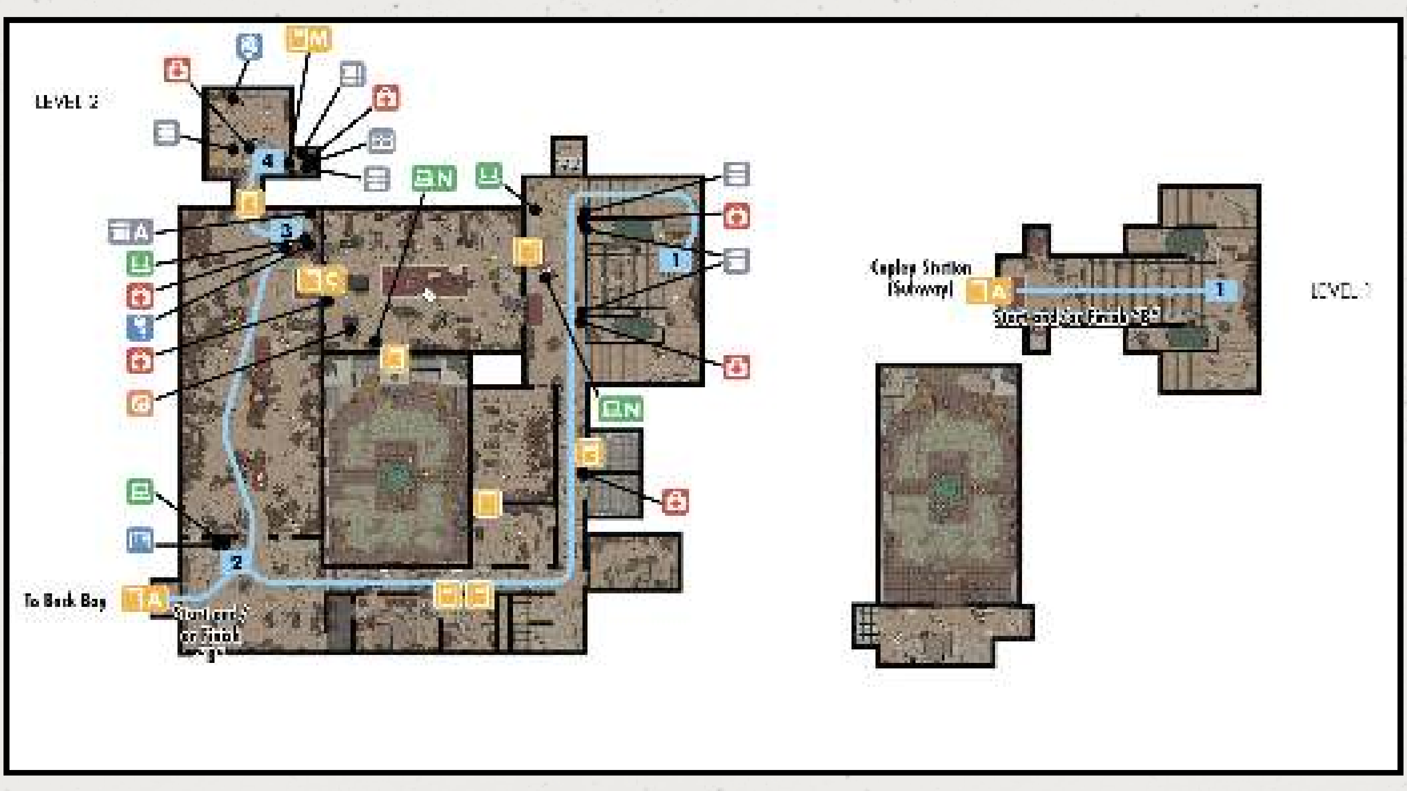
- Collectible: Required Reading: MassachusettsSurgical Journal
- Crafting: Chemistry Station (2)
- Crafting: Cooking Station
- Danger: Grenades!
- Danger: Tripwires!
- Danger: Turrets!
- Faction: Super Mutants
- Faction: Robots
- Faction: Character: Dalen
- Health or Chems





VAULT-TEC RECOMMENDED LOOT

Bobblehead: Intelligence

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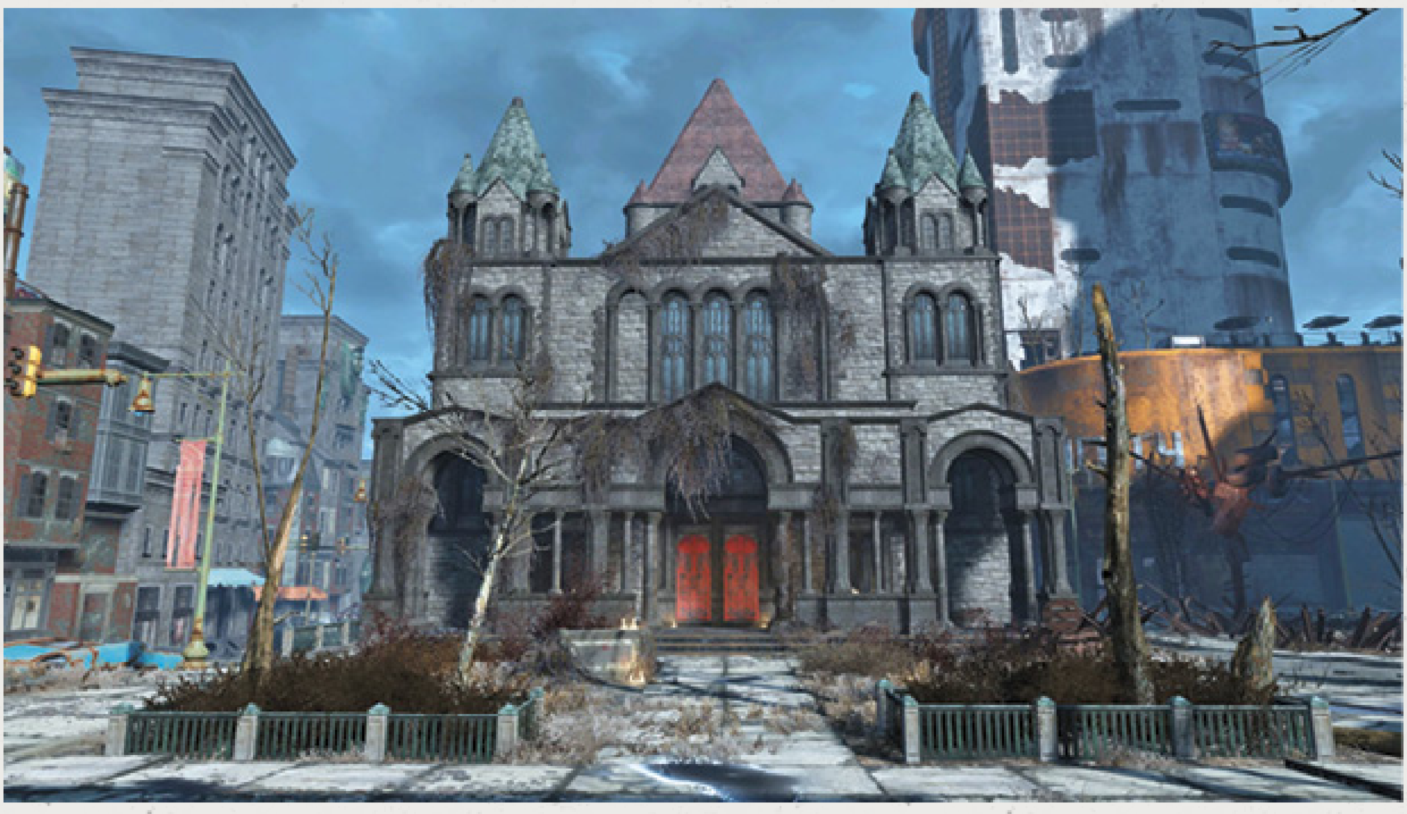
[11.02] Trinity Plaza

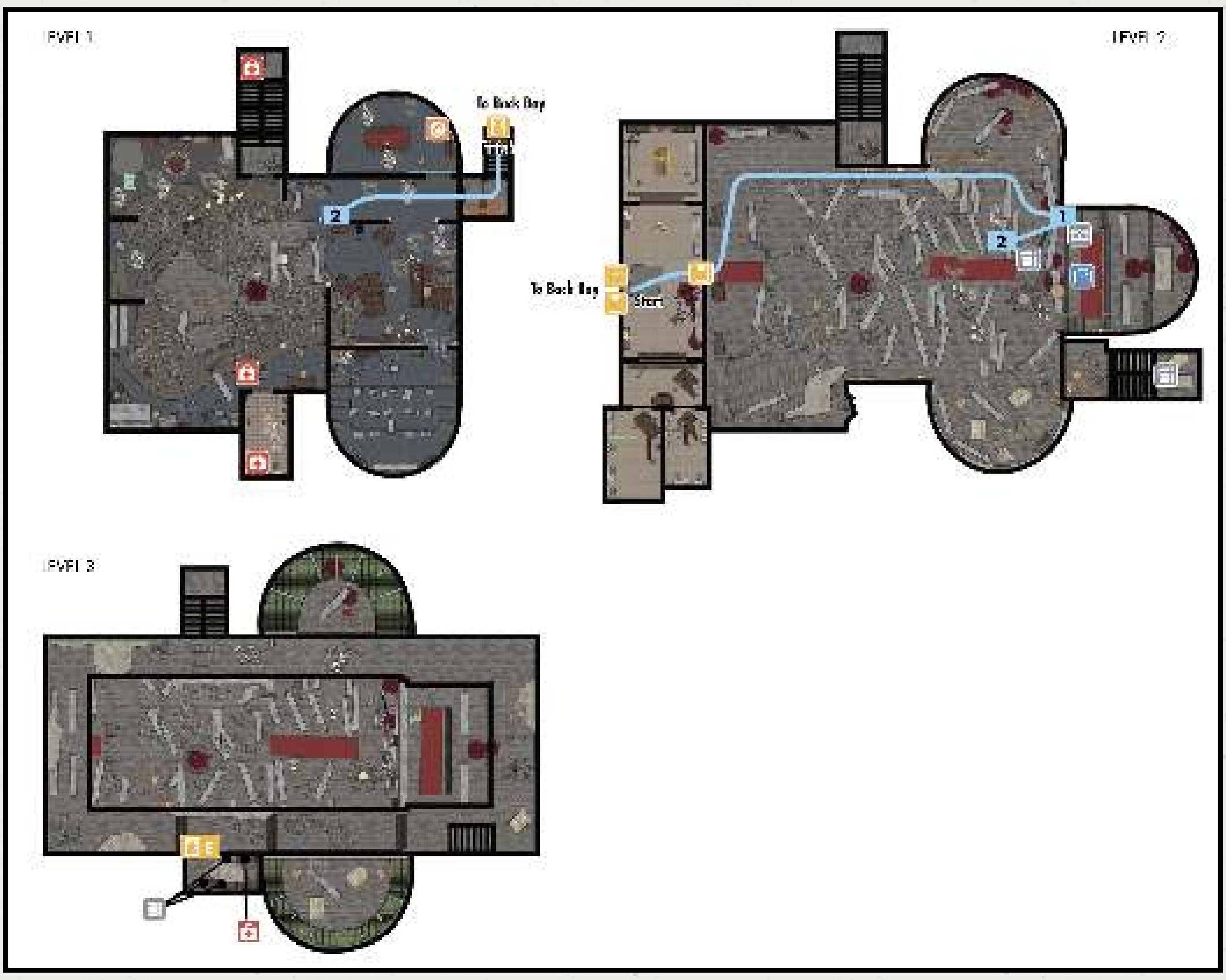
THREAT LEVELS 15-25



- Armaments and Ammo
- Collectible: Required Reading: Astoundingly Awesome Tales
- Faction: Super Mutant
- Health or Chems

VAULT-TEC RECOMMENDED LOOT

Required Reading: Astoundingly Awesome Tales



Still standing in the overgrown plaza that bears its name is Trinity Church. Founded in 1733, the present structure was completed in 1877 and now houses a small congregation of Super Mutants. The church has two entrances—the main doors and a hatch to the rear (east). Don't forget the magazine from the pulpit. The area is easy to spot from a distance; it is adjacent to the massive Trinity Tower.

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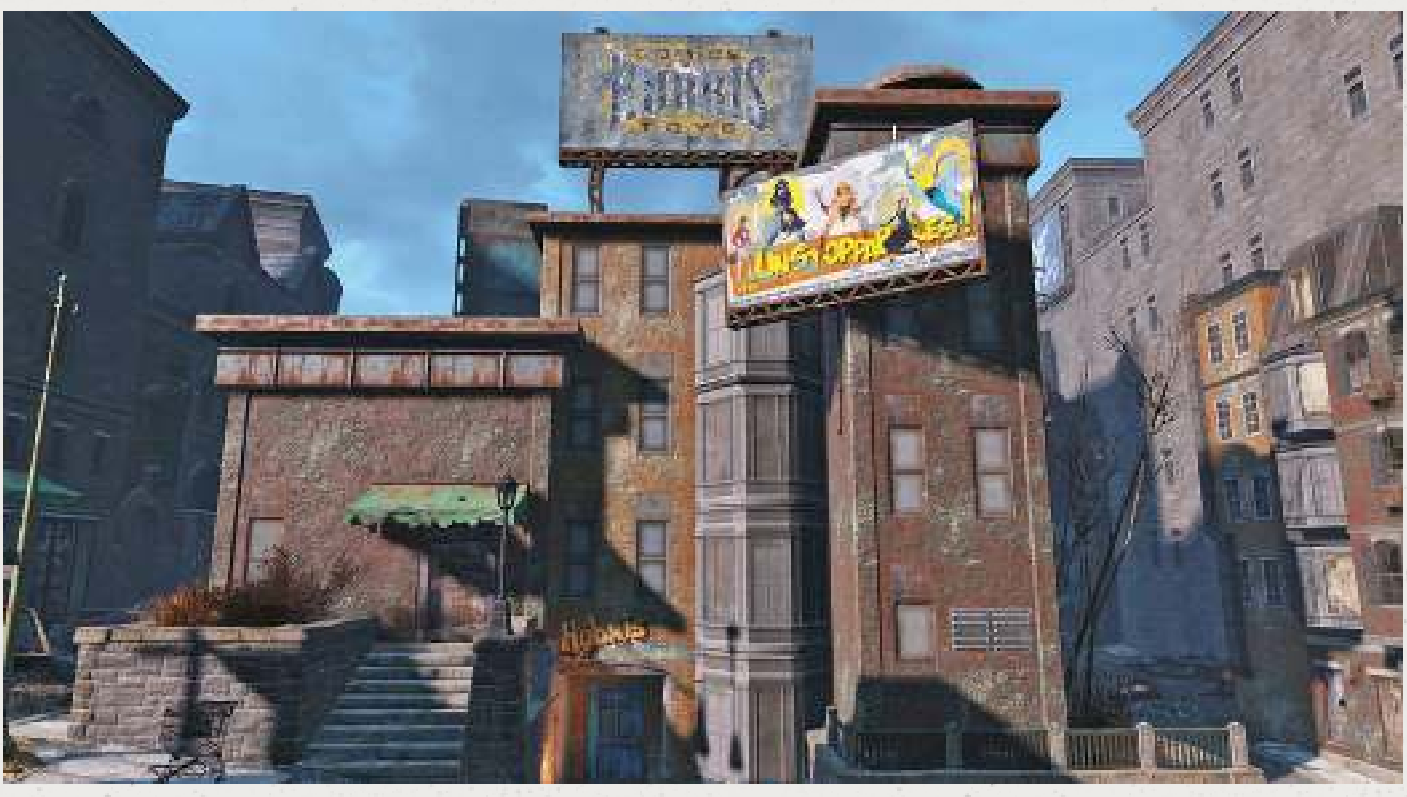
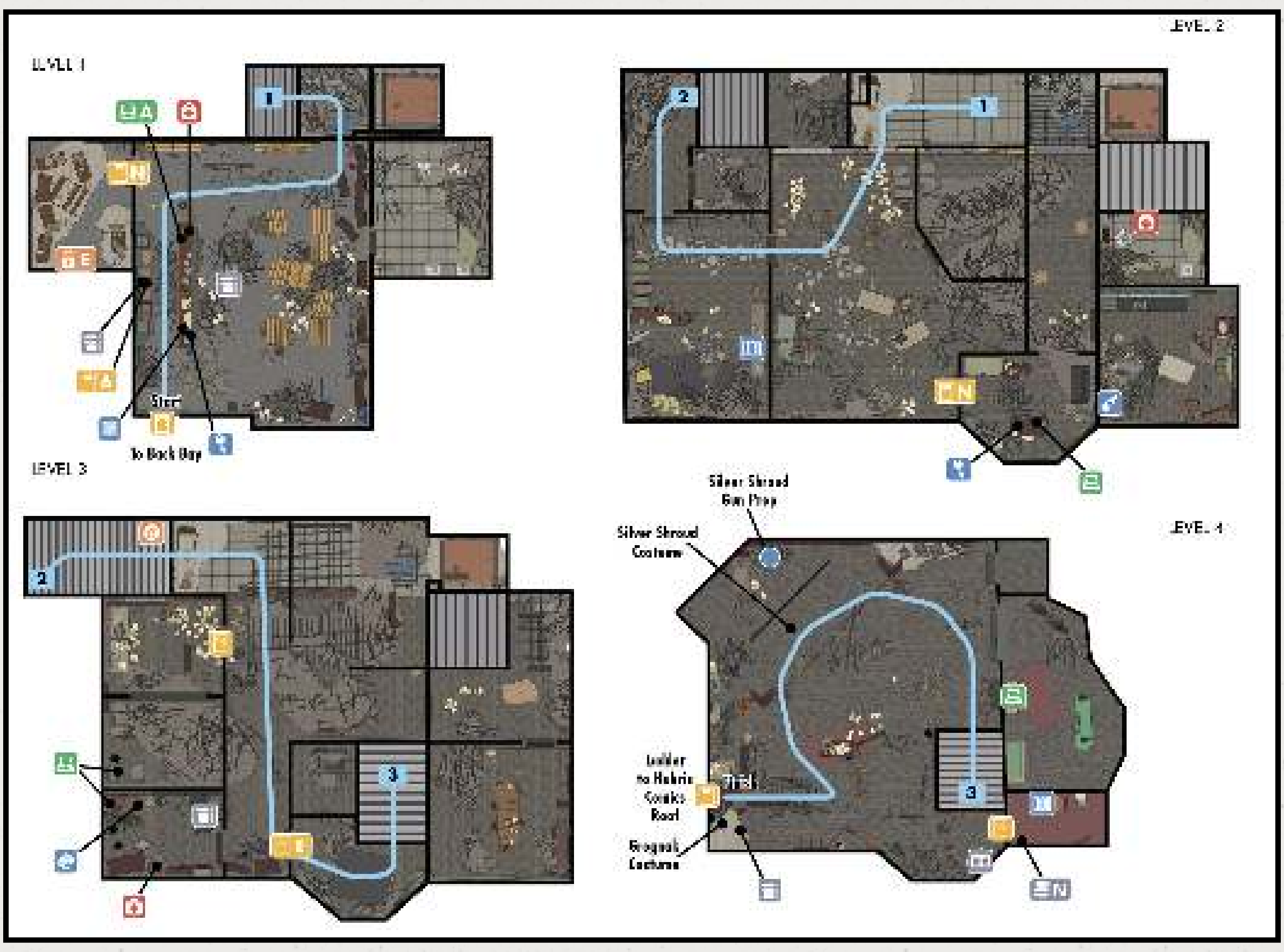
[11.03] Hubris Comics

THREAT LEVELS 15-25



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Bottlecaps
- Collectible: Nuka Cola Quantum
- Collectible: Required Reading: Astoundingly Awesome Tales
- Collectible: Required Reading: Unstoppables
- Danger: Explosive Barrel!
- Faction: Feral Ghouls
- Faction: Radroaches
- Health or Chems
- Quest Visit: The Silver Shroud (Side)
- Unique Item: Grognak Costume
- Unique Item: Grognak's Axe
- Unique Item: Silver Shroud Costume
- Unique Item: Silver Shroud Hat
- Unique Item: Silver Shroud Photo
- Unique Item: Silver Submachine Gun Prop
- Unique Item: Silver Shroud Script



VAULT-TEC RECOMMENDED LOOT

Required Reading: Astoundingly Awesome Tales

Required Reading: Unstoppables

Unique Items: Grognak's Costume and Axe

Unique Items: Silver Shroud Paraphernalia

This is the local store and office of Hubris Comics, publishers of classic graphic novels. In addition to the downstairs shop, the building also includes offices for the production staff a small television studio on the fourth floor.

Be sure to thoroughly inspect the store for collectibles! Look for the storeroom key in one of the cash registers and the office key in the desk upstairs. Don't forget Grognak's Axe in the display case, his costume by the exit ladder to the roof, and the Silver Shroud photo and costume (the latter of which is necessary for the specified quest). There's a prop gun hidden behind the stage backdrop, and one locked room even has an unreleased script!

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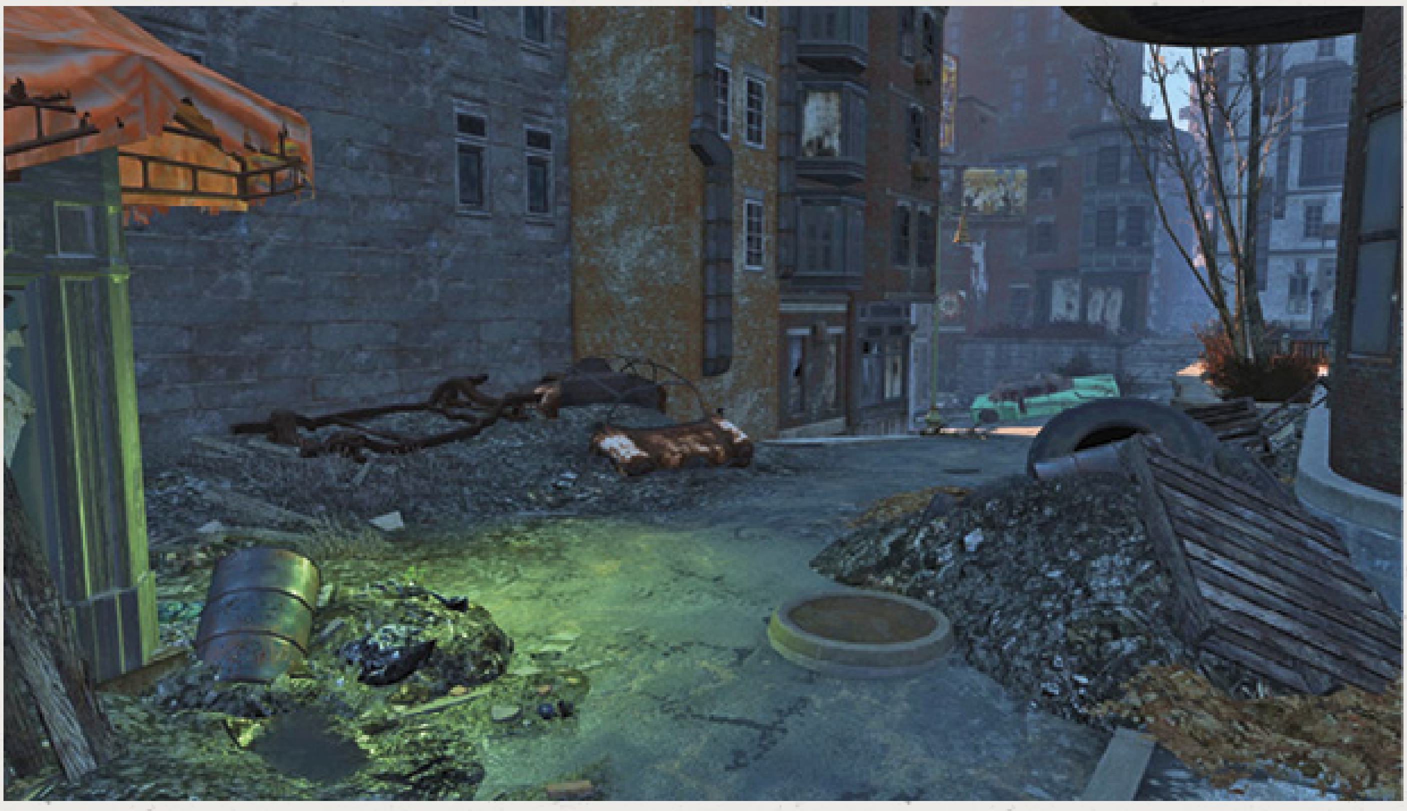
[11.04] Vault 114 (Exit)

THREAT LEVELS 20+ 🟦🟦🟩🟩☐☐☐☐☐



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Bottlecaps
- Collectible: Nuka Cola Quantum
- Collectible: Required Reading: Astoundingly Awesome Tales
- Collectible: Required Reading: Unstoppables
- Danger: Explosive Barrel!
- Faction: Feral Ghouls

This manhole cover leads down a ladder to the interior of Park Street Station (Boston Common Neighborhood), close to the entrance of Vault 114. It is only accessible once you complete the specified quest. It provides a quick access point if you wish to return to explore either location. Consult the Park Street Station location for maps and items you can find throughout the subway and vault.

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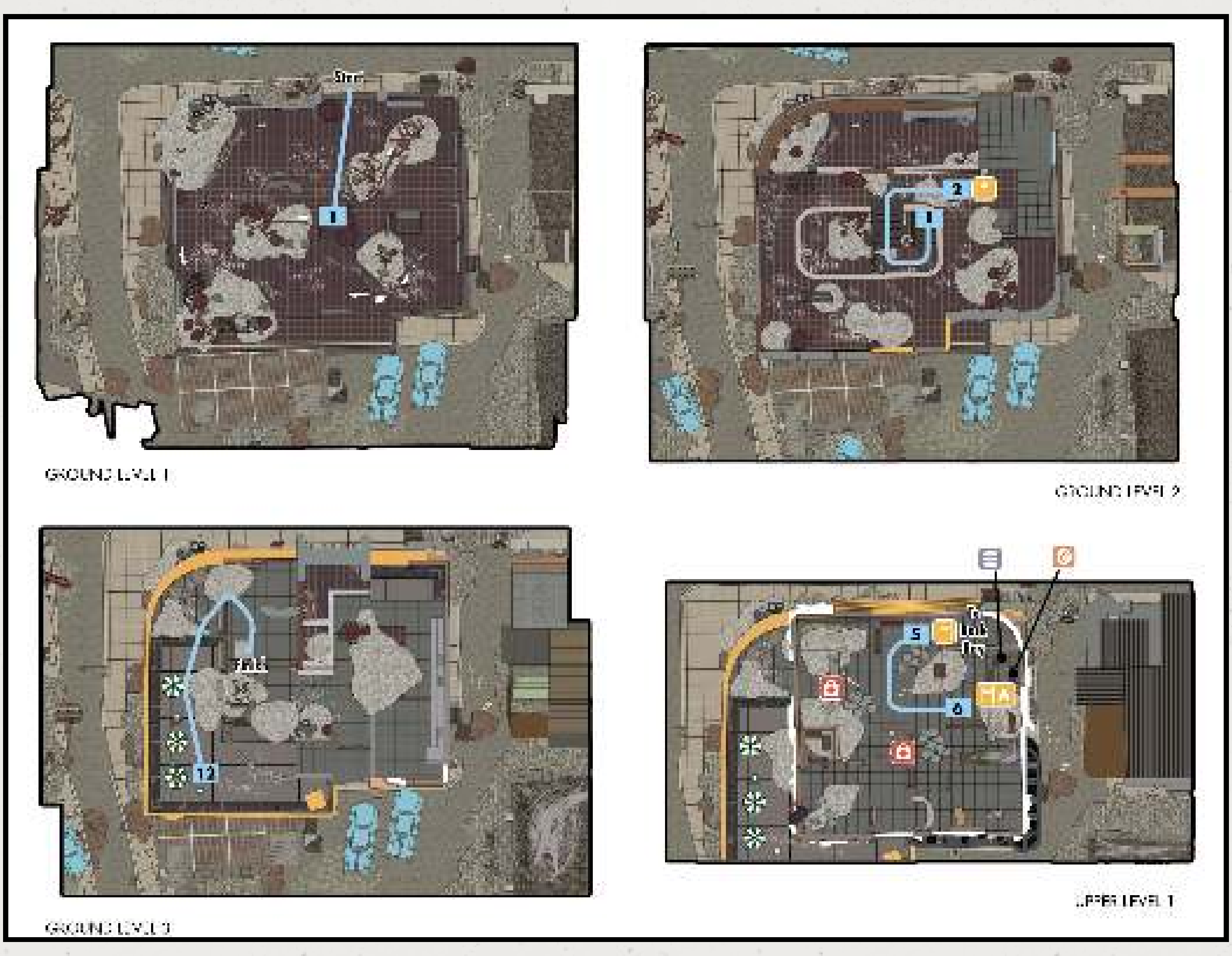
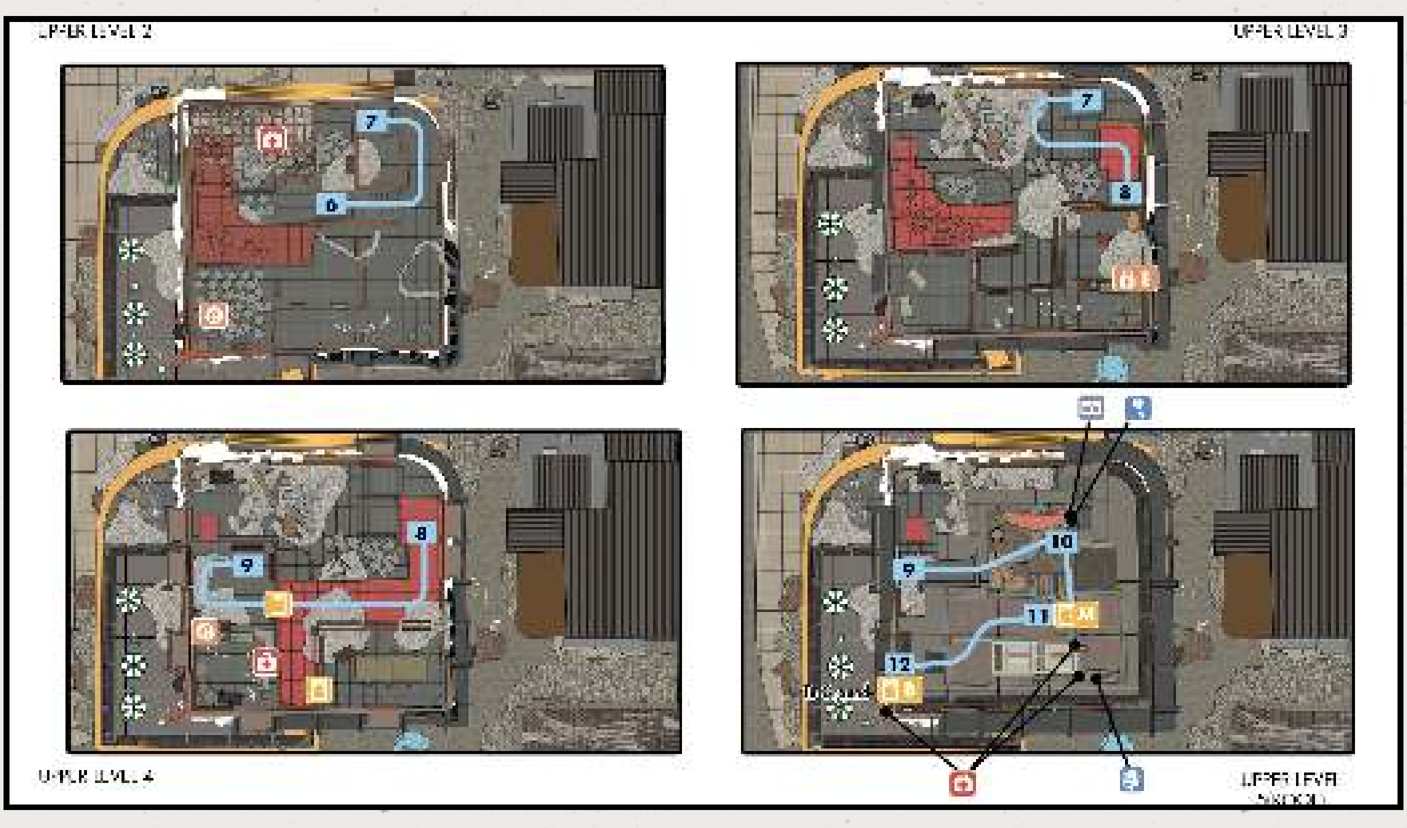
Primary Locations

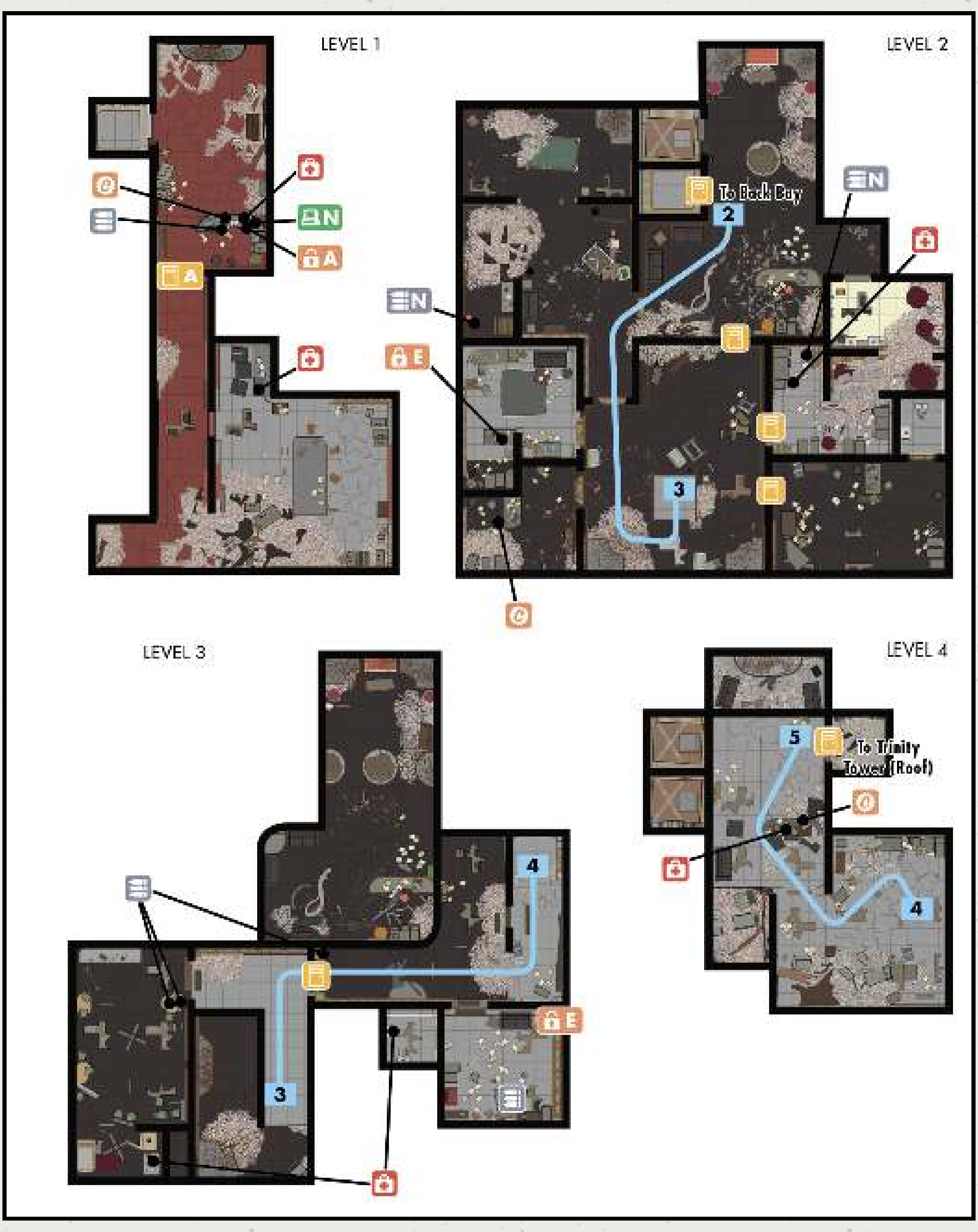
[11.05] Trinity Tower

THREAT LEVELS 15-25

- Armaments and Ammo
- Bottlecaps++
- Collectible: Bobblehead: Melee
- Crafting: Cooking Station
- Crafting: Weapons Workbench
- Companion: Strong
- Danger: Long Drop!
- Faction: Super Mutants
- Faction: Character: Rex Goodman
- Faction: Character: Strong
- Health or Chems
- Quest Start: Curtain Call (Side)
- Unique Item: Reginald's Suit (Apparel)
- Unique Item: Agatha's Dress (Apparel)


Start
1
2
1
GROUND LEVEL 1
GROUND LEVEL 2
12
GROUND LEVEL 3
5
6
UPPER LEVEL 1


UPPER LEVEL 2
UPPER LEVEL 3
7
6
7
8
9
8
UPPER LEVEL 4
10
9
11
12
UPPER LEVEL


LEVEL 1
A
N
A
LEVEL 2
To Back Bay
2
N
N
E
3
LEVEL 3
4
3
E
LEVEL 4
5
To Trinity Tower (Roof)
4

VAULT-TEC RECOMMENDED LOOT

Bobblehead: Melee

AVAILABLE COMPANION

Companion: Strong

The tallest building in Boston, this towering office skyscraper with a fancy plaza at ground level now features the "offal and splattering" aesthetic the Super Mutants are so keen on showcasing. You may have been summoned here by Trinity Tower Radio as part of the specified quest. The only way up into the structure is taking the mezzanine elevator to the mid-level. After scaling the interior, you appear on the final five floors leading to the roof. It's a very long way down, so watch your step. It is recommended to take in the sights via a window-washer elevator that takes you from the roof down to the plaza.

The Trinity Tower Cell Key is in the steamer trunk on the roof. Don't forget the Bobblehead and the Macbeth script inside the cell.

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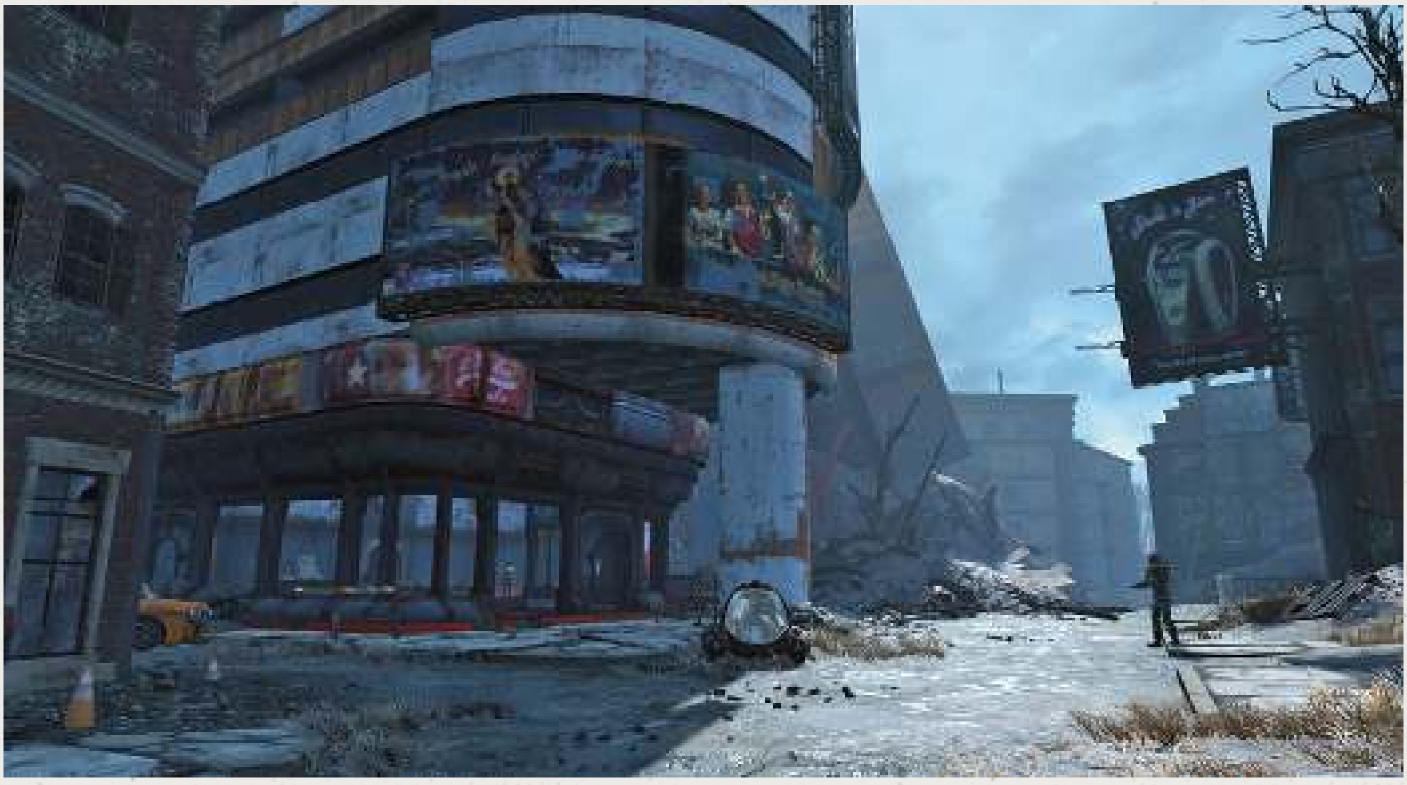
[11.06] Dartmouth Professional Building

THREAT LEVELS 15-25



- Bottlecaps
- Faction: Feral Ghouls
- Faction: Radroaches
- Faction: Super Mutant

An easily distinguished landmark, this huge tower has a second skyscraper half collapsed into its side. There's no access other than the initial interior room of this structure, which has a single Radroach and a Port-a-Diner to fiddle with.

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Primary Locations

[11.07] Layton Towers

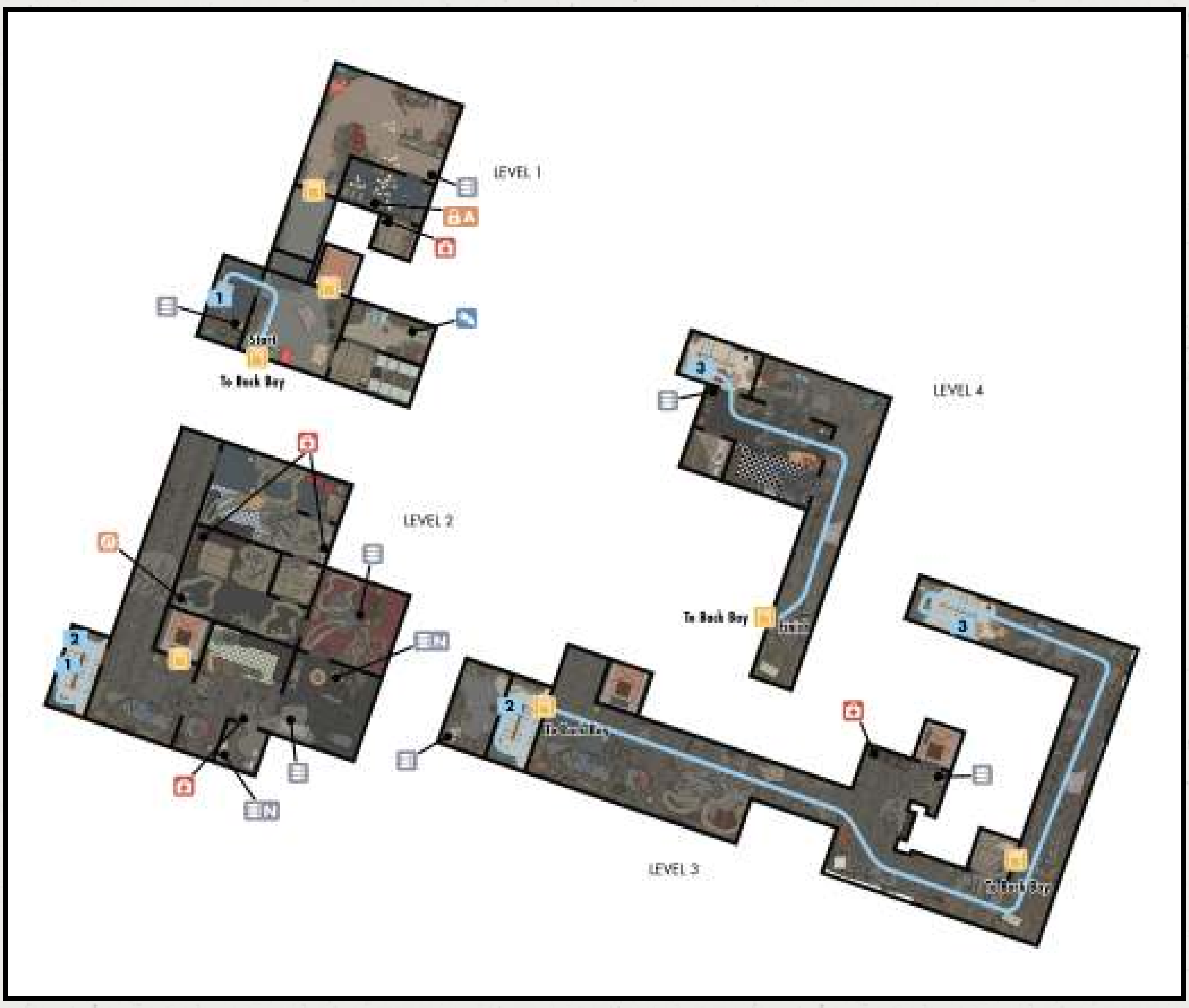
THREAT LEVELS 20+

- Armaments and Ammo
- Armaments and Ammo: Trunk
- Armor Part: Fusion Core
- Bottlecaps
- Crafting: Chemistry Station
- Crafting: Cooking Station
- Danger: Long Drop!
- Danger: Mines!
- Danger: Turrets!
- Faction: Raiders
- Health or Chems

Two tenement blocks are separated by a courtyard, where Raiders roam and shout obscenities. Watch for spotlights and turrets. You can climb the fire escape to access the north tenement via the roof or barge in at ground level. The Mass Pike road is to the south, along with the other tenement and a window-washer lift prepped with mines. Ride that up to a second rooftop entry point (inside the ruined rooftop apartment). There's a steamer trunk and cooking station up here. Inside are five floors of boarded-up apartments overrun by Raiders.

VAULT-TEC RECOMMENDED LOOT

Armor Part: Fusion Core



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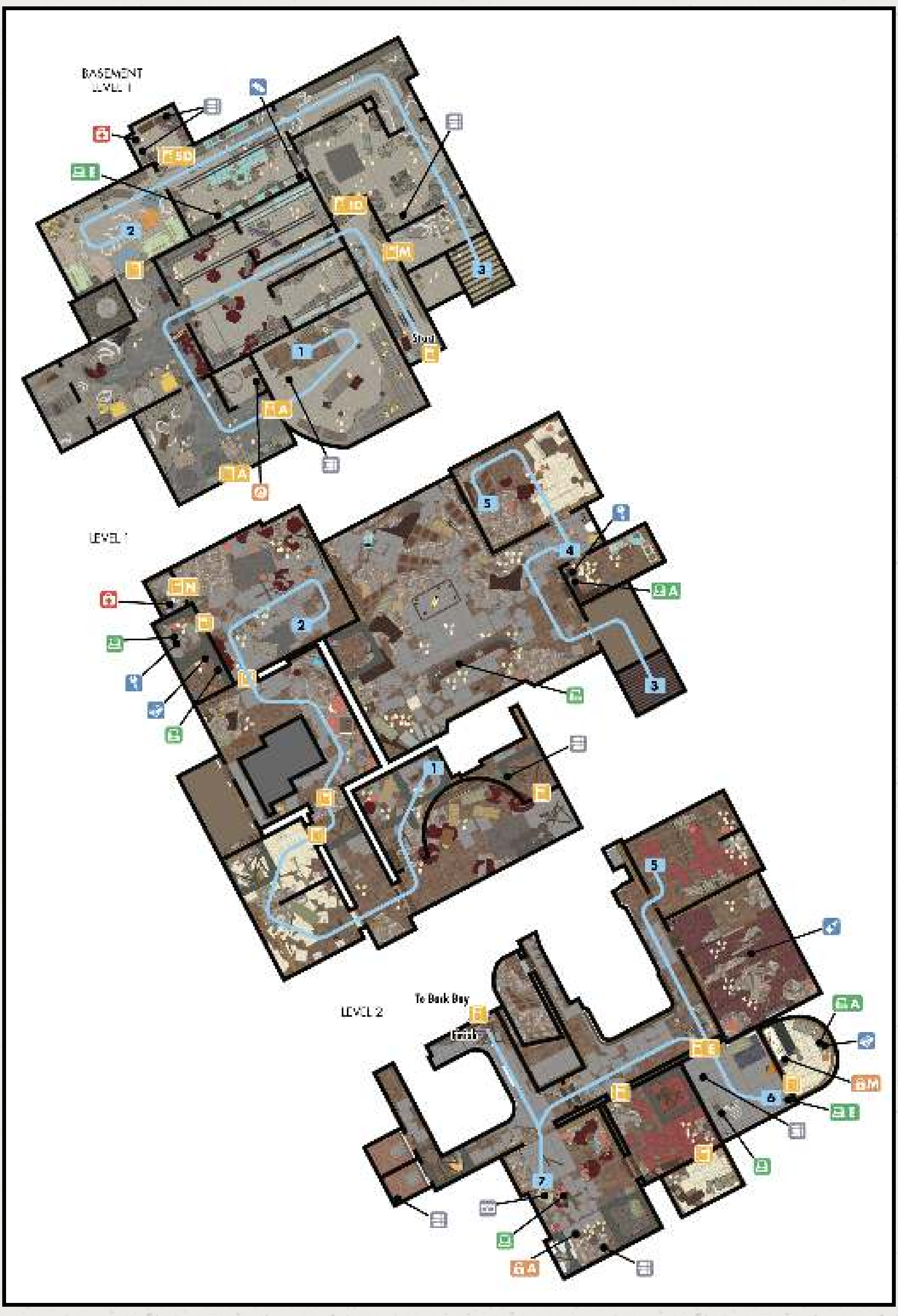
[11.08] Wilson Atomatoys Corporate HQ

THREAT LEVELS 20+

- Armaments and Ammo
- Armaments and Ammo: Trunk
- Armor Part: Fusion Core
- Bottlecaps
- Collectible: Holotape (Marc's Warning)
- Collectible: Holotape (Marlene's Holotape)
- Collectible: Nuka Cherry
- Collectible: Nuka Cola Quantum
- Danger: Can Chimes!
- Danger: Explosive Barrels!
- Danger: Oil!
- Danger: Mines!
- Danger: Radiation (Mild)!
- Danger: Turrets!
- Faction: Super Mutant
- Health or Chems
- Quest Visit: Miscellaneous (Arlen Glass)
- Quest Start: Miscellaneous (Marlene's Holotape)



VAULT-TEC RECOMMENDED LOOT

- **Collectible: Nuka Cherry**
- **Collectible: Nuka Cola Quantum**
- **Giddyup Buttercup (14+)**

Before the war, this was the headquarters of the Wilson Atomatoys Corporation, maker of the well-known Giddyup Buttercup horse. Only the senior officials at the company, including the lead designer Arlen Glass, were based here. The building lay abandoned for years until a gang of Super Mutants stormed it, using it as a base for raiding the surrounding area.

Up on the first floor, swipe the Wilson Atomatoys ID card from the secretary's desk in the northwest office, near the locked storage door (Novice). Don't miss the key by the security terminal in the small office northeast of the ruined entrance foyer.

On the upper floor, use lockpicking or the key to access the small, pristine development lab. Read the office terminal to receive a passcode that will allow access to the lab door without hacking the wall terminal (Master). The second lab terminal (Advanced, or use the password) has Marlene's Holotape and opens the safe (Master).

There's also a warning note by the president's terminal (which opens the wall safe [Advanced]), next to the steamer trunk. The desk has a key, too.

The roof offers more combat, some ammo, and a quick escape.

Miscellaneous Quest (Arlen Glass)

Arlen Glass, a Ghoul at Primary Location: The Slog, sends you to find some toy parts at the old Atomatoys Factory. If you persuade him to give you his old ID Card, or you complete this misc objective and get the ID Card from the Factory, you can use it to open a door in the basement here, allowing you to bypass many of the Super Mutants waiting to ambush you.

Miscellaneous Quest (Marlene's Holotape)

If you manage to find Marlene's Holotape here (inside the development lab terminal [Advanced]), return it to Arlen at the Slog. After an emotional moment, you're awarded with around 350 Caps, and a unique item—a Toy Buttercup horse.

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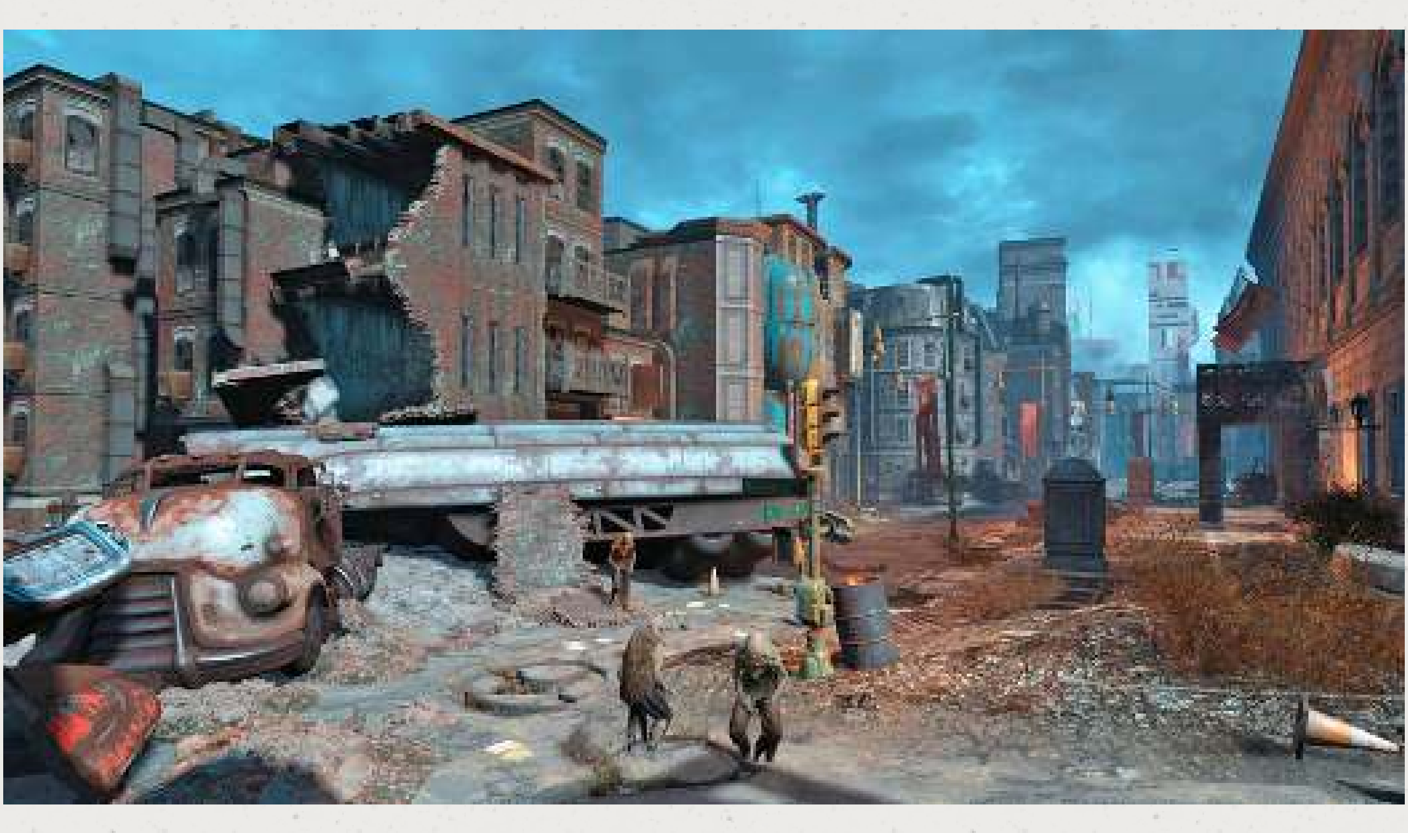
Zone 11: Neighborhood: Back Bay

Secondary Locations

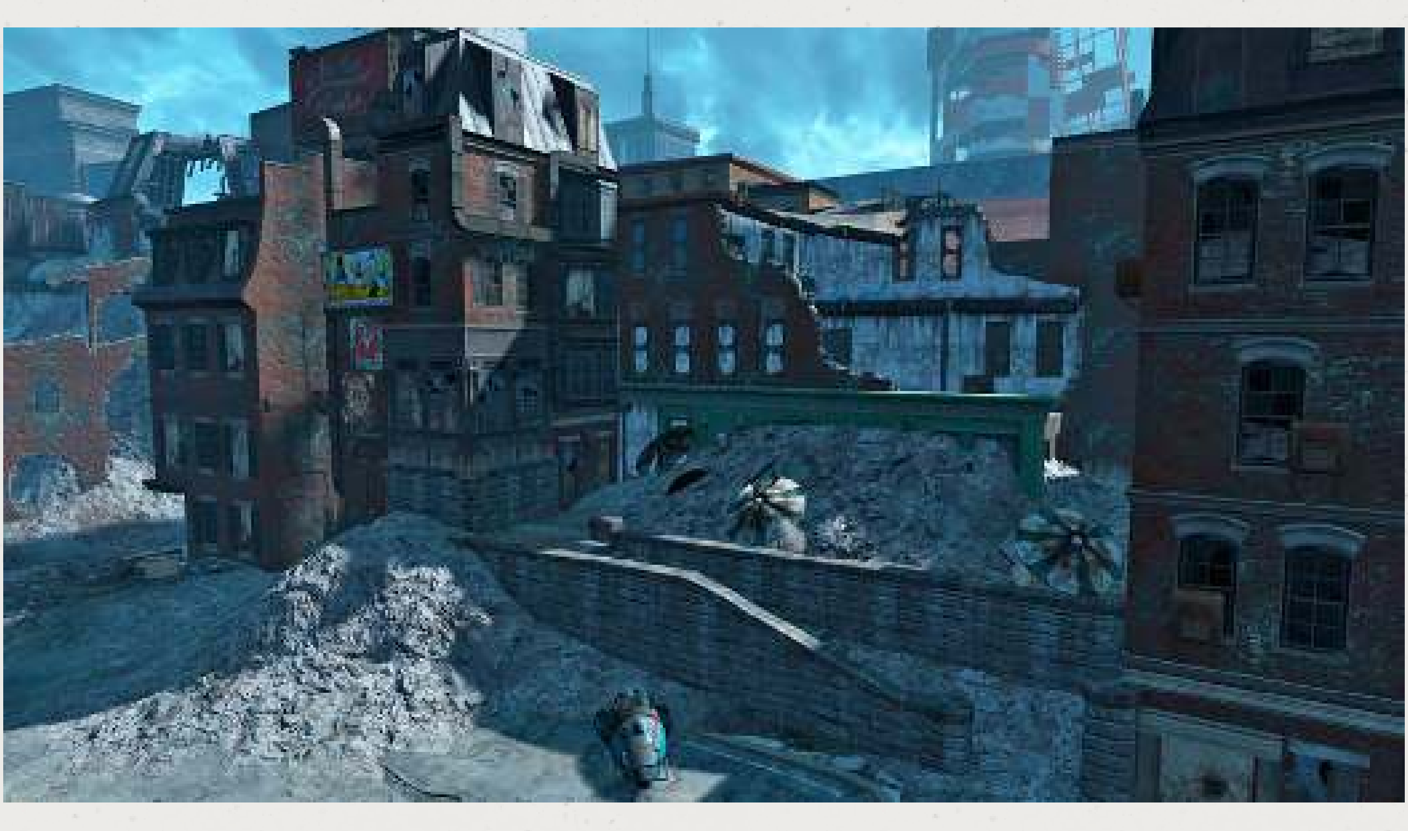
[11.01] THE CORNER OF MASS AND NEWBURY



- Faction: Feral Ghouls

When investigating this neighborhood, use this rusting big-rig container truck outside Boston Public Library to situate yourself. The rest of Back Bay is east and south of this general area, the Fens is west, and Esplanade is one block north.

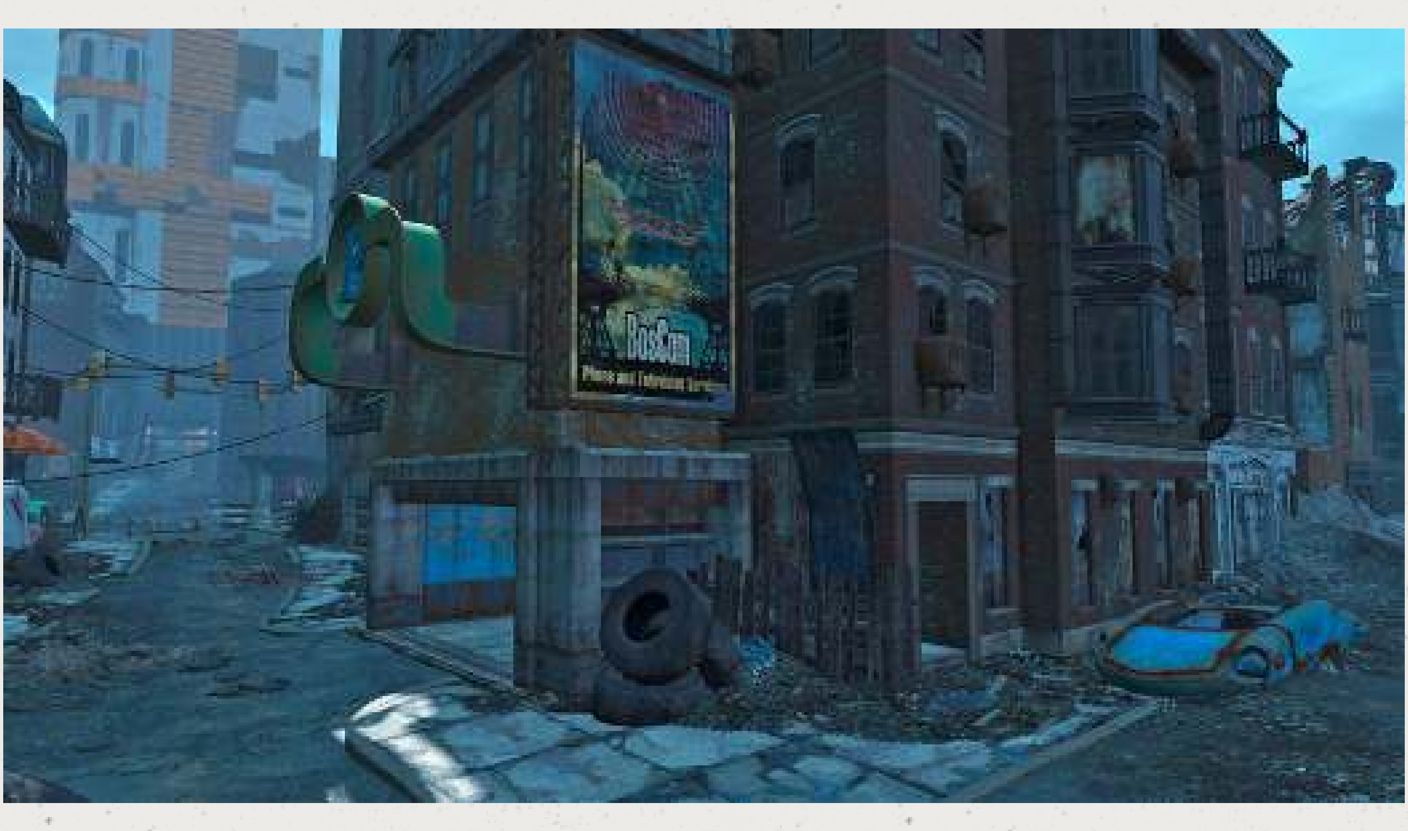
[11.02] HALF-DEMOLISHED APARTMENT (BACK BAY)



- Health or Chems

Use the fire escape or rubble pile to clamber down through the rooms of this small apartment structure. There are rooftop planks to the attic room to the southeast, too.

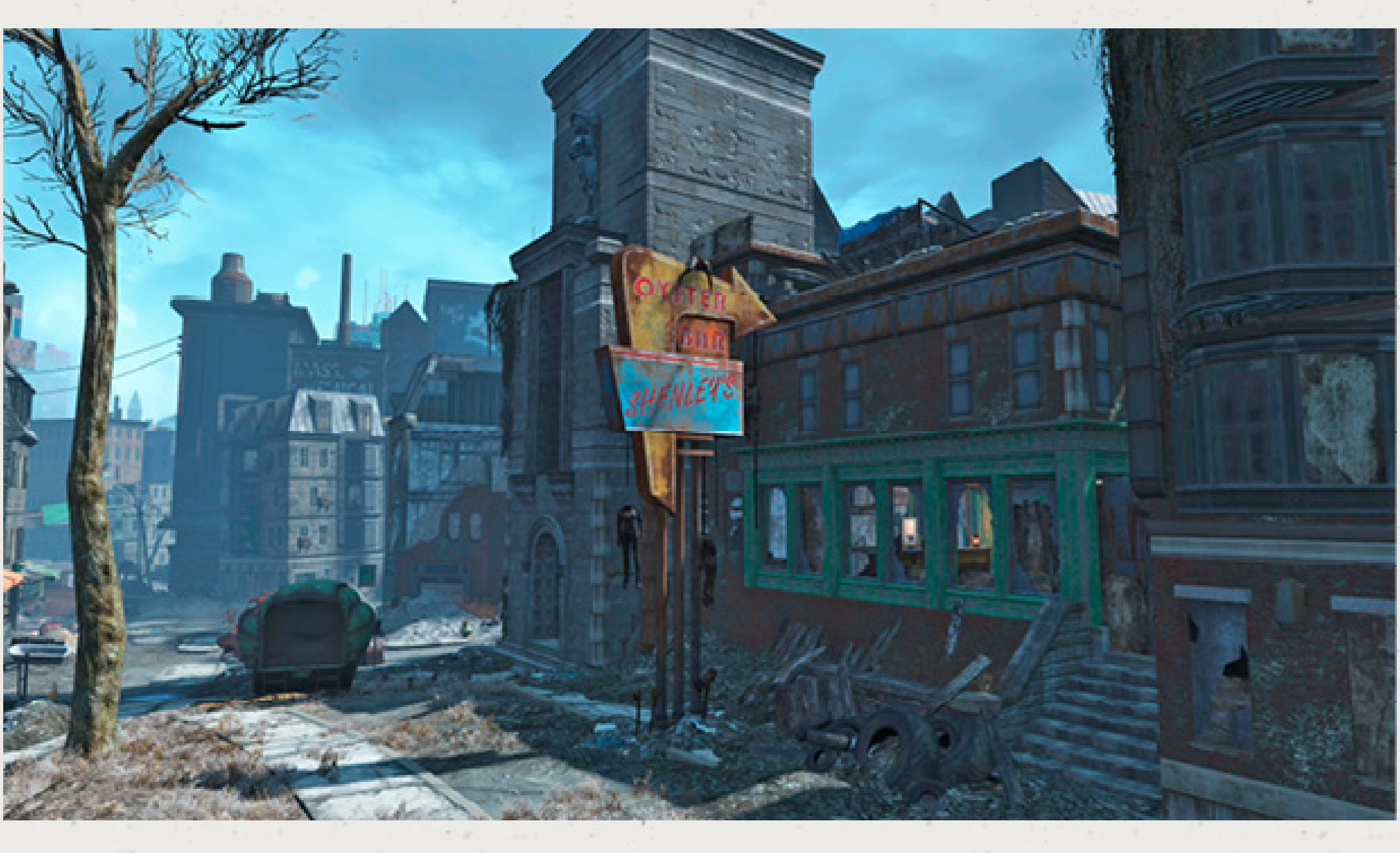
[11.03] TRINITY PLAZA PARKING



- Faction: Raiders

This small parking structure has openings east and west and Raiders in the middle.

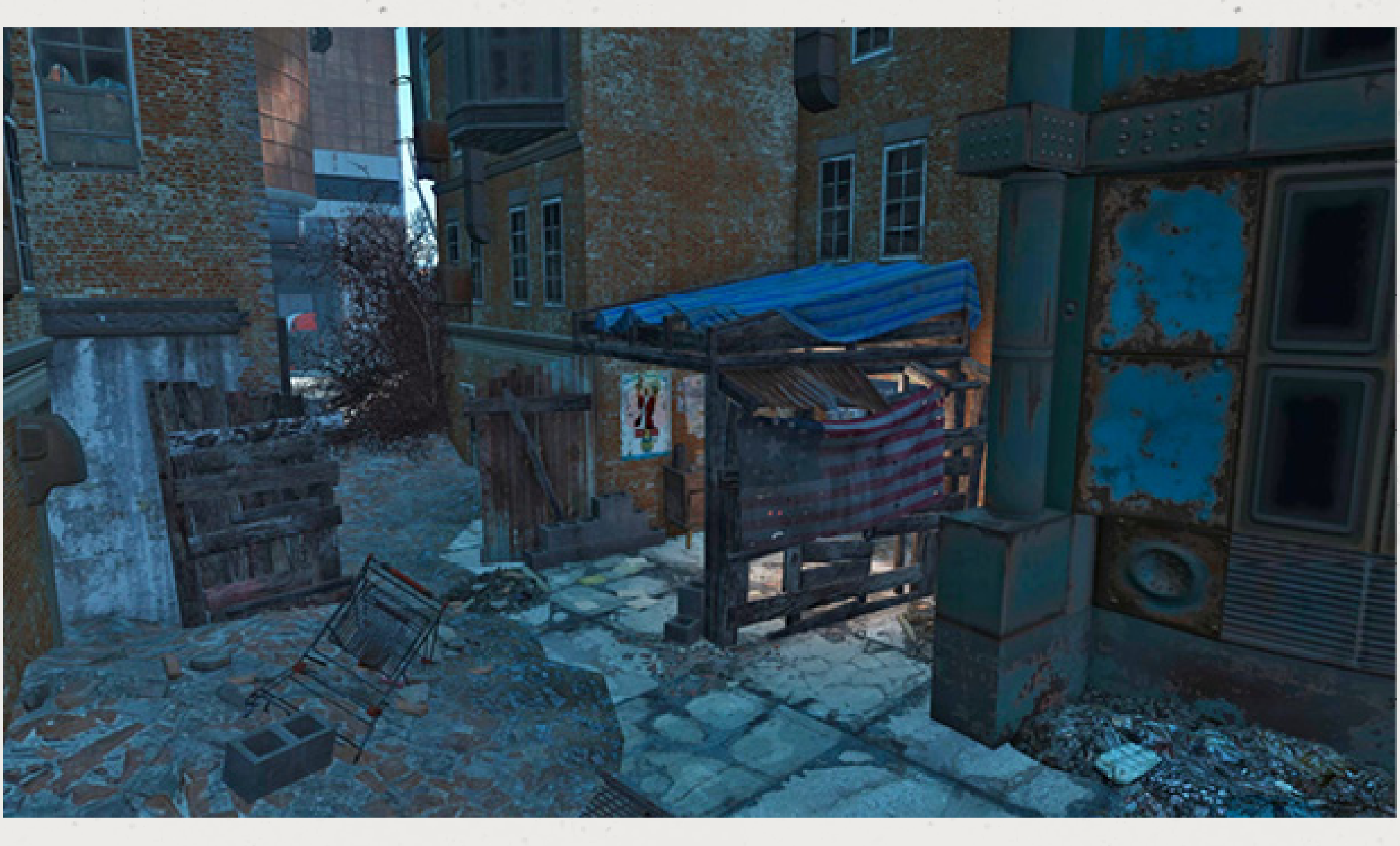
[11.04] SHENLEY'S OYSTER BAR



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Crafting: Chemistry Station
- Danger: Long Drop!
- Danger: Mines!
- Danger: Turrets!
- Faction: Raiders
- Health or Chems

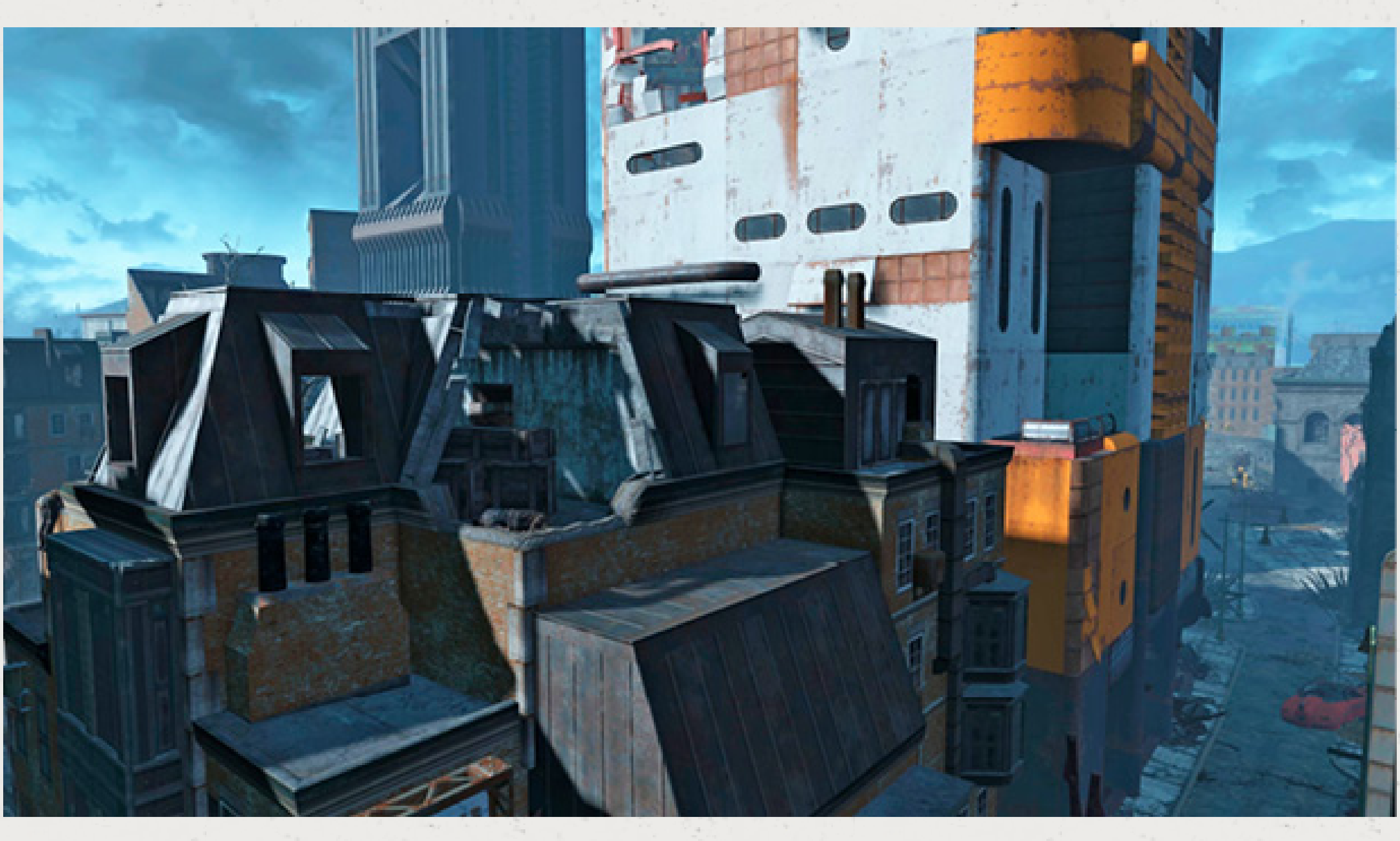
This Raider camp has two chained doors and mines laid at the east and south entrances. Battle into the bar, and there's a door into the kitchens, a larder that's been picked clean, and stairs up to the roof. There are more foes up here, along with a steamer trunk. Keep climbing for more loot!

[11.05] THE PATRIOT'S SLEEP SHACK



This may not be particularly safe, but the lean-to against the brick apartment is particularly patriotic.

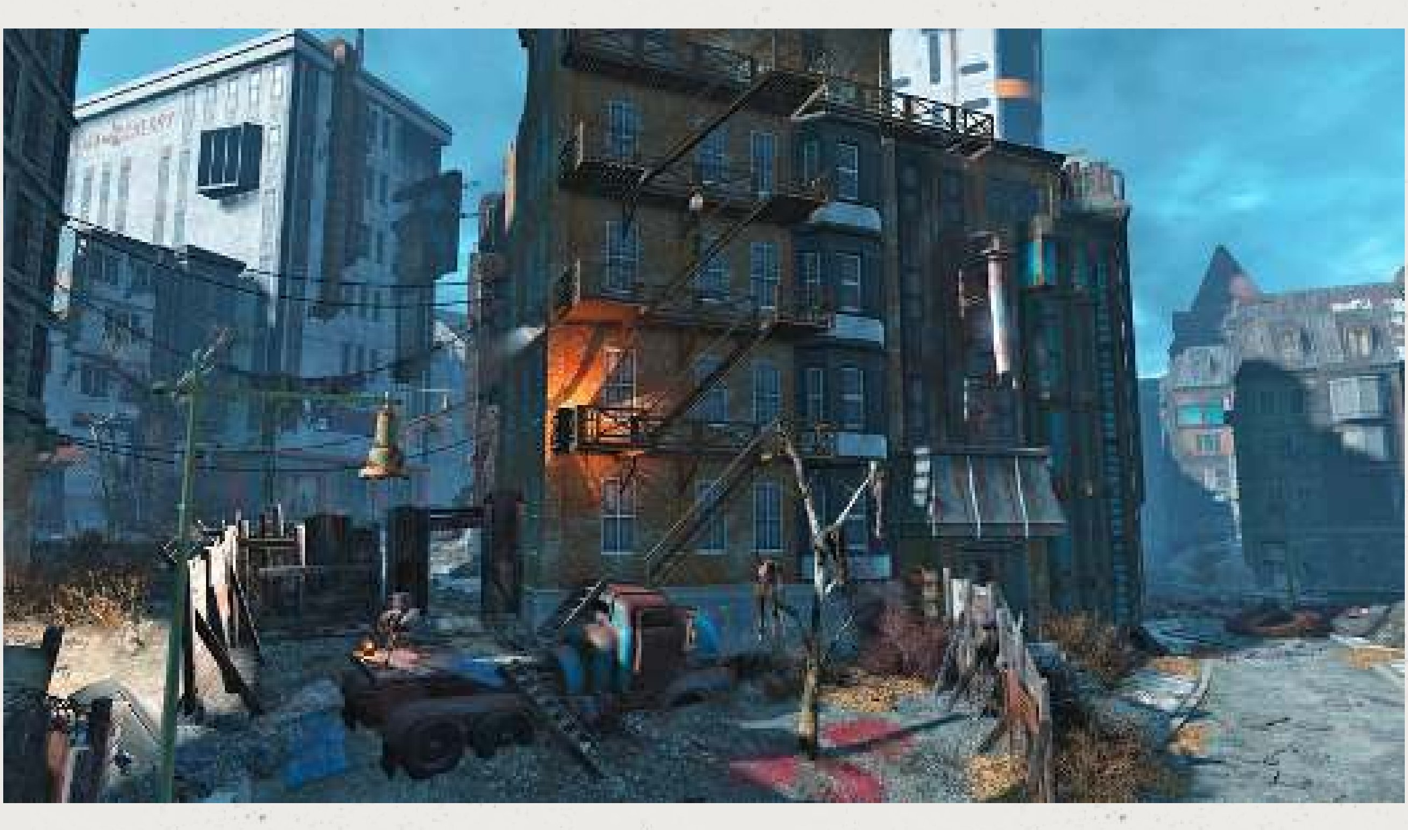
[11.06] TRADER ROOFTOP (BACK BAY)



- Danger: Long Drop!
- Health or Chems

If you make a running jump from the Raider rooftops (to the east), you can land safely on this roof—the last known whereabouts of a fleeing trader.

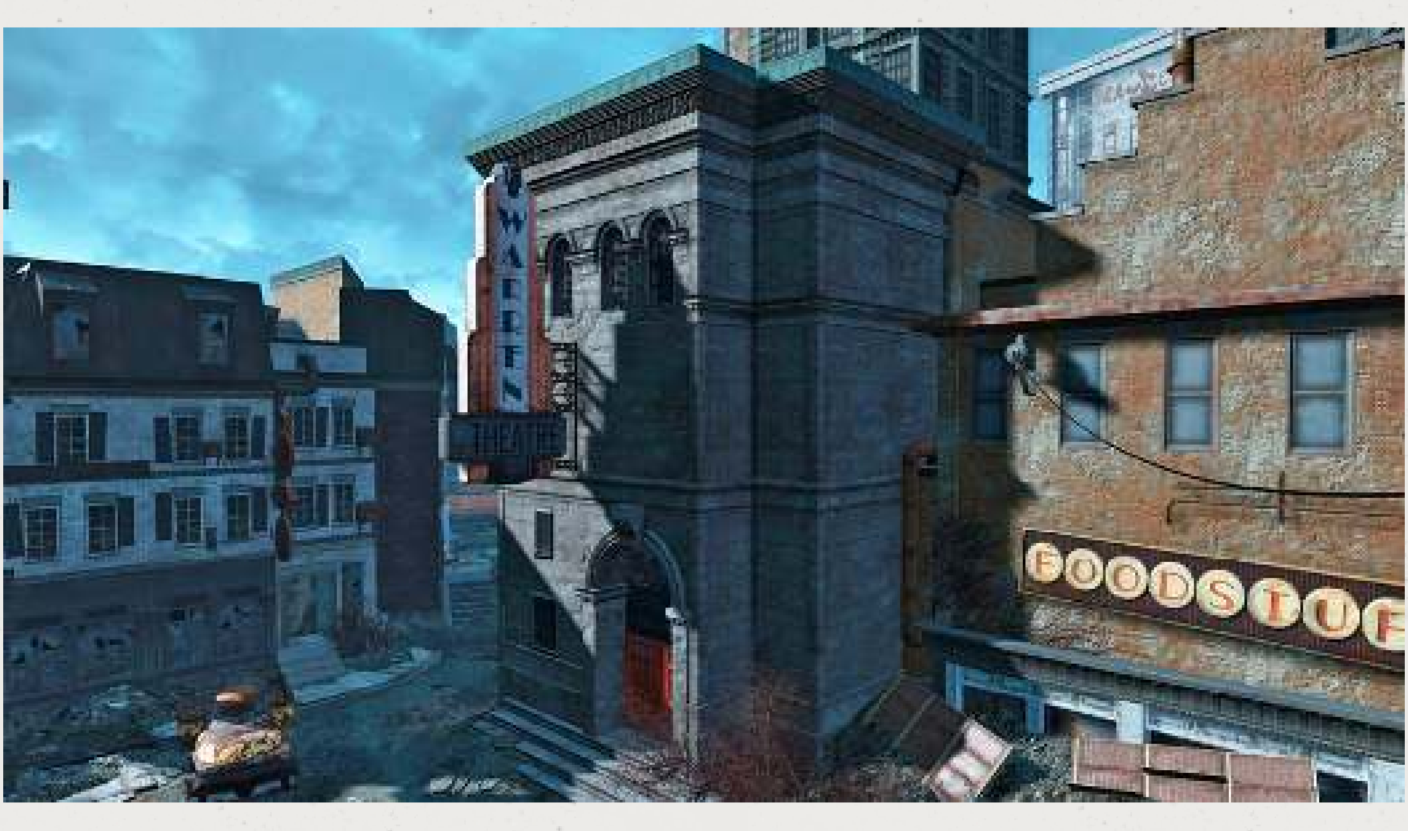
[11.07] RAIDER ROOFTOPS (BACK BAY)



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Crafting: Cooking Station
- Crafting: Weapons Workbench
- Danger: Long Drop!
- Danger: Turrets!
- Faction: Raiders
- Health or Chems

Enter the Raider camp at the road junction where barricades have been erected. Fight up the fire escape: A sweep of the rooftops allows you to ransack a steamer trunk in the southwest apartment ruin.

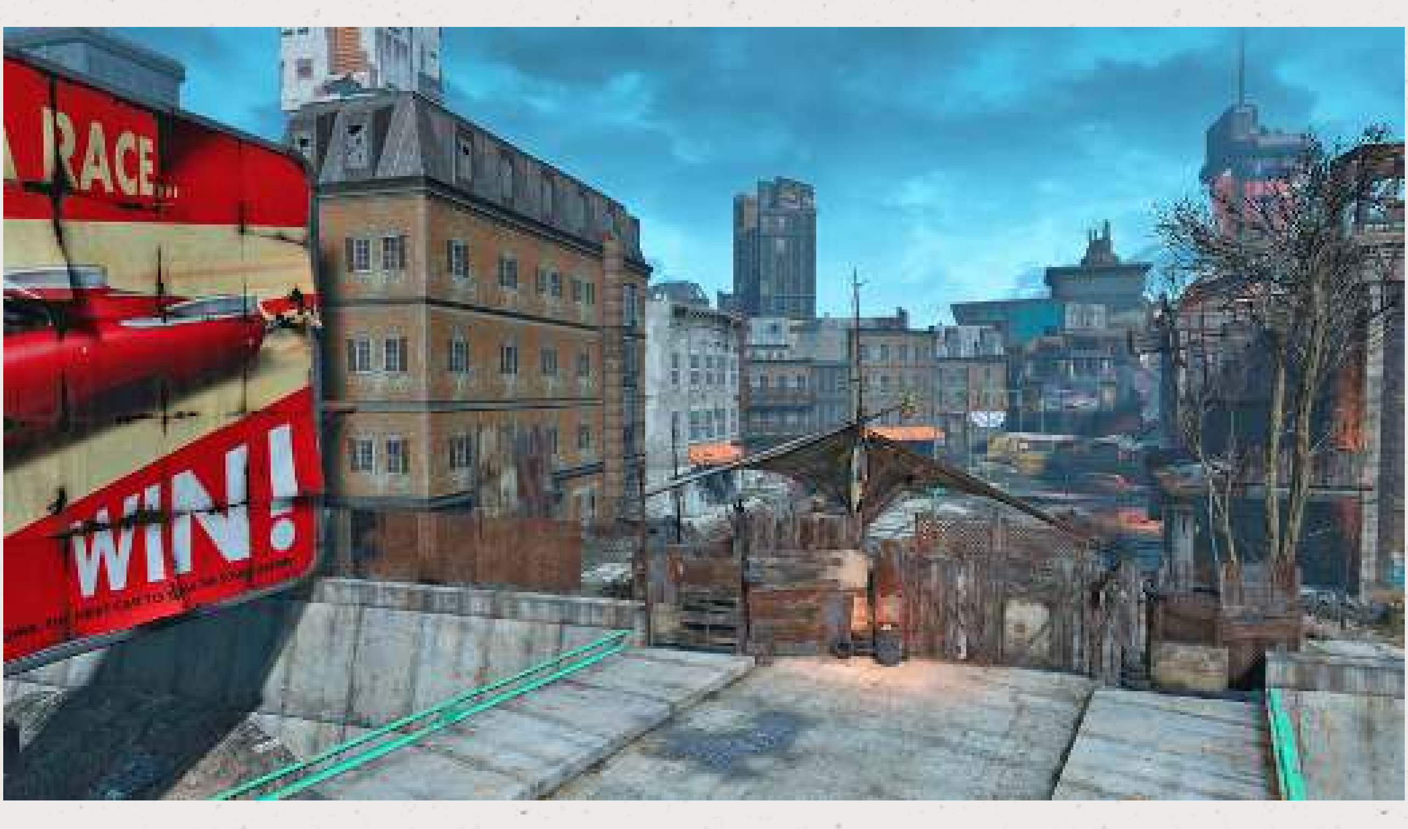
[11.08] WARREN THEATER



- Faction: Synths (the Institute)
- Health or Chems

The entrance foyer to this old theater still has a mystic grandeur to it, as well as some chems. Access the elevator to the theater. Jangles, Teddy, and their bony friends are watching a play, though the actors seem a bit stiff. Afterward, check the safe (Advanced) and some natty clothing.

[11.09] RAIDER BLOCKADE (SOUTHEAST BACK BAY)



- Armaments and Ammo
- Faction: Raiders

Offering access out of Boston and into Zone 6, or infiltration east into the Theater District and D.B. Technical High School, this Raider camp is long on barricades but short on competent foes; they're all holed up at the Layton Apartments to the west.

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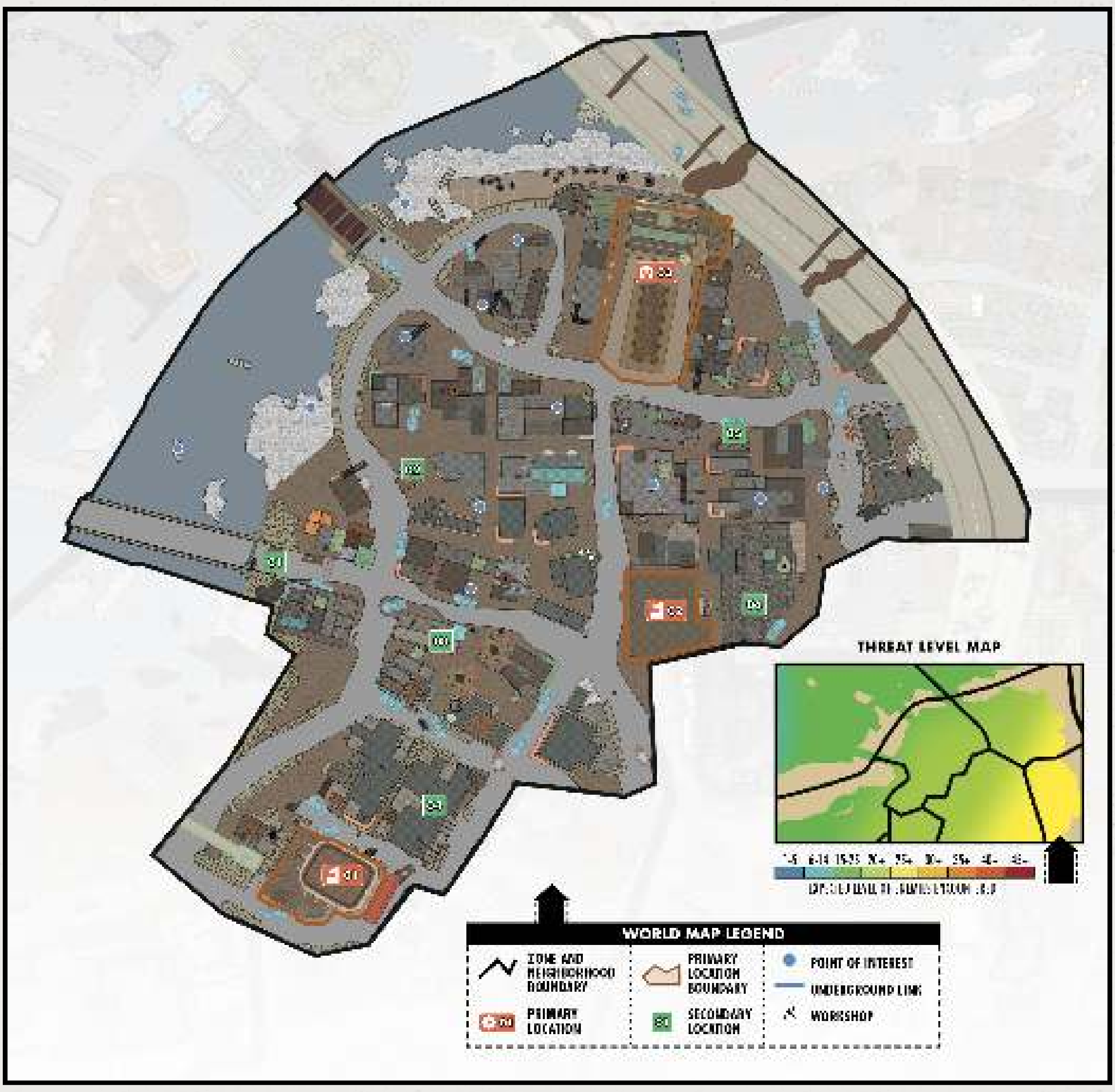
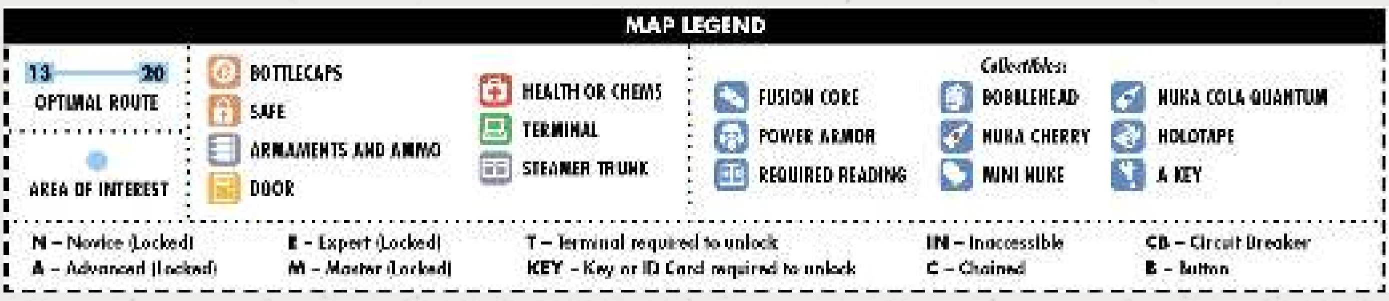
Zone 12: Neighborhood: Beacon Hill

Overview





MAP LEGEND

13 — 20 OPTIMAL ROUTE
AREA OF INTEREST
BOTTLECAPS
SAFE
ARMAMENTS AND AMMO
DOOR
HEALTH OR CHEMS
TERMINAL
STEAMER TRUNK

Collectibles:
FUSION CORE
POWER ARMOR
REQUIRED READING
BOBBLEHEAD
NUKA CHERRY
MINI NUKE
NUKA COLA QUANTUM
HOLOTAPE
A KEY

N – Novice (Locked)
A – Advanced (Locked)
E – Expert (Locked)
M – Master (Locked)
T – Terminal required to unlock
KEY – Key or ID Card required to unlock
IN – Inaccessible
C – Chained
CB – Circuit Breaker
B – Button

South of the river from Charleston, this historic neighborhood of row houses, gas lights, and cobblestone alleys was once a pleasant place to live. Beacon Hill was the gateway to the Financial District but is now a far less desirable place, where bands of Raiders jostle for control and many structures have been decimated. You can scale the rooftops, pick through the rubble, and stop at Vault-Tec's Regional Headquarters (which may be closed, given the current circumstances). One area that still seems untouched by the ravages of war and time is the mysterious Cabot House, at the north end of this neighborhood.

Primary Locations

[12.01] Vault-Tec Regional HQ

[12.02] Boston Bugle Building

[12.03] Cabot House

Secondary Locations

[12.01] Beacon Hill Apartments

[12.02] Demolished Apartment Tower (Beacon Hill)

[12.03] Playground Garage

[12.04] Rooftop Generator (Beacon Hill)

[12.05] Destroyed Tenement (Beacon Hill)

[12.06] Rubble Overlook

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Primary Locations

[12.01] Vault-Tec Regional HQ

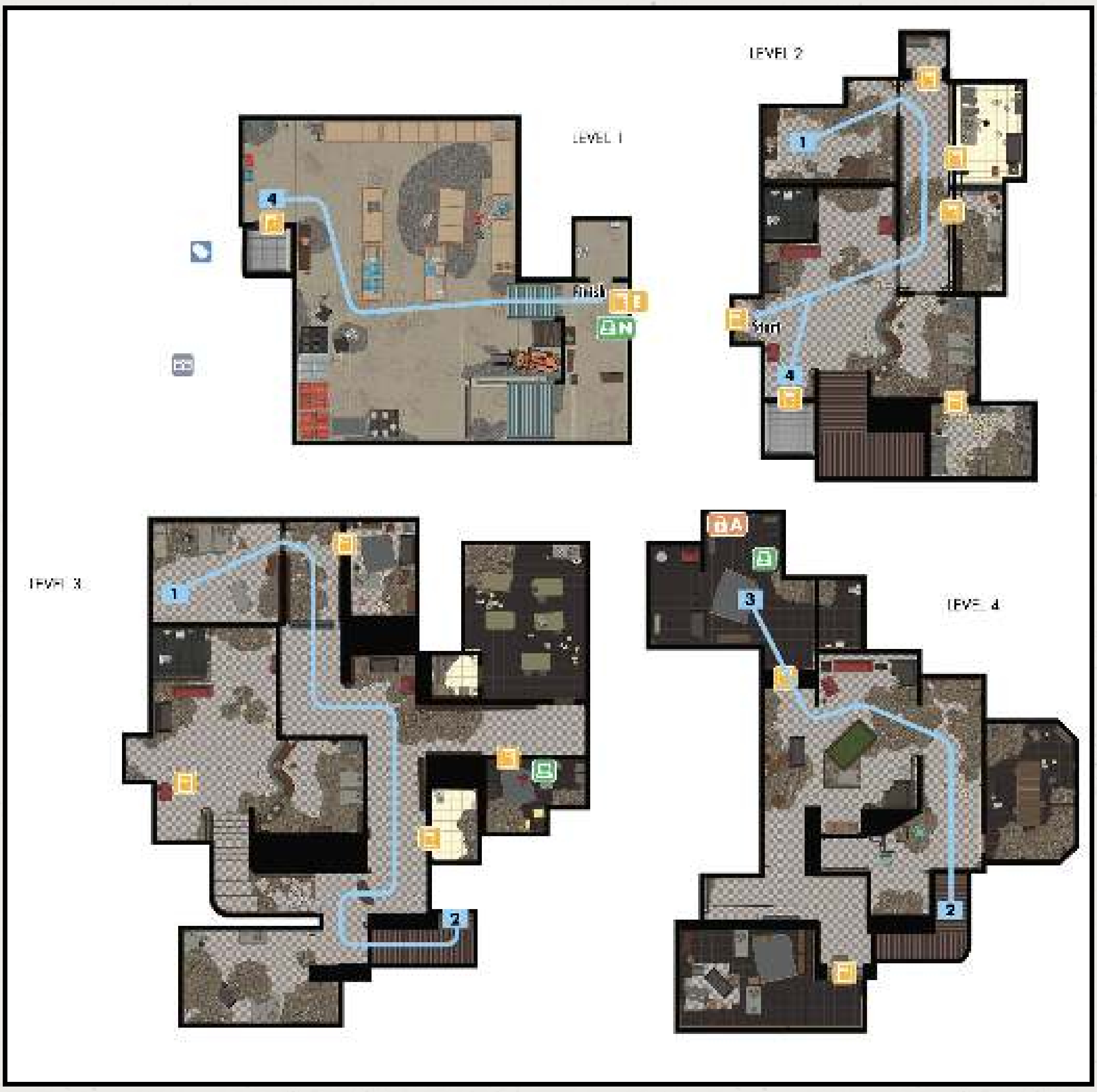
- Armaments and Ammo
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Trunk
- Faction: Feral Ghouls

VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke

Welcome to Vault-Tec! Our regional representatives are pleased to assist you in all manner of vault-related requests and questions. Please use the main entrance or the basement door (Expert). Please note the views of Martin Reid do not reflect the values of Vault-Tec Corporation.

Additional Note: Due to the unwanted deposit of a Mini Nuke, the restrooms are currently out of order.



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Primary Locations

[12.01] Vault-Tec Regional HQ

- Armaments and Ammo
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Trunk
- Faction: Feral Ghouls

VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke

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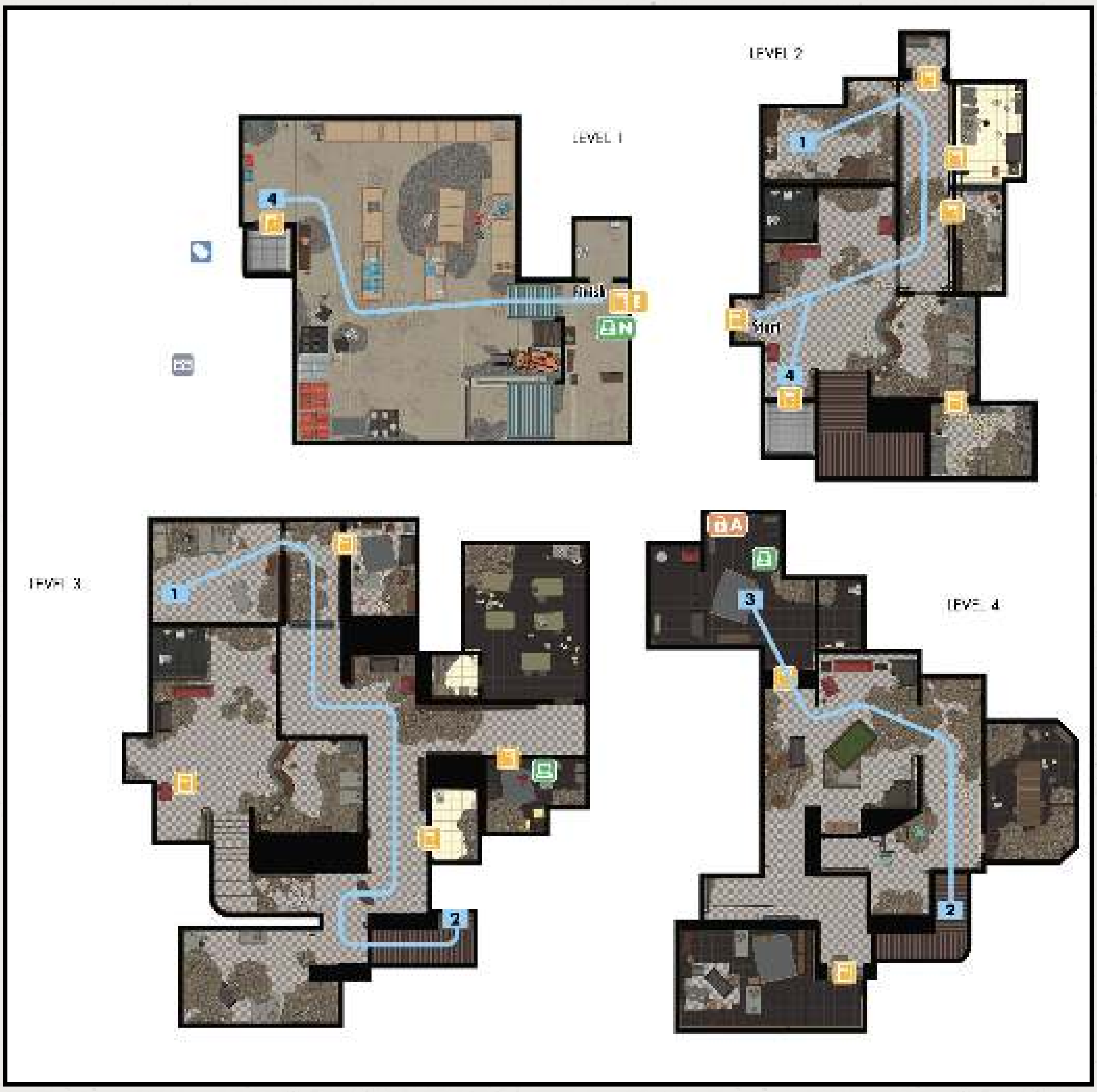

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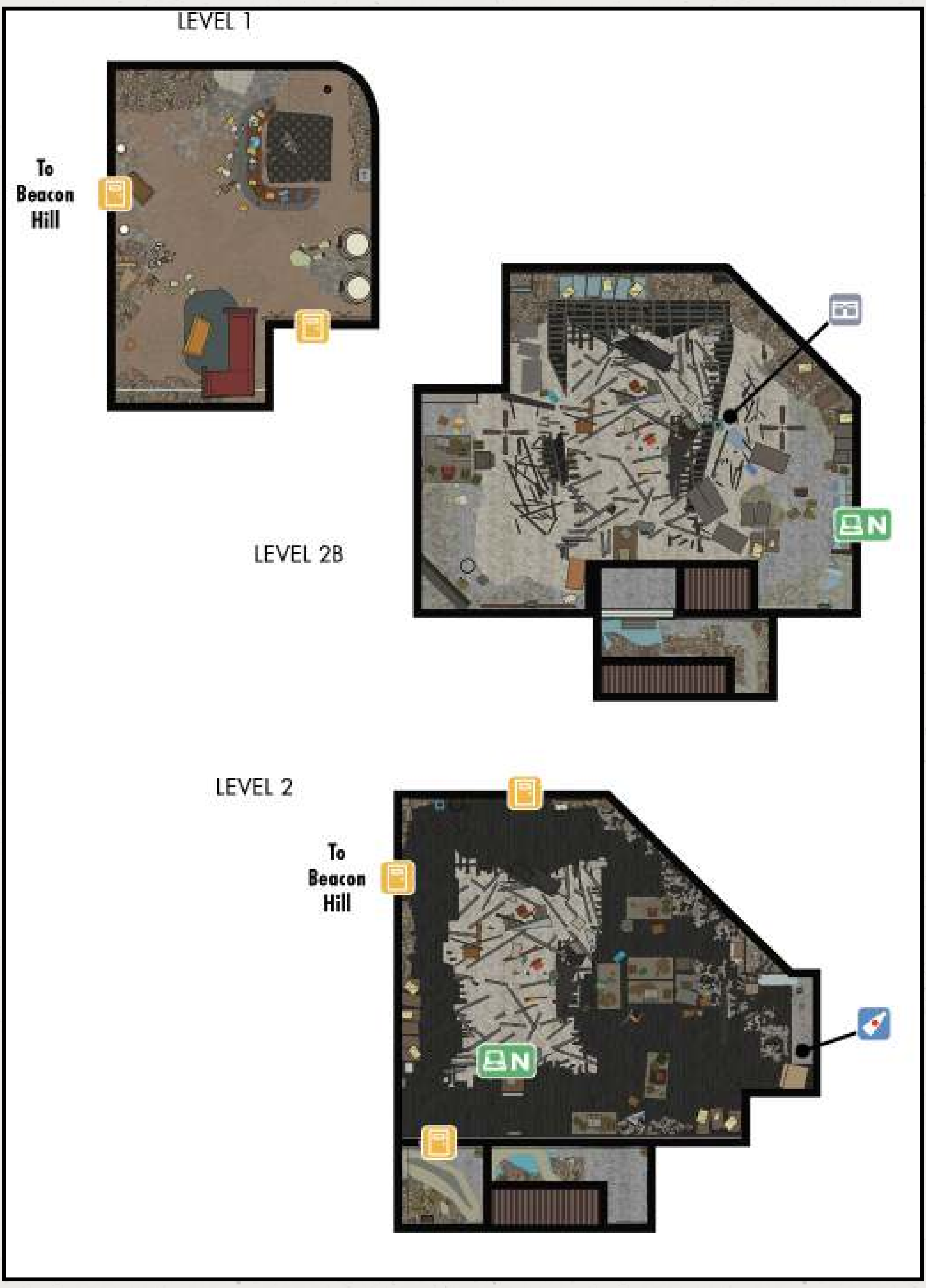
[12.02] Boston Bugle Building

THREAT LEVELS 20+

- Armaments and Ammo
- Collectible: Nuka Cherry
- Danger: Long Drop!
- Faction: Robots



VAULT-TEC RECOMMENDED LOOT

Collectible: Nuka Cherry

Boston's largest circulation newspaper has been "Trumpeting the Truth for over 50 years." Its offices are in this upscale neighborhood. Now they are in a shocking state, though still patrolled by robot security.

The access door on the upper interior floor leads to a precarious open-air office with a death plummet should you trip. Simply access the floor safe (Novice) instead, before retracing your steps.

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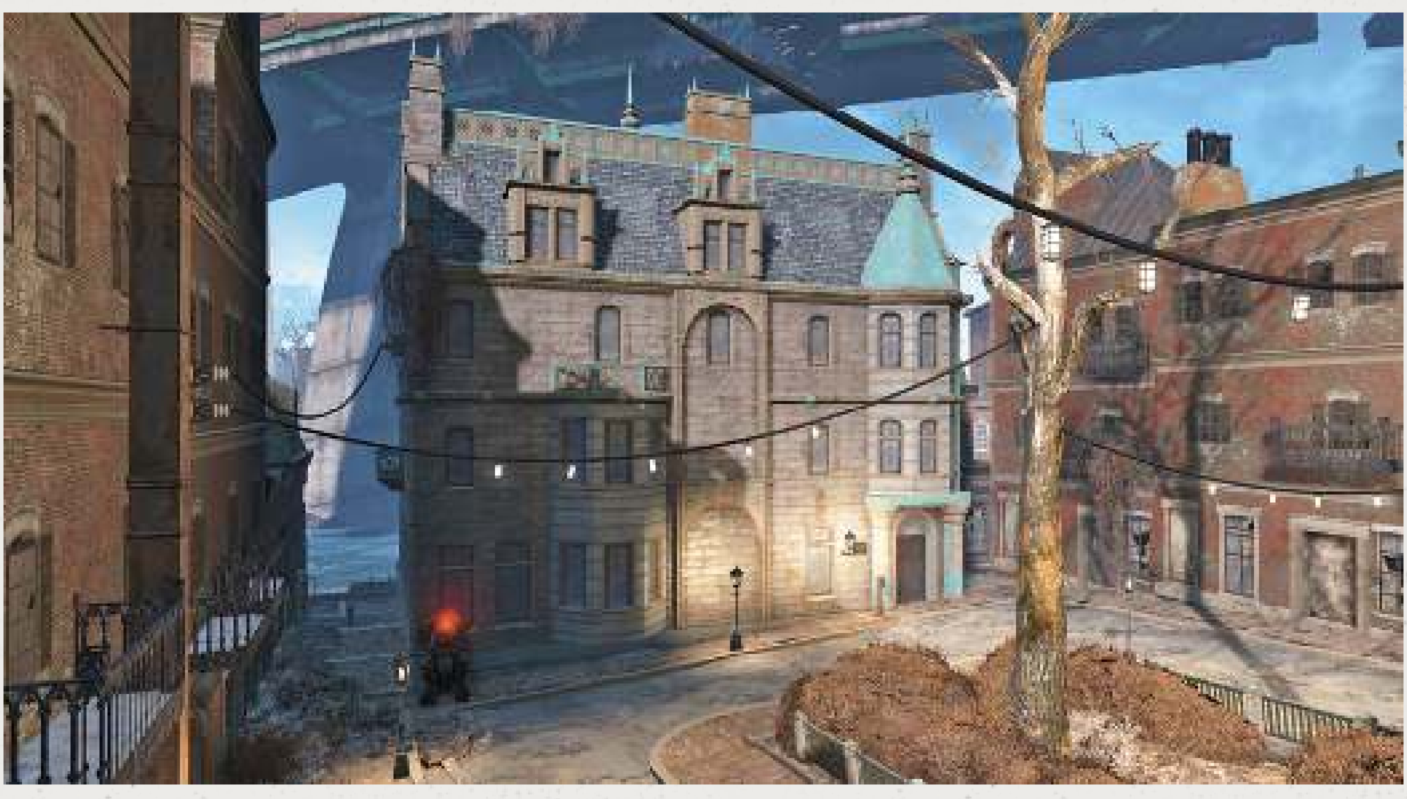
Primary Locations

[12.03] Cabot House

THREAT LEVELS 15-25



- Armaments and Ammo+
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Mini Nuke (Fat Man)
- Armaments and Ammo: Trunk (2)
- Collectible: Nuka Cherry
- Collectible: Required Reading: Massachusetts Surgical Journal
- Crafting: Chemistry Station
- Faction: Cabot Family
- Faction: Character: Edward Deegan
- Faction: Character: Jack Cabot
- Faction: Character: Emogene Cabot
- Faction: Character: Wilhelmina Cabot
- Health or Chems
- Quest Start: The Secret of Cabot House (Side)

VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke and Fat Man

Collectible: Nuka Cherry

Required Reading: Massachusetts Surgical Journal

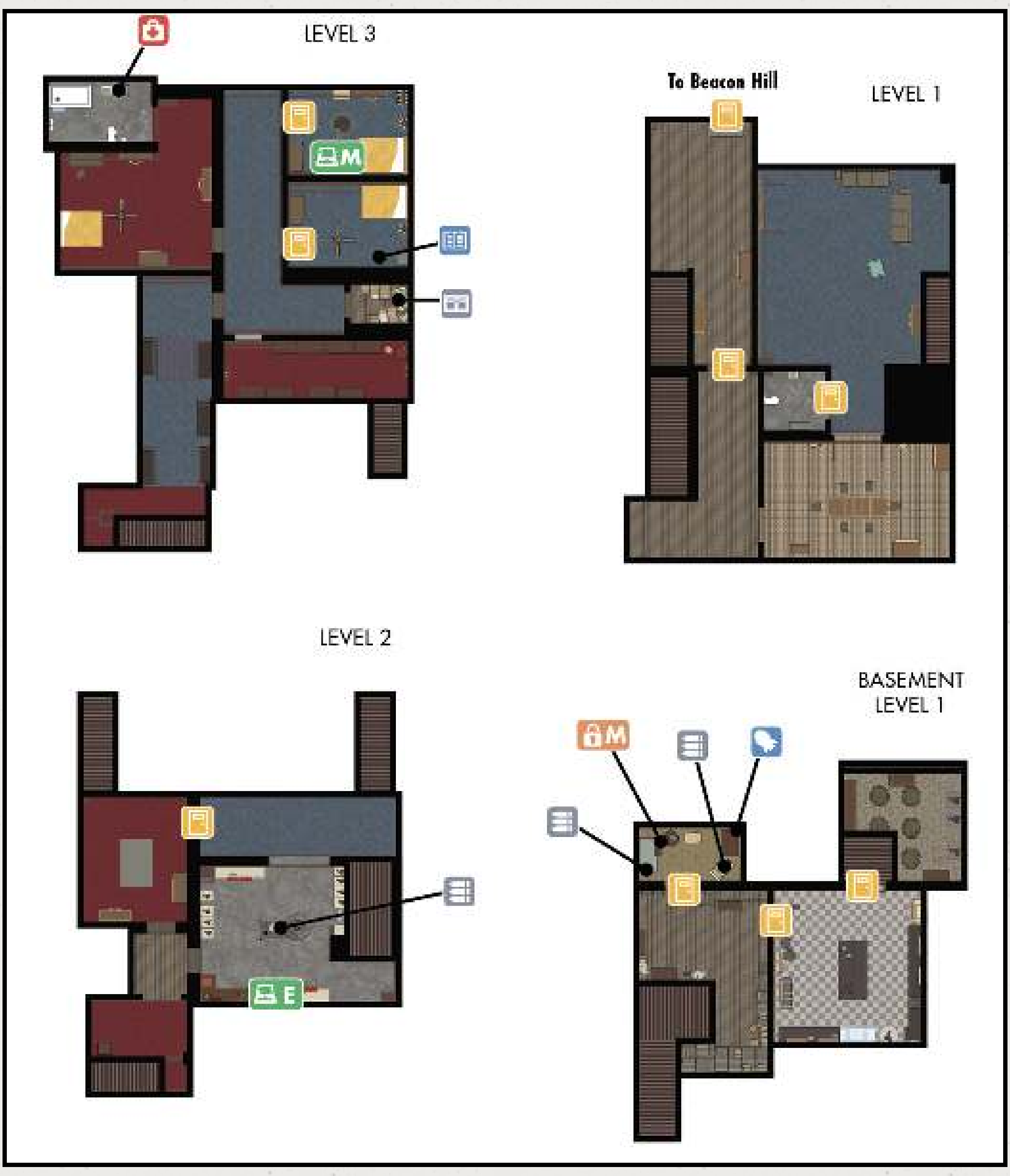
This 1711 mansion is sealed up tighter than a T-60 Power Armor vacuum attachment: It is strangely preserved amid the general decay. Located on Louisburg Square, the park is still well maintained. The intercom at the front door allows you to ask to gain entry.

CHARISMA

(Easy, Medium) Though this isn't easy.

The door usually requires a key, given to you by a Ghoul named Edward Deegan at the start of the specified quest.

Explore the house, being mindful that this isn't your property. However, the magazine, gamma gun, Fat Man, and a plentiful supply of purified water in the pantry might galvanize you into pilfering some. Emogene's terminal (Master) on the upper floor offers surprising insights into the family.



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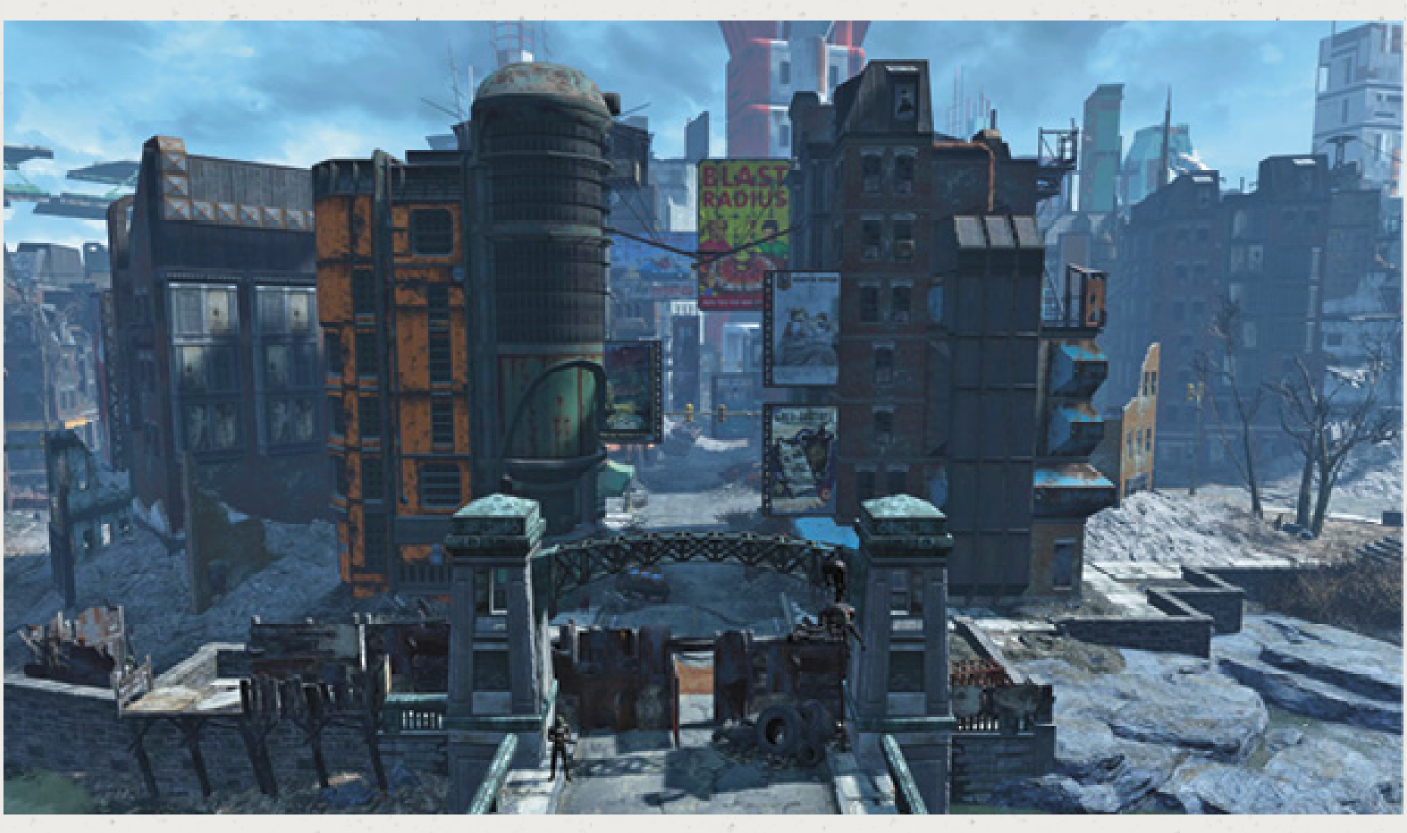
Secondary Locations

[12.01] BEACON HILL APARTMENTS

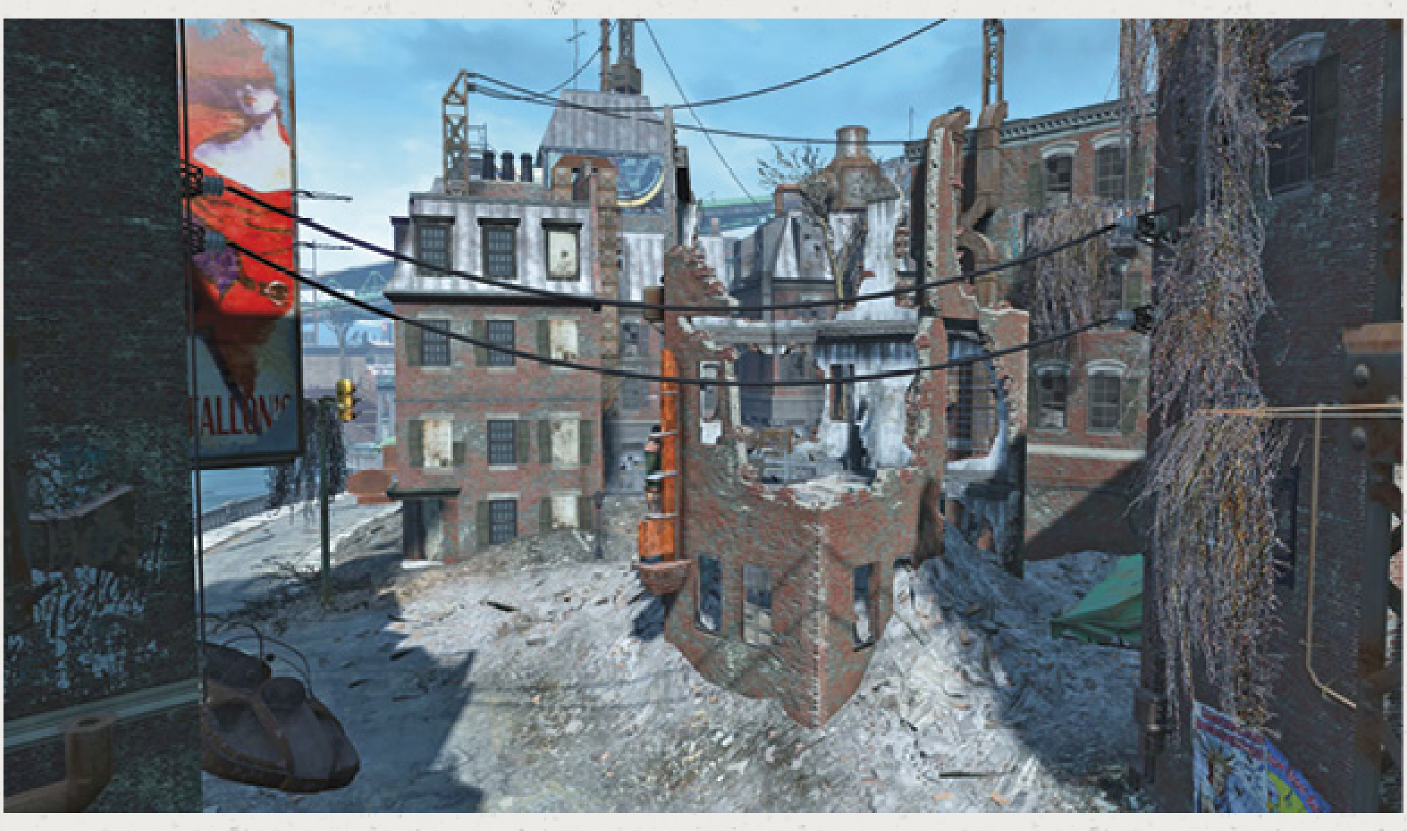


- Armaments and Ammo
- Armaments and Ammo: Trunk
- Danger: Long Drop!
- Faction: Raiders
- Health or Chems

A fortified Raider camp with barricades facing the bridge (west) and a rickety bridge connecting two tower blocks. Enter the southern tower at ground level.

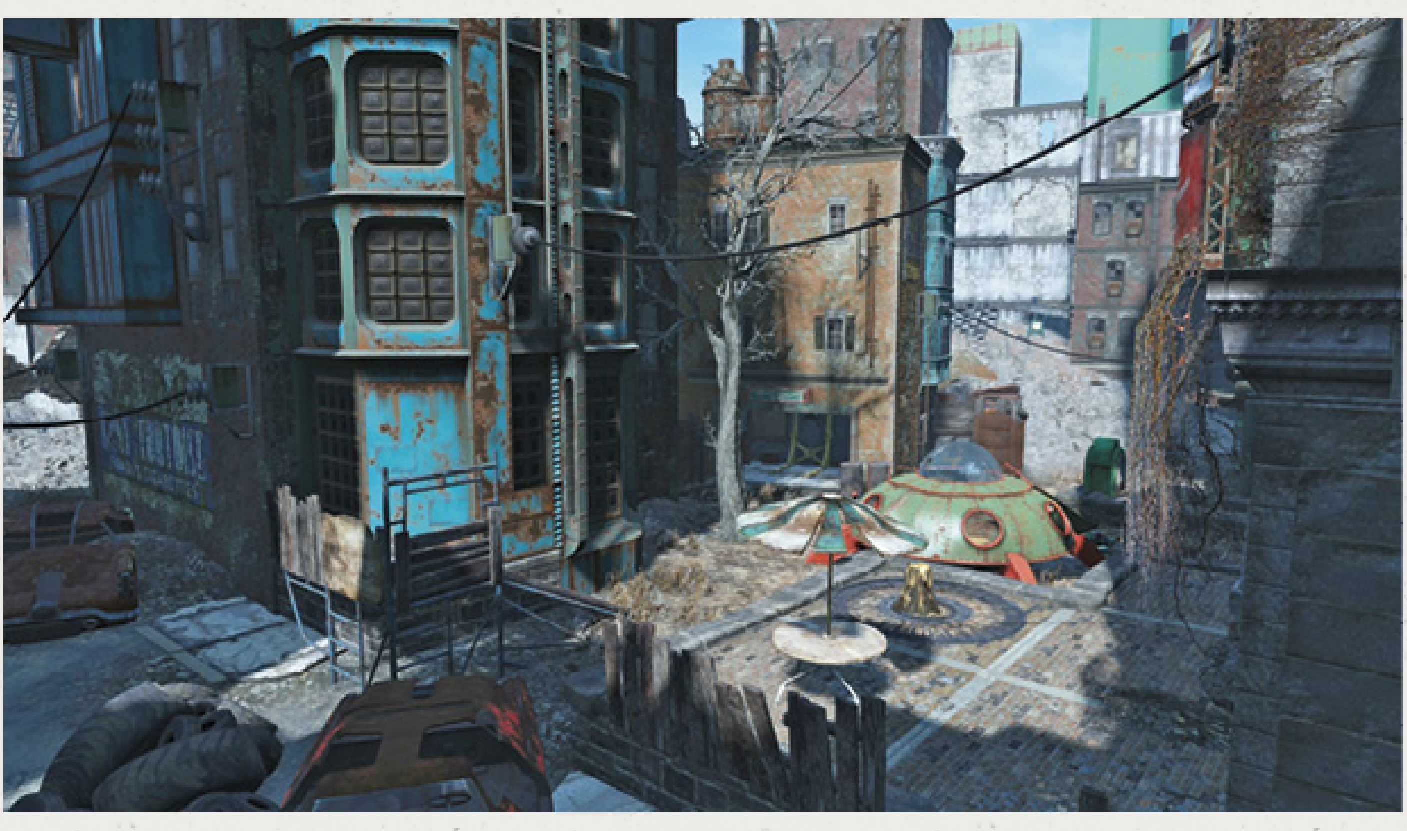
The southern apartments has a stairwell filled with alcohol and a few Raiders to execute. Exit via the tiny apartment at the top, crossing to the roof of the north apartments, which you can't enter. Gather ammo, open a steamer trunk, and unlock a safe (Advanced).

[12.02] DEMOLISHED APARTMENT TOWER (BEACON HILL)



This pile of rubble is worth your time, as there's a safe to crack (Master).

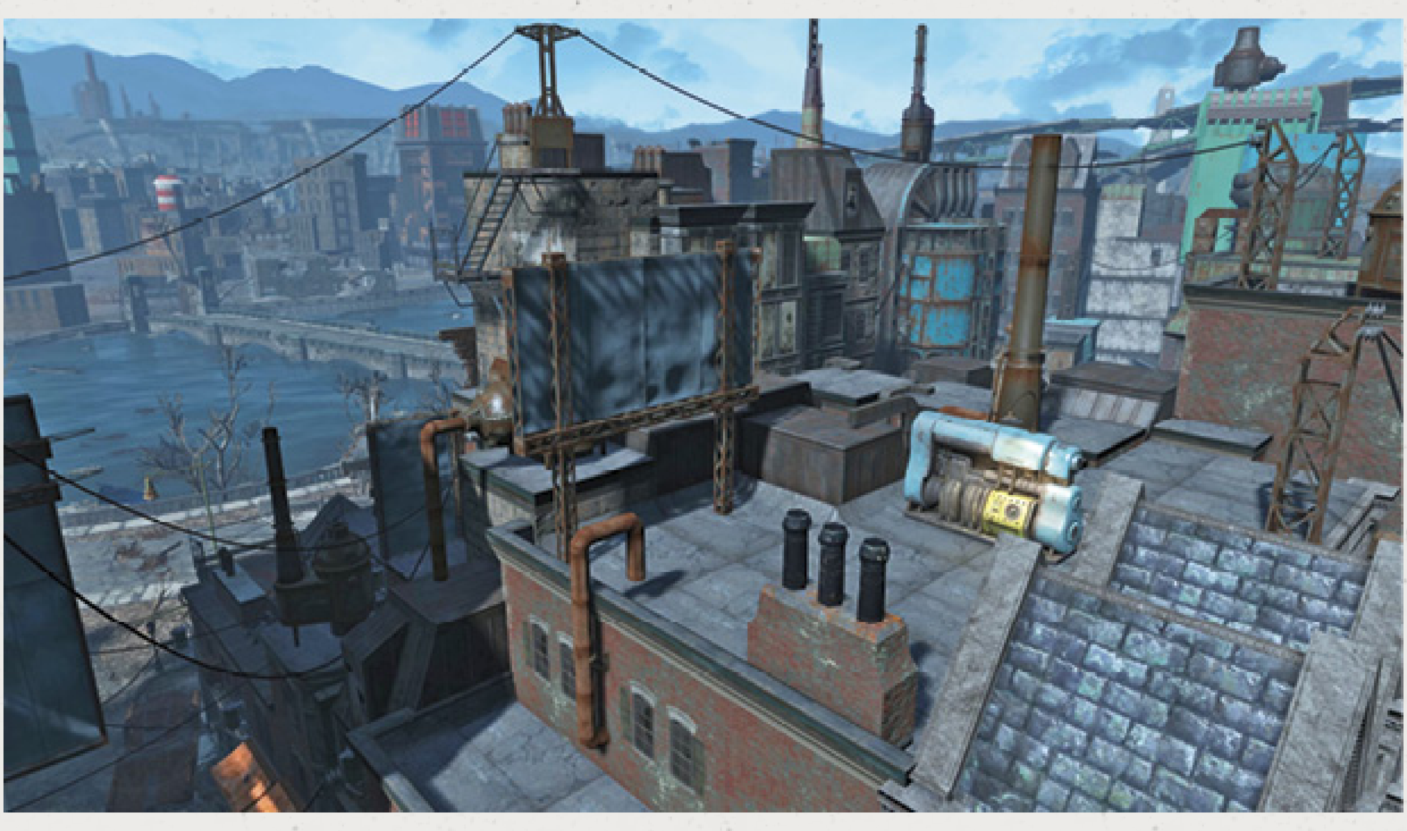
[12.03] PLAYGROUND GARAGE



- Crafting: Power Armor Station
- Crafting: Weapons Workbench
- Faction: Yao Guai

Deal with any local wildlife roaming about, then use this as a tinkering station when you're in the Beacon Hill area.

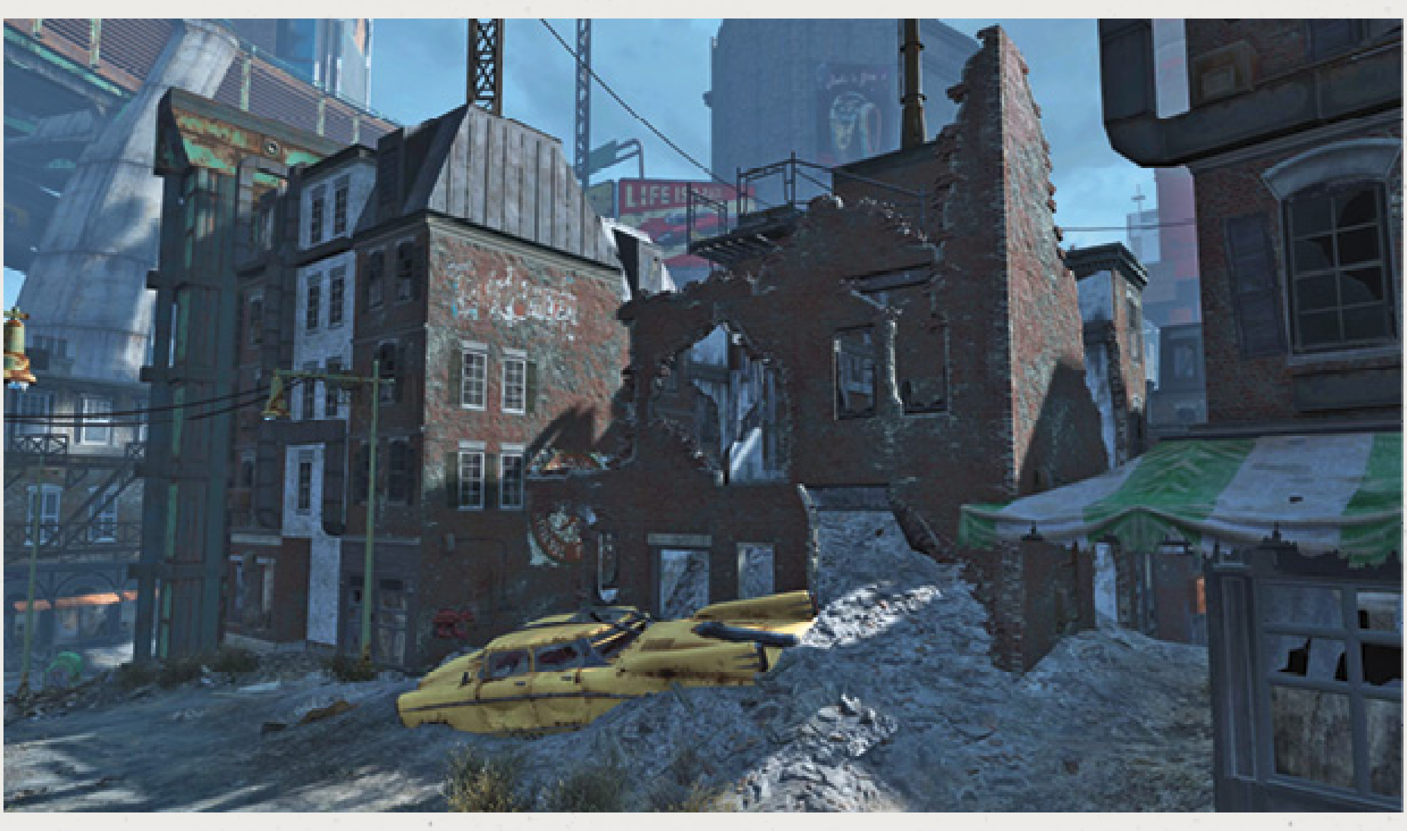
[12.04] ROOFTOP GENERATOR (BEACON HILL)



- Armor Part: Fusion Core

Access this set of rooftops from the western rubble, and follow the fire escape stairs across to the eastern building. Pry a Fusion Core out of a generator here.

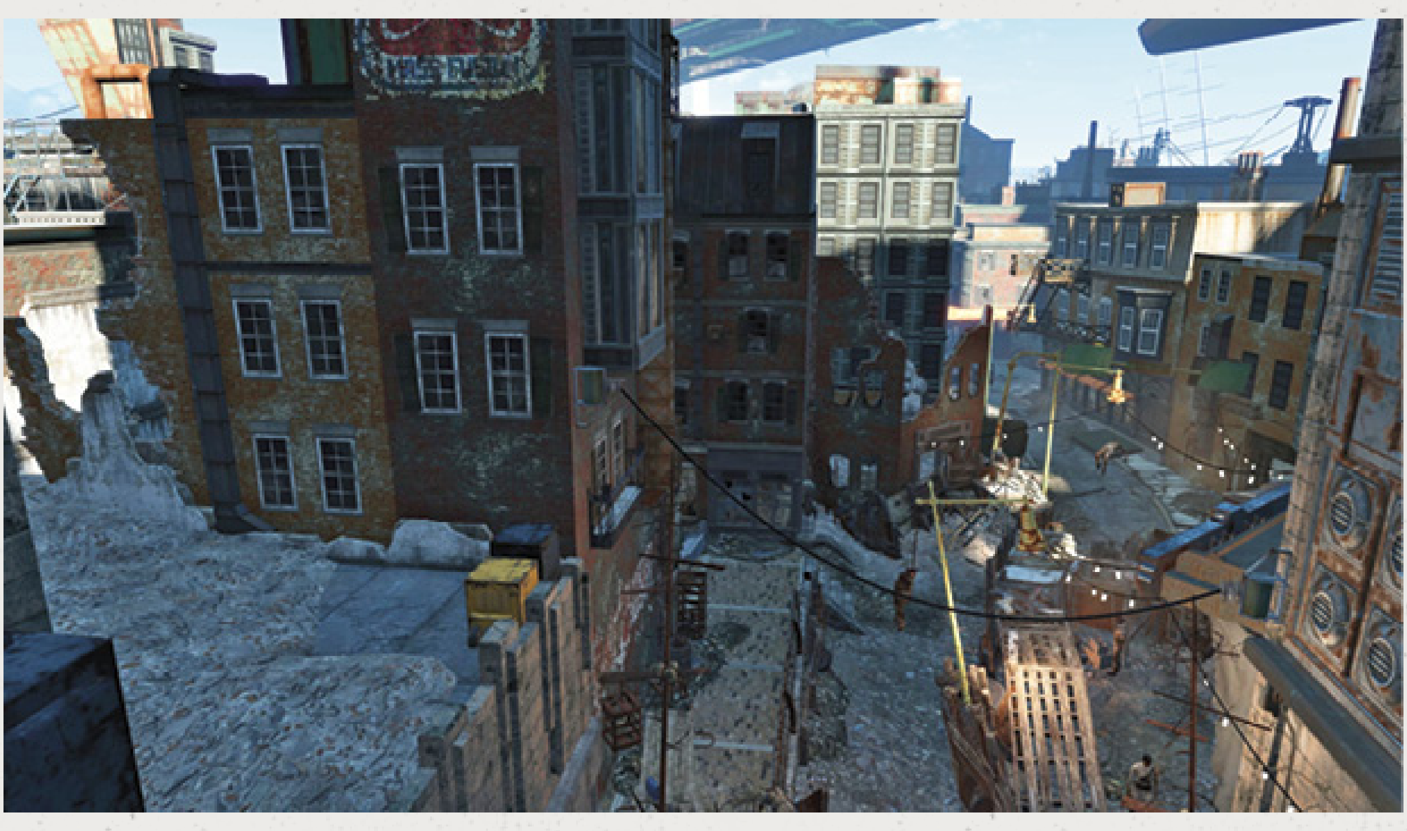
[12.05] DESTROYED TENEMENT (BEACON HILL)



- Health or Chems

A mixture of rubble and brickwork, this structure holds some handy chems if you leap the gaps up from the rusty car.

[12.06] RUBBLE OVERLOOK



This is a good spot to climb up, using the ladders from the alley to the north, as it allows you to peer into the Financial District and snipe at foes near Haymarket Mall and the Old Corner Bookstore.

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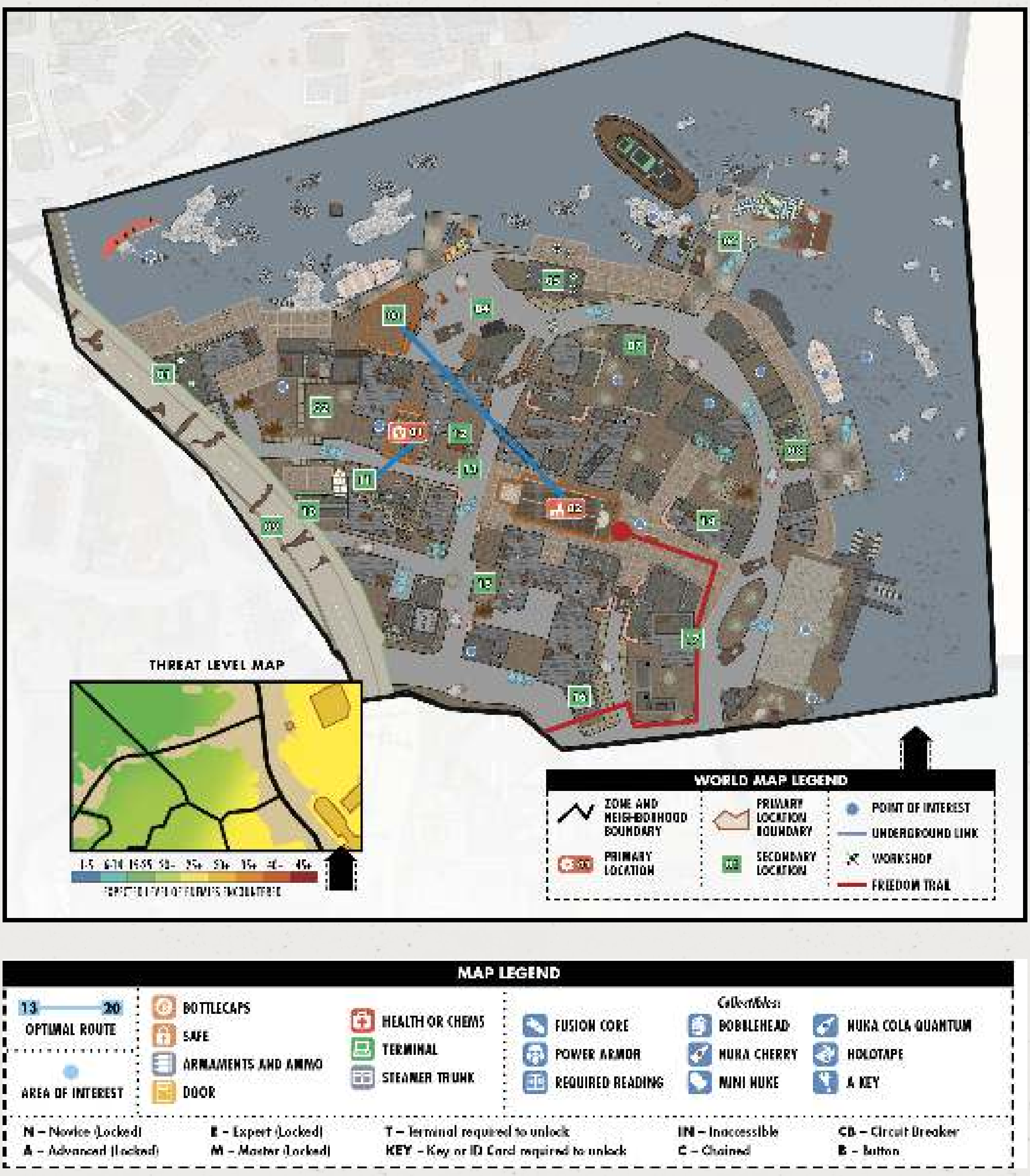
Zone 13: Neighborhood: North End

Overview


THREAT LEVEL MAP
1-5 6-10 11-15 15-20 25+ 30+ 35+ 40+ 45+
WORLD MAP LEGEND
ZONE AND NEIGHBORHOOD BOUNDARY
PRIMARY LOCATION
PRIMARY LOCATION BOUNDARY
SECONDARY LOCATION
POINT OF INTEREST
UNDERGROUND LINK
WORKSHOP
FREEDOM TRAIL
MAP LEGEND
13 20
OPTIMAL ROUTE
AREA OF INTEREST
BOTTLECAPS
SAFE
ARMAMENTS AND AMMO
DOOR
HEALTH OR CHEMS
TERMINAL
STEAMER TRUNK
Collectibles:
FUSION CORE
POWER ARMOR
REQUIRED READING
BOBBLEHEAD
NUKA CHERRY
MINI NUKE
NUKA COLA QUANTUM
HOLOTAPE
A KEY
N – Novice (Locked)
A – Advanced (Locked)
E – Expert (Locked)
M – Master (Locked)
T – Terminal required to unlock
KEY – Key or ID Card required to unlock
IN – Inaccessible
C – Chained
CB – Circuit Breaker
B – Button

This residential neighborhood once boasted continuous residential inhabitants since 1630. Currently, it boasts a variety of crumbling brick and wooden structures, some of historical significance, and is anchored by the Old North Church and the culmination of the Freedom Trail. It is deep in the catacombs under this church that the Railroad faction has holed up. Otherwise, this relatively small but dense zone should be approached with relative care; roving bands of Super Mutants and Raiders have been seen, and there's chatter regarding a fiendish serial killer who stalks the old alleyways after dark.

Primary Locations

[13.01] Pickman Gallery

[13.02] Old North Church

Secondary Locations

[13.01] Rooftop Apartment (North End)

[13.02] North End Graveyard

[13.03] Railroad HQ Escape Tunnel Exit

[13.04] Raider Courtyard (North End)

[13.05] Hot Pizza Pie Shop

[13.06] Crashed Vertibird (Military Barge)

[13.07] Wharfside Cottage

[13.08] Rooftop Lounger

[13.09] Skytram (North End Elevated Freeway)

[13.10] Mean Pastries

[13.11] Pickman's Exit

[13,12] Boxing Gym

[13.13] Scaffold Stairs (North End)

[13.14] Billboard Alley

[13.15] Ruined Brick Apartment (North End)

[13.16] Subway Station (North End)

[13.17] Paul Revere's House

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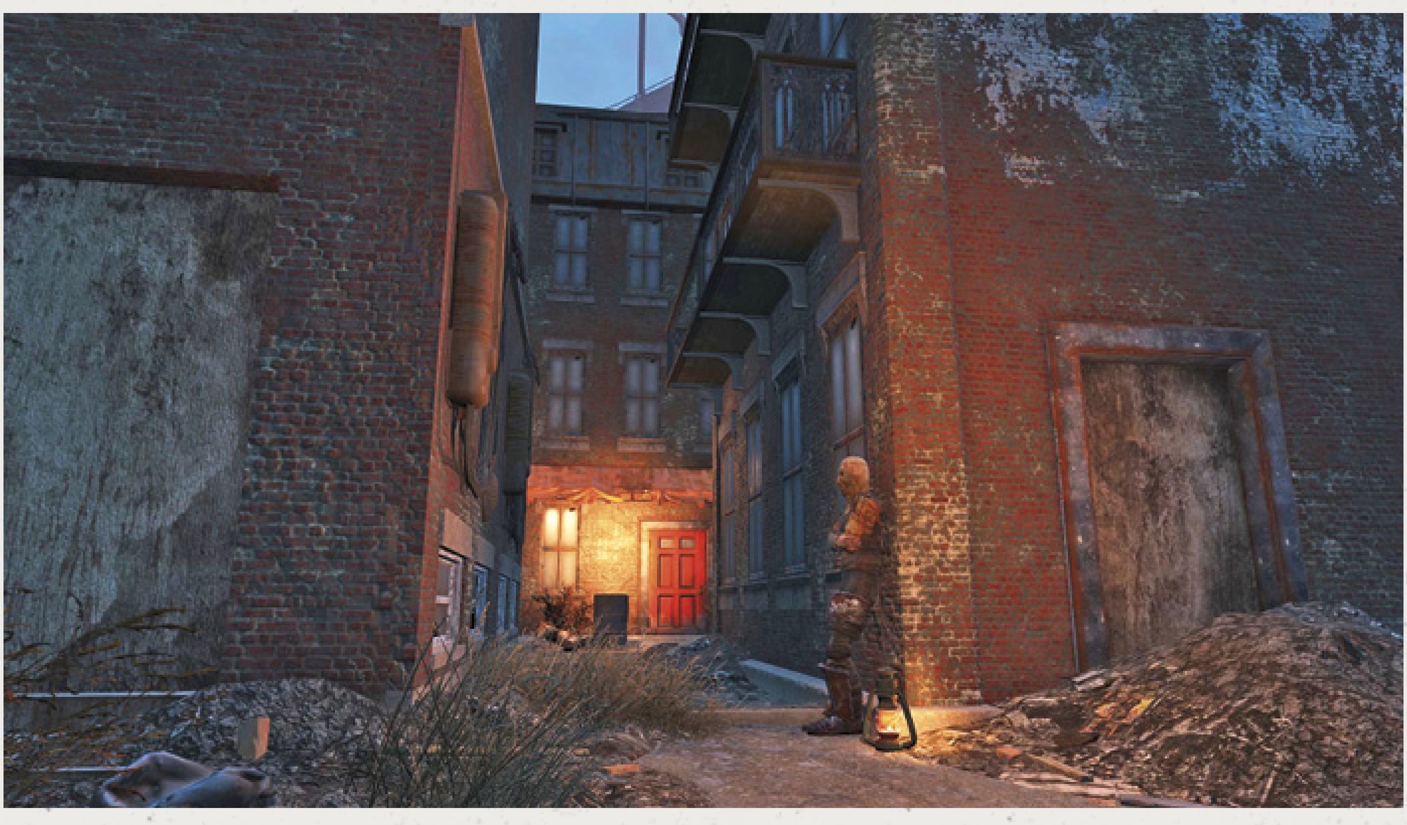
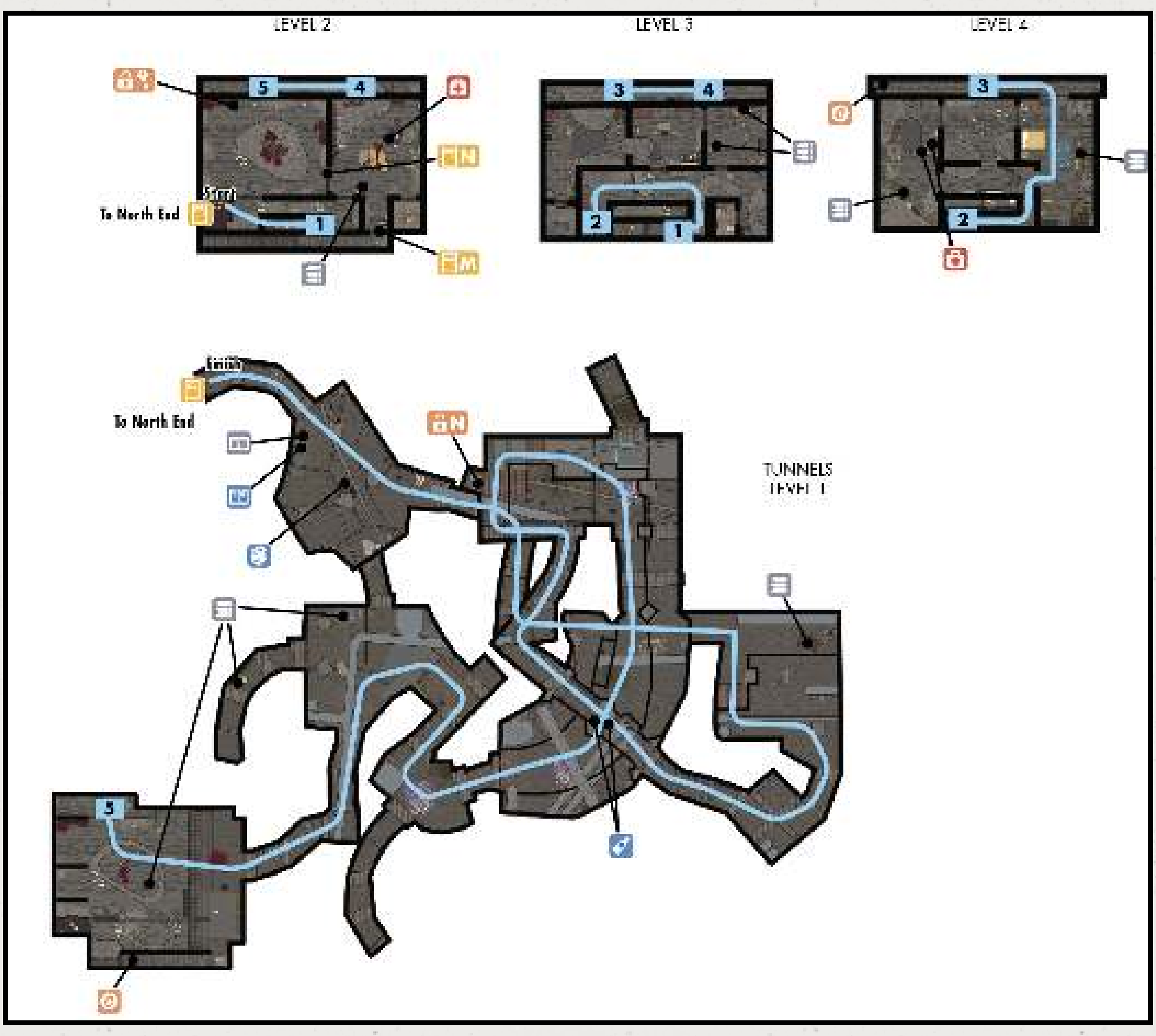
[13.01] Pickman Gallery

THREAT LEVELS 20+ 🟦🟦🟩🟩⬜⬜⬜⬜⬜



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Bottlecaps
- Collectible: Bobblehead: Lockpicking
- Collectible: Required Reading: Astoundingly Awesome Tales
- Collectible: Nuka Cola Quantum (2)
- Crafting: Chemistry Station
- Crafting: Cooking Station
- Crafting: Weapons Workbench
- Danger: Mines!
- Danger: Radiation (Mild)!
- Danger: Tripwires!
- Danger: Turrets!
- Faction: Raiders
- Faction: Character: Pickman
- Faction: Character: Slab
- Health or Chems
- Quest Start: Pickman's Gift (Miscellaneous)
- Quest Visit: Art Appreciation* (Goodneighbor Freeform)
- UNIQUE ITEM: PICKMAN'S BLADE



VAULT-TEC RECOMMENDED LOOT

Bobblehead: Lockpicking

Collectible: Nuka Cola Quantum (2)

Required Reading: AstoundinglyAwesome Tales

UNIQUE ITEM:PICKMAN'S BLADE

A prolific serial killer stalks the alleys of North End and has recently been cornered in his lair by his prey of choice: Raiders. The rotting hulk of a row house Pickman calls home was chosen for its access to ancient subterranean smuggler tunnels beneath North End. He displays pictures of his victims on the walls.

Inside the dwelling, his blood-splattered daubing and corpse sculptures show the type of lunatic Pickman is. He has left a message to Jack in the front room and Pickman's Calling Card on many corpses. Fight your way to the end of the smuggler's sewer.

Quest: Pickman's Gift

1. Receive Pickman's Gift

You can choose to save or kill Pickman in the chamber where Slab the Raider has caught up with him. Either way, there's a key to find, which opens a hidden safe back in the first room of his row house, behind the picture named "Picnic for Stanley."

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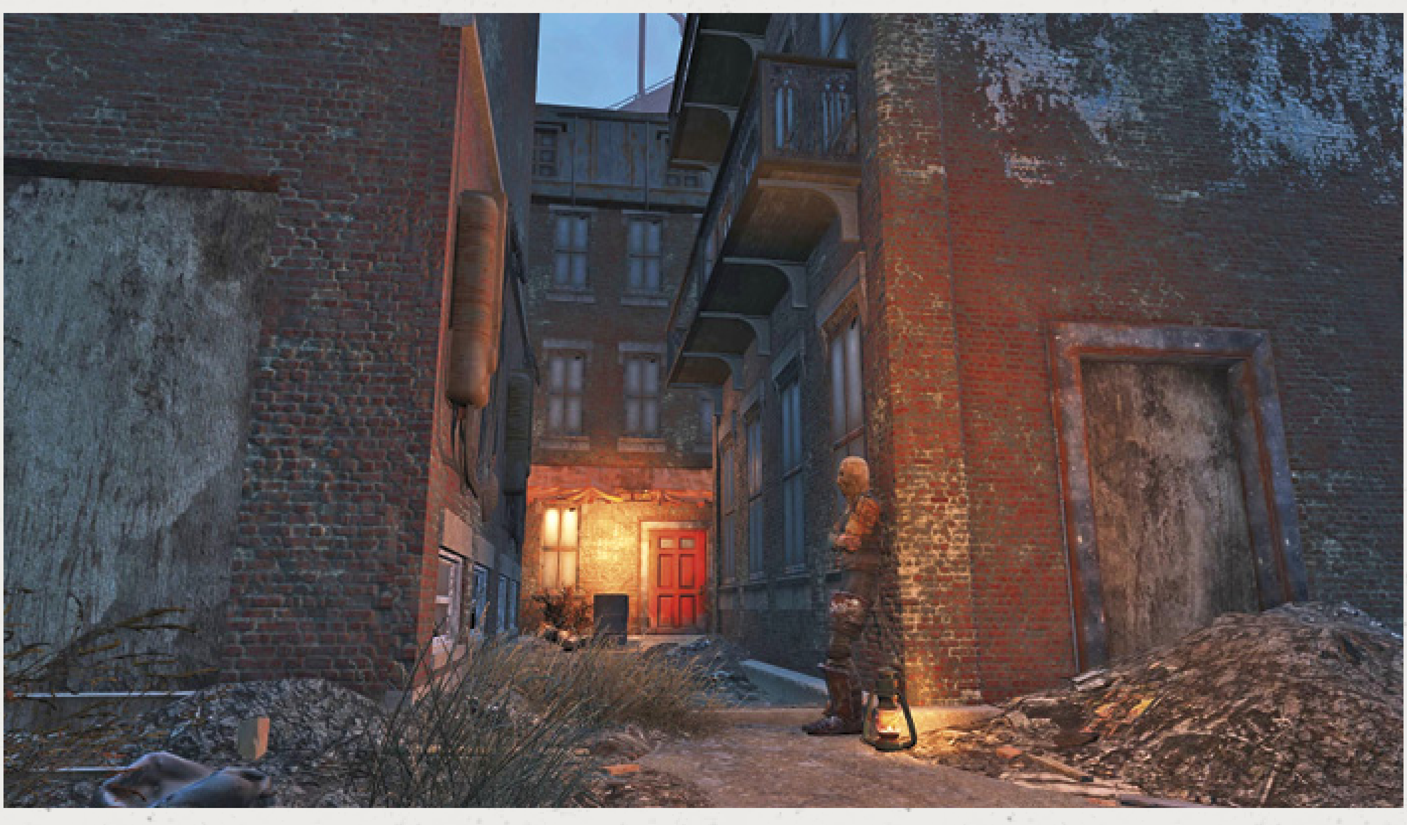
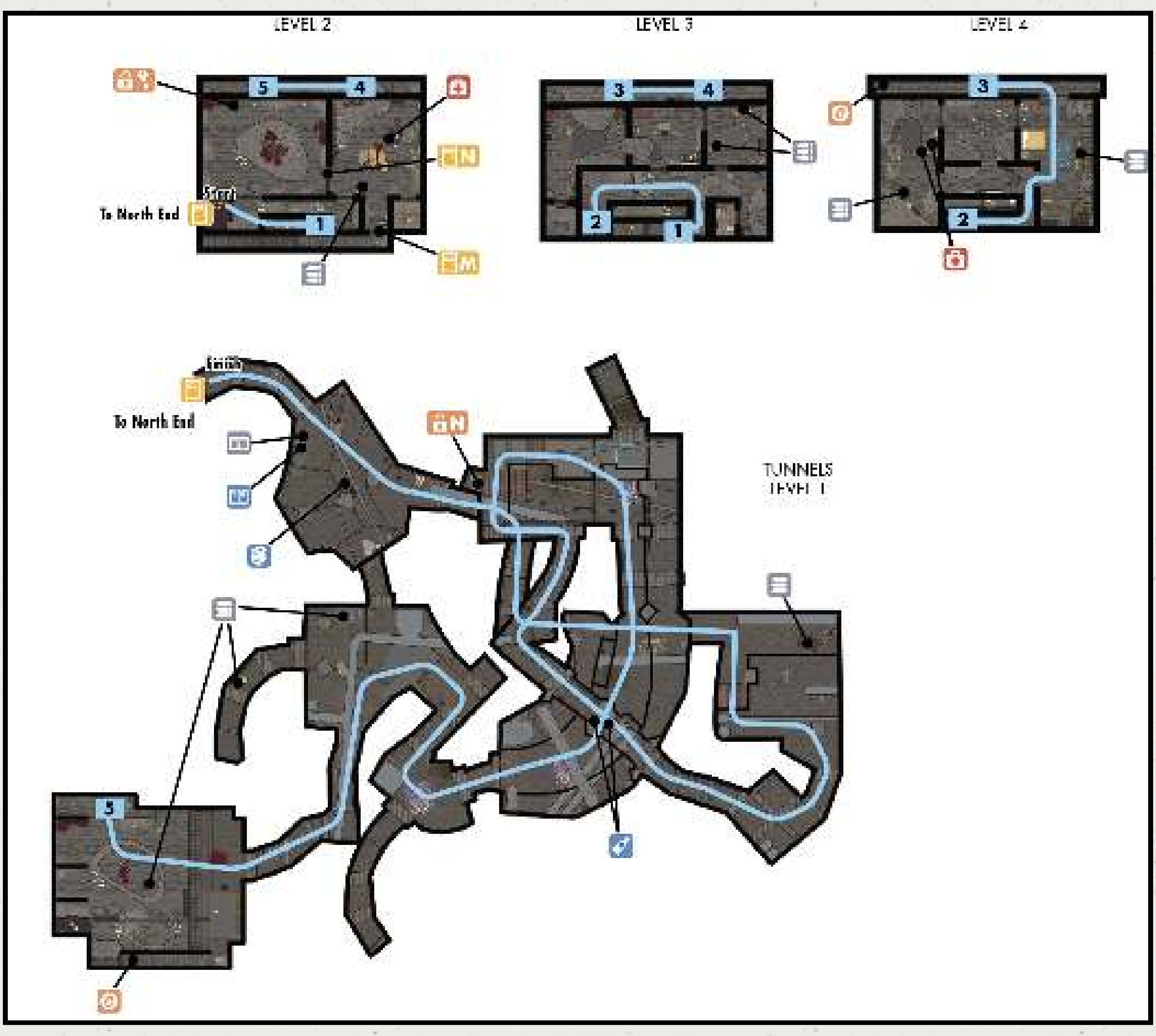
[13.01] Pickman Gallery

THREAT LEVELS 20+



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Bottlecaps
- Collectible: Bobblehead: Lockpicking
- Collectible: Required Reading: Astoundingly Awesome Tales
- Collectible: Nuka Cola Quantum (2)
- Crafting: Chemistry Station
- Crafting: Cooking Station
- Crafting: Weapons Workbench
- Danger: Mines!
- Danger: Radiation (Mild)!
- Danger: Tripwires!
- Danger: Turrets!
- Faction: Raiders
- Faction: Character: Pickman
- Faction: Character: Slab
- Health or Chems
- Quest Start: Pickman's Gift (Miscellaneous)
- Quest Visit: Art Appreciation* (Goodneighbor Freeform)
- UNIQUE ITEM: PICKMAN'S BLADE



VAULT-TEC RECOMMENDED LOOT

- **Bobblehead: Lockpicking**
- **Collectible: Nuka Cola Quantum (2)**
- **Required Reading: AstoundinglyAwesome Tales**
- **UNIQUE ITEM:PICKMAN'S BLADE**

A prolific serial killer stalks the alleys of North End and has recently been cornered in his lair by his prey of choice: Raiders. The rotting hulk of a row house Pickman calls home was chosen for its access to ancient subterranean smuggler tunnels beneath North End. He displays pictures of his victims on the walls.

Inside the dwelling, his blood-splattered daubing and corpse sculptures show the type of lunatic Pickman is. He has left a message to Jack in the front room and Pickman's Calling Card on many corpses. Fight your way to the end of the smuggler's sewer.

Quest: Pickman's Gift

1. Receive Pickman's Gift

You can choose to save or kill Pickman in the chamber where Slab the Raider has caught up with him. Either way, there's a key to find, which opens a hidden safe back in the first room of his row house, behind the picture named "Picnic for Stanley."

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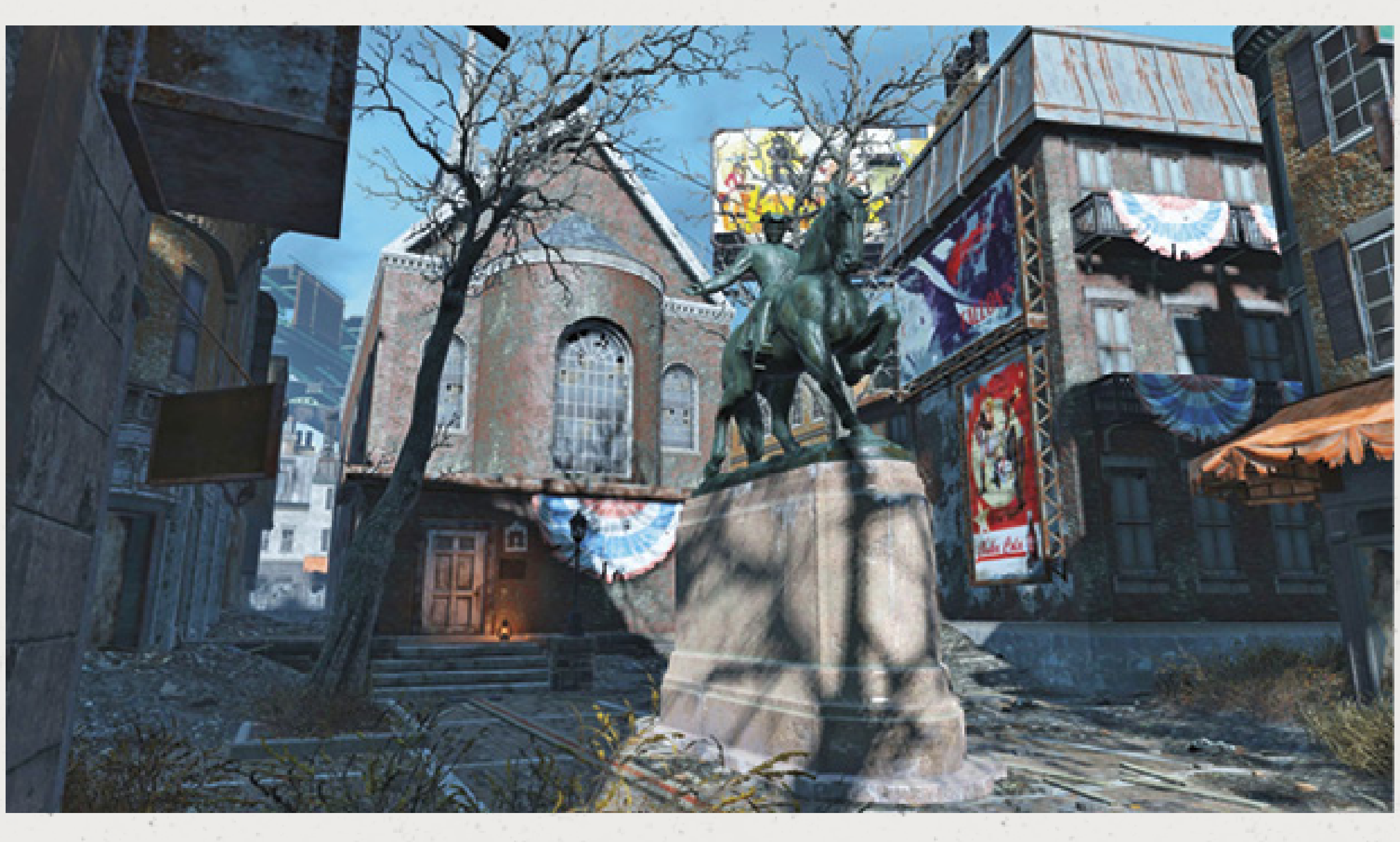
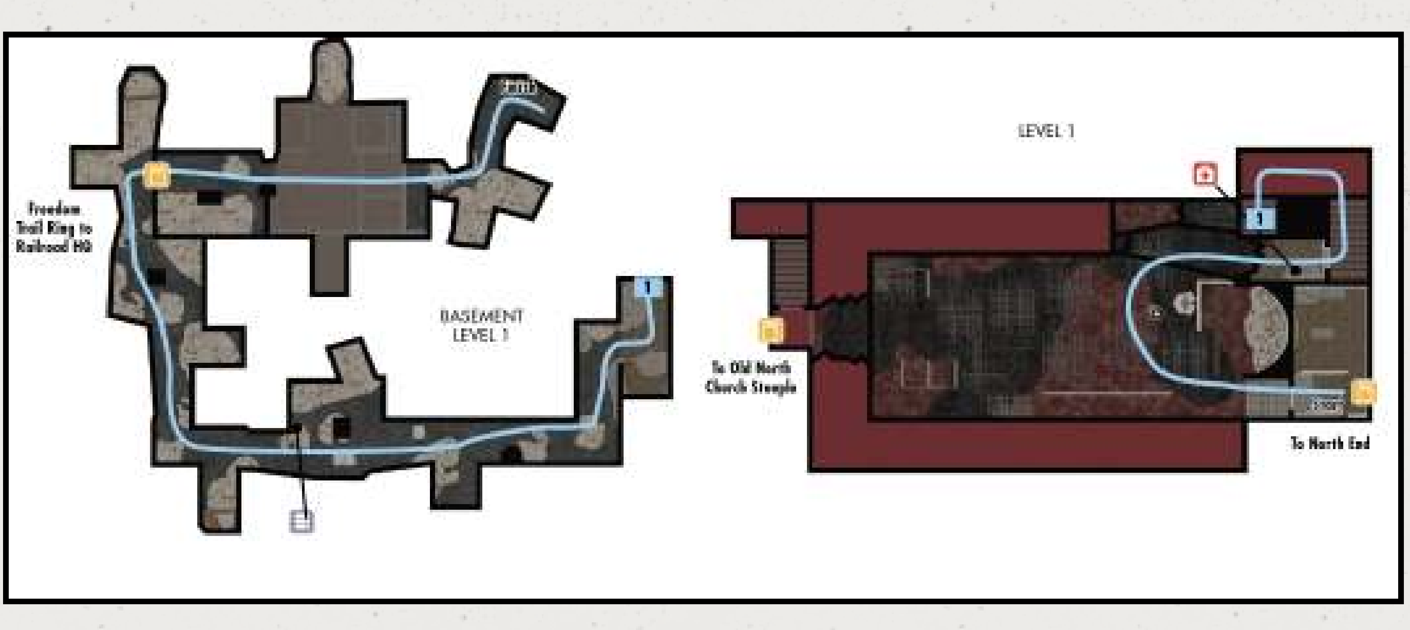
Primary Locations

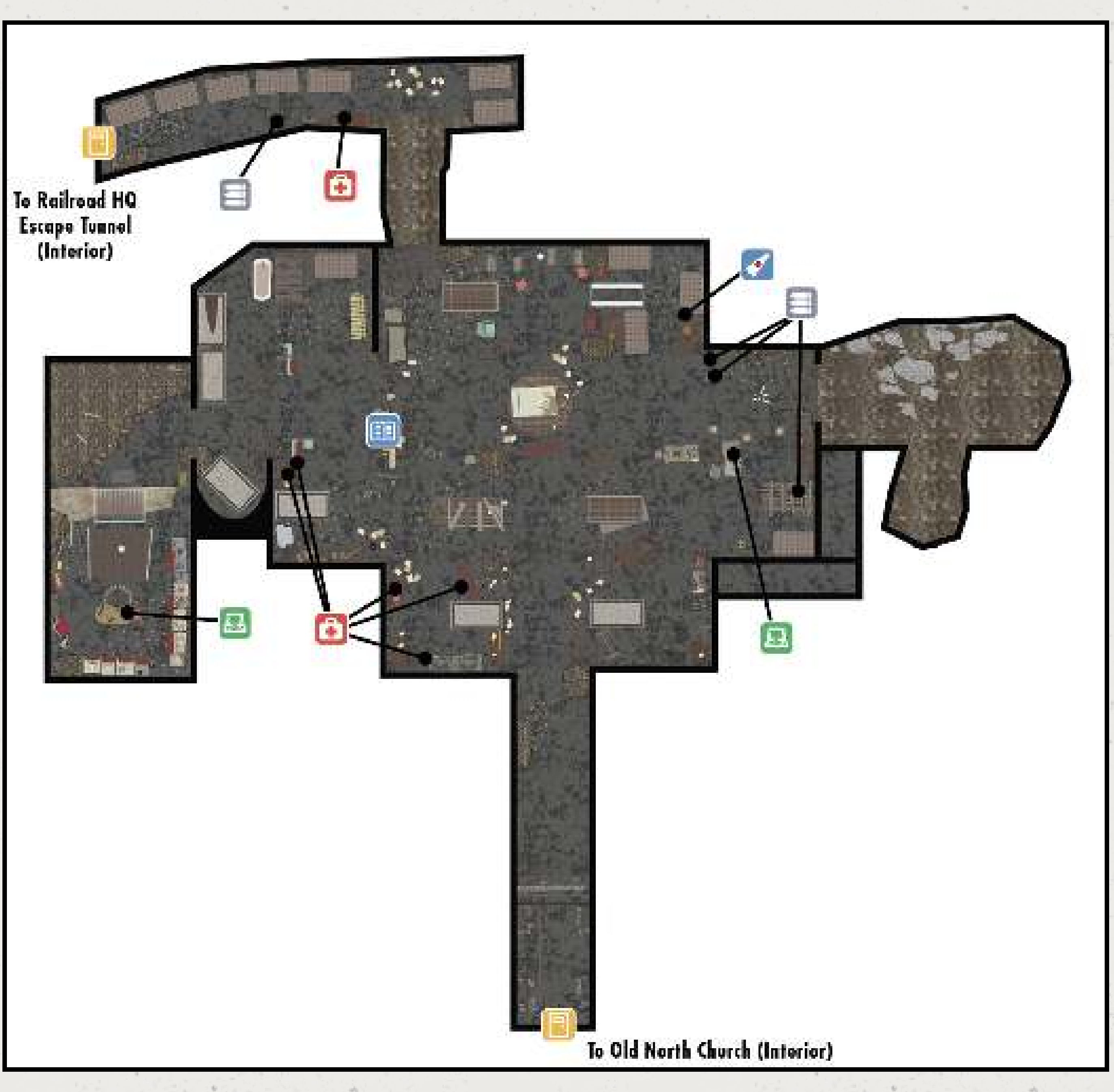
[13.02] Old North Church

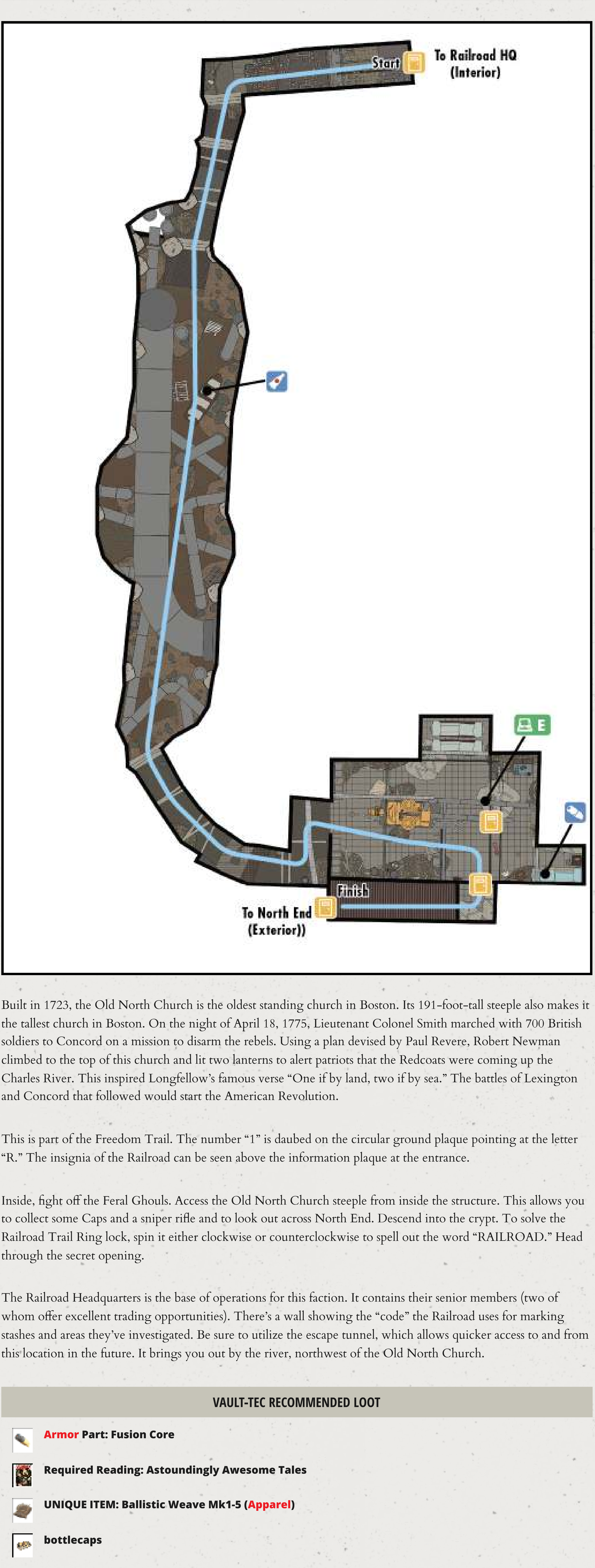
THREAT LEVELS 25+



- Armaments and **Ammo**+++
- **Armor** Part: Fusion Core
- Bottlecaps+++
- Collectible: Nuka Cherry (2)
- Collectible: Required Reading: Awesomely Astounding Tales
- Companion: Deacon
- **Crafting**: **Armor** Workbench
- **Crafting**: Chemistry Station
- **Crafting**: Cooking Station
- **Crafting**: **Weapons** Workbench (2)
- Danger: Explosive Barrel!
- Danger: Radiation (Mild)!
- Faction: Feral Ghouls
- Faction: The Railroad
- Faction: Character: Desdemona
- Faction: Character: Deacon
- Faction: Character: Drummer Boy
- Faction: Character: Glory
- Faction: Character: Tinker Tom
- Faction: Character: Doctor Carrington
- Faction: Character: PAM
- **Health or Chems**+++
- Quest Start: **Tradecraft** (the Railroad)
- Quest Start: **Underground Undercover** (the Railroad)
- Quest Start: **Operation Ticonderoga** (the Railroad)
- Quest Start: **Precipice of War** (the Railroad)
- Quest Start: Rockets Red Glare (the Railroad)
- Quest Start: **Burning Cover** (the Railroad)
- Quest Start: **Road to Freedom** (the Railroad)
- Quest Start: **Boston After Dark** (the Railroad)
- Quest Start: **Memory Interrupted** (the Railroad)
- Quest Start: Butcher's Bill 1 (the Railroad Radiant)
- Quest Start: Butcher's Bill 2 (the Railroad Radiant)
- Quest Start: **Jackpot** (the Railroad Radiant)
- Quest Start: Mercer Station (the Railroad Radiant)
- Quest Start: **Concierge** (the Railroad Radiant)
- Quest Start: **Weathervane** (the Railroad Radiant)
- Quest Start: **Randolph Safehouse** 1–6 (the Railroad Radiant)
- Quest Start: **Variable Removal** (the Railroad Radiant)
- Quest Start: **To the Mattresses** (the Railroad Radiant)
- Quest Start: **Lost Soul** (the Railroad Radiant)
- Quest Start: **A Clean Equation** (the Railroad Radiant)
- Quest Start: **High Ground** (the Railroad Radiant)
- Quest Visit: **Road to Freedom** (the Railroad)
- Quest Visit: **End of the Line** (the Institute)
- Quest Visit: **Tactical Thinking** (Brotherhood of Steel)
- Services: Trader (Tinker Tom)
- Services: Trader (Doctor Carrington)
- UNIQUE ITEM: Ballistic Weave Mk1-5 (**Apparel**)
- Unique Item: Maximum Capacity Armored Piercing Submachine Gun
- Unique Item: Railroad Stealth Boy
- Unique Item: Railway Rifle


Freedom Trail Ring to Railroad HQ
BASEMENT LEVEL 1
1
LEVEL 1
To Old North Church Steeple
To North End


To Railroad HQ Escape Tunnel (Interior)
To Old North Church (Interior)



Built in 1723, the Old North Church is the oldest standing church in Boston. Its 191-foot-tall steeple also makes it the tallest church in Boston. On the night of April 18, 1775, Lieutenant Colonel Smith marched with 700 British soldiers to Concord on a mission to disarm the rebels. Using a plan devised by Paul Revere, Robert Newman climbed to the top of this church and lit two lanterns to alert patriots that the Redcoats were coming up the Charles River. This inspired Longfellow's famous verse "One if by land, two if by sea." The battles of Lexington and Concord that followed would start the American Revolution.

This is part of the Freedom Trail. The number "1" is daubed on the circular ground plaque pointing at the letter "R." The insignia of the Railroad can be seen above the information plaque at the entrance.

Inside, fight off the Feral Ghouls. Access the Old North Church steeple from inside the structure. This allows you to collect some Caps and a sniper rifle and to look out across North End. Descend into the crypt. To solve the Railroad Trail Ring lock, spin it either clockwise or counterclockwise to spell out the word "RAILROAD." Head through the secret opening.

The Railroad Headquarters is the base of operations for this faction. It contains their senior members (two of whom offer excellent trading opportunities). There's a wall showing the "code" the Railroad uses for marking stashes and areas they've investigated. Be sure to utilize the escape tunnel, which allows quicker access to and from this location in the future. It brings you out by the river, northwest of the Old North Church.

VAULT-TEC RECOMMENDED LOOT

Armor Part: Fusion Core

Required Reading: Astoundingly Awesome Tales

UNIQUE ITEM: Ballistic Weave Mk1-5 (Apparel)

bottlecaps

Unique Item: Railroad Stealth Boy

Unique Item: Railway Rifle

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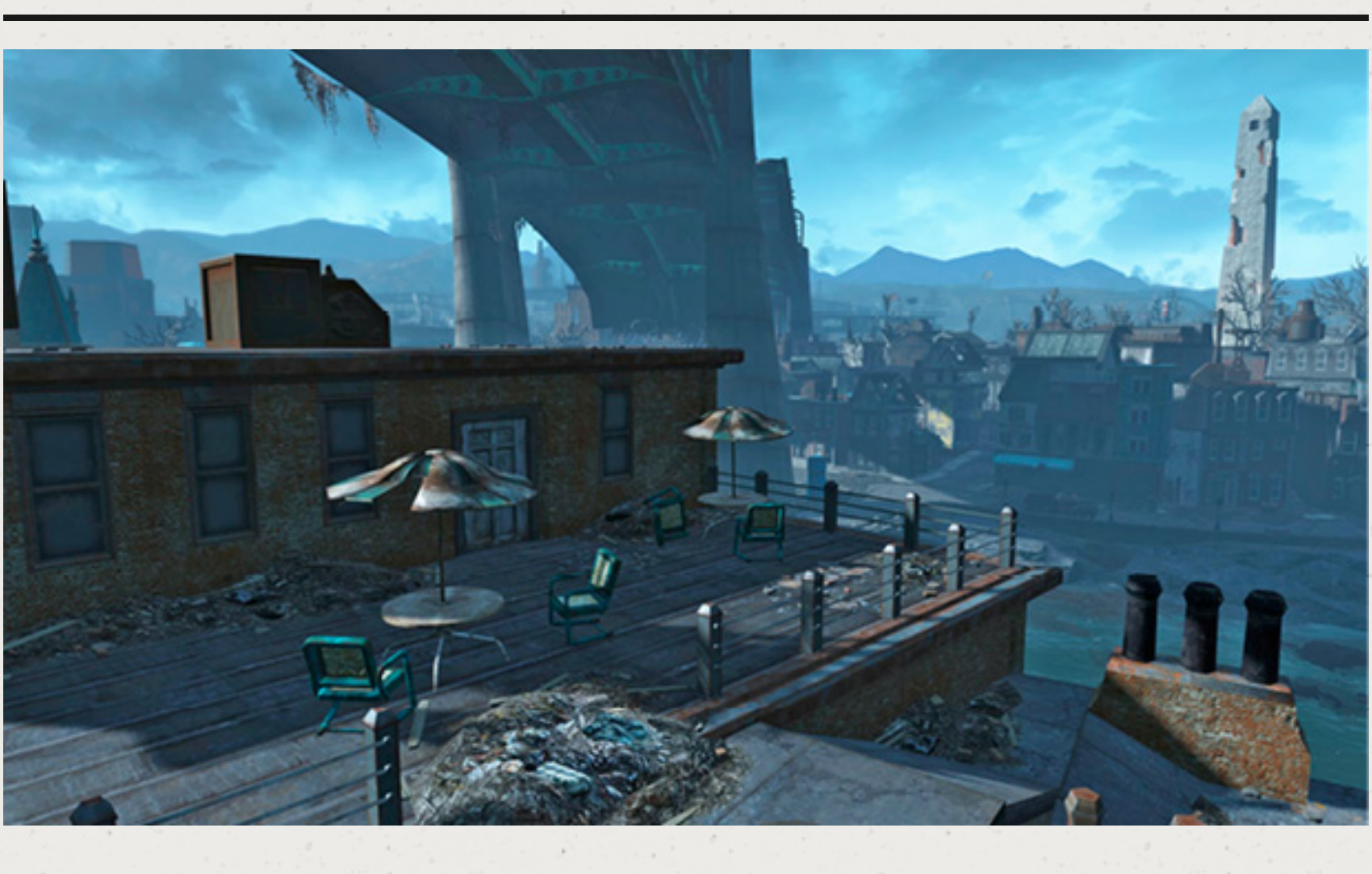
Zone 13: Neighborhood: North End

Secondary Locations

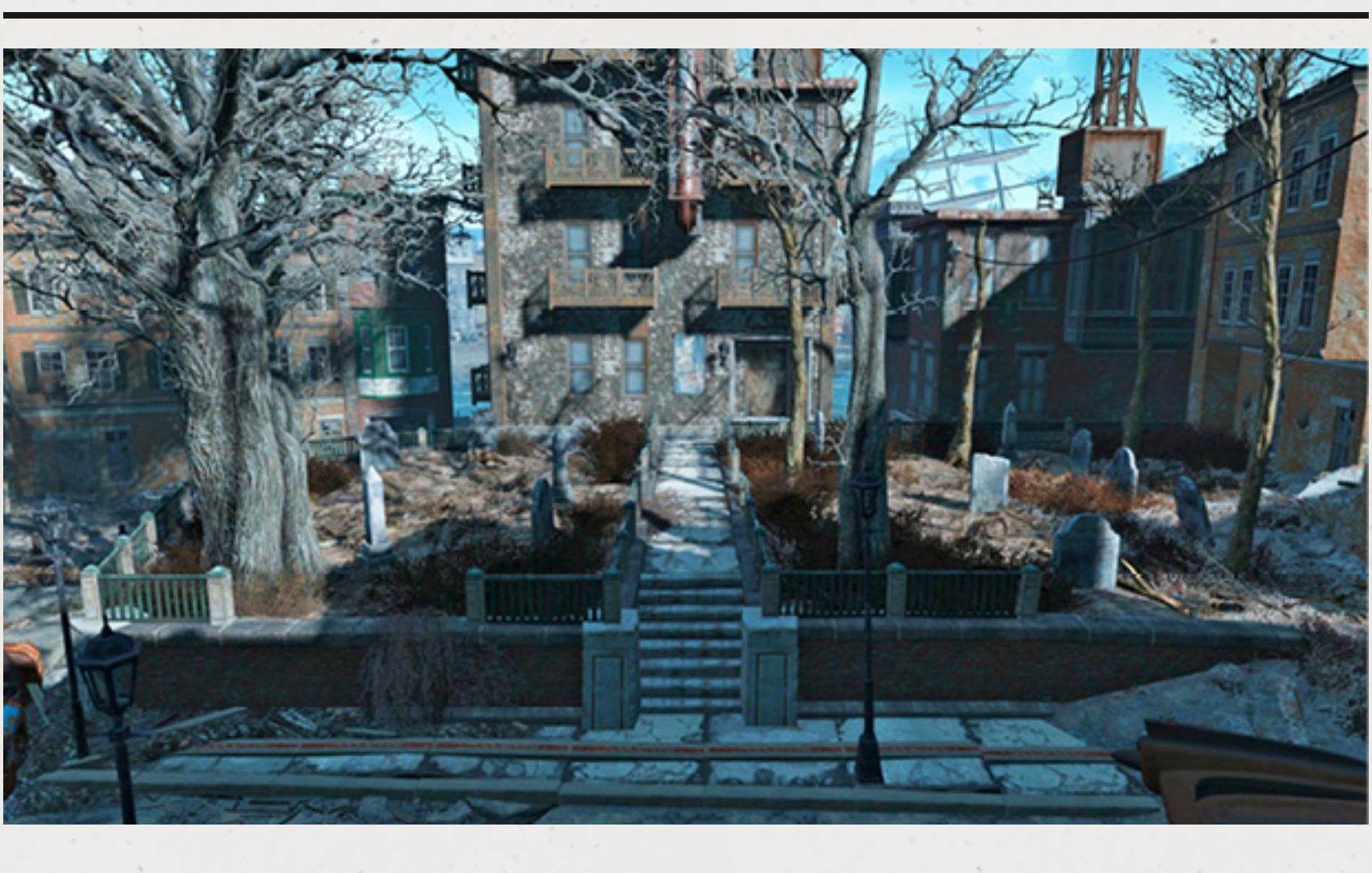
[13.01] ROOFTOP APARTMENT (NORTH END)



- Armaments and Ammo

Access this rooftop via the scaffold stairs (Secondary Location 13) just northwest of Old North Church, and cross the rooftops. This small apartment has some hoarded bric-a-brac.

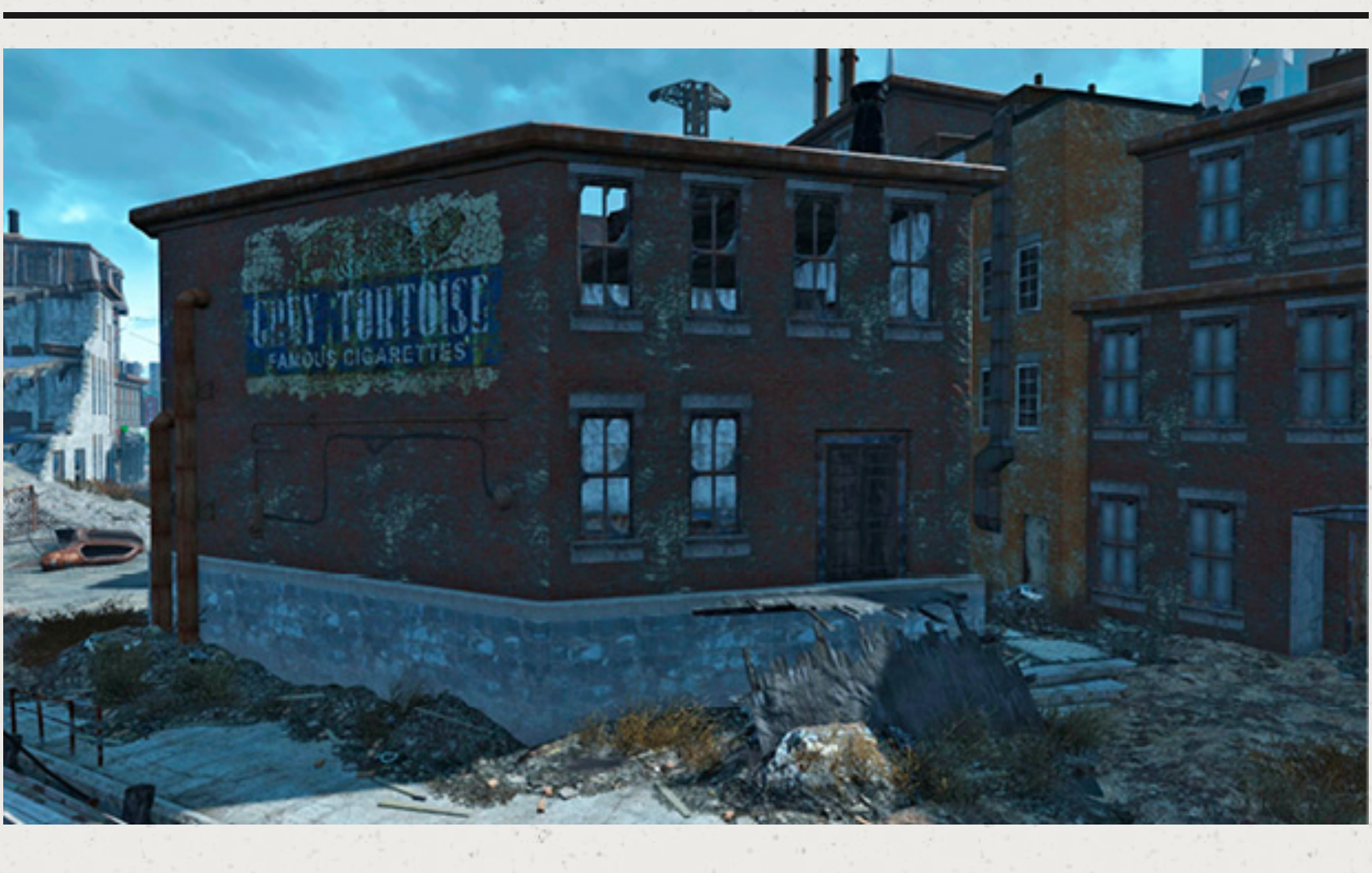
[13.02] NORTH END GRAVEYARD



- Faction: Feral Ghouls
- Quest Visit: The Gilded Grasshopper (Side)
- Unique Item: Shem Drowne's Sword

Be sure to inspect the ancient gravestone in the northwest corner of this old, prewar graveyard, inhabited by North End's former residents.

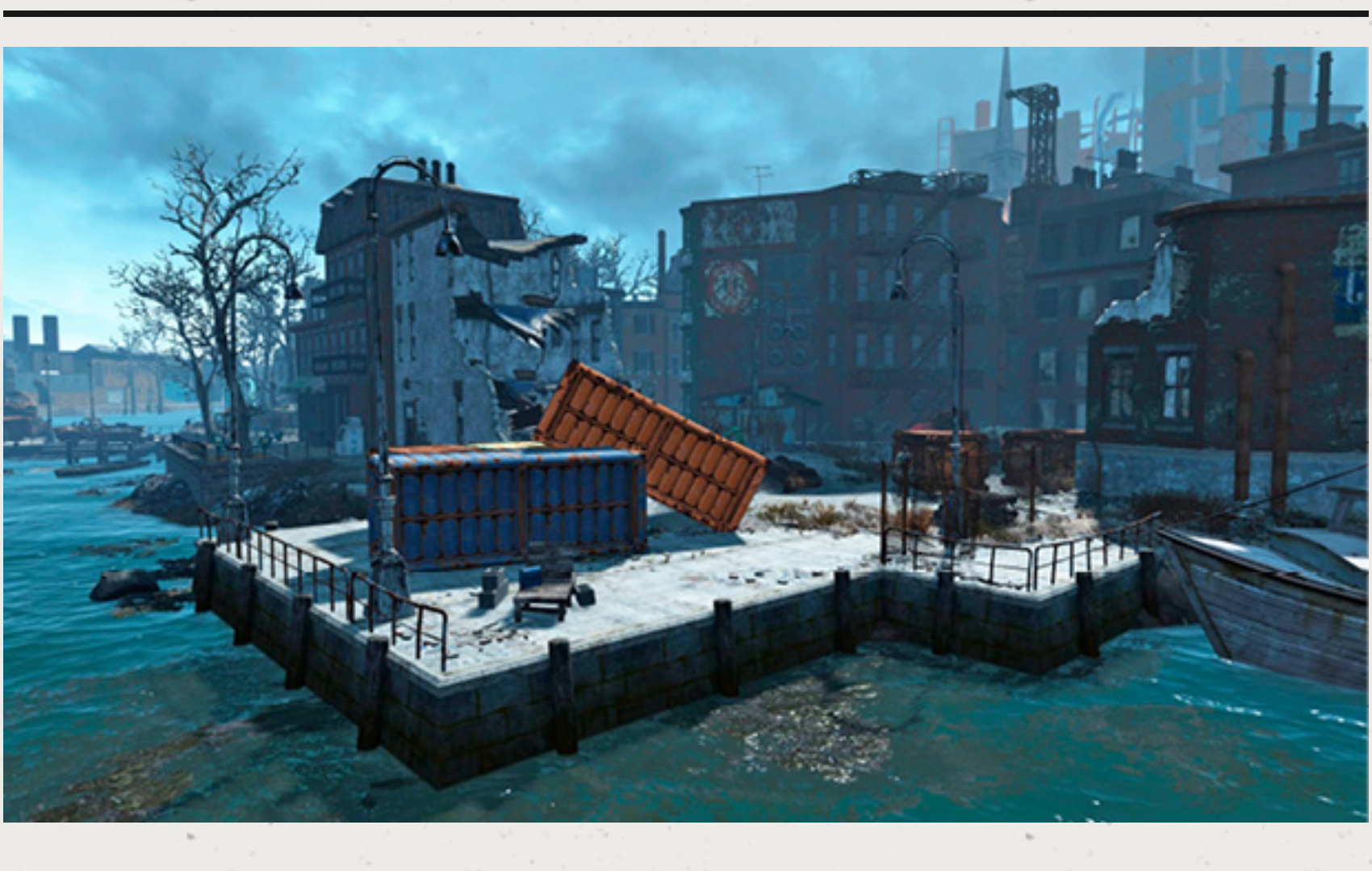
[13.03] RAILROAD HQ ESCAPE TUNNEL EXIT



- Faction: Railroad
- Faction: Raiders

Once you visit the Old North Church and wish to visit the Railroad faction, exit via this location (to unlock the chained door), and then return to this dilapidated warehouse and head back via the escape tunnel.

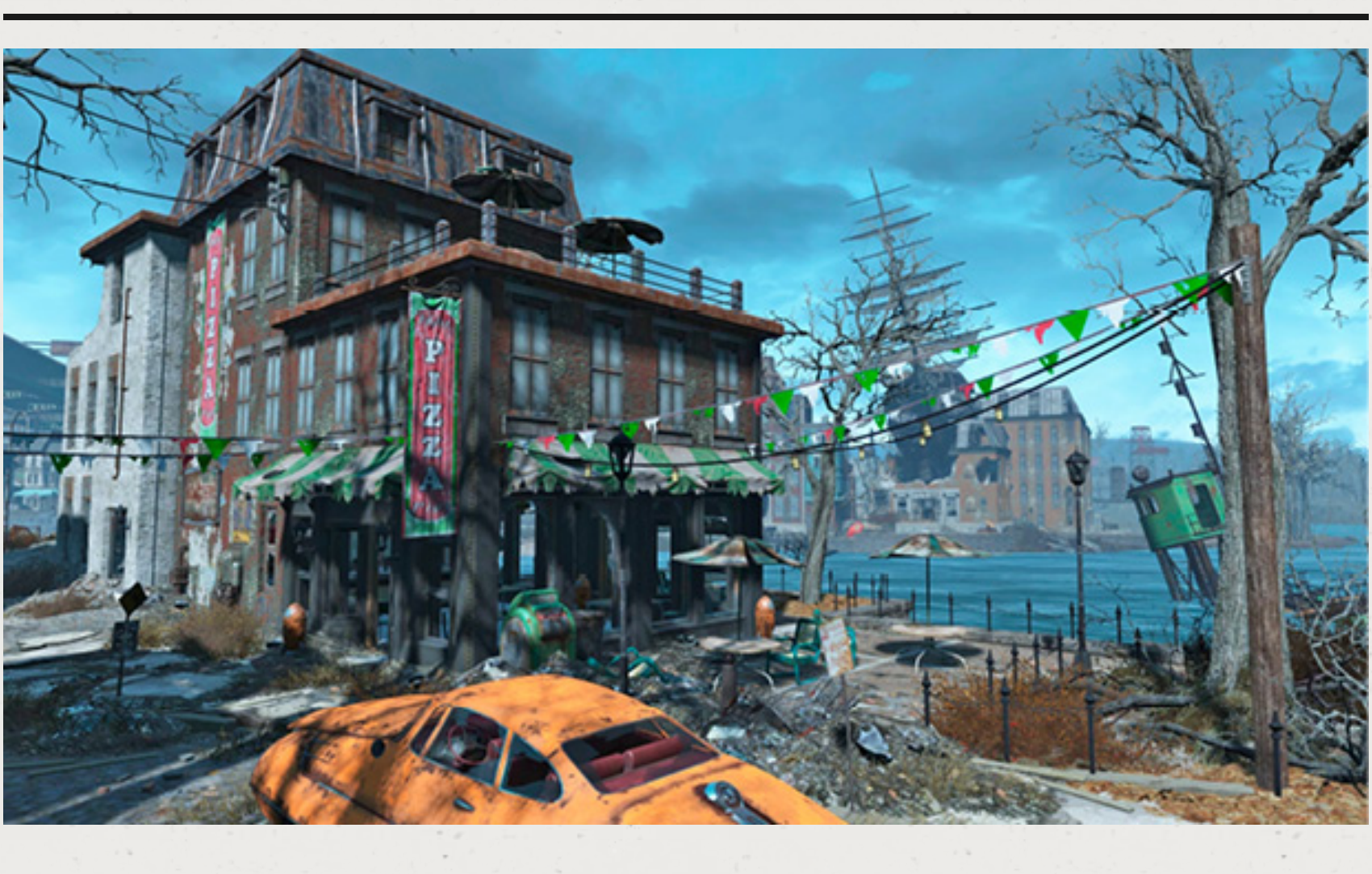
[13.04] RAIDER COURTYARD (NORTH END)



- Bottlecaps
- Faction: Raiders

With views of the U.S.S. Constitution to the north, this dockside courtyard is now part of the Raider territory extending into Pickman's Gallery to the south. Mooch around here to find a Caps stash between the large shipping containers. There's a ruined white brick building to the northeast with minimal loot and a rusting fire escape on the west side that allows roof access to this block.

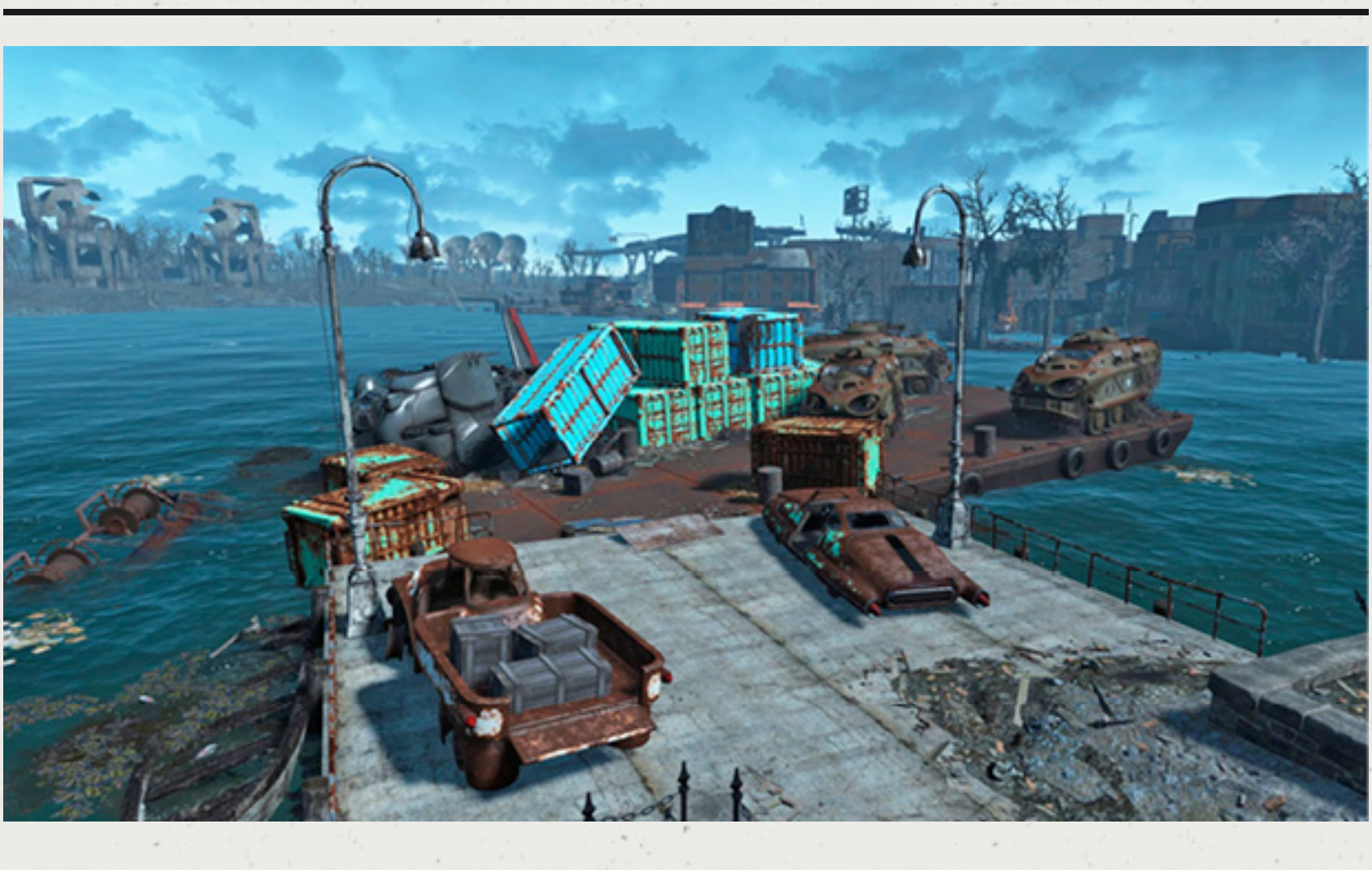
[13.05] HOT PIZZA PIE SHOP



- Faction: Raiders

This wharfside pizza diner has more Raiders milling about. The roof terrace is inaccessible (unless you're using a jetpack). There's little here to entice a looter.

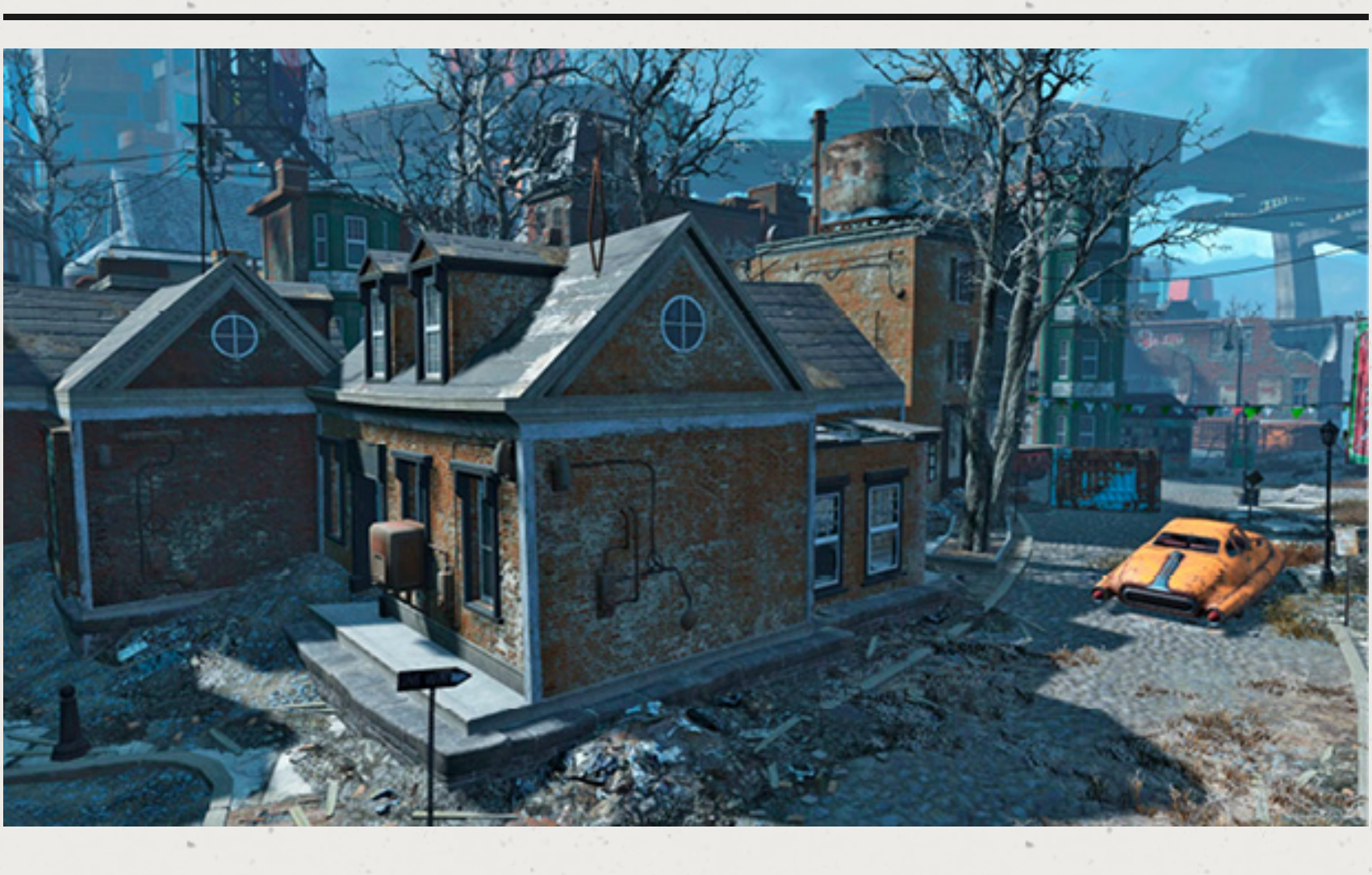
[13.06] CRASHED VERTIBIRD (MILITARY BARGE)



- Armaments and Ammo: Trunk
- Armor Part: Fusion Core
- Armor Part: Power Armor (T-45)
- Danger: Radiation (Mild)!
- Health or Chems

A barge of military equipment has been stranded here for decades after the tugboat sank. Scavenge the area for a trunk (inside the blue container) and some Power Armor and a Fusion Core inside the locked cage. Use the terminal (Novice) to open the cage.

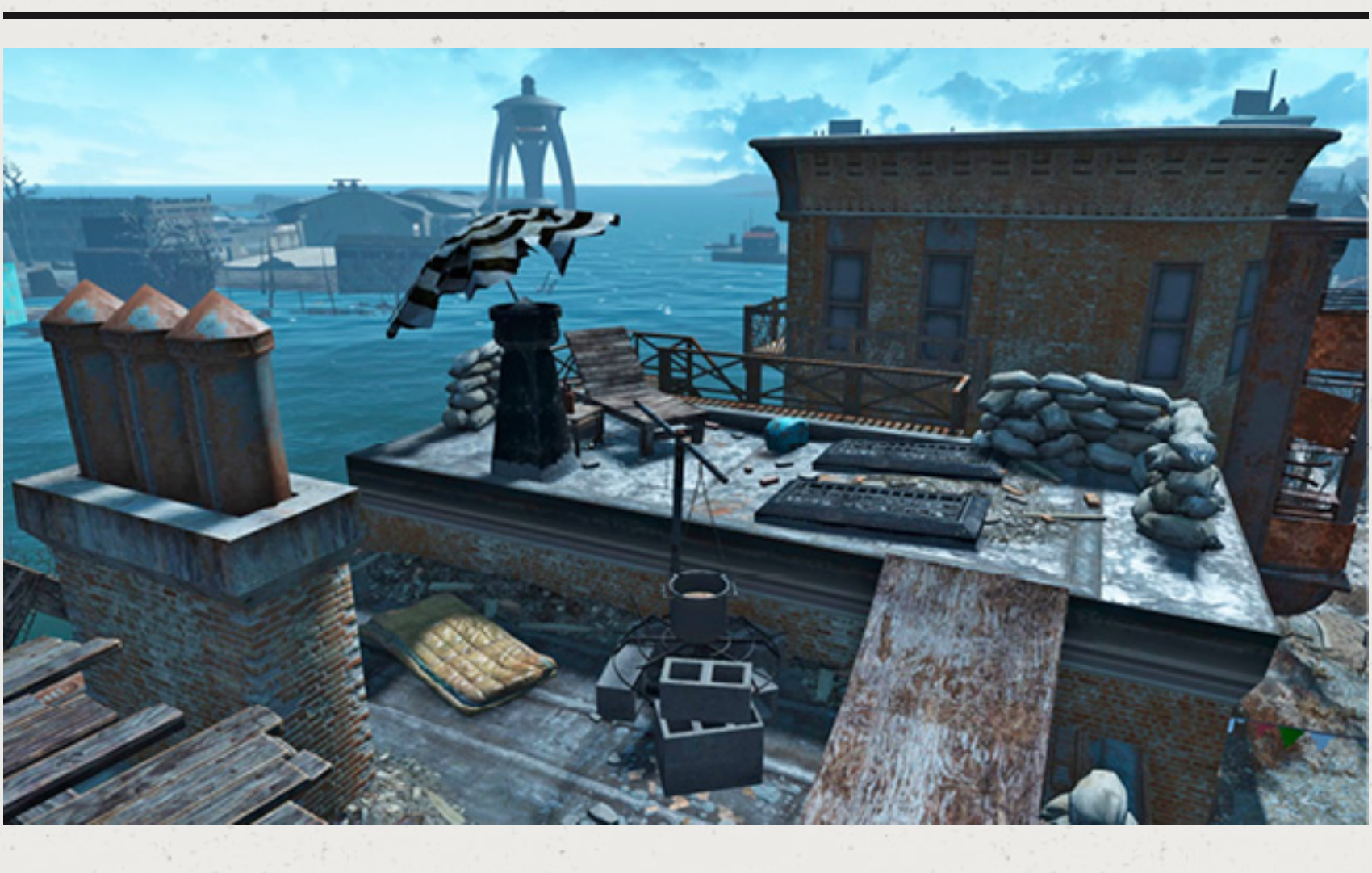
[13.07] WHARFSIDE COTTAGE



- Armaments and Ammo
- Faction: Raider

You can enter the small cottage north of a once-quaint courtyard to see the contents of a cat lover's abode.

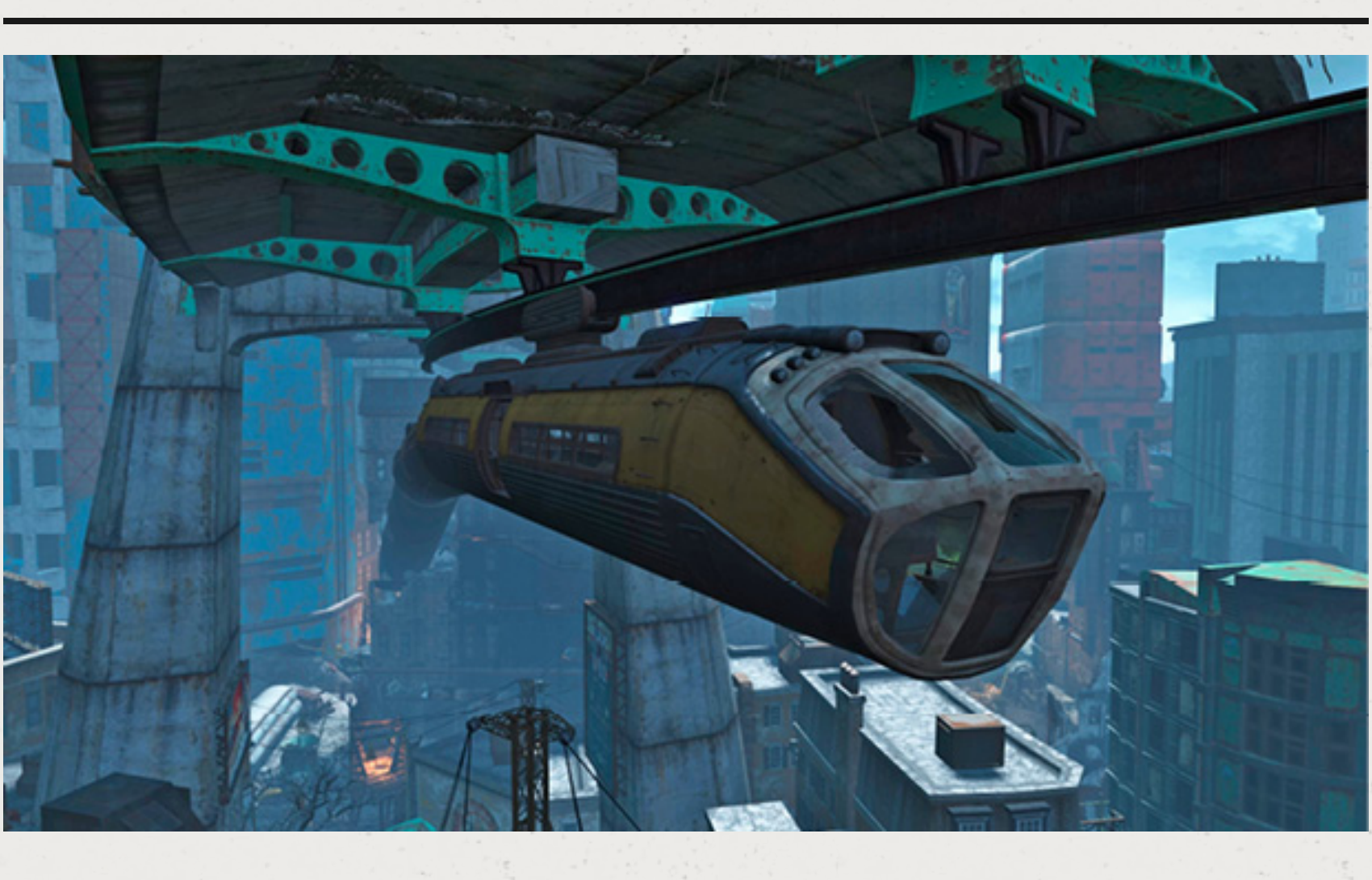
[13.08] ROOFTOP LOUNGER



- Crafting: Cooking Station
- Health or Chems

This rooftop rest spot offers great views and reasonable sniping opportunities. Access it via the rubble pile to the north.

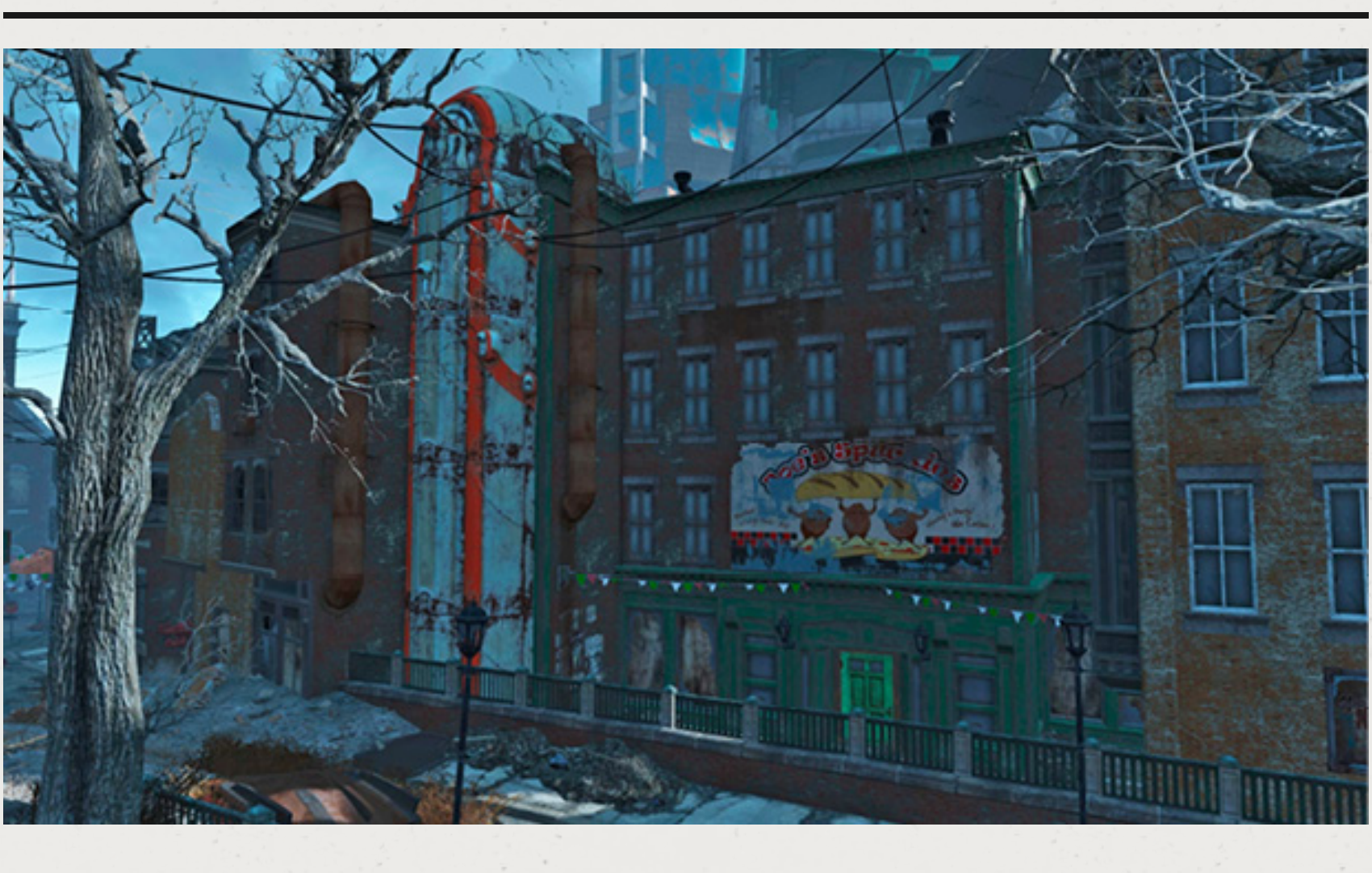
[13.09] SKYTRAM (NORTH END ELEVATED FREEWAY)



- Armaments and Ammo: Trunk
- Faction: Robots
- Quest Visit: Weathervane (Railroad)

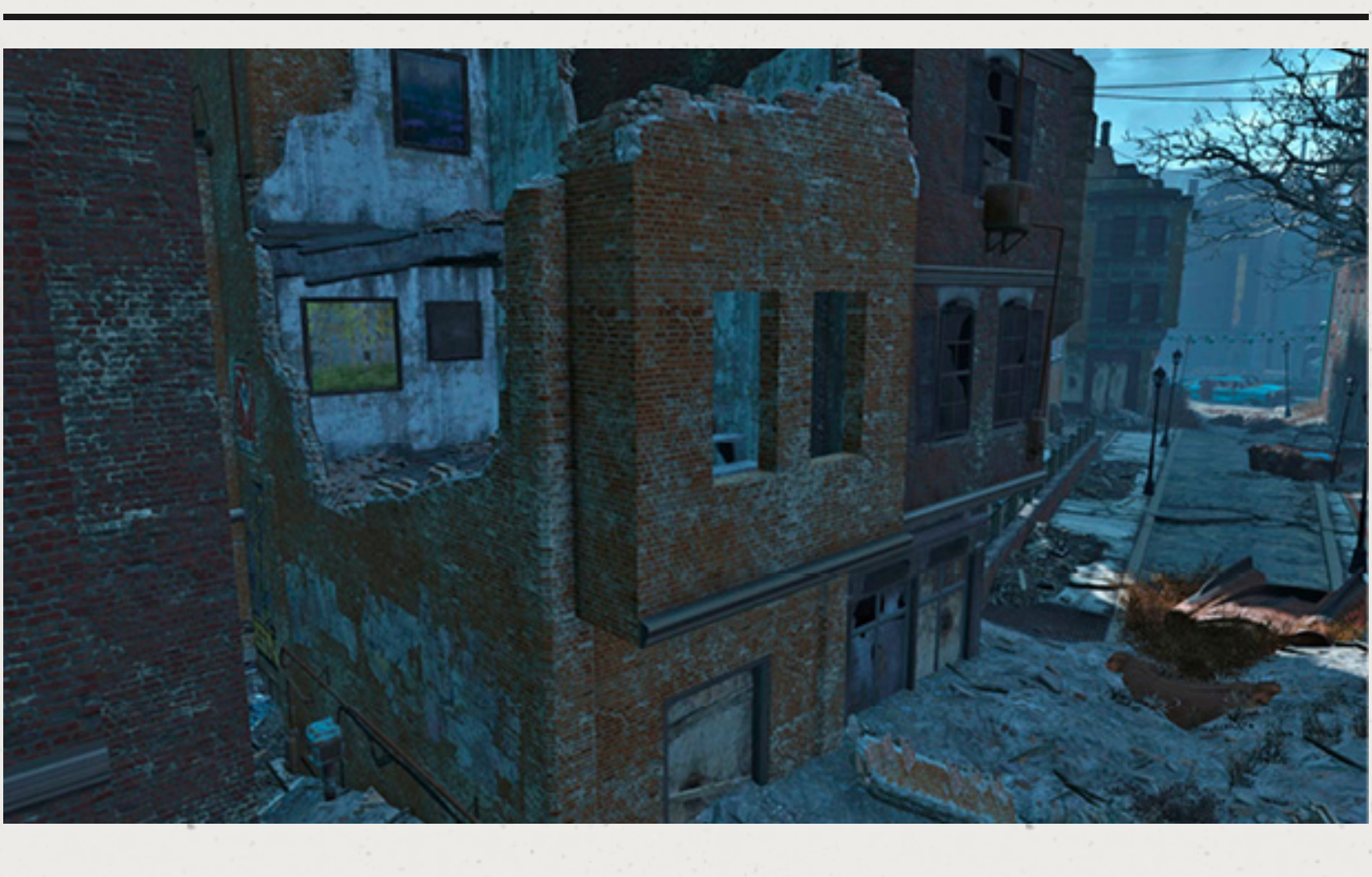
Look up at the freeway towering above this district to see the remains of the skytram. The cockpit has a trunk to ransack. However, you must access the skytram from the Garden Terrace, over in the Financial District.

[13.10] MEAN PASTRIES



Once offering the best baked goods in town, this shop now offers a floor safe to pick (Expert) and an emaciated cat. Enter using either the north or south entrances.

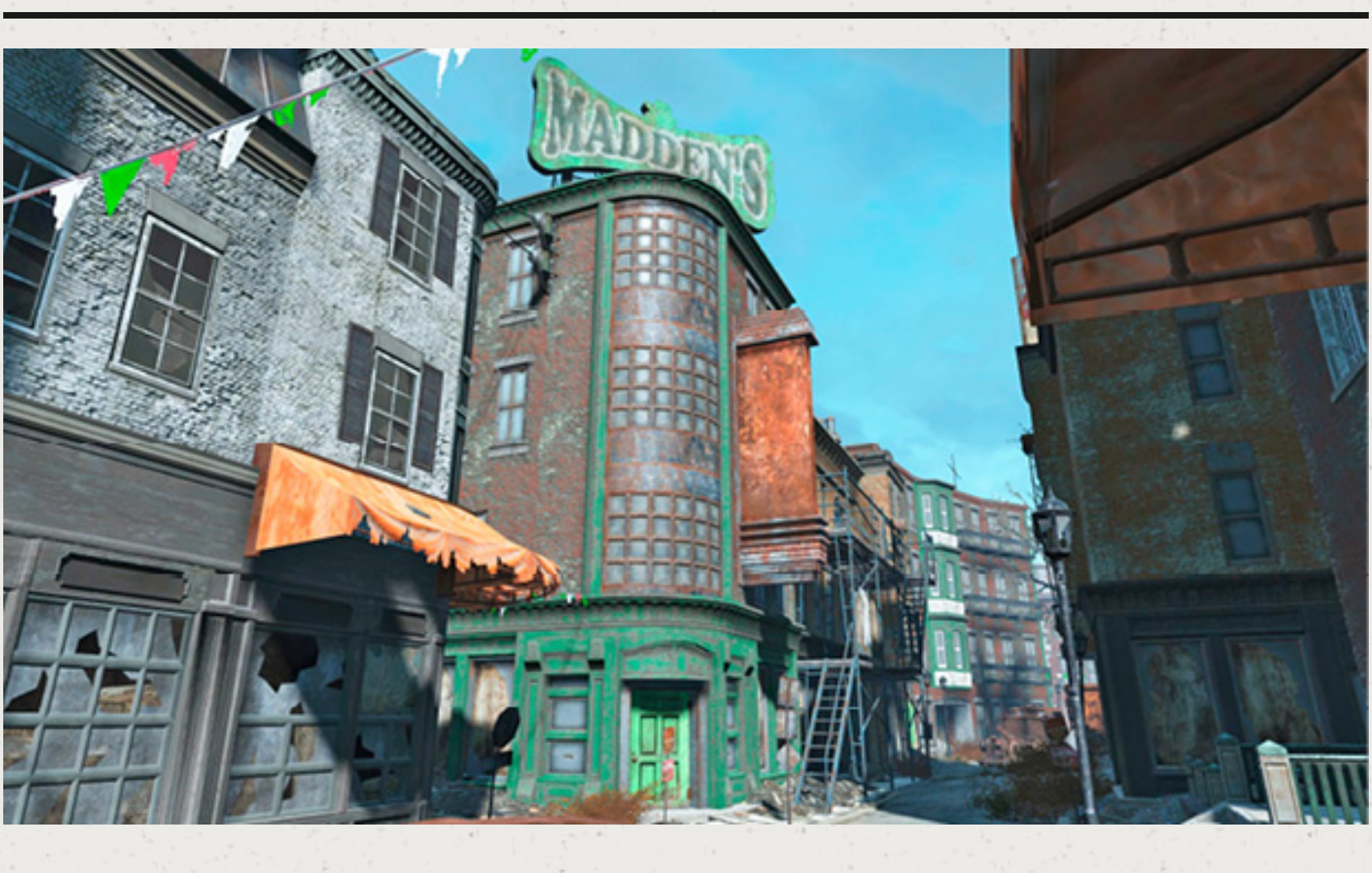
[13.11] PICKMAN'S EXIT



- Quest Visit: Pickman's Gift (Miscellaneous)

An exit hatch links this narrow and ruined apartment to Pickman's Gallery to the north. The hatch requires a key to open, which is only available during the quest.

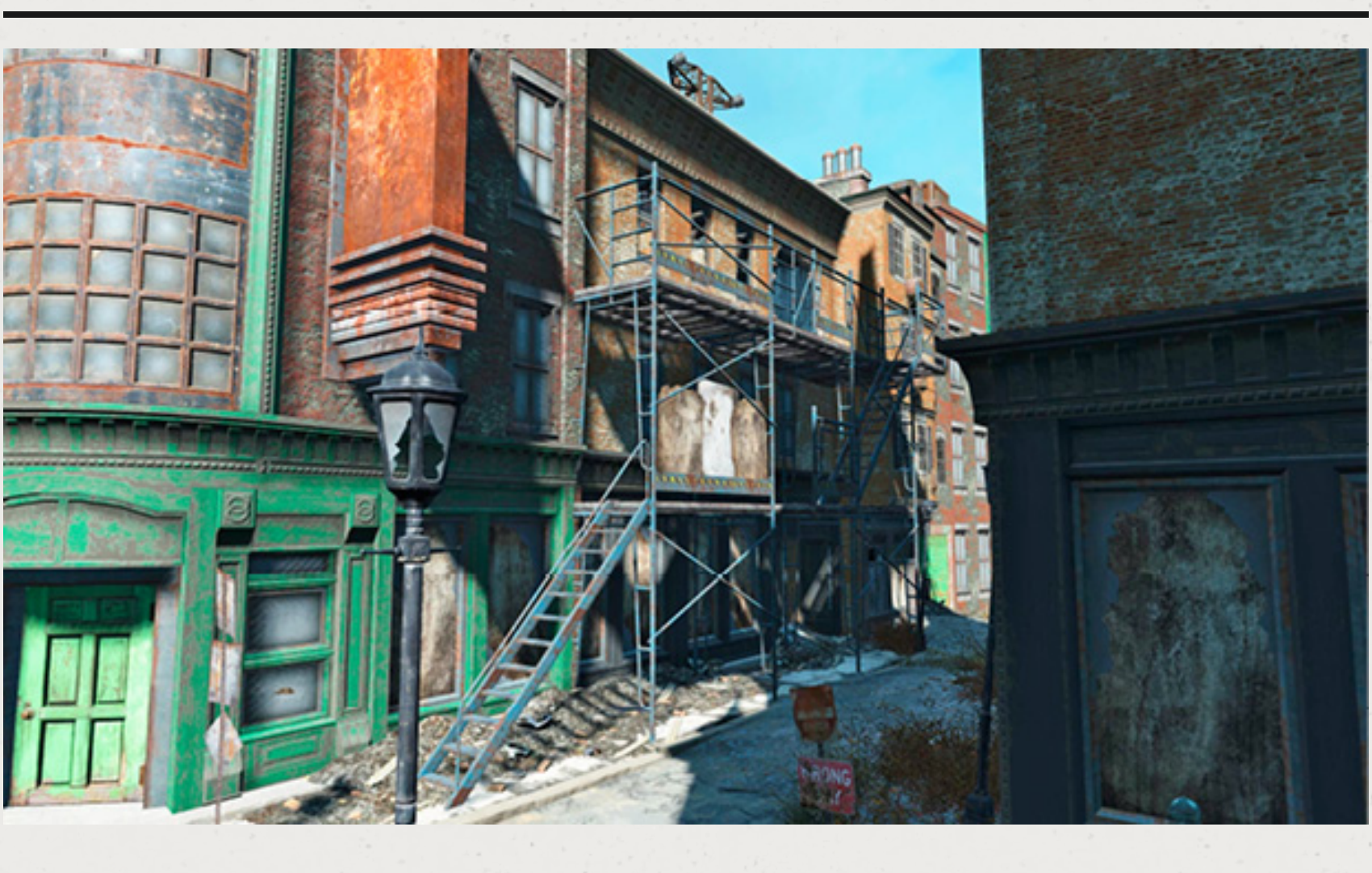
[13.12] BOXING GYM



- Armaments and Ammo
- Health or Chems

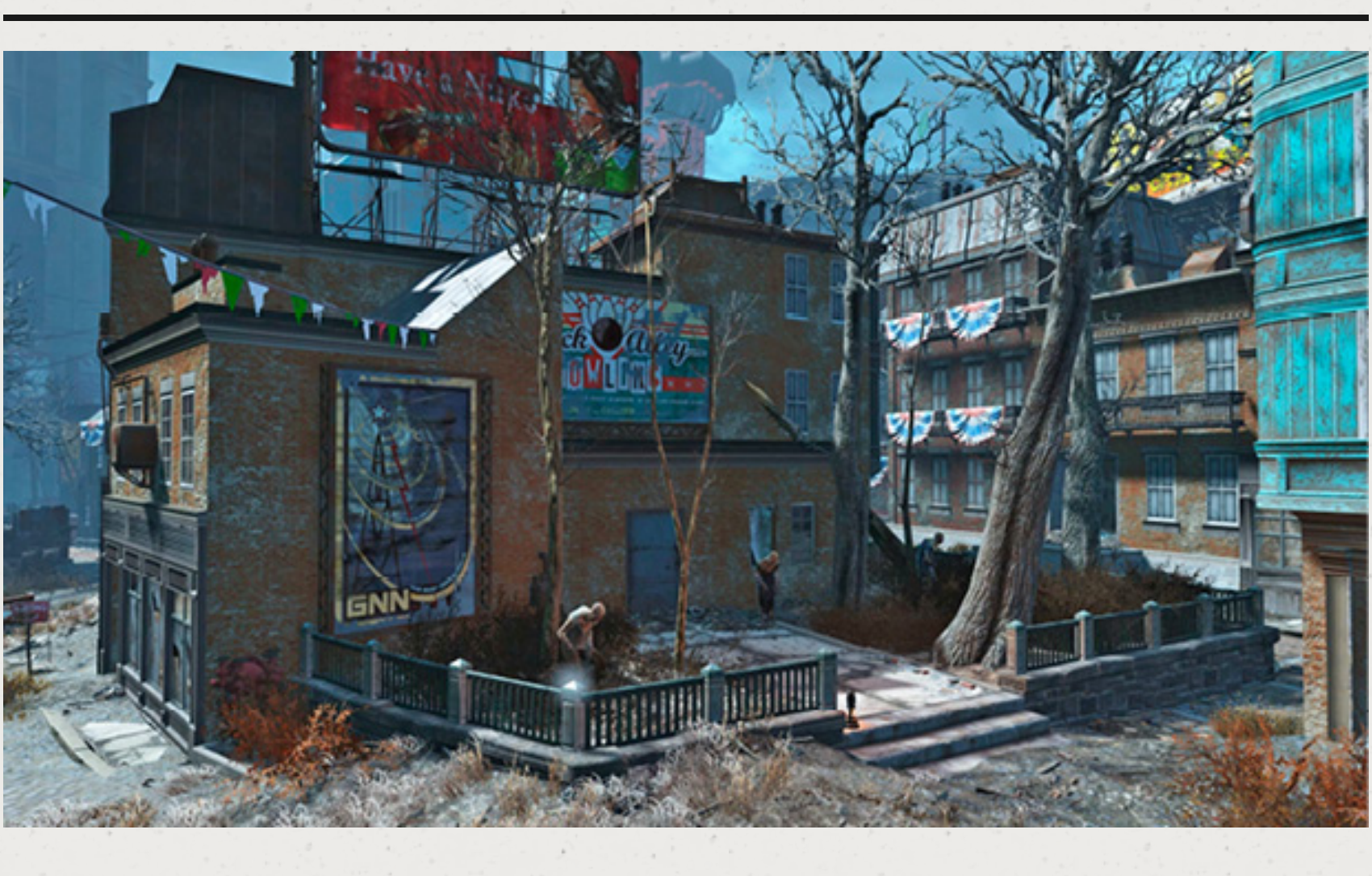
You're probably getting enough exercise, so use this place to scavenge for ammo and chems. There's a footlocker (Novice) and safe (Advanced) to unlock, and the smell of sweat still lingers.

[13.13] SCAFFOLD STAIRS (NORTH END)



Just northwest of Old North Church, this allows access to the rooftops west and north of here. Head there if you need to escape foes on the ground, too.

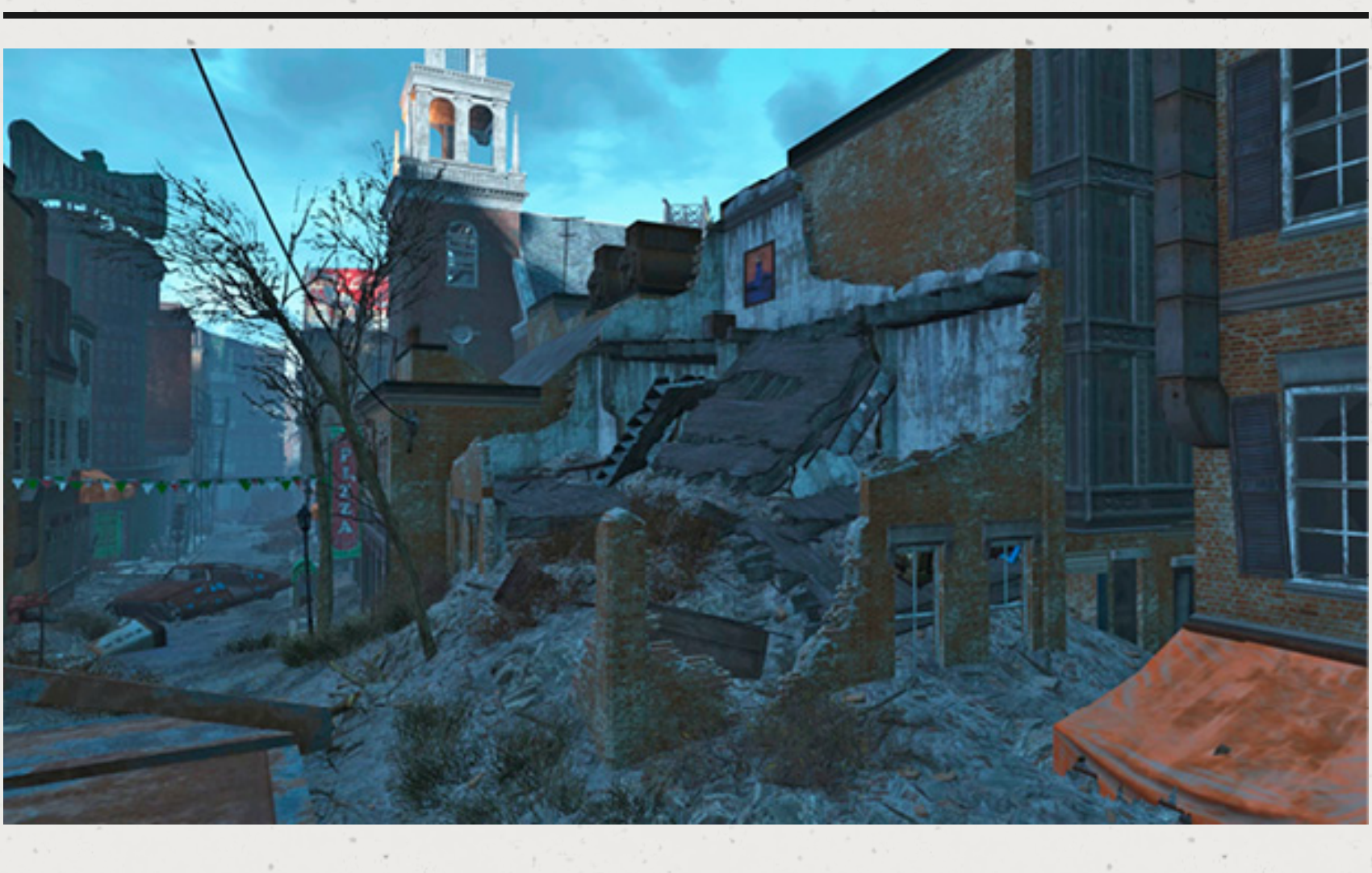
[13.14] BILLBOARD ALLEY



- Armaments and Ammo: Trunk
- Faction: Feral Ghouls

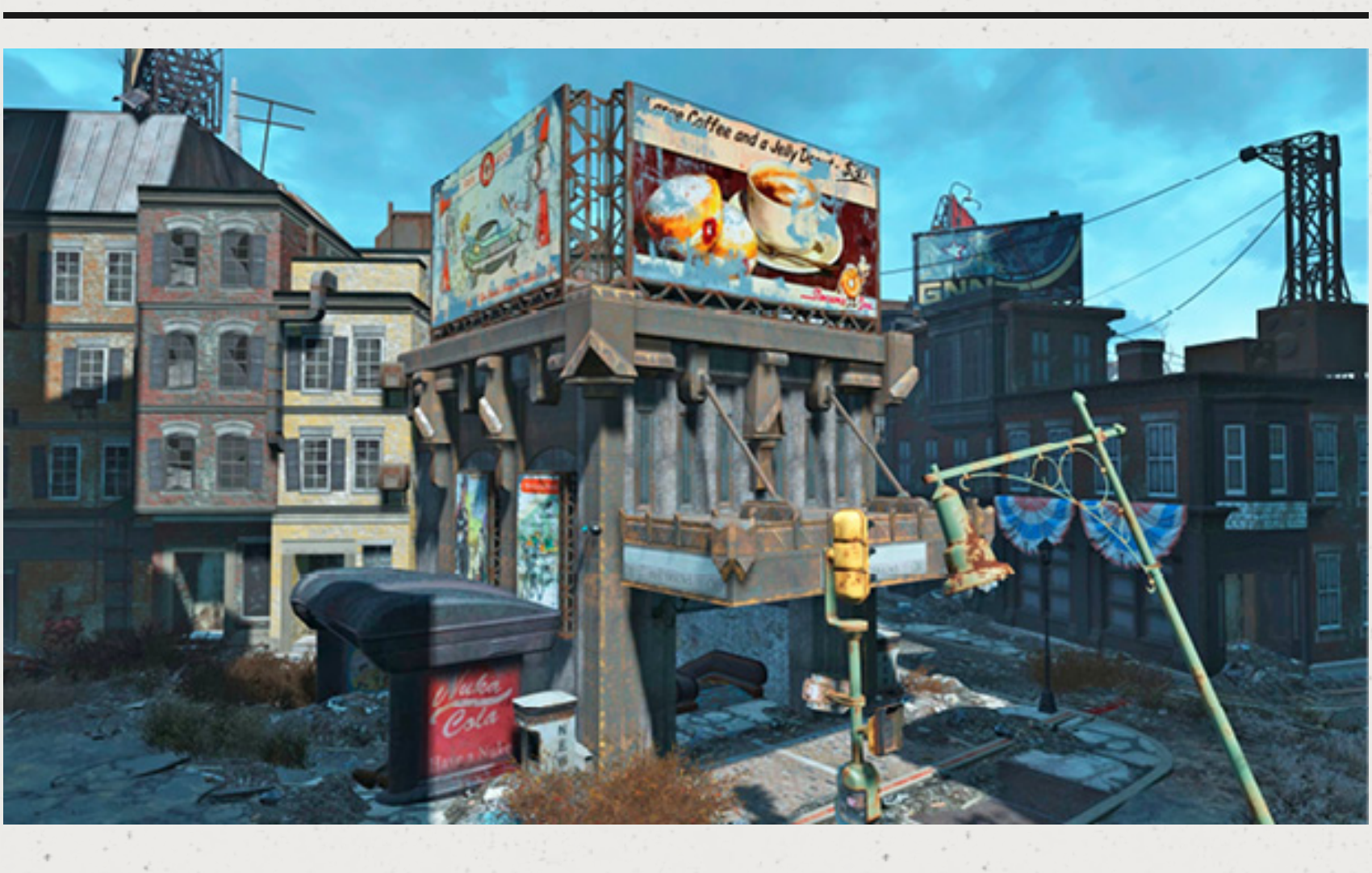
A small courtyard with a couple of ferals shambling about. Check the brick extension structure to the right of the GNN poster: Use the fallen tree to climb to the roof, and drop inside to access a steamer trunk. Then unlock the chained door.

[13.15] RUINED BRICK APARTMENT (NORTH END)



Climb the rubble to reach the rooftops south of Old North Church, and pick the lock of the safe (Expert).

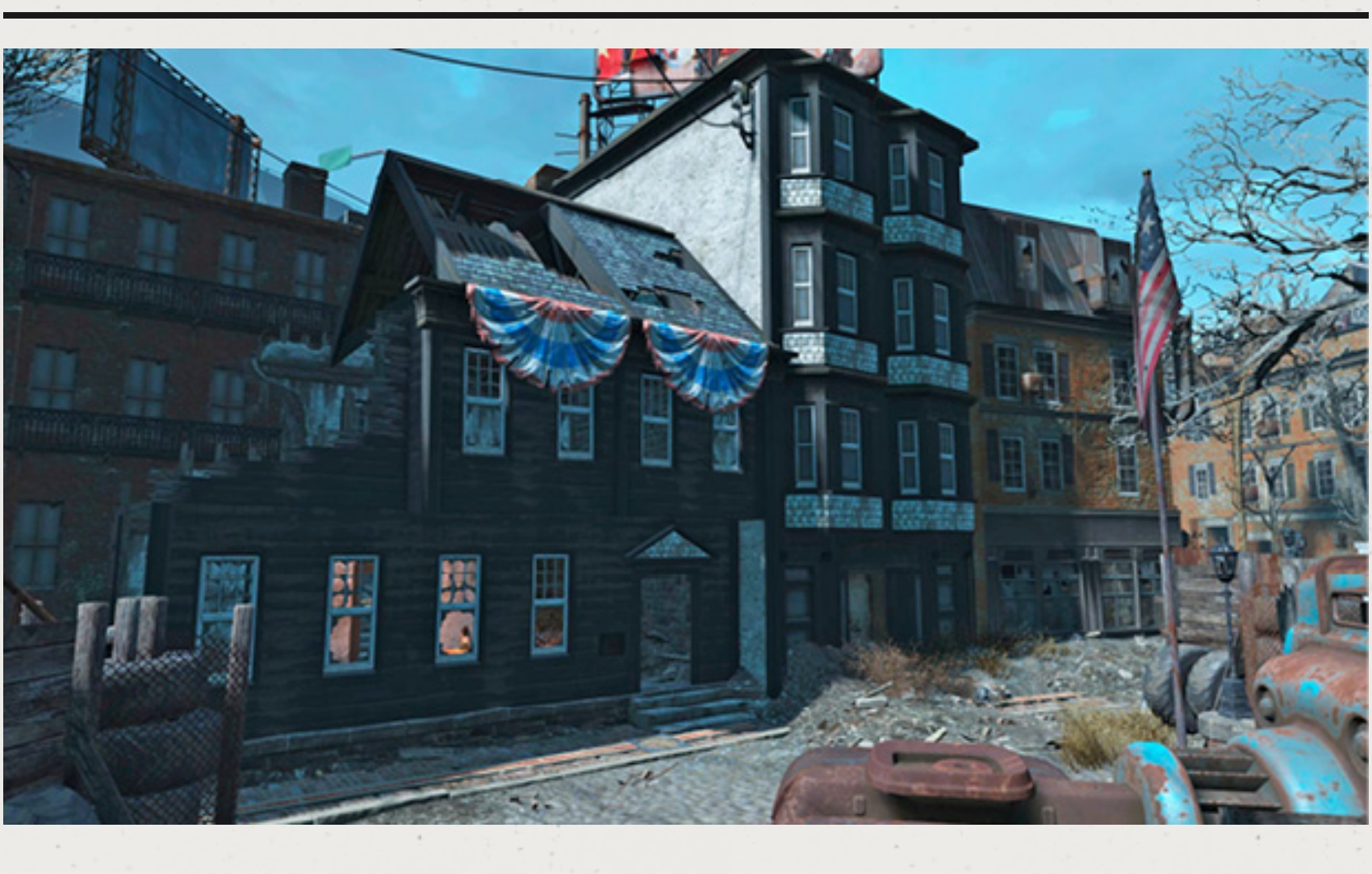
[13.16] SUBWAY STATION (NORTH END)



- Bottlecaps
- Health or Chems

The subway station in this neighborhood has a small interior to search. Aside from the two cool customers facing a small (bloody) cage, there's chems and Caps behind the counter.

[13.17] PAUL REVERE'S HOUSE



- Faction: Super Mutants
- Quest Visit: Road to Freedom (Railroad)

Built in 1680, this wooden building is the oldest structure in all of Boston. In 1770 this home was bought by famed patriot Paul Revere. He dwelled here with his family (including his 16 children) until 1800. Paul Revere was living here when he made his famous midnight ride to Lexington and Concord to warn Samuel Adams and John Hancock that Redcoats were en route to arrest them and seize the militia weaponry.

This is part of the Freedom Trail. The number "8" is daubed on the circular ground plaque pointing at the letter "D." This structure is mostly a shell, with a small Super Mutant encampment outside.

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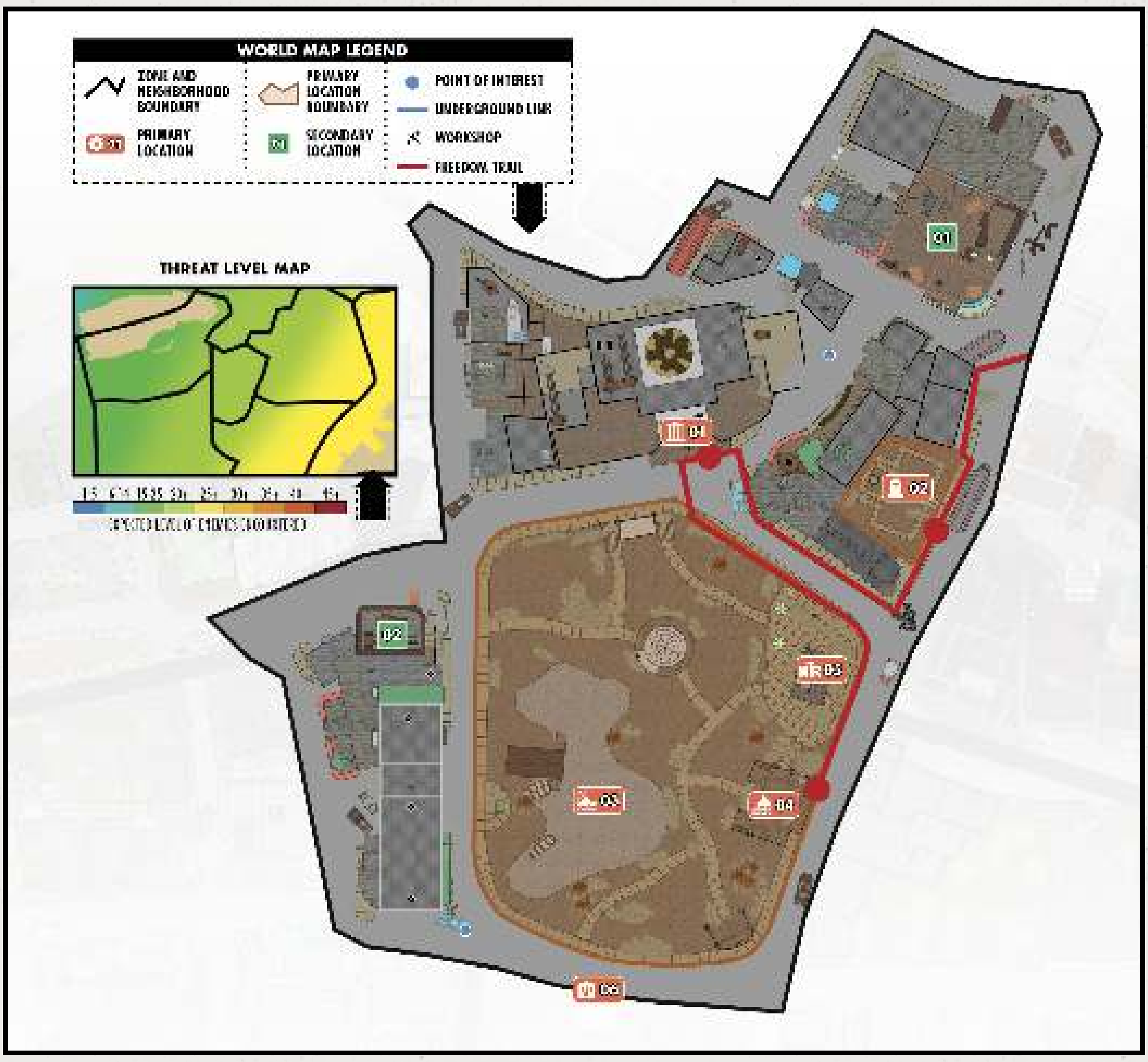
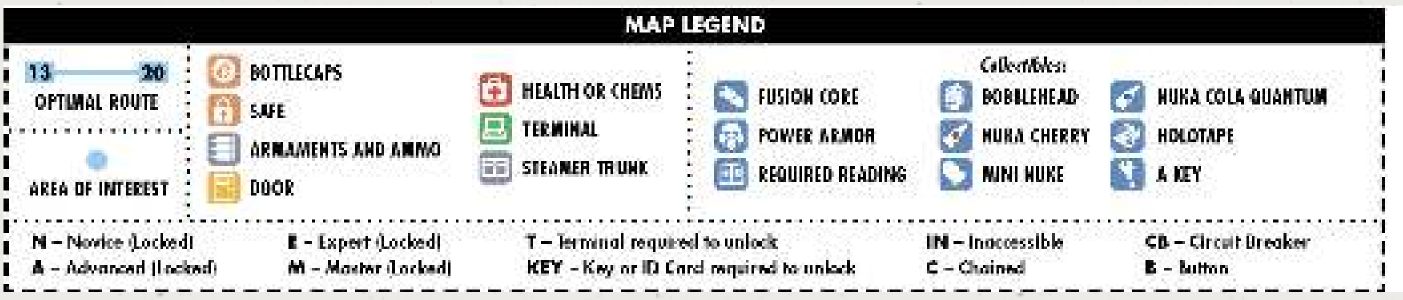
Zone 14: Neighborhood: Boston Common

Overview


WORLD MAP LEGEND
ZONE AND NEIGHBORHOOD BOUNDARY
PRIMARY LOCATION BOUNDARY
POINT OF INTEREST
UNDERGROUND LINK
PRIMARY LOCATION
SECONDARY LOCATION
WORKSHOP
FREEDOM TRAIL
THREAT LEVEL MAP
EXPECTED LEVEL OF ENEMIES ENCOUNTERED
01
02
03
04
05
06
01
02


MAP LEGEND
13
20
OPTIMAL ROUTE
AREA OF INTEREST
BOTTLECAPS
SAFE
ARMAMENTS AND AMMO
DOOR
HEALTH OR CHEMS
TERMINAL
STEAMER TRUNK
Collectibles:
FUSION CORE
POWER ARMOR
REQUIRED READING
BOBBLEHEAD
NUKA CHERRY
MINI NUKE
NUKA COLA QUANTUM
HOLOTAPE
A KEY
N – Novice (Locked)
A – Advanced (Locked)
E – Expert (Locked)
M – Master (Locked)
T – Terminal required to unlock
KEY – Key or ID Card required to unlock
IN – Inaccessible
C – Chained
CB – Circuit Breaker
B – Button

The Freedom Trail starts here! Visit this once-idyllic park surrounded by ancient architectural prewar mansions and the remains of the State House, but be warned; there are numerous signs recommending you stay away from the pond at the park's west end. Perhaps it's better to start investigating the thin red line still visible along much of the sidewalks, a trail leading you through some of the most famous historical structures still (partly) standing. Surrounded by five other neighborhoods, Boston Common is at the nexus of the city south of the river.

Primary Locations

[14.01] Massachusetts State House

[14.02] Old Granary Burying Ground

[14.03] Swan's Pond

[14.04] Boston Common

[14.05] Park Street Station (Vault 114)

[14.06] Boylston Club

Secondary Locations

[14.01] Super Mutant Hotel Shell

[14.02] Prost Bar

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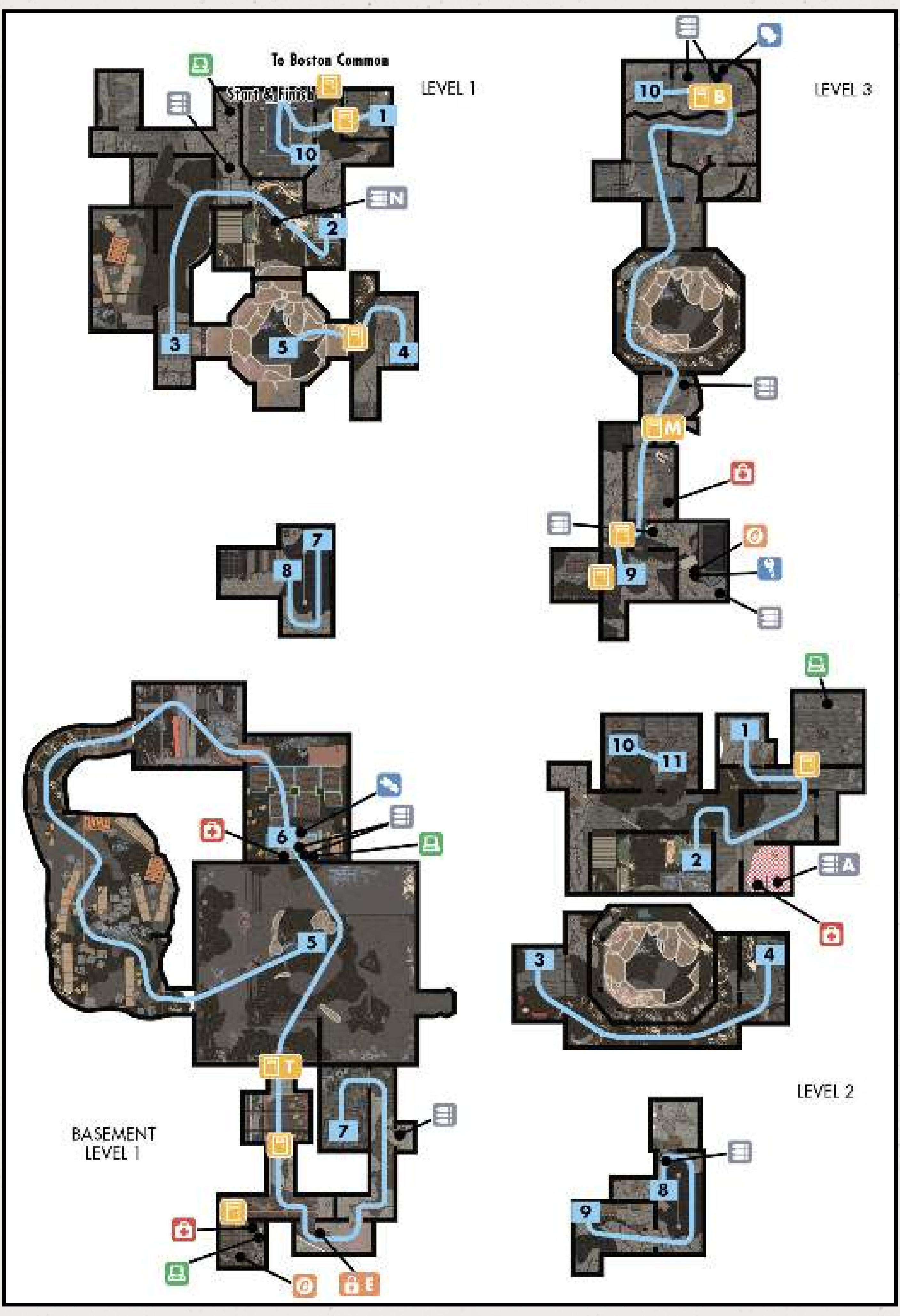
[14.01] Massachusetts State House

THREAT LEVELS 20+ 🟦🟦🟩🟩☐☐☐☐☐

- Armaments and Ammo
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Trunk
- Armor Part: Fusion Core
- Armor Part: Power Armor (Raider)
- Bottlecaps
- Collectibles: Nuka Cherry
- Crafting: Armor Workbench
- Crafting: Cooking Station
- Crafting: Weapons Workbench
- Danger: Explosive Barrels!
- Danger: Grenades!
- Danger: Long Drop!
- Danger: Radiation (Severe)!
- Danger: Mines!
- Danger: Tripwire!
- Danger: Turrets!
- Faction: Mirelurks
- Faction: Raiders
- Health and Chems
- Quest Visit: Road to Freedom (the Railroad)



VAULT-TEC RECOMMENDED LOOT

- **Armaments and Ammo: Mini Nuke**
- **Armor Part: Fusion Core**
- **Armor Part: Power Armor (Raider)**
- **Collectible: Nuka Cherry**

The "new" state house was completed in 1798 to house the government of Massachusetts State. The land selected was originally John Hancock's cow pastures. The first dome was constructed of wooden shingles and covered in copper smelted by Paul Revere. The state government used this building continuously until the formation of the Thirteen Commonwealths in 1969.

This is part of the Freedom Trail. The number "4" is daubed on the circular ground plaque pointing at the letter "L." Outside, one corner of the structure has collapsed, allowing lock-fiddlers the chance to open a wall safe (Novice).

Inside, the place is a messy maze of ruined history and blocked off corridors. Follow the optimal route on the nearby map to avoid palpitations, and beware of sizable threats from Mirelurks and Raiders vying for power in this location. Remember to look for the Atrium Key inside the metal box as you climb to the top floor and engage Raiders for the first time (the box is atop the stairs near the turret). Don't forget to take the rustic lift down to exit.

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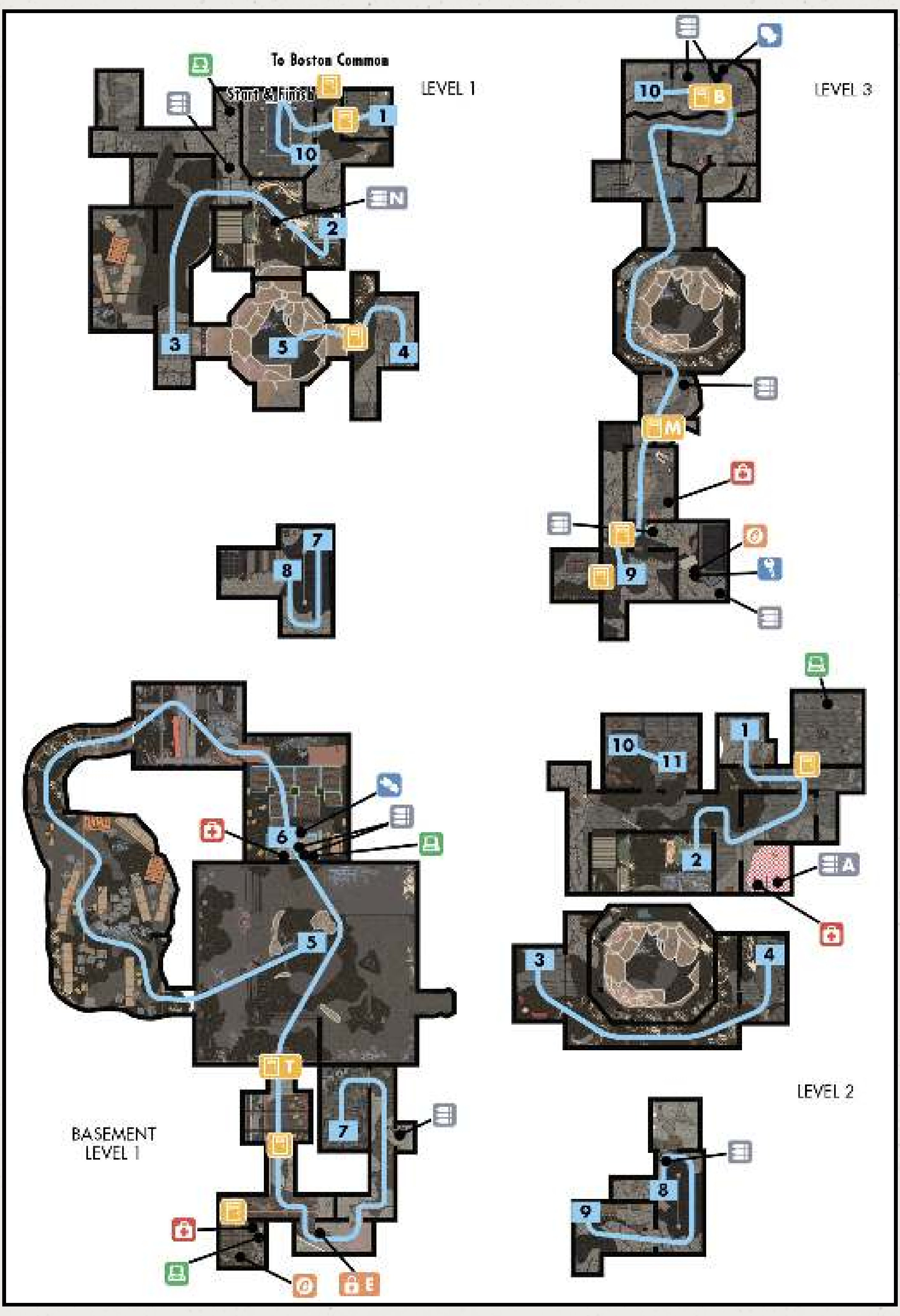
[14.01] Massachusetts State House

THREAT LEVELS 20+ 🟦🟦🟩🟩☐☐☐☐☐

- Armaments and Ammo
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Trunk
- Armor Part: Fusion Core
- Armor Part: Power Armor (Raider)
- Bottlecaps
- Collectibles: Nuka Cherry
- Crafting: Armor Workbench
- Crafting: Cooking Station
- Crafting: Weapons Workbench
- Danger: Explosive Barrels!
- Danger: Grenades!
- Danger: Long Drop!
- Danger: Radiation (Severe)!
- Danger: Mines!
- Danger: Tripwire!
- Danger: Turrets!
- Faction: Mirelurks
- Faction: Raiders
- Health and Chems
- Quest Visit: Road to Freedom (the Railroad)



VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke

Armor Part: Fusion Core

Armor Part: Power Armor (Raider)

Collectible: Nuka Cherry

The "new" state house was completed in 1798 to house the government of Massachusetts State. The land selected was originally John Hancock's cow pastures. The first dome was constructed of wooden shingles and covered in copper smelted by Paul Revere. The state government used this building continuously until the formation of the Thirteen Commonwealths in 1969.

This is part of the Freedom Trail. The number "4" is daubed on the circular ground plaque pointing at the letter "L." Outside, one corner of the structure has collapsed, allowing lock-fiddlers the chance to open a wall safe (Novice).

Inside, the place is a messy maze of ruined history and blocked off corridors. Follow the optimal route on the nearby map to avoid palpitations, and beware of sizable threats from Mirelurks and Raiders vying for power in this location. Remember to look for the Atrium Key inside the metal box as you climb to the top floor and engage Raiders for the first time (the box is atop the stairs near the turret). Don't forget to take the rustic lift down to exit.

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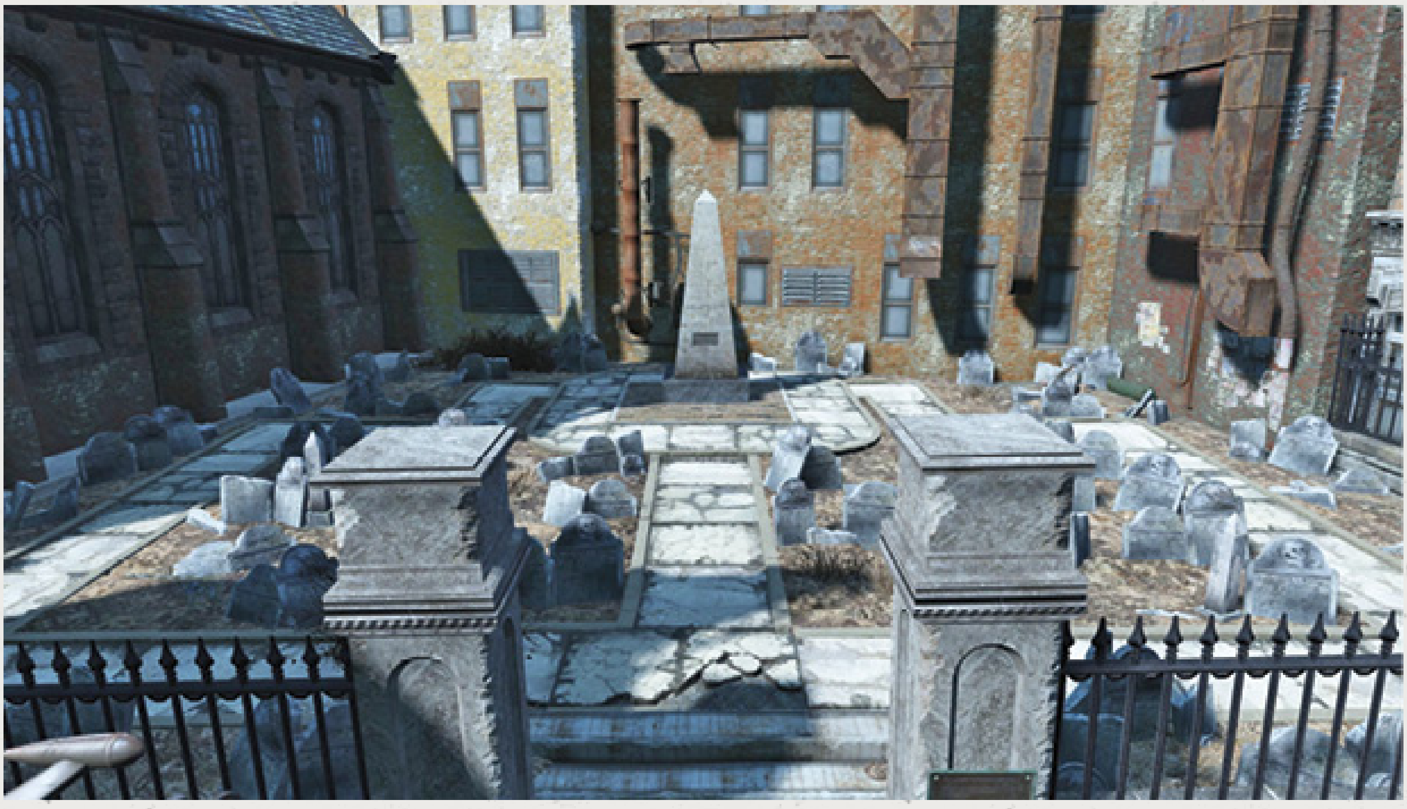
[14.02] Old Granary Burying Ground

THREAT LEVELS 20+



- Armaments and Ammo
- Faction: Feral Ghoul
- Quest Visit: Road to Freedom (the Railroad)

This burial ground was established in 1660, making it the oldest surviving burial ground in Boston. Many famous Revolutionary War heroes were buried here, including John Hancock, Paul Revere, Samuel Adams, and the victims of the Boston Massacre. In 2031, after the tragic death of Emilia Butler, the city council voted unanimously to have her remains interred here.

This is part of the Freedom Trail. The number "2" is daubed on the circular ground plaque pointing at the letter "A." It is overrun by ferals. The adjacent church is sealed and cannot be entered.

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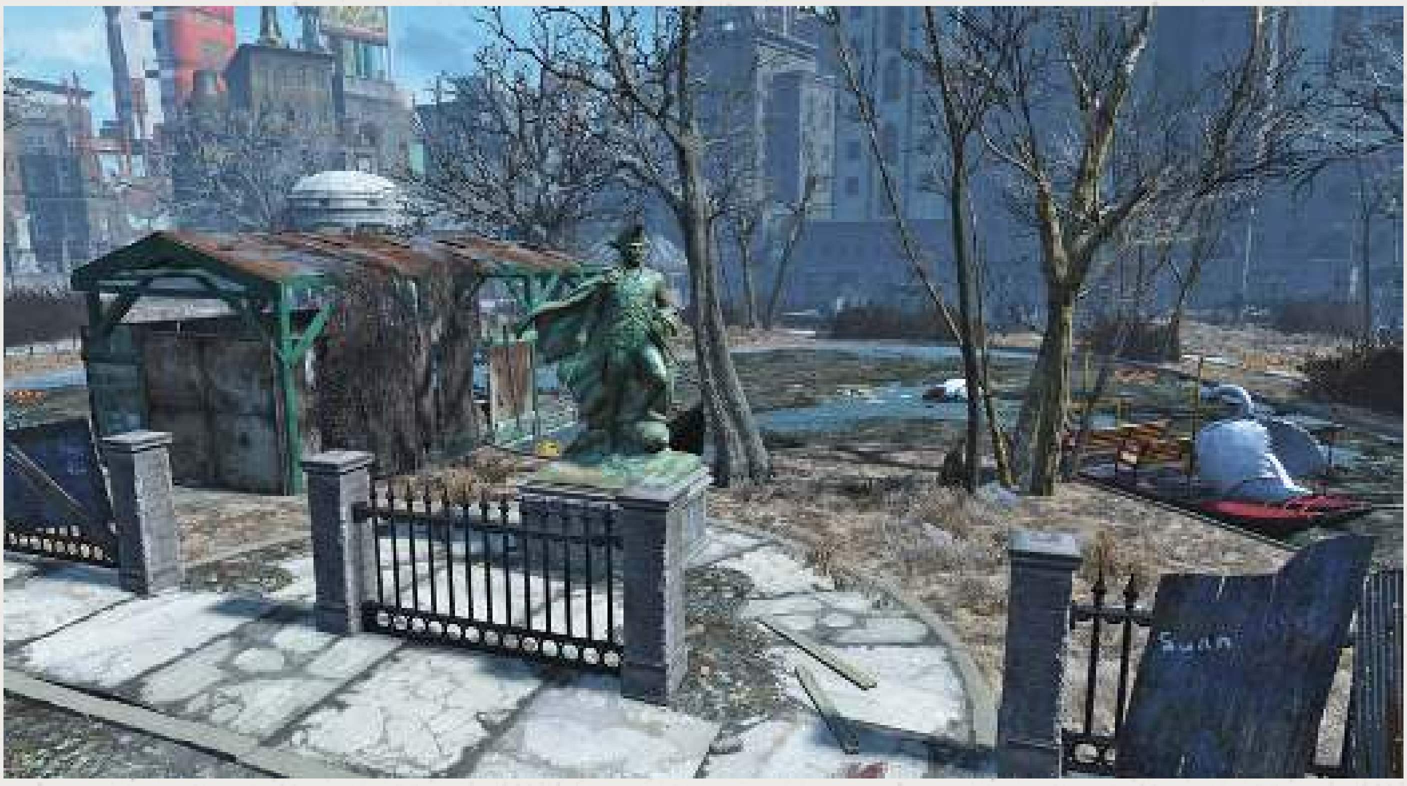
[14.03] Swan's Pond

THREAT LEVELS 20+ 🟦🟦🟩🟩⬜⬜⬜⬜⬜



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Bottlecaps
- Danger: Radiation (SEVERE)!
- Faction: Super Mutant
- Faction: Character: Swan
- Unique Item: Furious Power Fist

VAULT-TEC RECOMMENDED LOOT

Unique Item: Furious Power Fist

The focal point of the Boston Common neighborhood since the early 1600s, the pond once featured ornate swan boats for visitors and citizens to take for a trip. This location is highly dangerous; even Raiders avoid the Common. Be sure to search the boathouse for five notes to understand more. Look for warnings about Swan's Pond around Boston Common.

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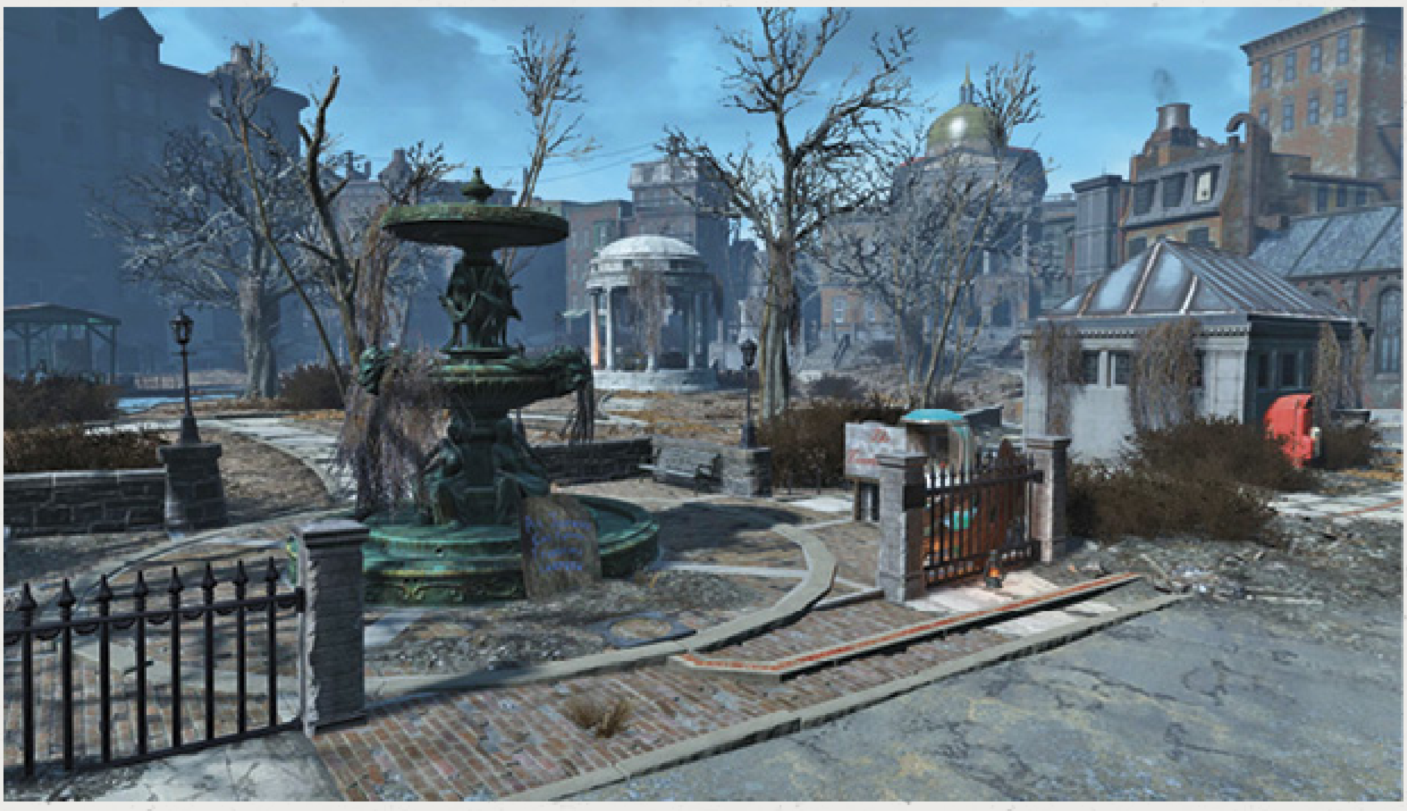
Primary Locations

[14.04] Boston Common

THREAT LEVELS 20+ 🟦🟦🟩🟩⬜⬜⬜⬜⬜



- Collectible: Required Reading: Grognak the Barbarian
- Danger: Radiation (Mild)!
- Faction: Super Mutant
- Quest Visit: Road to Freedom (the Railroad)

VAULT-TEC RECOMMENDED LOOT

Required Reading: Grognak the Barbarian

Established in 1634, Boston Common started as a communal grazing ground for cattle before it was made a public park (the oldest in the country). In the year before the Revolutionary War, a thousand Redcoats camped on the Common. The Redcoat brigades that marched on Lexington and Concord departed from this very ground.

Park Street Station is accessed to the northeast of this common. This is also the start of the Freedom Trail. On the east side, at the Protectron tour bot and fountain, the number “7” is daubed on the circular ground plaque pointing at the letter “A.” Follow the red stripe along the ground from here to continue the specified quest.

There are numerous signs warning of the dangers of Swan’s Pond. Aside from a Railroad warning and numerous verbal graffiti warnings, look for:

- A torn note on Kath’s body, on the northeast side of the pond.
- A torn letter on Mikail’s body, by the southeast entrance to the Commons.
- A Fugitives’ Holotape clutched in the skeletal hand by the statue plinth, on the west side of the pond.

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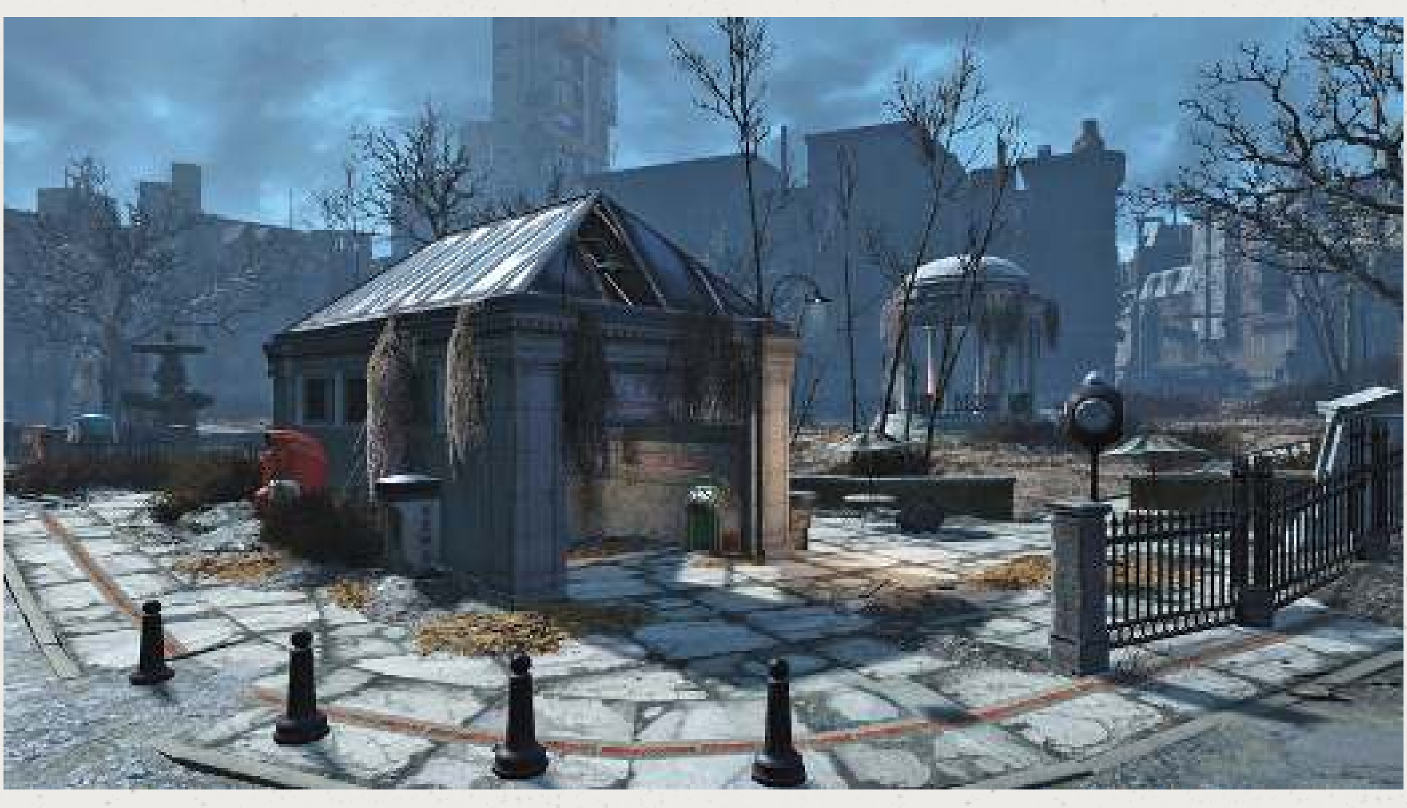
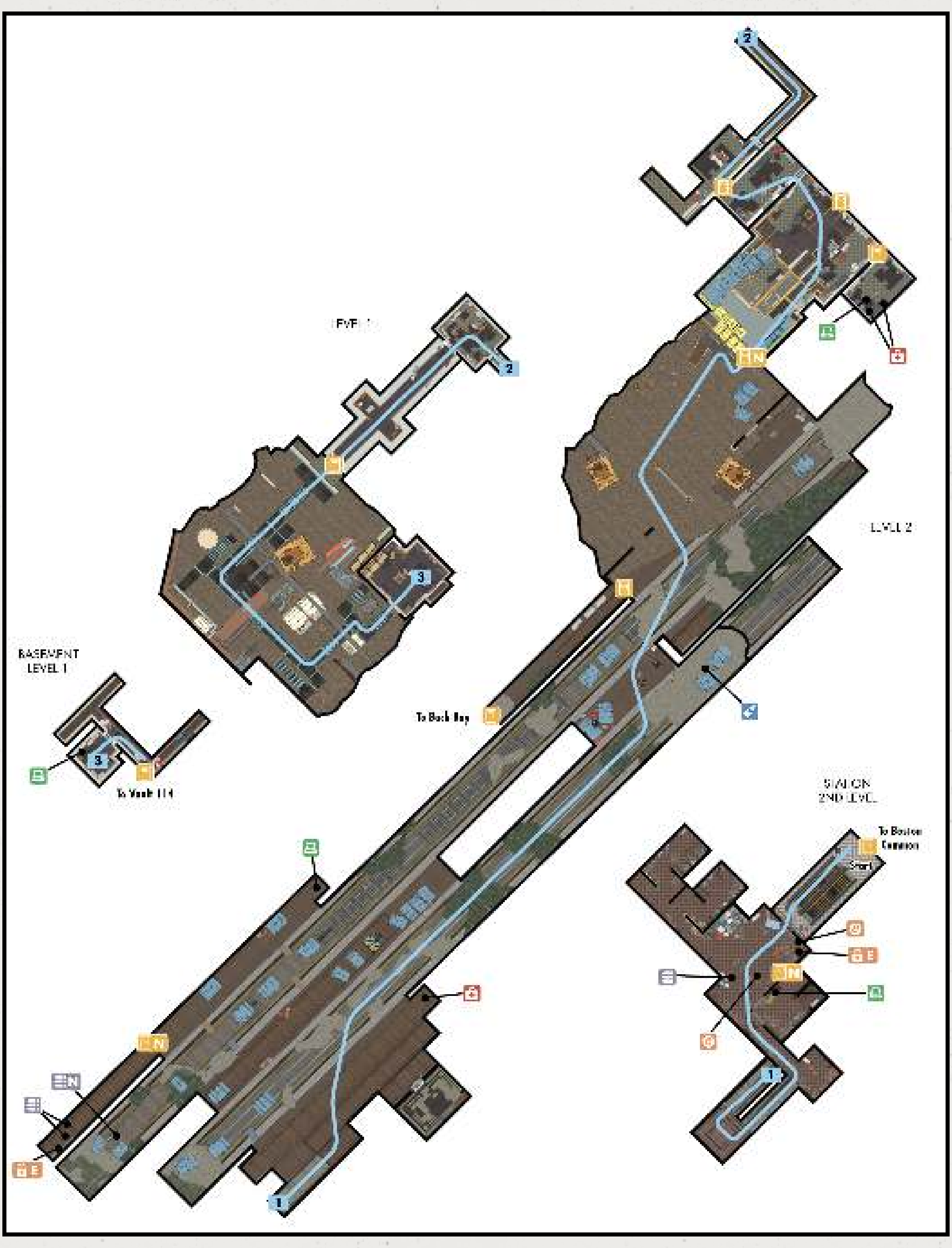
Primary Locations

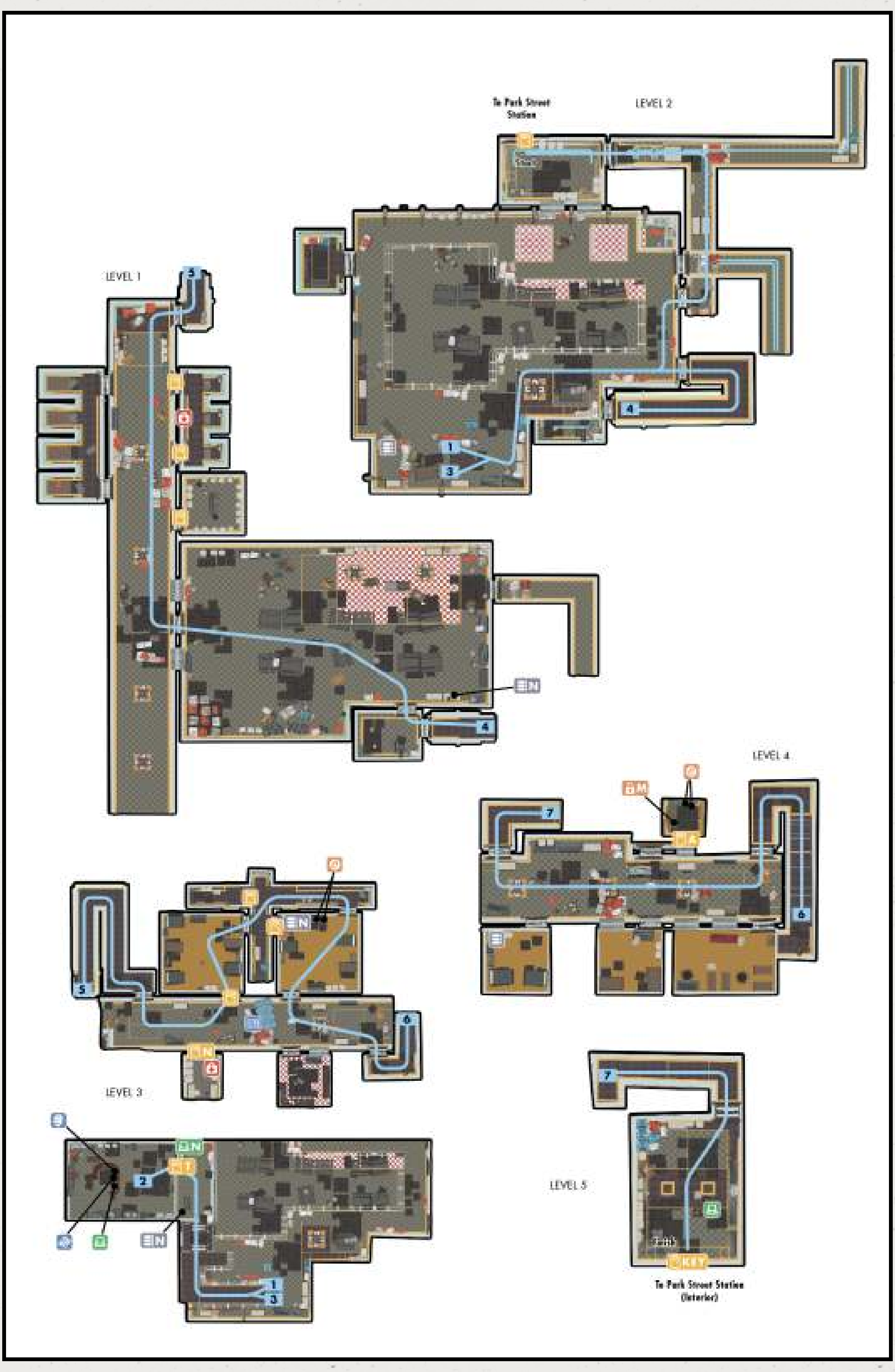
[14.05] Park Street Station (Vault 114)

THREAT LEVELS 20+



- Armaments and Ammo
- Collectible: Bobblehead: Speech
- Collectible: Required Reading: Astoundingly Awesome Tales
- Bottlecaps++
- Collectible: Nuka Cola Quantum
- Danger: Grenades!
- Danger: Tripwire!
- Faction: Triggermen
- Faction: Character: Darla
- Faction: Character: Dino
- Faction: Character: Nick Valentine
- Faction: Character: Skinny Malone
- Health or Chems
- Quest Visit: Unlikely Valentine (Main)





VAULT-TEC RECOMMENDED LOOT

Bobblehead: Speech

Collectible: Nuka Cola Quantum

Required Reading: Astoundingly Awesome Tales

This location is not fully accessible unless the specified quest is active.

This has been identified as a low-traffic subway stop, and Vault-Tec industries is pleased to announce the purchase of this location for a new Vault, designated #114. Lower excavation costs, usage of existing tunneling equipment, and the repurposing of train cars into vault rooms should expedite the completion of this location.

After years of this location sitting half finished when the bombs fell, a local gang of Triggermen under the leadership of Skinny Malone chanced upon here; the numerous digging machines could be put to use in their nefarious operations.

Dino has the overseer door password. Nick Valentine is the only one who can open the door at the north end of the corridor on Level 1.

Along with the Bobblehead, there are three Holotapes (Vault 114 interviews) to pick up by the Vault-Tec terminal in Valentine's prison room. For best results, follow Valentine from the overseer's room (where you found him) to the exit, which can only be opened by him.

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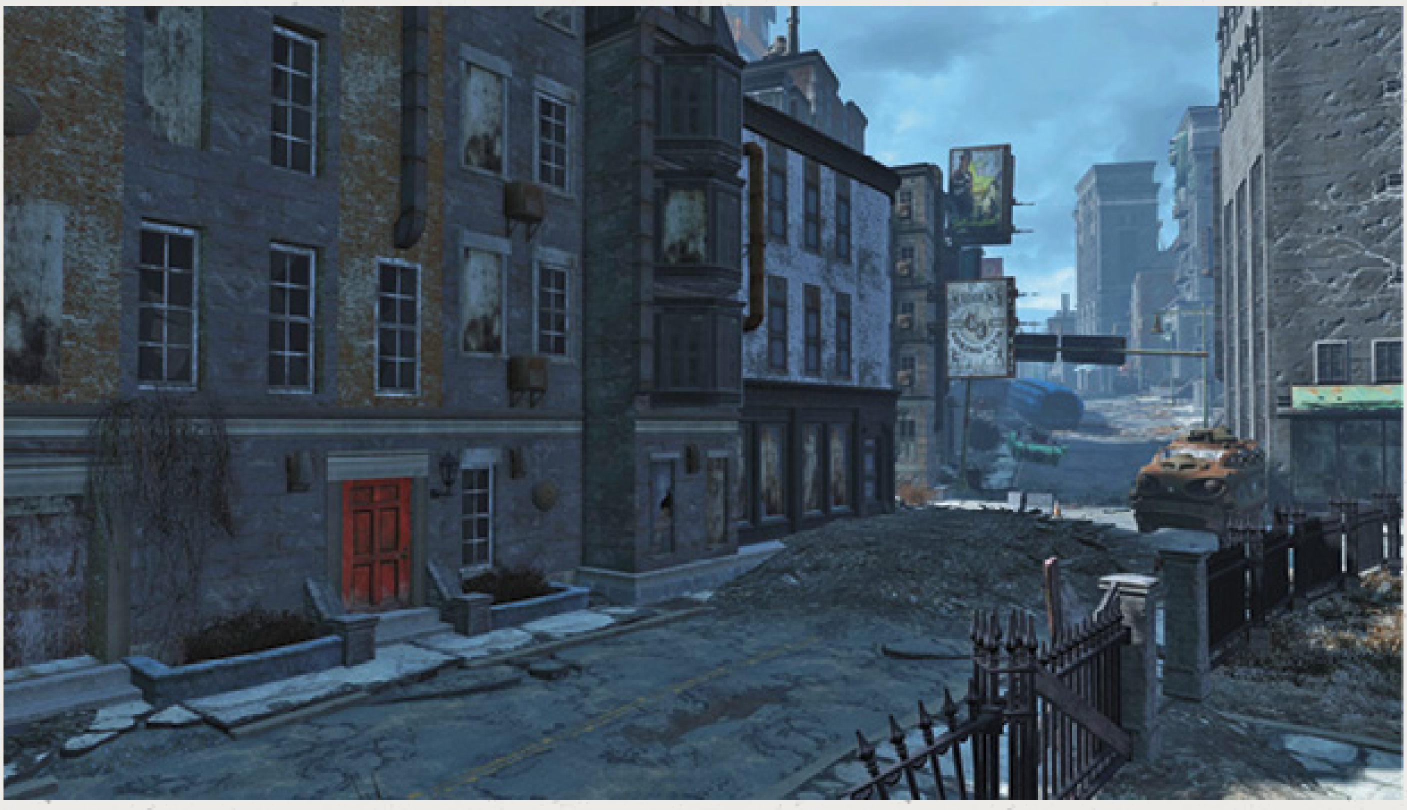
Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Primary Locations

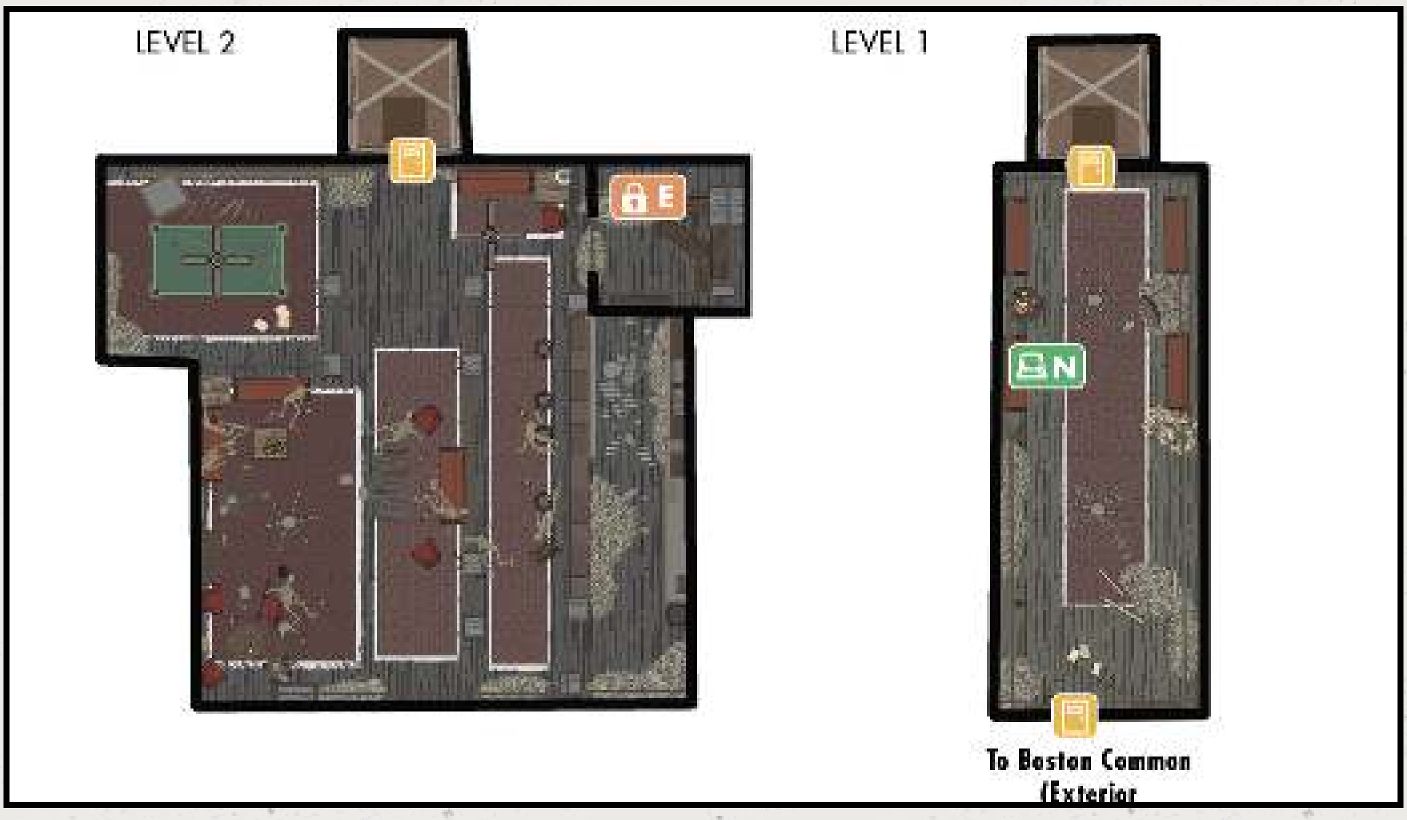
[14.06] Boylston Club

THREAT LEVELS 20+ 🟦🟦🟩🟩☐☐☐☐☐



- Armaments and Ammo

A ritzy social club for the most discerning of gentlemen, the small, deserted upper interior can be explored and the fate of the club members determined.



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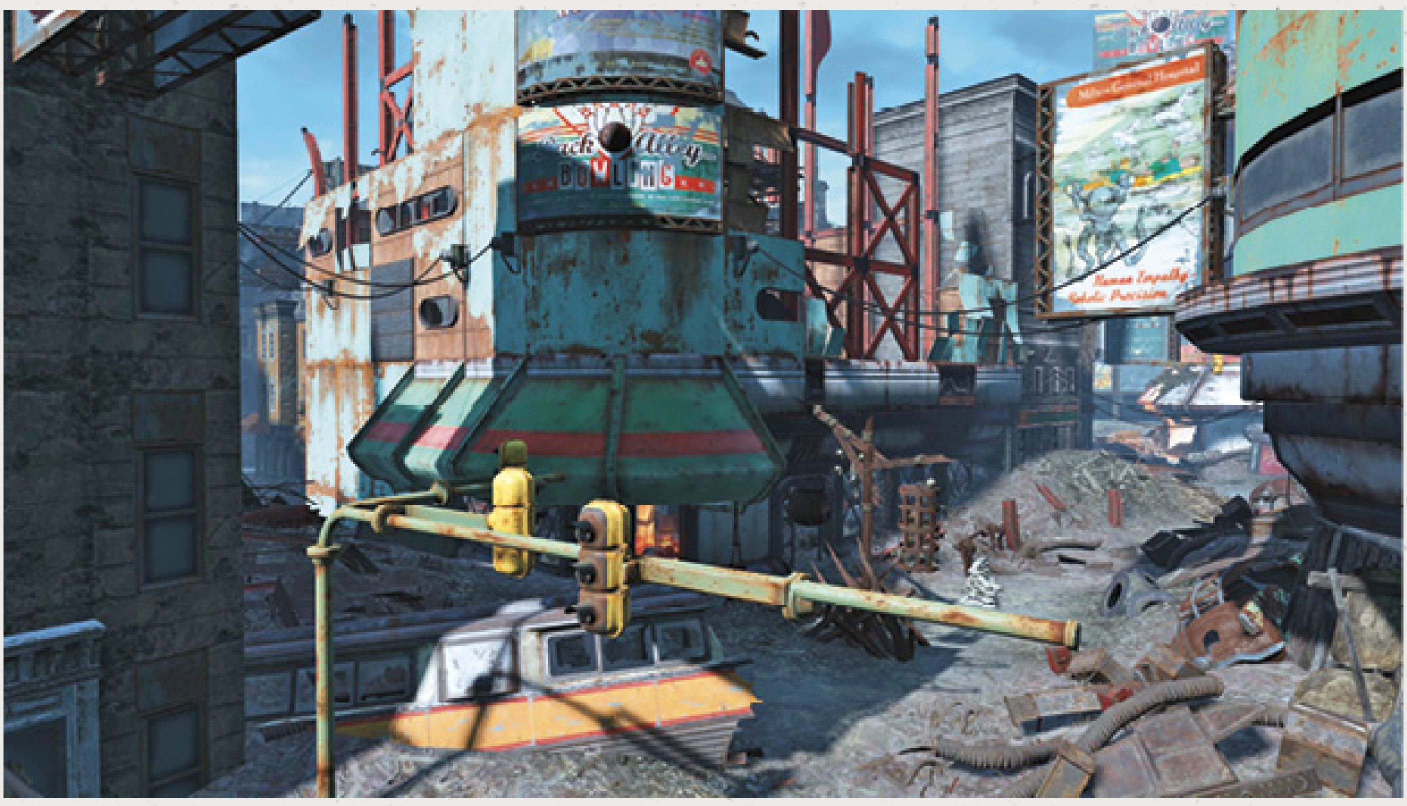
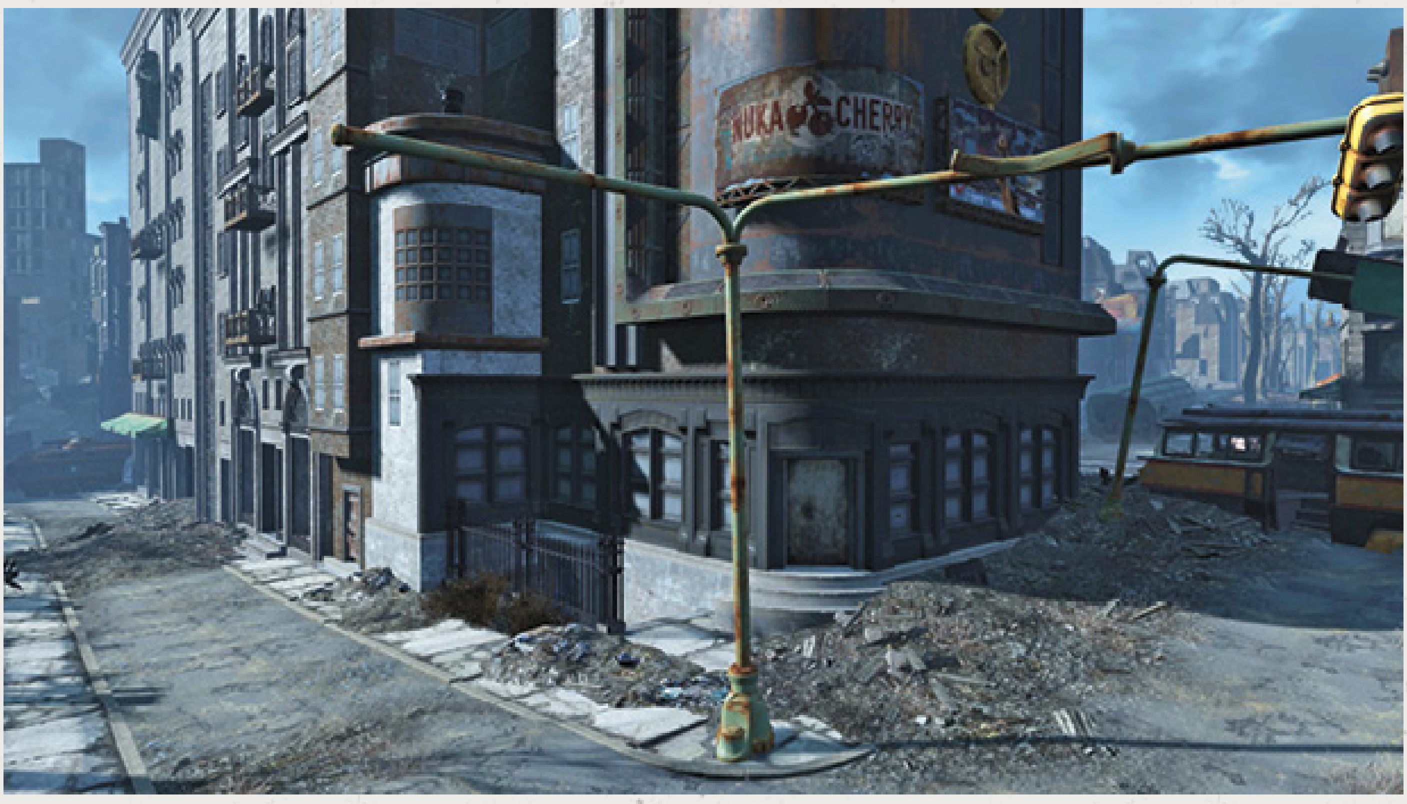
[14.01] SUPER MUTANT HOTEL SHELL



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Danger: Long Drop!
- Faction: Super Mutants

The shell of an old hotel is used to dump and carve up enemies of the Super Mutant. As one might imagine, there's blood everywhere. But there's also stairs up to the skeletal upper floors and precarious metal beams to cross to reach a steamer trunk. Approach from the ground or the fire escape to the north.

[14.02] PROST BAR



- Armaments and Ammo: Trunk

Though this is still the place to come for a Gwinnett Lager, the patrons at the Prost Bar aren't as rowdy as they once were. Check the "Employees Only" office for a real baseball fan's trunk.

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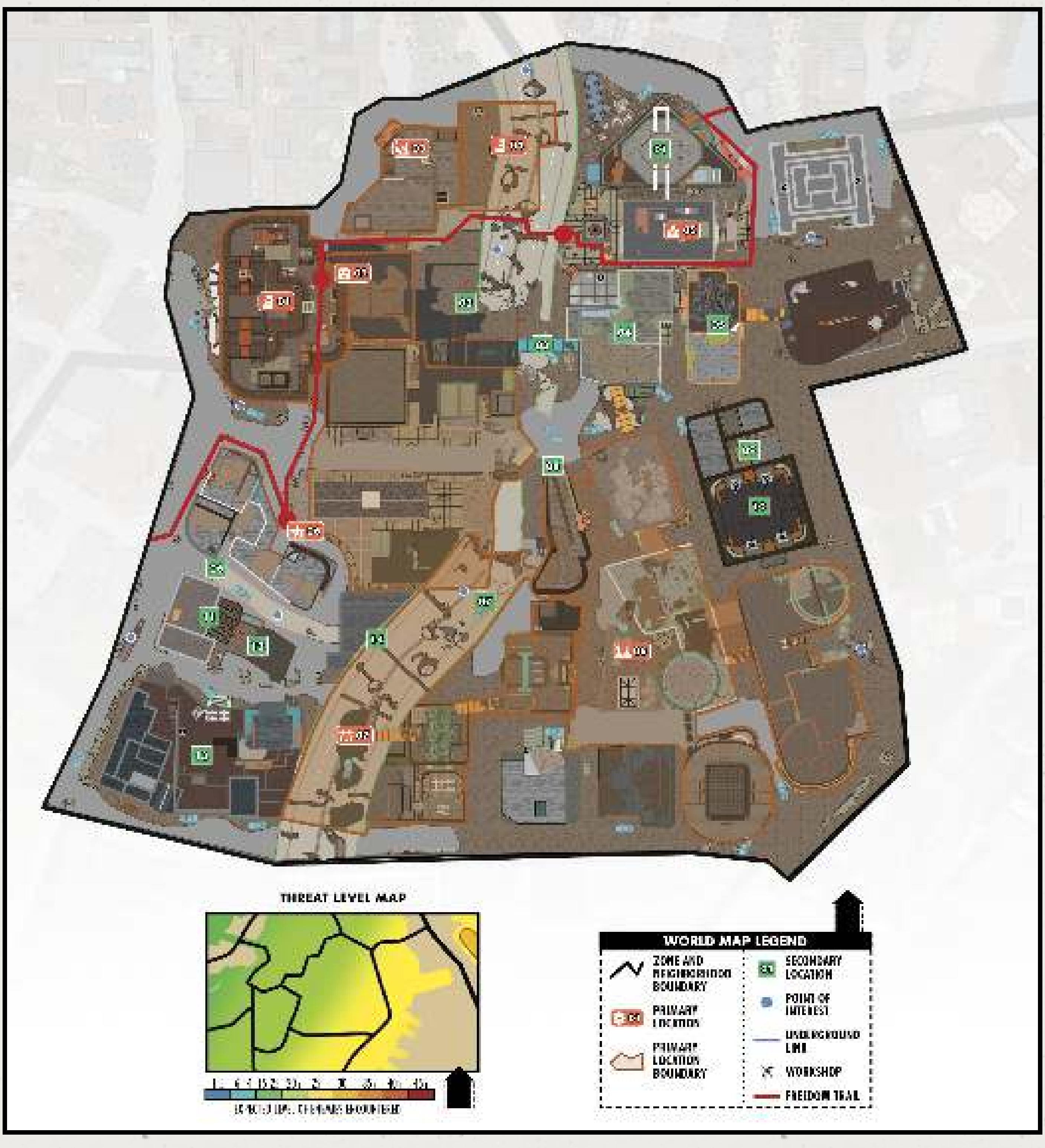
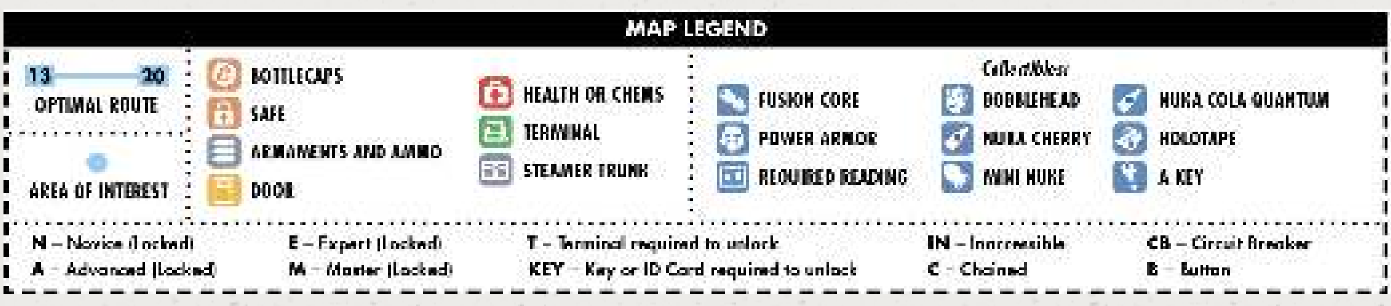
Overview


THREAT LEVEL MAP
WORLD MAP LEGEND
ZONE AND NEIGHBORHOOD BOUNDARY
PRIMARY LOCATION
PRIMARY LOCATION BOUNDARY
SECONDARY LOCATION
POINT OF INTEREST
UNDERGROUND LINE
WORKSHOP
FREEDOM TRAIL


MAP LEGEND
13
20
OPTIMAL ROUTE
AREA OF INTEREST
BOTTLECAPS
SAFE
ARMAMENTS AND AMMO
DOOR
HEALTH OR CHEMS
TERMINAL
STEAMER TRUNK
FUSION CORE
POWER ARMOR
REQUIRED READING
Collectibles
BOBBLEHEAD
NUKA CHERRY
MINI NUKE
NUKA COLA QUANTUM
HOLOTAPE
A KEY
N – Novice (Locked)
A – Advanced (Locked)
E – Expert (Locked)
M – Master (Locked)
T – Terminal required to unlock
KEY – Key or ID Card required to unlock
IN – Inaccessible
C – Chained
CB – Circuit Breaker
B – Button

The Freedom Trail continues here! However, most of it is either covered in blood or the tons of rubble and mangled skyscraper metal from the numerous fallen structures. Simply put, this neighborhood is a disaster; structures have many holes, and the height of the skyscrapers dotted around the main thoroughfare of Congress Street means you're just as likely to fall to your death as succumb to Super Mutant or Gunner gunfire. As you're surrounded on all sides by other neighborhoods, it's sometimes difficult to know where you are, so study the maps presented here and understand that some of the locations of importance may be above or below you. Take in the sights steadily and methodically, including Boston's tallest structure, the immense Mass Fusion building.

Primary Locations

[15.01] Mass Fusion Building

[15.02] Old Corner Bookstore

[15.03] Haymarket Mall

[15.04] Garden Terrace

[15.05] Faneuil Hall

[15.06] Goodneighbor

[15.07] Fallen Skybridge

[15.08] Postal Square

Secondary Locations

[15.01] Weatherby Investment Trust

[15.02] Congress Street Garage

[15.03] Bus Wreckage

[15.04] Commonwealth Bank

[15.05] Skyscraper Stash

[15.06] Elevated Road (West Access)

[15.07] Elevated Raider Camp (Financial District)

[15.08] Elevated Road (Central Access)

[15.09] Railroad Hideout (Financial District)

[15.10] 35 Court

[15.11] Rooftop Hideaway (Financial District)

[15.12] PedestrianUnderpass

[15.13] Parking garage and Raider Rooftops

[15.14] Water Street Apartments

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Primary Locations

[15.01] Mass Fusion Building

THREAT LEVELS 20+

- Armaments and Ammo+
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Trunk (4)
- Armor Part: Fusion Core
- Bottlecaps
- Collectible: Bobblehead: Strength
- Collectible: Holotape: Oslow's Office Recording
- Collectible: Nuka Cherry
- Collectible: Required Reading: Tesla Science
- Crafting: Armor Workbench
- Crafting: Chemistry Station
- Crafting: Weapons Workbench
- Danger: Can Chimes!
- Danger: Escaping Gas!
- Danger: Explosive Barrels!
- Danger: Long Drop!
- Danger: Mines!
- Danger: Oil!
- Danger: Radiation (Severe)!
- Danger: Tension Trigger!
- Danger: Tesla Arc!
- Faction: Brotherhood of Steel (quest active)
- Faction: Gunners (no quest active)
- Faction: Robots (quest active)
- Faction: Synths (Institute) (quest active)
- Health or Chems+
- Quest Visit: Mass Fusion (the Institute)
- Quest Visit: Spoils of War (Brotherhood of Steel)
- Unique Item: Freefall Armor Right Leg (Apparel)
- Unique Item: Freefall Armor Left Leg (Apparel)

Before the war, Mass Fusion was the primary power supplier to Boston and most of the Commonwealth. It is the tallest building in Boston. With the proceeds from an enormously lucrative line of fusion wells, engines, and cores, this structure—their corporate headquarters—was built. Since the war, the structure has fallen into disrepair, though the reactor level hasn't yet been breached.

At ground level, Gunners fight through the rubble-strewn streets. Should you arrive on the roof (when the quest is active), prepare to fight your chosen rival faction, and hunt down a few choice items (including a Nuka Cherry). Beware the oil, gas leaks, and explosive barrels, or use them to your advantage.

VAULT-TEC RECOMMENDED LOOT

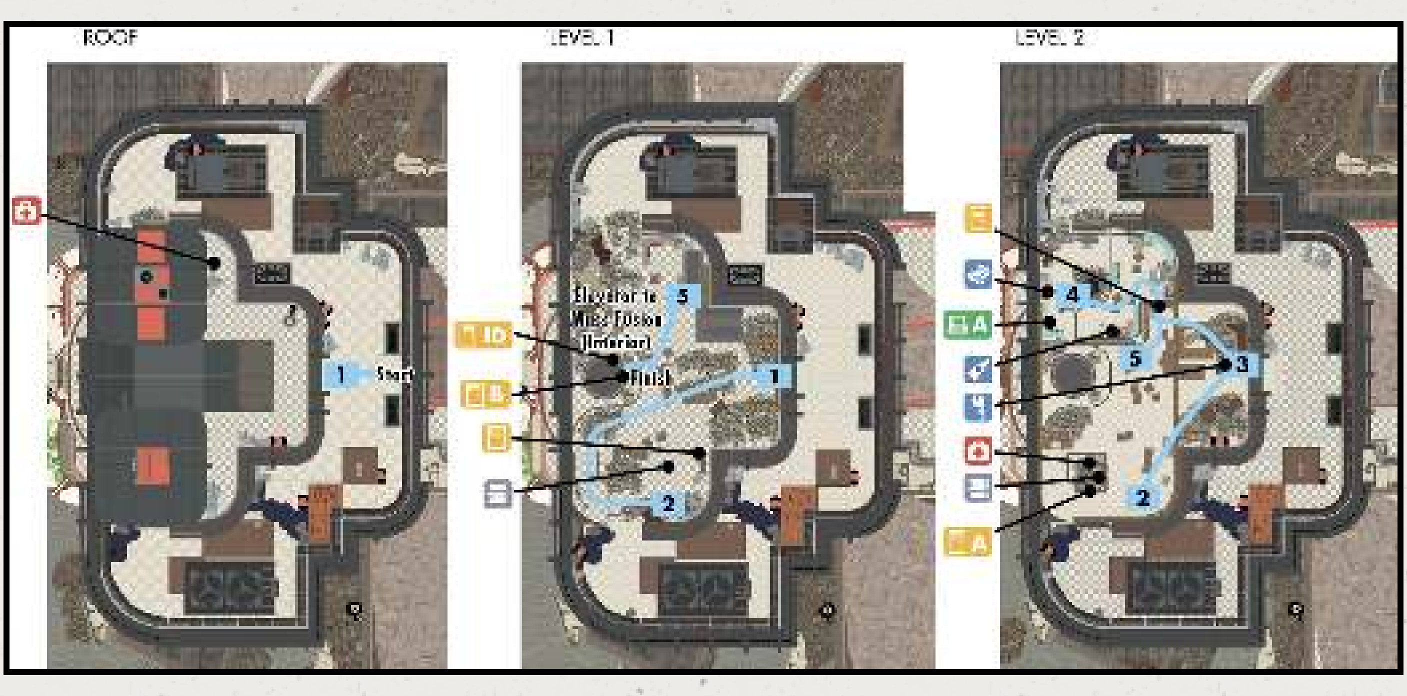
Armaments and Ammo: Mini Nuke

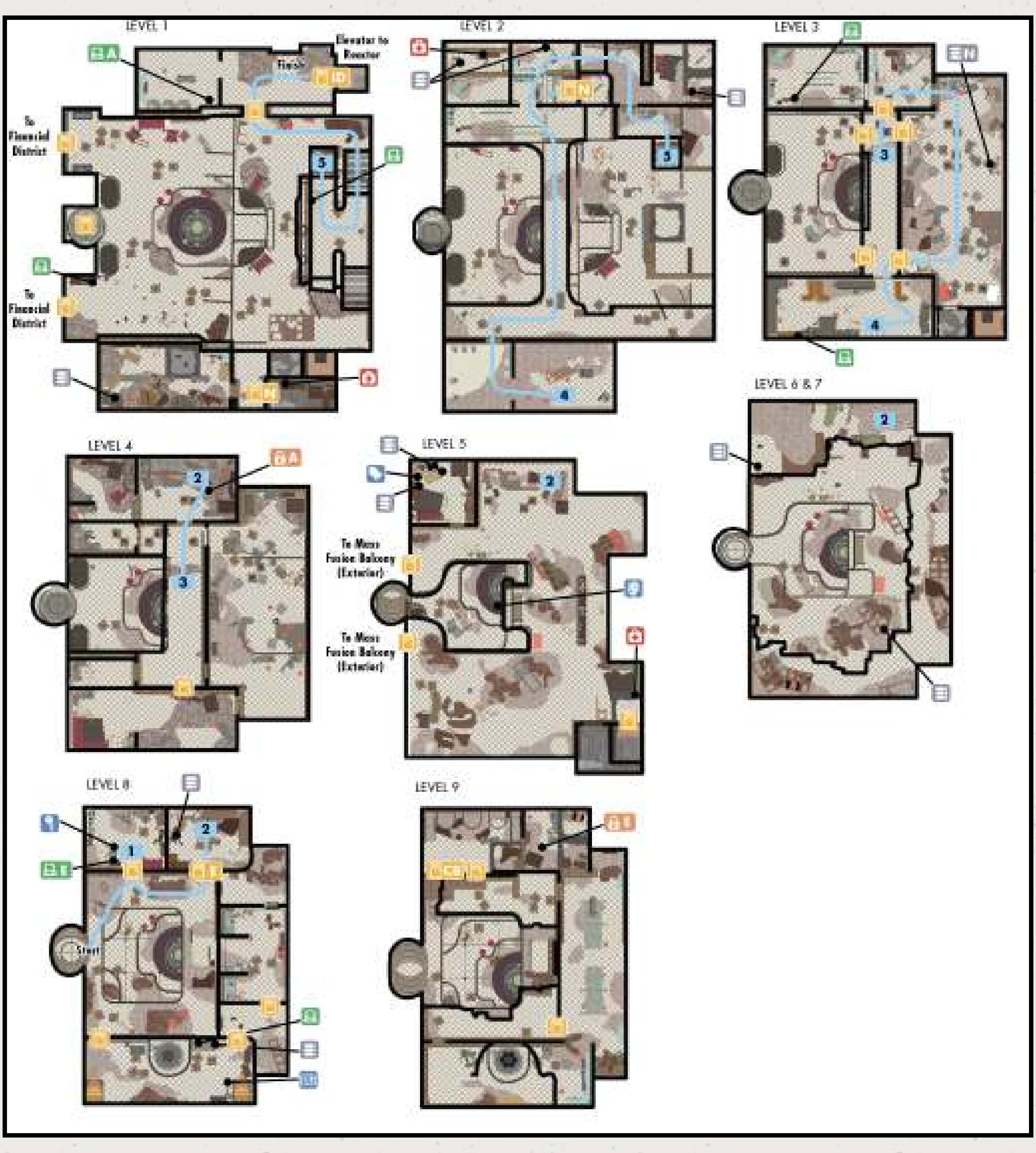
Armor Part: Fusion Core

Bobblehead: Strength

Collectible: Nuka Cherry

Required Reading: Tesla Science

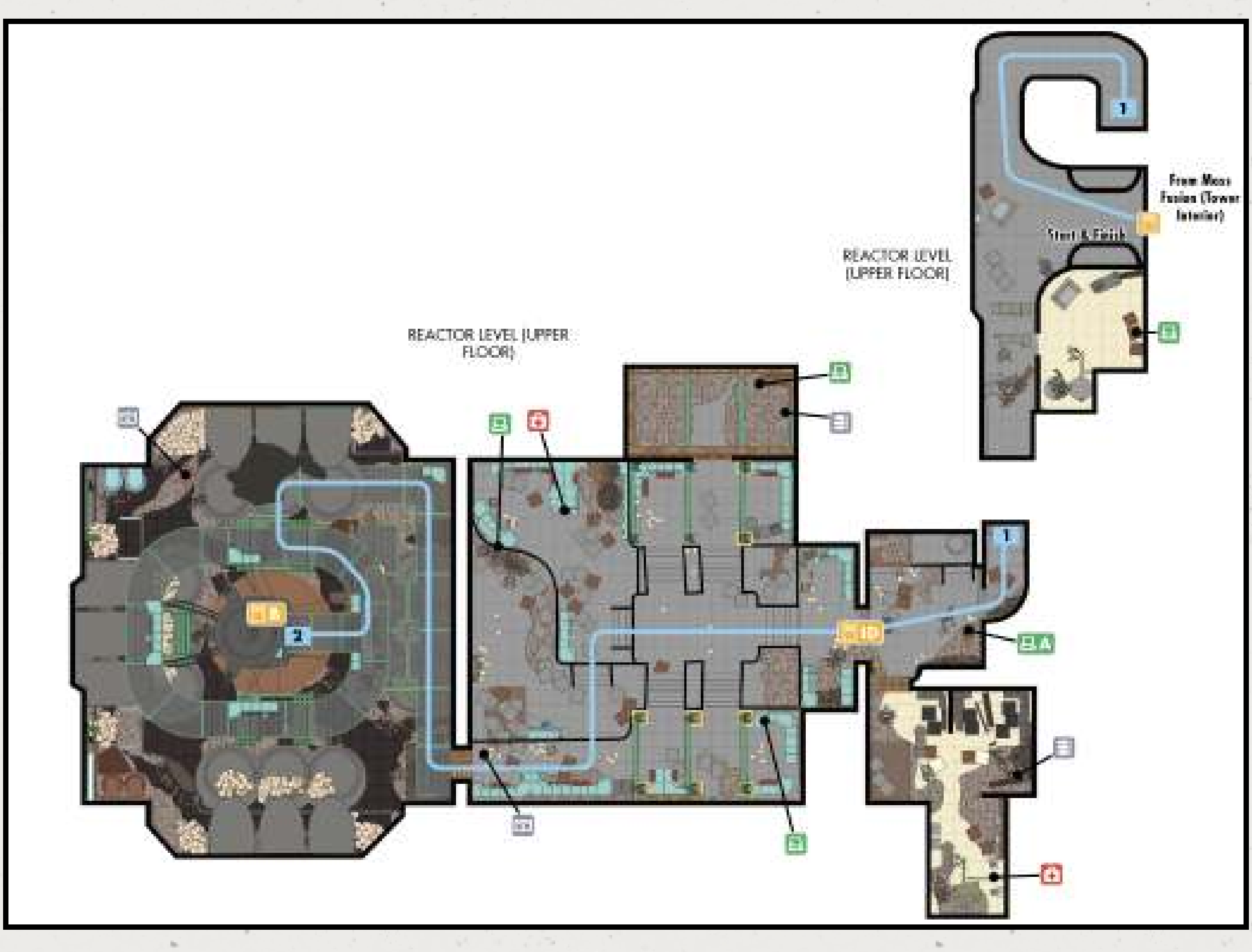




The interior of the tower houses a huge number of office rooms within a central atrium and an impressive sky elevator.

Before the quest, you enter Mass Fusion from the ground floor and work your way up. On Level 5, look for the main trunk of items guarded by a Gunner commander, a Mini Nuke, and the Bobblehead, perched precariously atop the statue that looks out over the central atrium. You can't go any higher unless the quest is active (or you have a Jetpack), so take the double doors to the west to exit out onto the exterior balcony, where you can fast-travel away. Or take the elevator on this level back down to the ground floor.

If you are here on the quest and have access to the upper levels, be sure to clear them of the scavengeable items as shown on the maps. Descend through the building, using the Executive ID Card you found on the roof to access the elevator to the Reactor Level. Come back with a jetpack, and you can reach some additional rewards on the highest levels of the building, which are otherwise inaccessible. These include a set of Freefall Armor for your legs inside the office of Jack Rockford on the 28th floor. Can you find it?


From Mass Fusion (Tower Interior)
Start & Finish
REACTOR LEVEL (UPPER FLOOR)
REACTOR LEVEL (UPPER FLOOR)
1
2
ID
A

This location cannot be reached unless one of the quests is active. Make sure to grab a Hazmat Suit from the locker room or one of the control rooms before entering the decontamination arches—the radiation level in the Reactor Chamber is extreme. If you can manage the (Master) lock, use the terminals in the Control Room and the side office to disable the security system, or prepare for a difficult fight with robots on your way out.

One steamer trunk can be found on the walkway above the decontamination hall. Another is submerged in the reactor room itself-- even with a hazmat suit, the radiation here is bad.

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Primary Locations

[15.01] Mass Fusion Building

THREAT LEVELS 20+

- Armaments and Ammo+
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Trunk (4)
- Armor Part: Fusion Core
- Bottlecaps
- Collectible: Bobblehead: Strength
- Collectible: Holotape: Oslow's Office Recording
- Collectible: Nuka Cherry
- Collectible: Required Reading: Tesla Science
- Crafting: Armor Workbench
- Crafting: Chemistry Station
- Crafting: Weapons Workbench
- Danger: Can Chimes!
- Danger: Escaping Gas!
- Danger: Explosive Barrels!
- Danger: Long Drop!
- Danger: Mines!
- Danger: Oil!
- Danger: Radiation (Severe)!
- Danger: Tension Trigger!
- Danger: Tesla Arc!
- Faction: Brotherhood of Steel (quest active)
- Faction: Gunners (no quest active)
- Faction: Robots (quest active)
- Faction: Synths (Institute) (quest active)
- Health or Chems+
- Quest Visit: Mass Fusion (the Institute)
- Quest Visit: Spoils of War (Brotherhood of Steel)
- Unique Item: Freefall Armor Right Leg (Apparel)
- Unique Item: Freefall Armor Left Leg (Apparel)

Before the war, Mass Fusion was the primary power supplier to Boston and most of the Commonwealth. It is the tallest building in Boston. With the proceeds from an enormously lucrative line of fusion wells, engines, and cores, this structure—their corporate headquarters—was built. Since the war, the structure has fallen into disrepair, though the reactor level hasn't yet been breached.

At ground level, Gunners fight through the rubble-strewn streets. Should you arrive on the roof (when the quest is active), prepare to fight your chosen rival faction, and hunt down a few choice items (including a Nuka Cherry). Beware the oil, gas leaks, and explosive barrels, or use them to your advantage.

VAULT-TEC RECOMMENDED LOOT

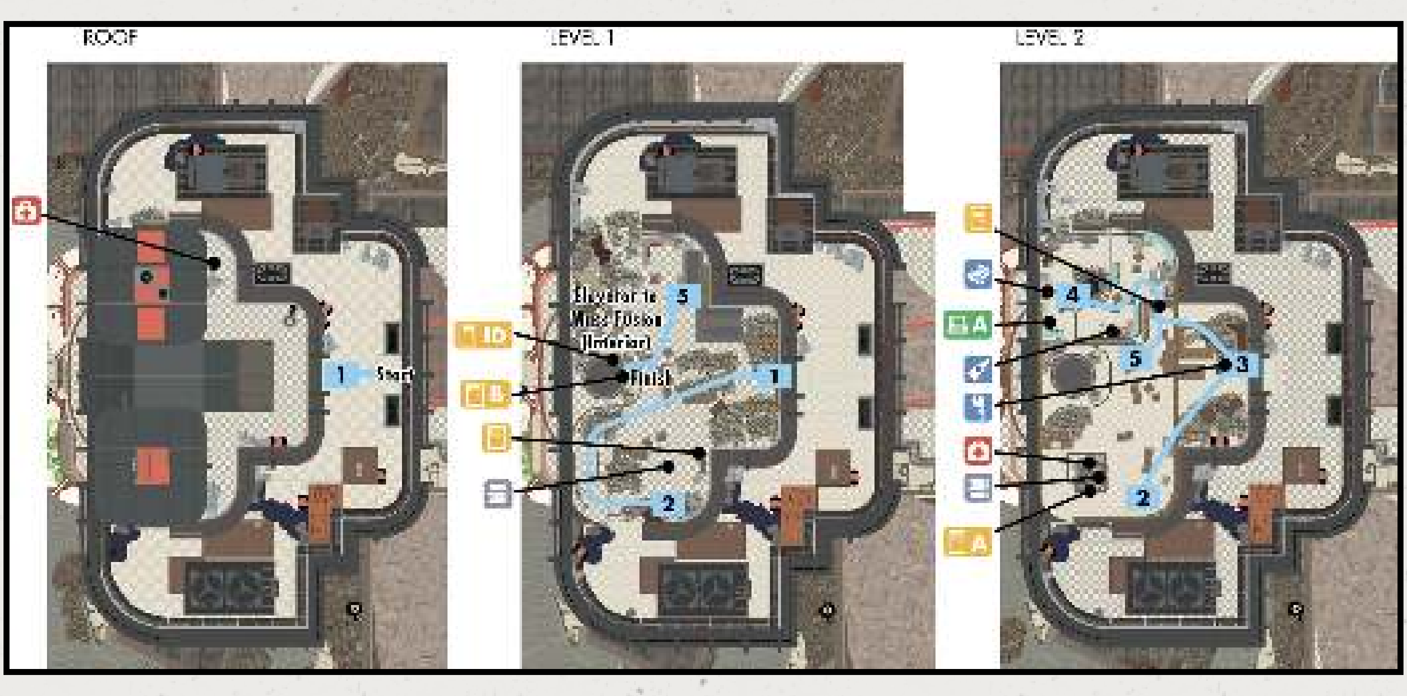
Armaments and Ammo: Mini Nuke

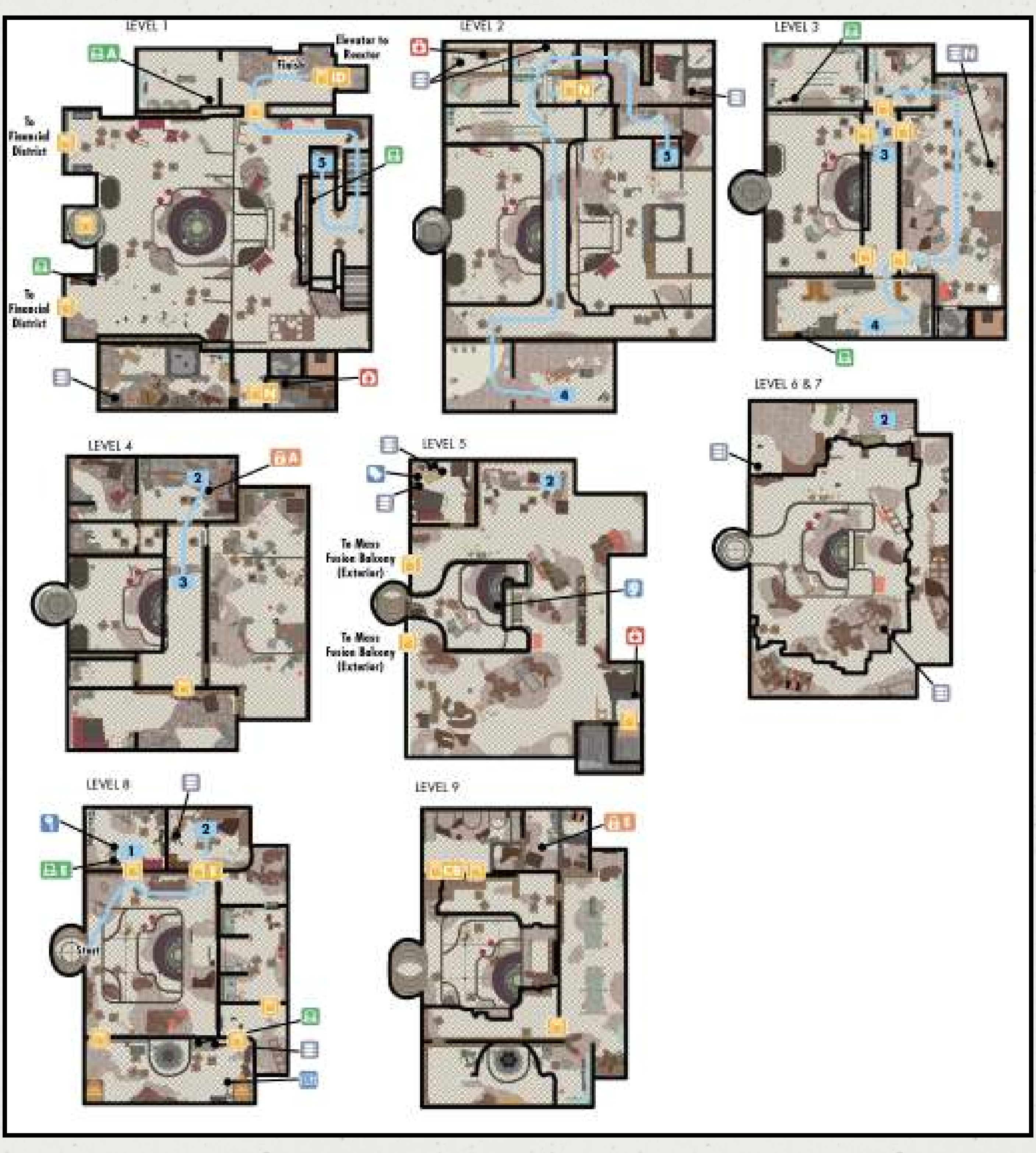
Armor Part: Fusion Core

Bobblehead: Strength

Collectible: Nuka Cherry

Required Reading: Tesla Science

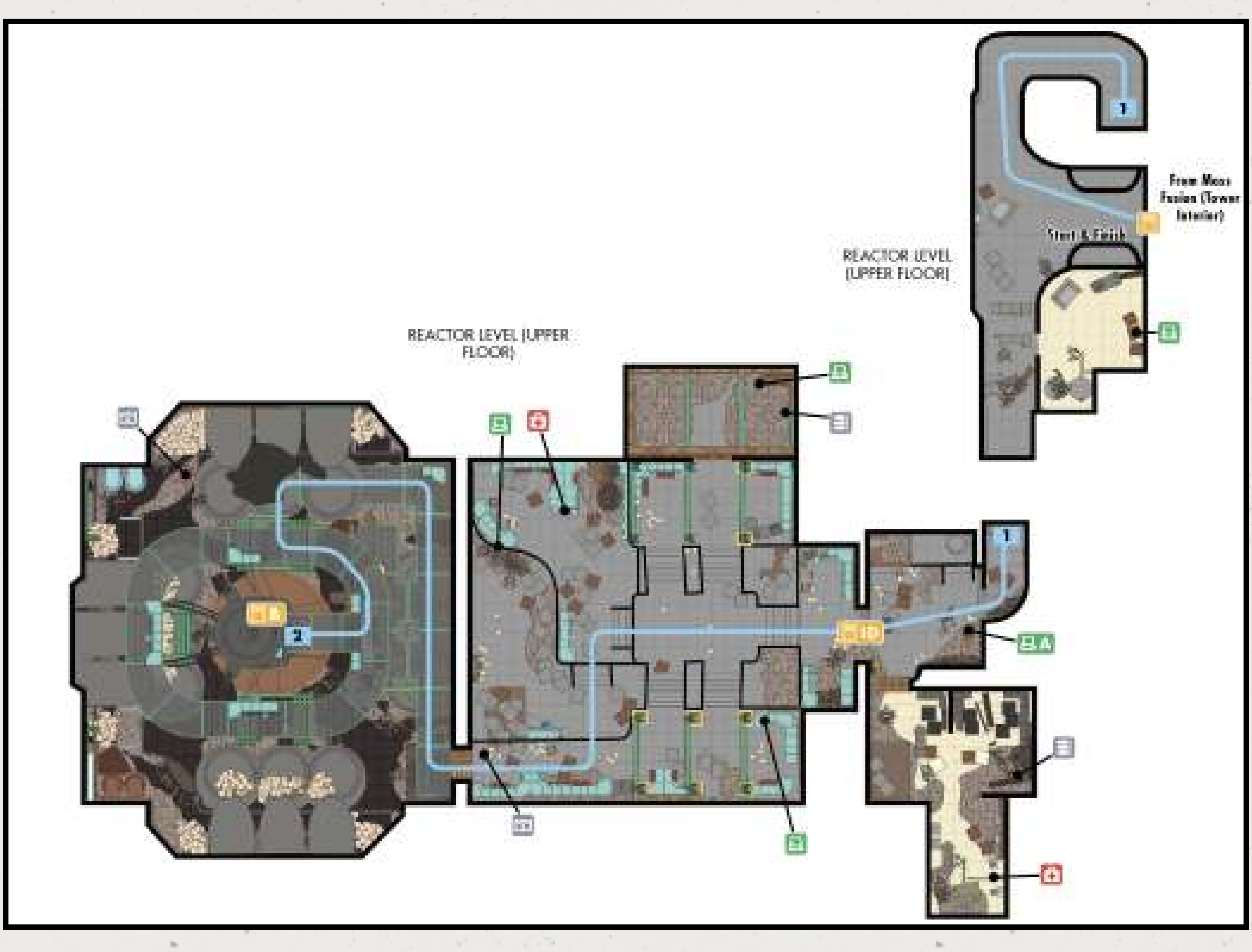




The interior of the tower houses a huge number of office rooms within a central atrium and an impressive sky elevator.

Before the quest, you enter Mass Fusion from the ground floor and work your way up. On Level 5, look for the main trunk of items guarded by a Gunner commander, a Mini Nuke, and the Bobblehead, perched precariously atop the statue that looks out over the central atrium. You can't go any higher unless the quest is active (or you have a Jetpack), so take the double doors to the west to exit out onto the exterior balcony, where you can fast-travel away. Or take the elevator on this level back down to the ground floor.

If you are here on the quest and have access to the upper levels, be sure to clear them of the scavengeable items as shown on the maps. Descend through the building, using the Executive ID Card you found on the roof to access the elevator to the Reactor Level. Come back with a jetpack, and you can reach some additional rewards on the highest levels of the building, which are otherwise inaccessible. These include a set of Freefall Armor for your legs inside the office of Jack Rockford on the 28th floor. Can you find it?


1
From Mass Fusion (Tower Interior)
Start & Finish
REACTOR LEVEL (UPPER FLOOR)
REACTOR LEVEL (UPPER FLOOR)
2
ID
A
1

This location cannot be reached unless one of the quests is active. Make sure to grab a Hazmat Suit from the locker room or one of the control rooms before entering the decontamination arches—the radiation level in the Reactor Chamber is extreme. If you can manage the (Master) lock, use the terminals in the Control Room and the side office to disable the security system, or prepare for a difficult fight with robots on your way out.

One steamer trunk can be found on the walkway above the decontamination hall. Another is submerged in the reactor room itself-- even with a hazmat suit, the radiation here is bad.

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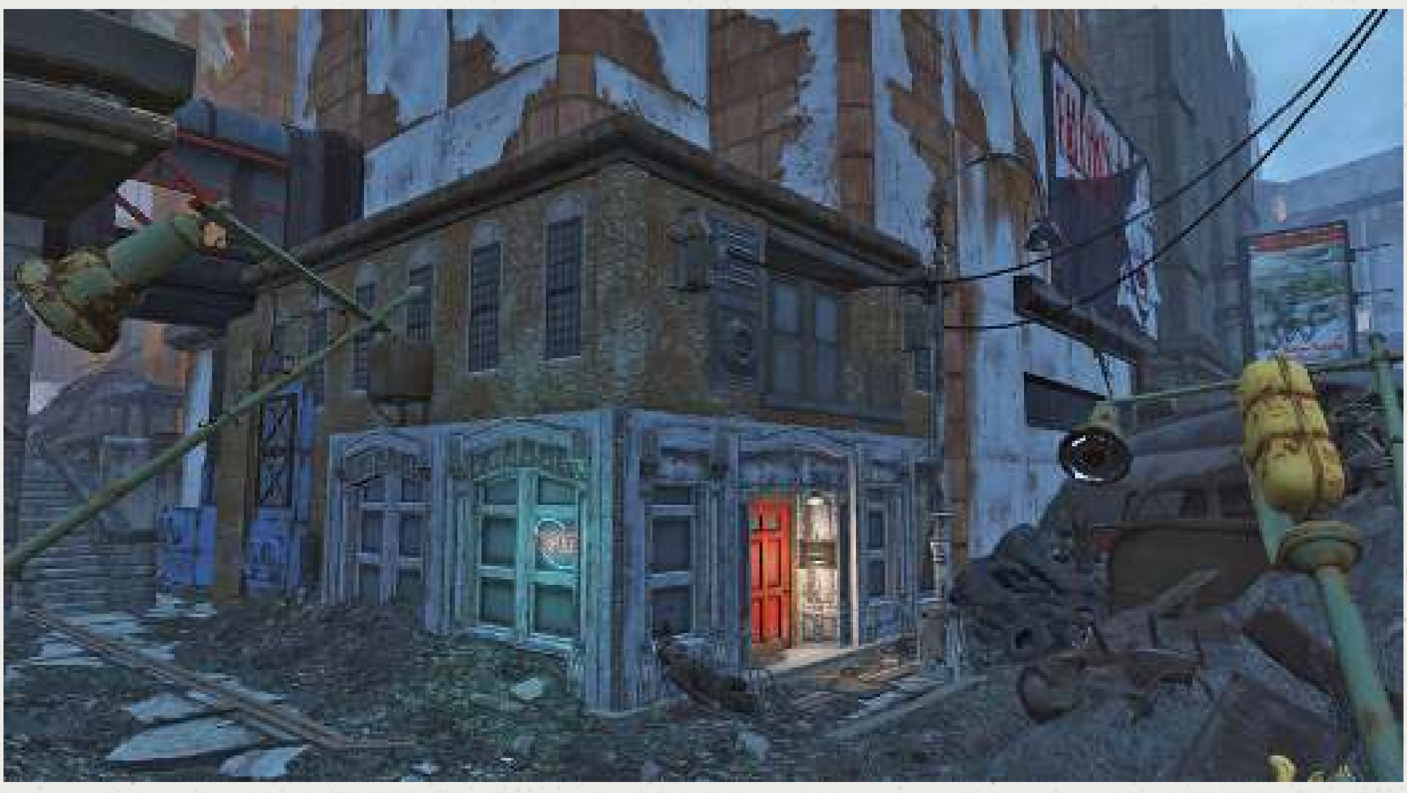
Primary Locations

[15.02] Old Corner Bookstore

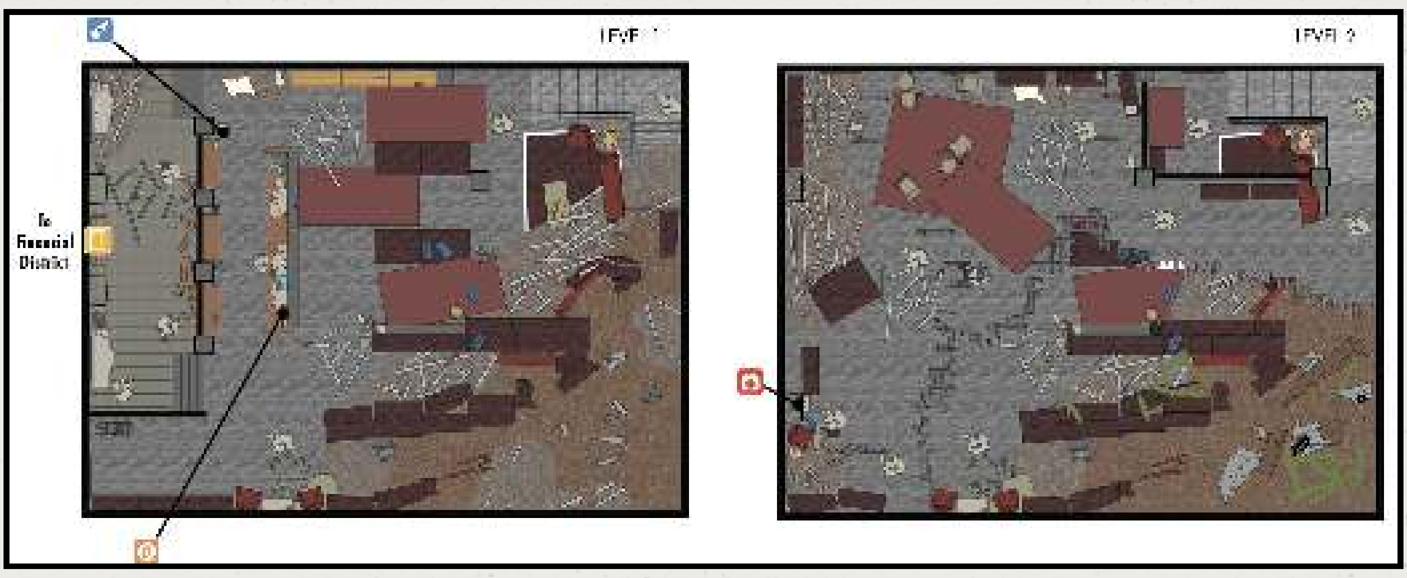
THREAT LEVELS 20+



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Bottlecaps
- Collectible: Nuka Cola Quantum
- Danger: Long Drop!
- Faction: Feral Ghouls
- Health or Chems
- Quest Visit: Road to Freedom (the Railroad)

VAULT-TEC RECOMMENDED LOOT

Collectible: Nuka Cola Quantum



The Old Corner Bookstore was originally built as an apothecary after the devastating Great Fire of 1711. Originally the land belonged to Anne Hutchinson, the controversial puritan who was excommunicated and banished from Massachusetts for her "heretical" beliefs and sermons. During the mid-nineteenth century, the Old Corner Bookstore was the home of the leading American publisher Ticknor and Fields. They published the works of such luminaries as Charles Dickens, Ralph Waldo Emerson, Nathaniel Hawthorne, Henry Wadsworth Longfellow, Harriet Beecher Stowe, and Henry David Thoreau. Many of those were frequent visitors to this site.

The Old Corner Bookstore is a historic site on the Freedom Trail. The number "3" is daubed on the circular ground plaque pointing at the letter "I." The interior is mostly deserted. The exterior of the bookstore is cluttered with rubble and marauding ferals, along with encroaching Raiders and Super Mutants fighting for territory and food. However, don't miss the most difficult-to-find steamer trunk around; it's in the ruins of the skyscraper that was built atop of the bookstore.

Head east, following the Freedom Trail, then down into the Congress Street Garage [S15.02], where you can take an elevator up to the middle of the ruined building. Climb out onto the overpass, then leap from the overpass Leap from the overpass to a curved brown metal wall plate. Look southwest, then leap across and up to the remains of a tiled floor. Congratulations: jump northwest, and you should land on the roof you've attempted to reach, and find the contents of the trunk, close to some upturned desks.

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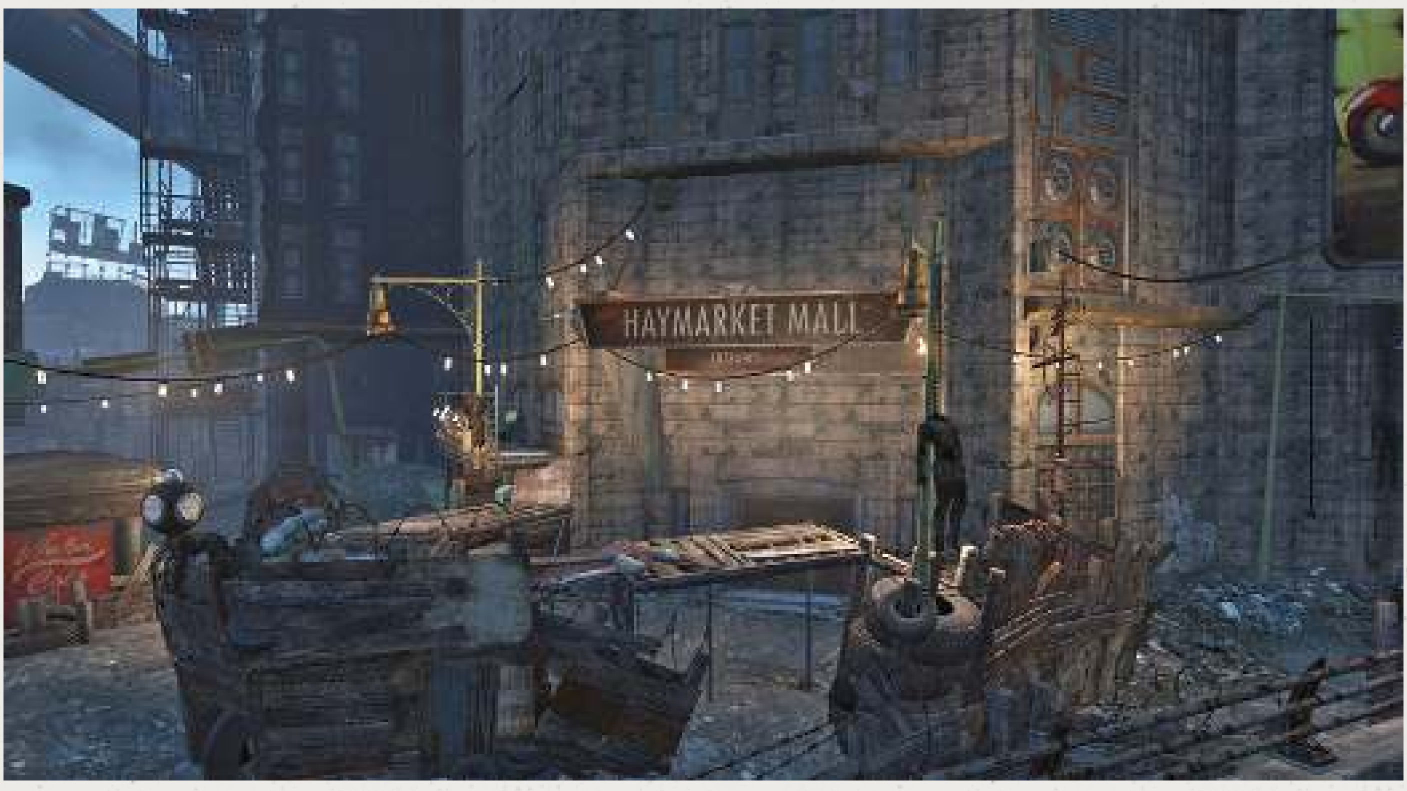
Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

[15.03] Haymarket Mall

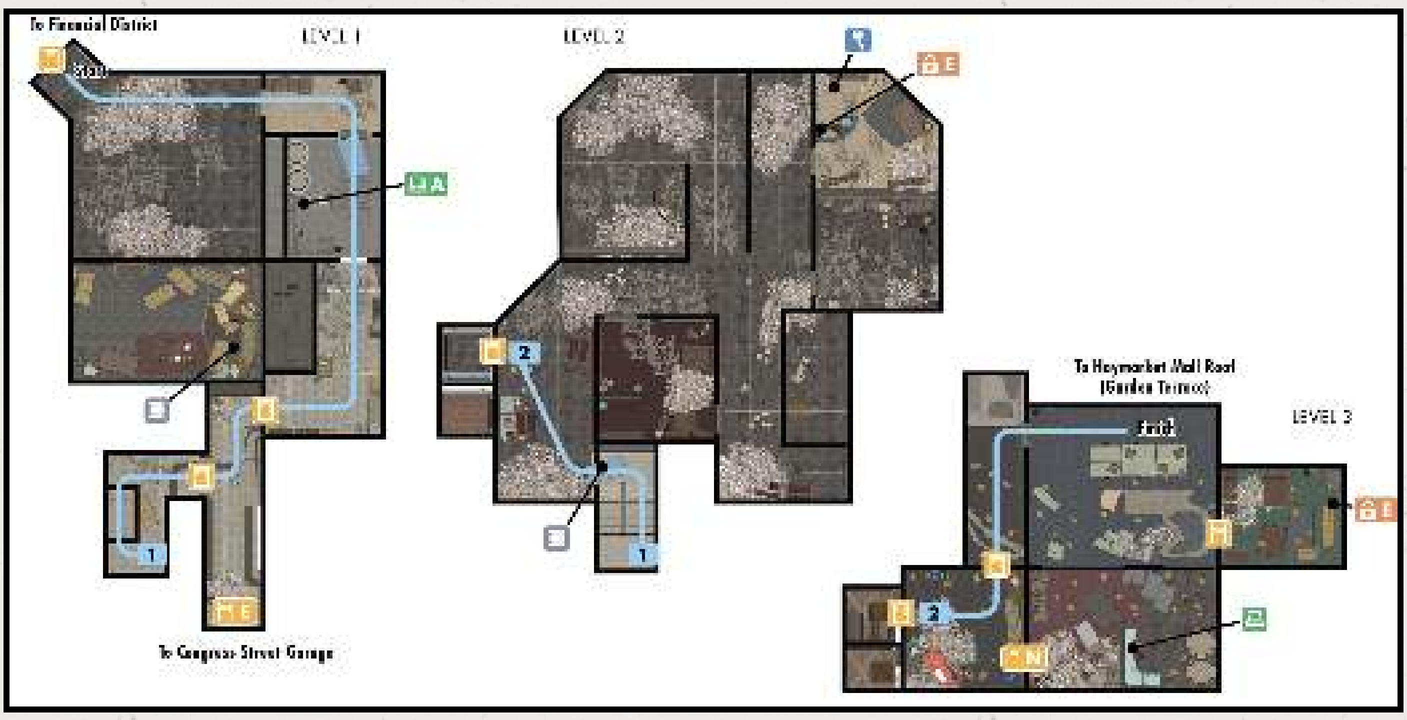
THREAT LEVELS 20+ 🟦🟦🟩🟩☐☐☐☐☐


HAYMARKET MALL

- Armaments and Ammo
- Bottlecaps
- Crafting: Armor Workbench
- Crafting: Cooking Station
- Crafting: Weapons Workbench
- Danger: Explosive Barrels!
- Danger: Long Drop!
- Danger: Turrets!
- Faction: Raider
- Faction: Robot (Protectron)
- Health or Chems

The main entrance to this old skyscraper has been commandeered by Raiders. Inspect the rickety walkways here for some ammo. The eastern part of this stronghold—under the ruined freeway overpass and Primary Location: Garden Terrace—has a high wall and scaffolding. Climb it halfway until the ramps stop. To reach the roof, you need to enter the mall.

One of the Raiders on Level 2 has the Haymarket Mall key, allowing easier access into Secondary Location: Congress Street Garage (which, in turn, allows quick access to Faneuil Hall). Use the interior elevator to reach the upper floor and Protectron control. There's access to the roof here and Primary Location: Garden Terrace.


To Financial District
Start
LEVEL 1
A
1
E
To Congress Street Garage
LEVEL 2
E
2
1
To Haymarket Mall Roof (Garden Terrace)
LEVEL 3
Finish
E
2
N

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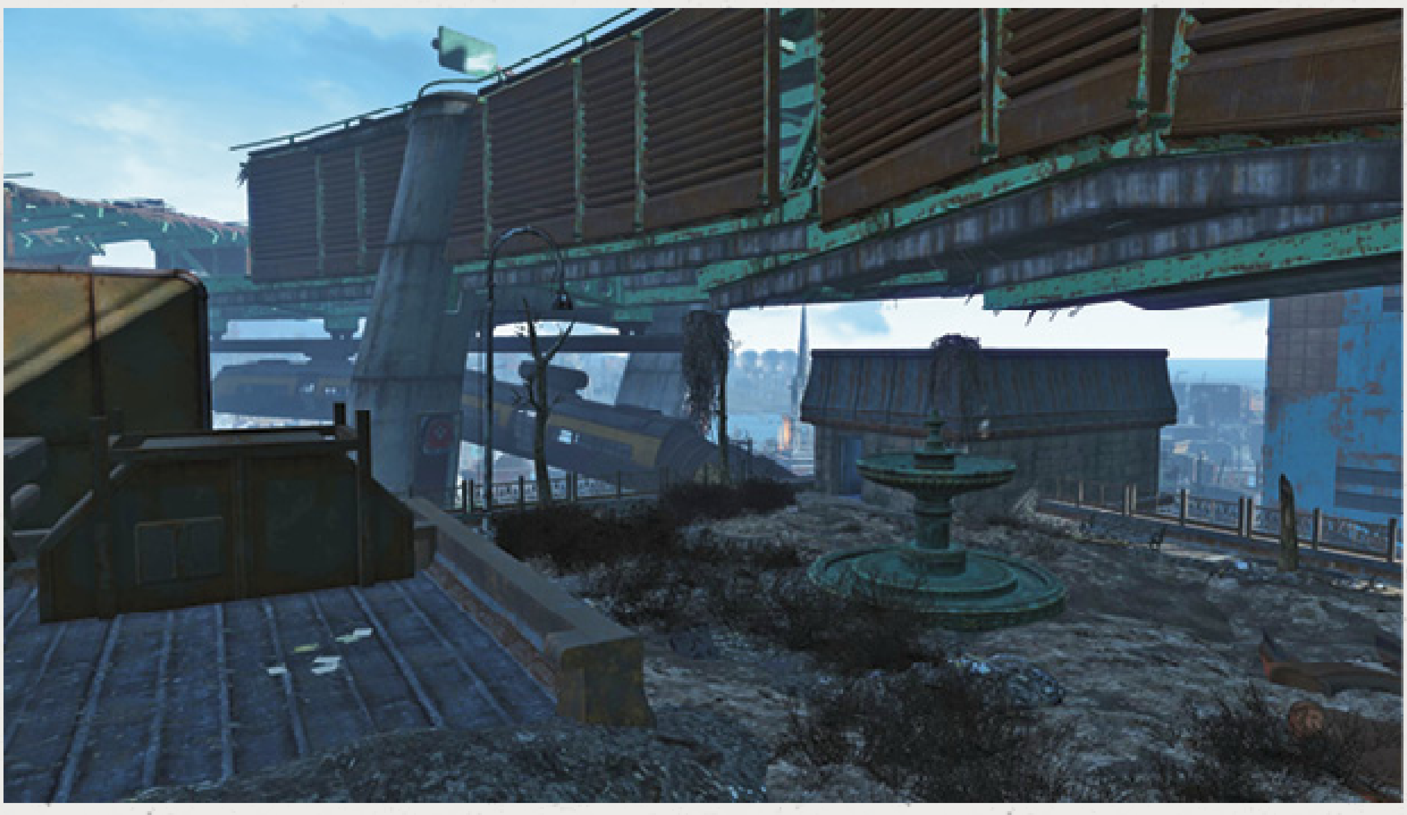
[15.04] Garden Terrace

THREAT LEVELS 20+ ■■■■□□□□□□



- Armaments and Ammo+
- Collectible: Nuka Cola Quantum
- Danger: Long Drop!
- Faction: Deathclaw
- Faction: Robot (Protectron)
- Health or Chems
- Quest: Weathervane (the Railroad)

To reach the Garden Terrace, climb through the interior of Primary Location: Haymarket Mall, or leap down from the freeway that passes over it.

There's a reason Raiders don't venture up to this roof terrace. After you deal with any rabid wildlife, inspect the ruined corner to the northeast; open the steamer trunk, then use the elevator or drop through the holes where a sky train has hit the structure. Keep descending the structure to discover a safe (Advanced). Use the elevator to ascend back up.

For an even more precarious adventure, descend the scaffolding and enter the crashed sky train hanging below. Open the suitcases and the steamer trunk at the northwest end, guarded by the Protectron. The "plank" and open window is an optional location to place MILA during the specified quest.

VAULT-TEC RECOMMENDED LOOT

Collectible: Nuka Cola Quantum

HELPFUL HINT FROM VAULT BOY!

Did you know there are several out-of-the-way items to gather, like the Nuka Cola Quantum clutched by a skeleton on the exterior roof (southwest of terrace)? Find him on the building with the "Life is a Race . . . Win!" poster. Access using the jetpack, boosting up and landing on the red girders of the demolished skyscraper to the south.

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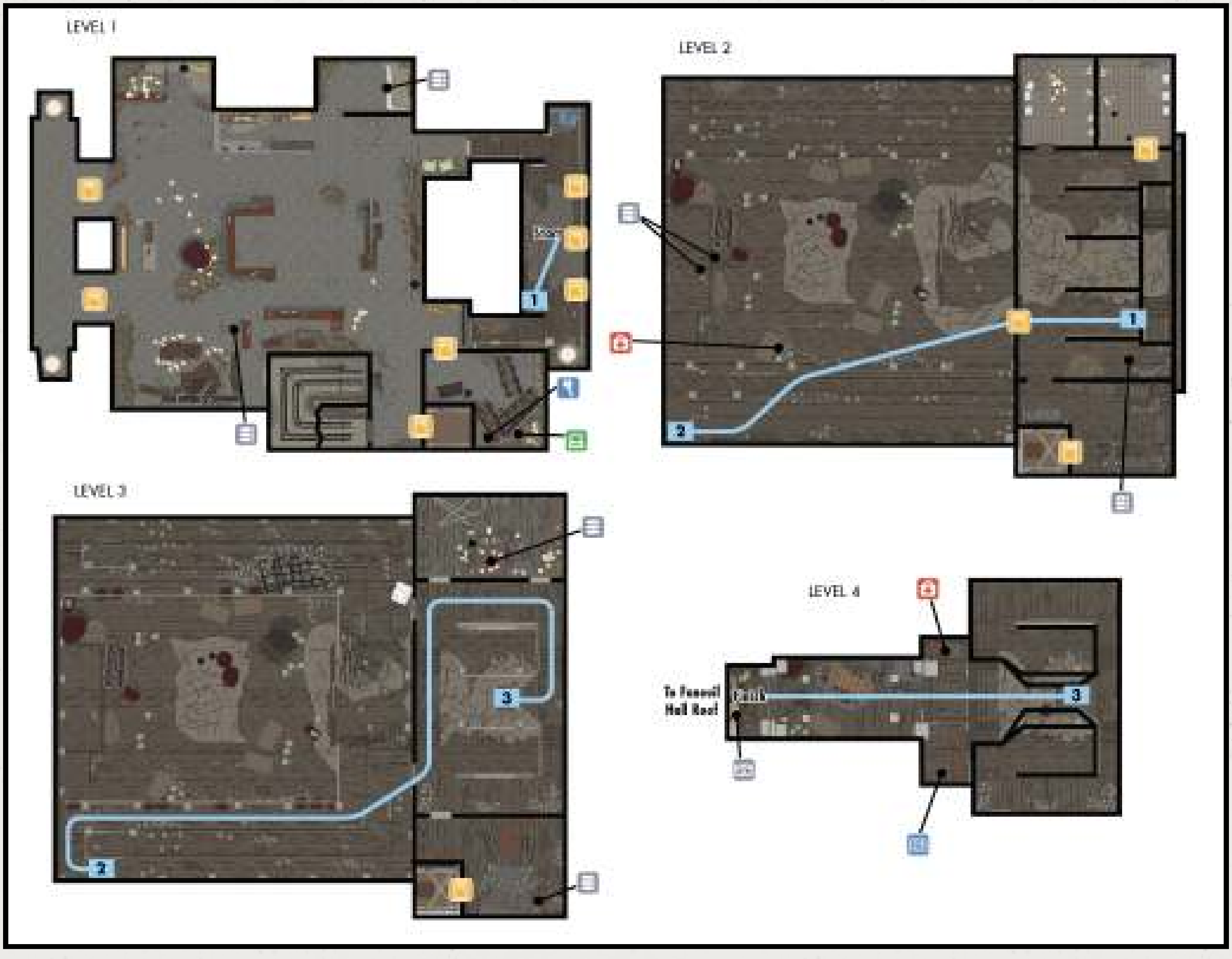
[15.05] Faneuil Hall

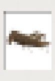
THREAT LEVELS 20+

- Armaments and Ammo
- Armor Part: Fusion Core
- Collectible: Required Reading: Live & Love
- Crafting: Chemistry Station
- Danger: Can Chimes!
- Danger: Grenades!
- Danger: Long Drop!
- Faction: Super Mutant
- Health or Chems
- Quest Start: Miscellaneous (the Treasures of Jamaica Plain)
- Quest Visit: The Gilded Grasshopper (Side)
- Unique Item: Gilded Grasshopper



VAULT-TEC RECOMMENDED LOOT

Required Reading: Live & Love


Unique Item: Gilded Grasshopper

Donated to the city of Boston in 1742 by French merchant Peter Faneuil, Faneuil Hall was a commercial hub in colonial Massachusetts. It played a notable role in the American Revolution. Protests against the British Sugar and Stamp Acts that began here led to the doctrine of "no taxation without representation." Later meetings were held here that culminated in the Boston Tea Party. Many of the Founding Fathers met here or gave speeches here (notably Samuel Adams), leading to the building's nickname, "the Cradle of Liberty."

This is part of the Freedom Trail. The number "5" is daubed on the circular ground plaque pointing at the letter "R." The exterior offers two entrances—the two main front doors and the three rear doors to the east. There is side scaffolding that doesn't reach all the way to the roof (look for a Fusion Core and ammo on the way up). Super Mutants are an ever-present threat.

The basement gift shop is overrun with bloody mutant types. If you have the time, peruse a magazine shelf for information on Easy City Downs, as well as the Treasures of Jamaica Plain (then visit that location for more information). Beware of traps and Super Mutants as you scale the interior. Take a ladder to the roof, where you'll find a strange Gilded Grasshopper, which is part of the specified quest.

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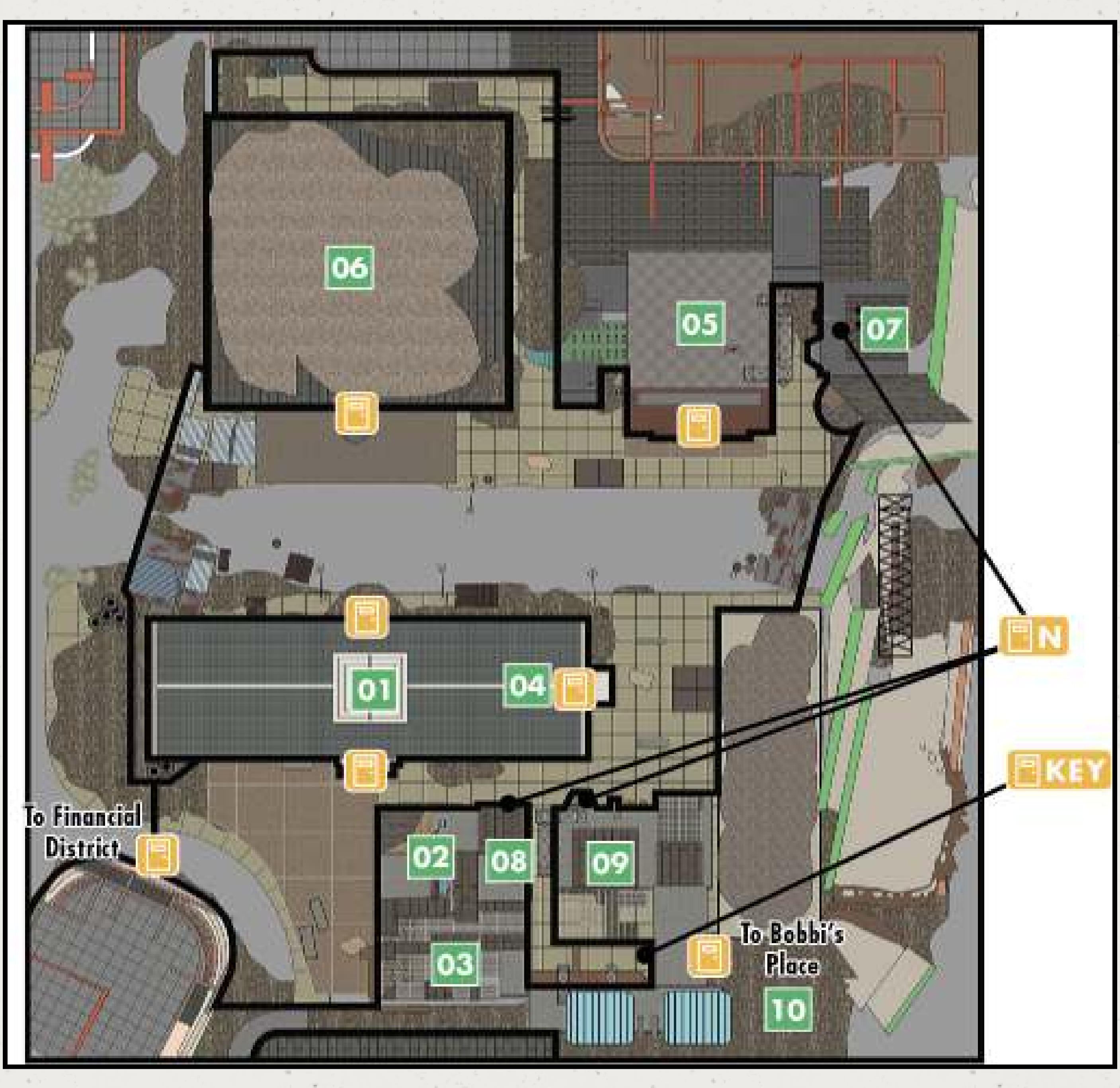
[15.06] Goodneighbor

THREAT LEVELS 20+ 🟦🟦🟩🟩☐☐☐☐☐☐

- Armaments and Ammo+++
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Mini Nuke (Fat Man)
- Armaments and Ammo: Trunk (3)
- Bottlecaps+++
- Collectible: Holotape: Fred Allen's Password
- Collectible: Holotape: Gwinnett Pils Recipe
- Collectible: Holotape: Hotel Registry Password
- Collectible: Holotape: Join the Railroad (3)
- Collectible: Holotape Game: Grognak & the Ruby Ruins
- Collectible: Nuka Cherry
- Collectible: Nuka Cola Quantum
- Collectible: Required Reading: Live & Love (2)
- Collectible: Required Reading: RobCoFUN!
- Companion: Hancock
- Companion: MacCready
- Crafting: Armor Workbench
- Crafting: Chemistry Station
- Crafting: Cooking Station
- Crafting: Power Armor Station
- Crafting: Weapons Workbench
- Faction: Neighborhood Watch
- Faction: Settler (Goodneighbor)
- Faction: Triggermen
- Faction: Character: Barnes
- Faction: Character: Bobbi No-Nose
- Faction: Character: Clair Hutchins
- Faction: Character: Daisy
- Faction: Character: Doctor Amari
- Faction: Character: Fahrenheit
- Faction: Character: Finn
- Faction: Character: Fred Allen
- Faction: Character: Ham
- Faction: Character: Irma
- Faction: Character: Kent Connolly
- Faction: Character: KL-E-0
- Faction: Character: MacCready
- Faction: Character: Magnolia
- Faction: Character: Marowski
- Faction: Character: Mayor Hancock
- Faction: Character: Rufus Rubins
- Faction: Character: Sammy
- Faction: Character: Stan Slavin
- Faction: Character: Vault-Tec Rep
- Faction: Character: Whitechapel Charlie
- Faction: Character: Winlock
- Health or Chems+++
- Quest Start: Art Appreciation* (Freeform)
- Quest Start: The Big Dig (Side)
- Quest Start: The Cleaner* (Freeform)
- Quest Start: Dangerous Minds (Main)
- Quest Start: Familiar Faces* (Freeform)
- Quest Start: Hazardous Material* (Freeform)
- Quest Start: Long Road Ahead (Side Companion)
- Quest Start: MacCready for Action* (Freeform)
- Quest Start: The Memory Den (Freeform)
- Quest Start: Public Knowledge (Freeform)
- Quest Start: Recruiting Hancock* (Freeform)
- Quest Start: Shattered (Main)
- Quest Start: The Silver Shroud (Side)
- Quest Start: Tough Times* (Freeform)
- Quest Start: Trouble Brewin' (Freeform)
- Quest Visit: Emergent Behavior (Side Companion)
- Quest Visit: Memory Interrupted (the Railroad)
- Quest Visit: The Secret of Cabot House (Side)
- Services: Trader (Clair Hutchins)
- Services: Trader (Daisy)
- Services: Trader (Fred Allen)
- Services: Trader (KL-E-0)
- Services: Trader (Rufus Rubins)
- Services: Trader (Whitechapel Charlie)
- Unique Item: Devastator's Chestpiece
- Unique Item: Devastator's Left Leg
- Unique Item: Devastator's Right Greave
- Unique Item: Partystarter (Missile Launcher)



VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke and Fat Man

Holotape: Game: Grognak & the Ruby Ruins

Holotape: Gwinnett Pils Recipe

Collectible: Nuka Cherry

Collectible: Nuka Cola Quantum

Required Reading: Live & Love

R

equired Reading: Live & Love

Required Reading: RobCoFUN!

Unique Item: Devastator Armor

VAULT-TEC AVAILABLE COMPANIONS

Companion: Hancock

Companion: MacCready

Built on an ancient area of Boston once known as Scollay Square, Goodneighbor was founded in the year 2240 by a group of criminals banished from Diamond City. But appearances can be deceiving; although plagued with problems, Goodneighbor has its finer qualities: There are no social classes, so everyone is truly equal. There is no bigotry, and even Ghouls are accepted. Goodneighbor has proven instrumental in the success of the Railroad's operations.

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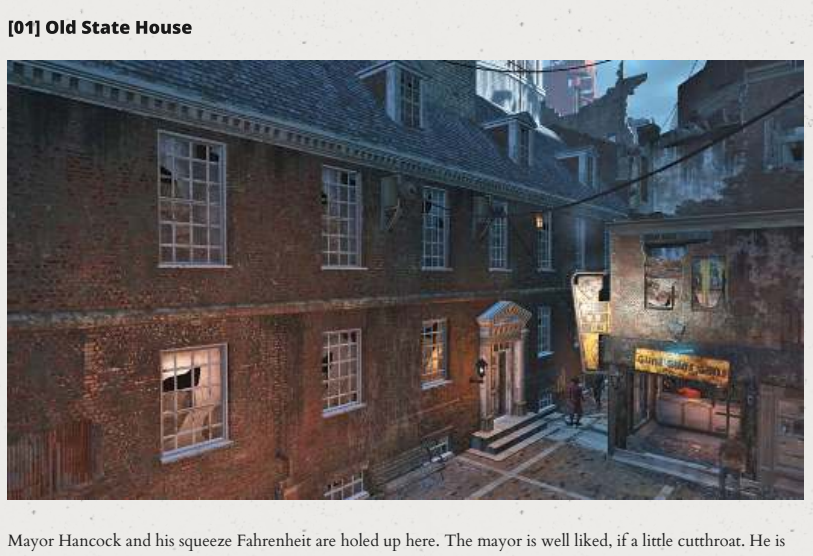
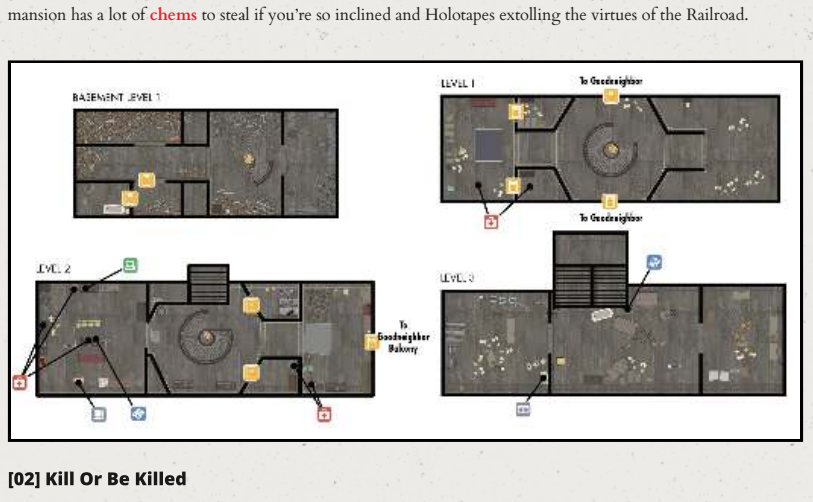
Primary Locations

Side Quests: Freeform Activities: Goodneighbor

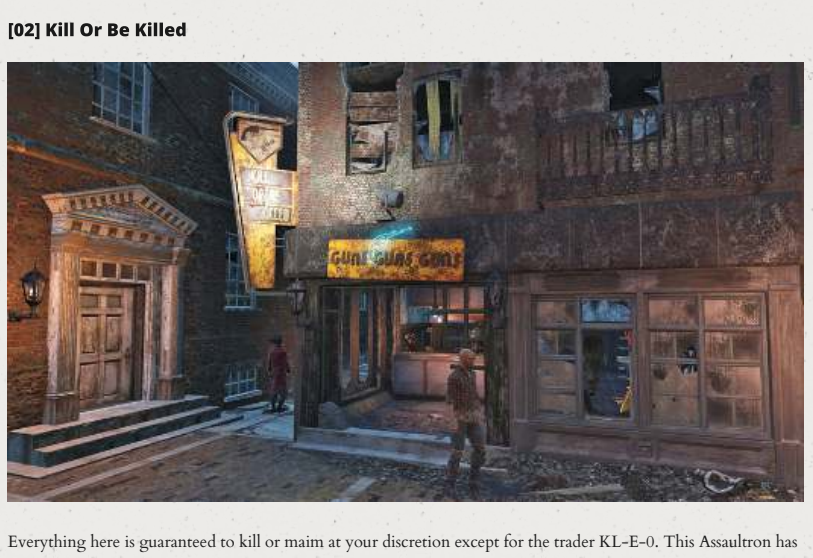
[01] Old State House



Mayor Hancock and his squeeze Fahrenheit are holed up here. The mayor is well liked, if a little cutthroat. He is guarded by the Neighborhood Watch; don't confuse them with the less friendly Triggermen! This four-floor mansion has a lot of chems to steal if you're so inclined and Holotapes extolling the virtues of the Railroad.

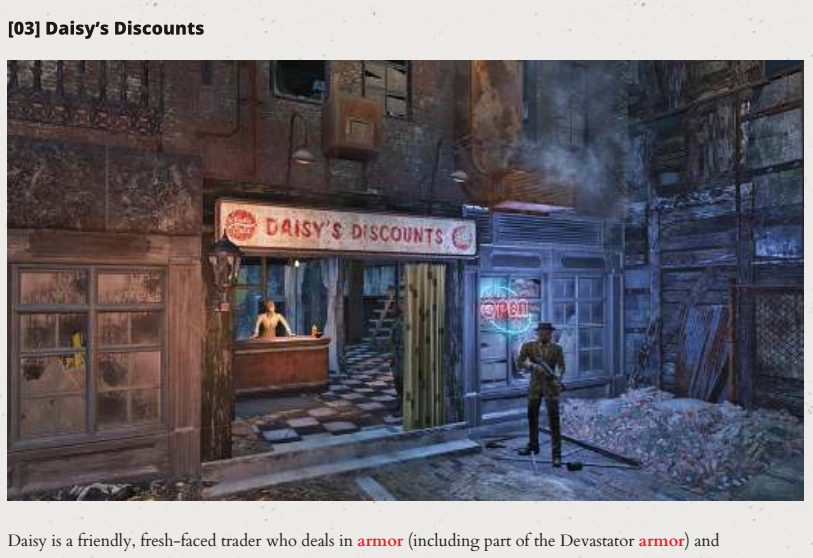


[02] Kill Or Be Killed



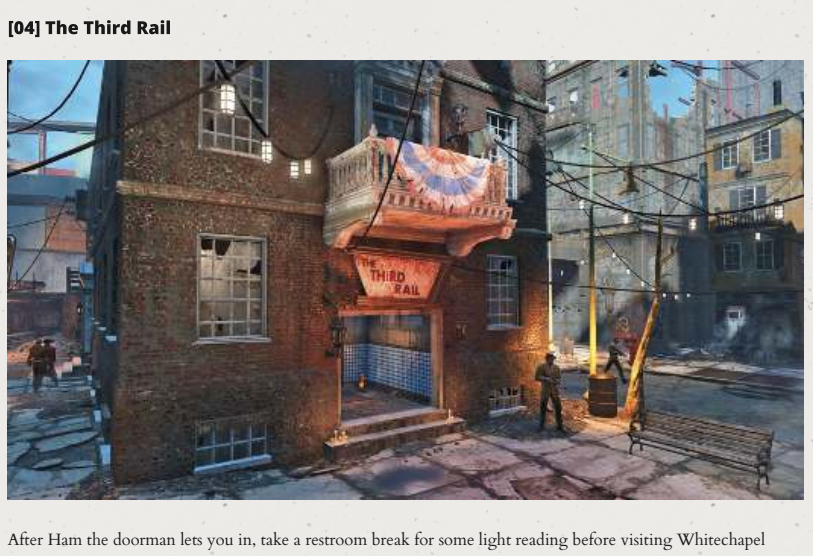
Everything here is guaranteed to kill or maim at your discretion except for the trader KL-E-0. This Assaultron has an excellent number of weapons and ammo to barter, including the unique weapon Partystarter and pieces of the infamous Devastator armor. There's a weapons workbench and Power Armor station here, as well as a Mini Nuke and Fat Man to steal. Upstairs there's little but a Railroad Holotape.

[03] Daisy's Discounts

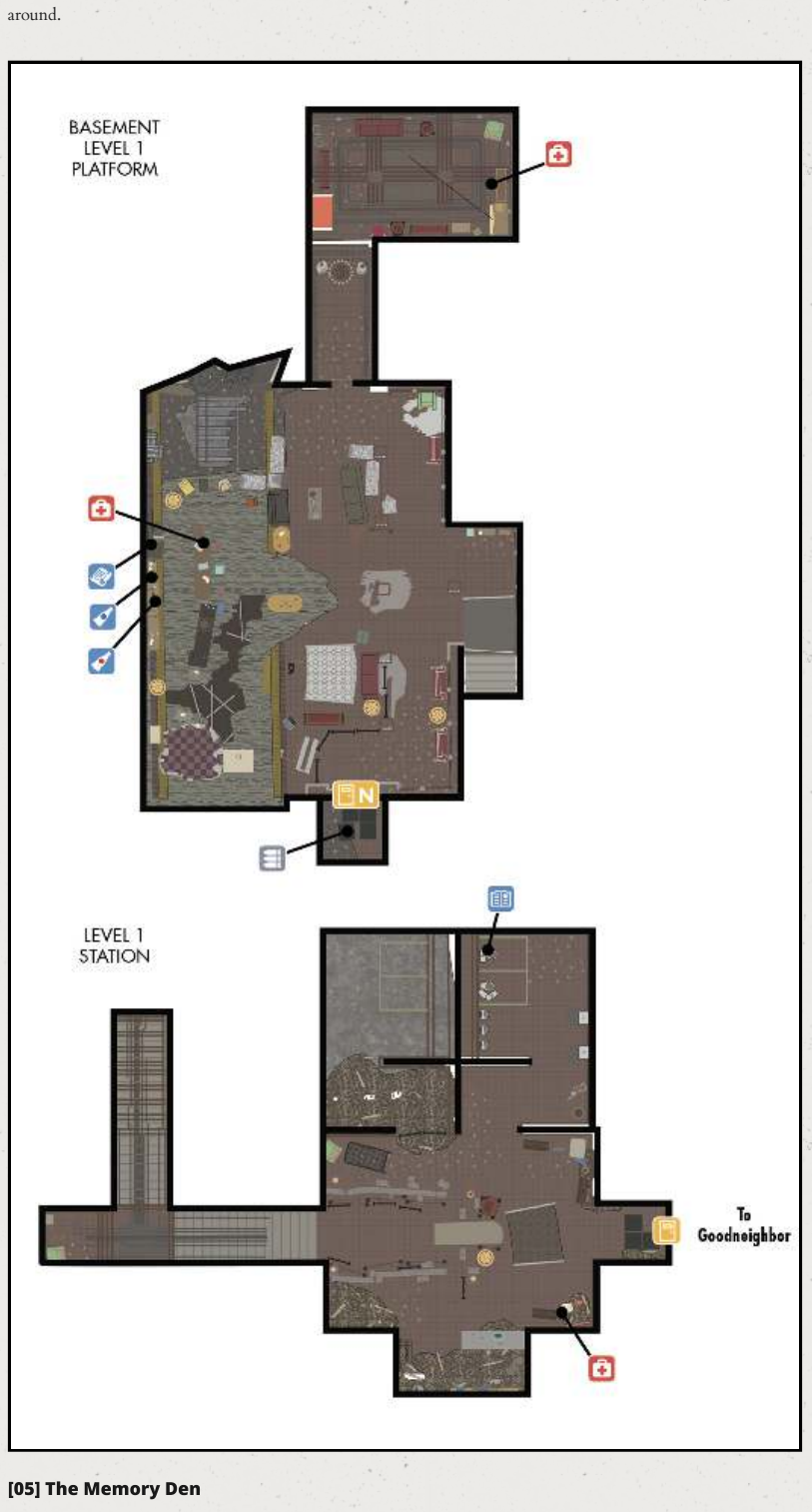


Daisy is a friendly, fresh-faced trader who deals in armor (including part of the Devastator armor) and comestibles. Barter with her, cook on her stove, or hammer out an armor improvement on her workbench.

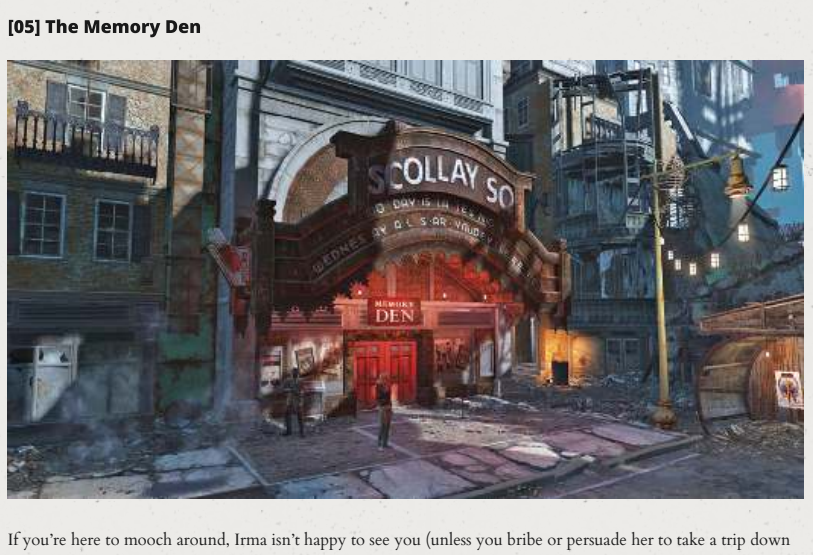
[04] The Third Rail



After Ham the doorman lets you in, take a restroom break for some light reading before visiting Whitechapel Charlie's bar, constructed from the remains of Scollay Square subway station. Downstairs you can chinwag with the governor (Charlie has a task he'd like assistance with), flirt with Magnolia the lounge singer, or steal a Holotape with a Gwinnett Pils recipe on it. The VIP area has MacCready and some rough types hanging around.



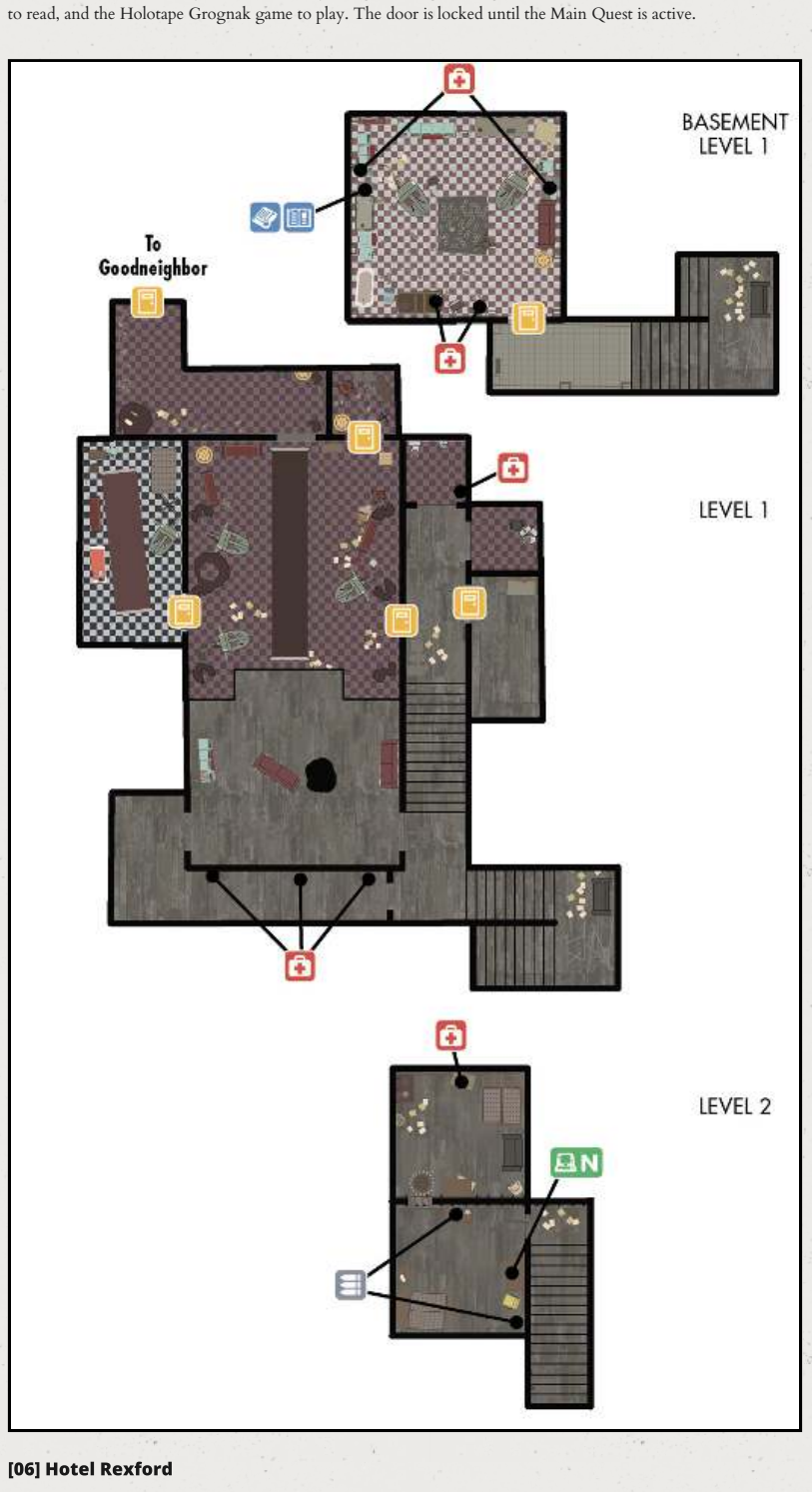
[05] The Memory Den



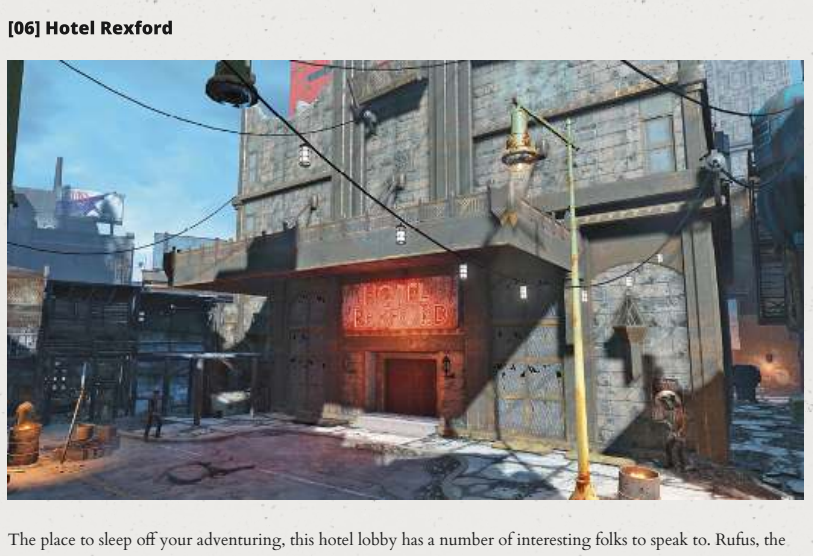
If you're here to mooch around, Irma isn't happy to see you (unless you bribe or persuade her to take a trip down memory lane). Otherwise, this old theater holds few secrets. The mirrors behind the stage have chems, and Irma's upstairs room has a terminal to unlock (Novice), some ammo, and chems; otherwise, it's best to come here during the Main Quest with a detective friend in tow.

Kent Connolly, the Commonwealth's number one Silver Shroud fanatic, is in a side room. Speak to him to start the side quest.

Downstairs is the laboratory and two memory loungers, along with a good deal of chems, a copy of RobCoFUN! to read, and the Holotape Grognak game to play. The door is locked until the Main Quest is active.

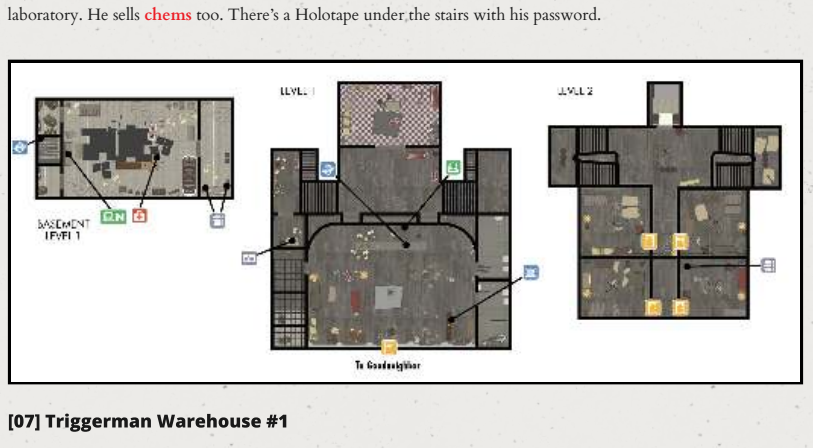


[06] Hotel Rexford

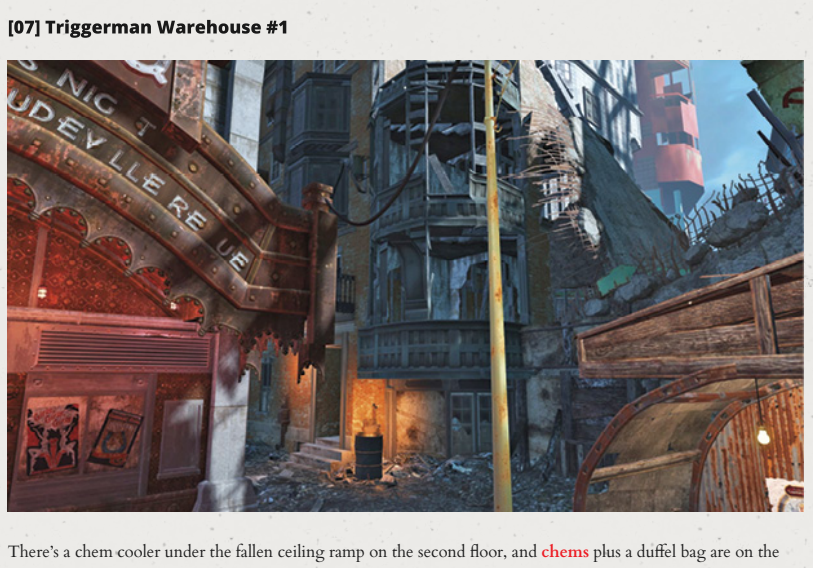


The place to sleep off your adventuring, this hotel lobby has a number of interesting folks to speak to. Rufus, the town's mechanic, has a job for you as well as items to trade. More abrupt is Clair Hutchins, who can offer you a room for the night, for a price. Don't forget the magazine behind the lobby bar and the password for the registry under the counter. A couple of known gangsters sometimes hang out here, too. And there's a special friend to say hello to (again) up on the top floor. He hasn't aged well.

If you need chems or a quick task to complete, seek out Fred Allen in the lobby or downstairs in his makeshift laboratory. He sells chems too. There's a Holotape under the stairs with his password.

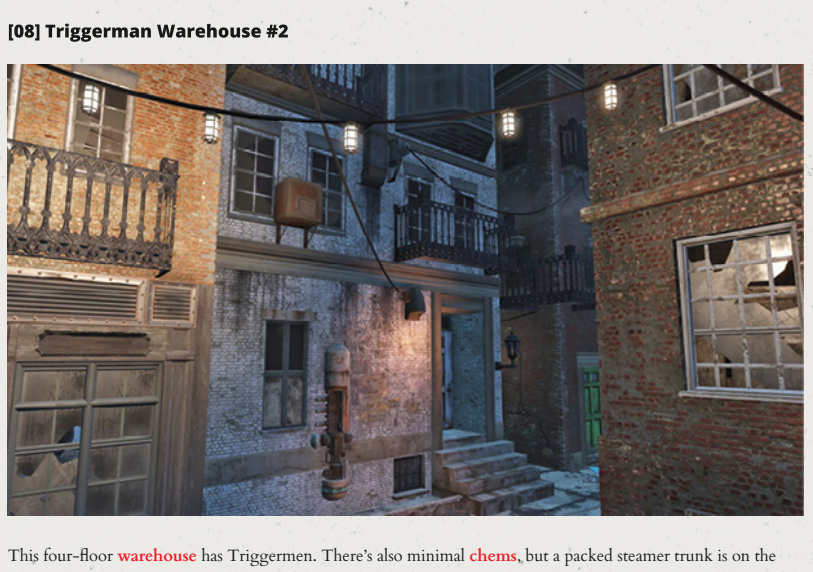


[07] Triggerman Warehouse #1



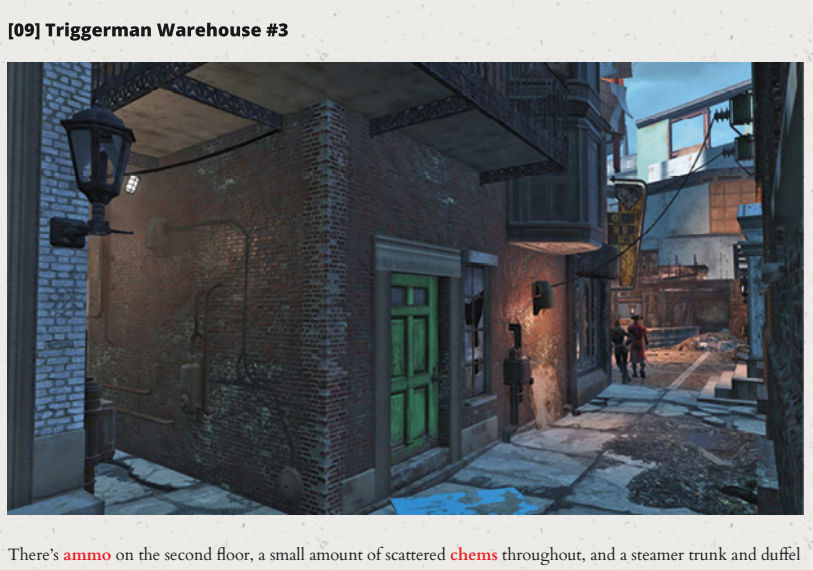
There's a chem cooler under the fallen ceiling ramp on the second floor, and chems plus a duffel bag are on the third (and final) floor, which consists of two separate rooms.

[08] Triggerman Warehouse #2



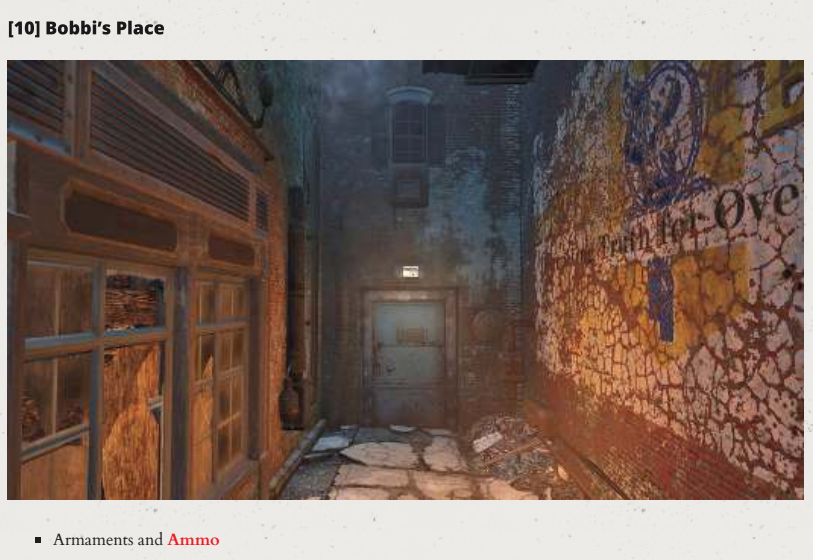
This four-floor warehouse has Triggermen. There's also minimal chems, but a packed steamer trunk is on the top floor (southwest corner).

[09] Triggerman Warehouse #3

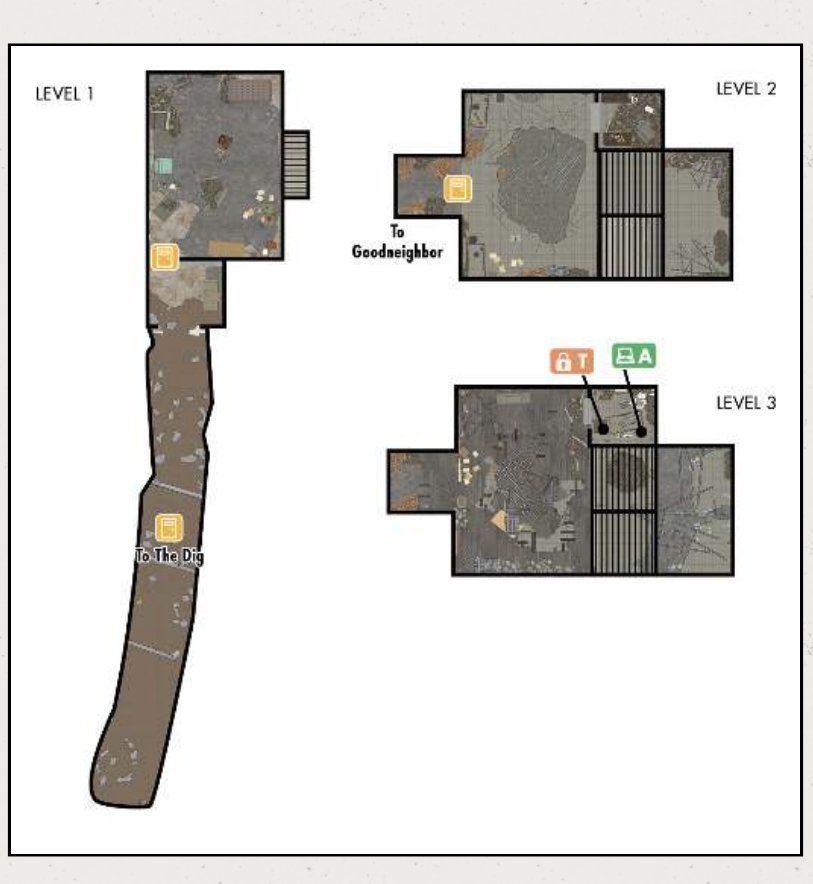


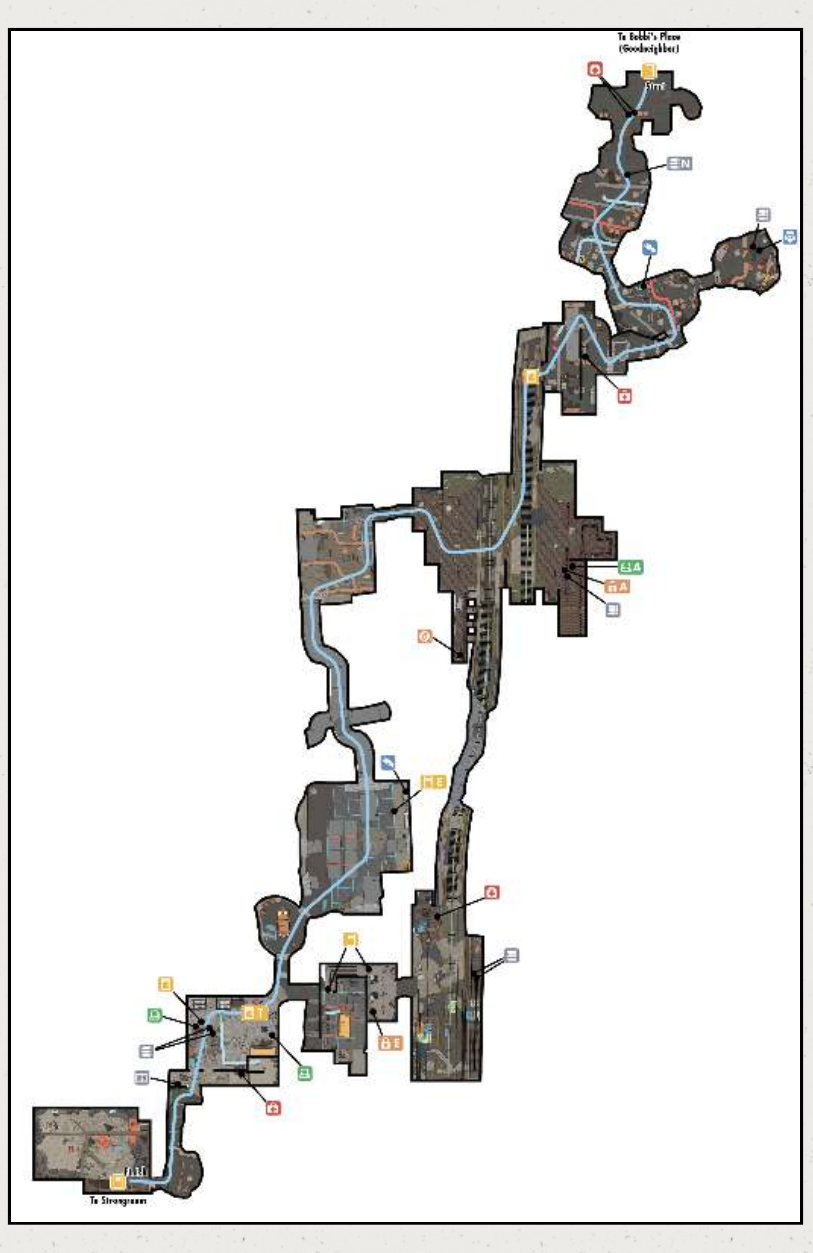
There's ammo on the second floor, a small amount of scattered chems throughout, and a steamer trunk and duffel bag on the third (and final) floor.

[10] Bobbi's Place



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Armor Part: Fusion Core (3)
- Armor Part: Power Armor (Leveled)
- Collectible: Nuka Cola Quantum (2)
- Crafting: Chemistry Station
- Crafting: Cooking Station
- Danger: Radiation (Mild)!
- Faction: Feral Ghouls
- Faction: Irradiated Wildlife (Mirelurks)
- Faction: Triggermen
- Faction: Character: Mel
- Faction: Character: Sonja
- Health or Chems
- Quest Start: The Big Dig (Side)
- Unique Item: Ashmaker (Weapon)





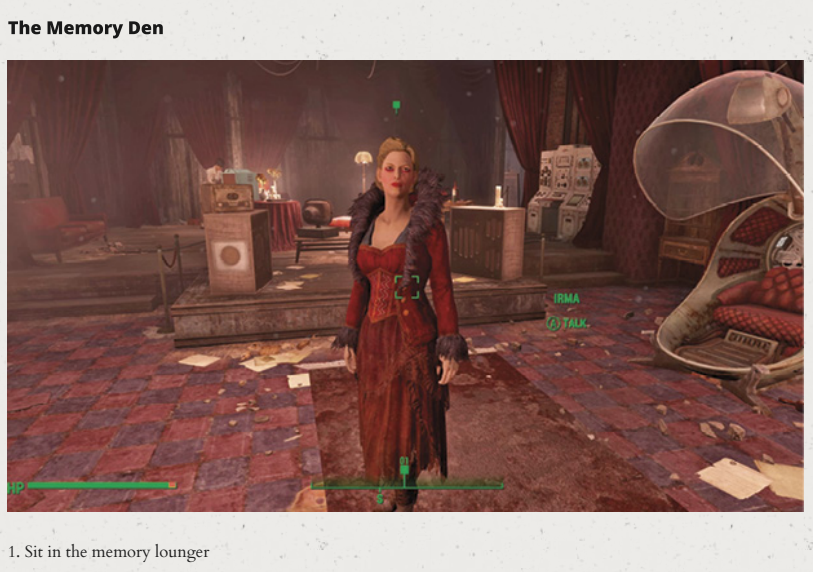
VAULT-TEC RECOMMENDED LOOT

- **Armor Part: Fusion Core (3)**
- **Armor Part: Power Armor (Leveled)**
- **Collectible: Nuka Cola Quantum (2)**
- **Unique Item: Ashmaker**

Enter this location when you agree to help Bobbi as part of Side Quest: The Big Dig. This massive tunnel exploration involves digging through numerous fragile walls; finding three Fusion Cores, a steamer trunk, and two Nuka Cola Quantums; and eventually emerging at the NH&M Freight Depot, just south of the Mass Pike Tunnel East. If ever there was a need for a map, it's during this excursion!

Freeform Activities: Goodneighbor

The Memory Den



1. Sit in the memory lounger

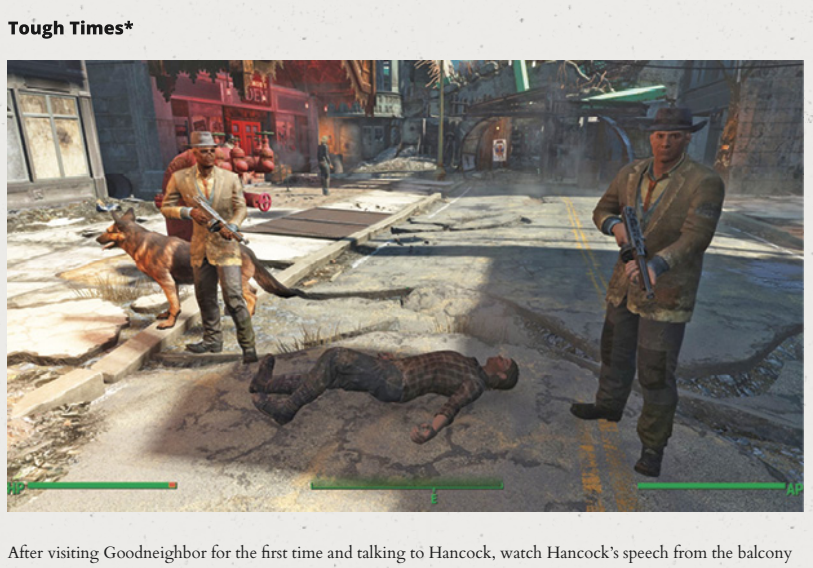
2. Relive your memories

3. Talk to Irma

You must attempt this quest before the end of Main Quest: Reunions. Enter the Memory Den, and relive a past memory from Vault 81. Afterward, speak to Irma.

CHARISMA
(Medium) Ask for a refund.

Tough Times*



After visiting Goodneighbor for the first time and talking to Hancock, watch Hancock's speech from the balcony above the Third Rail. Leave Goodneighbor, then return. In the street close to Hotel Rexford, the Neighborhood Watch have slain a synth pretending to be a citizen.

Public Knowledge

DAISY'S DISCOUNTS

1. Go to Boston Public Library

2. Return the overdue book

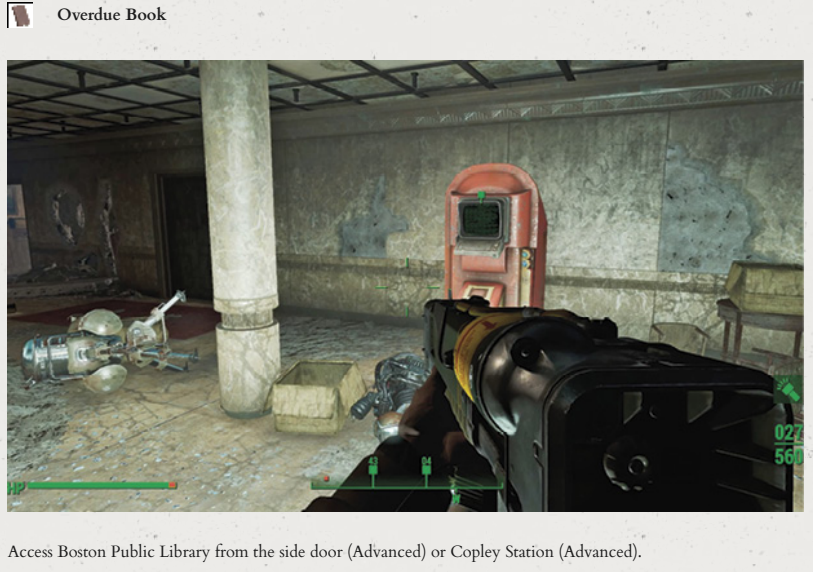
3. Clear the library of Super Mutants

4. Return to Daisy

Speak with Daisy in Goodneighbor and agree to help her; She has asked you to clear out the Super Mutants that are threatening the old Boston Public Library. She also wants you to return her overdue book.

CHARISMA
(Easy, Medium, Hard) Request more Caps for your help.

Overdue Book



Access Boston Public Library from the side door (Advanced) or Copley Station (Advanced).

Beware of Super Mutants, Mutant Hounds, Protectrons, and machine-gun turrets. Access the book return terminal and deposit the book to receive tokens. Collect more to receive prizes from this machine.

Book Return Token (5)

Make a sweep of the library and remove all Super Mutant threats. Then return to Daisy for your reward.

Bottlecaps (200–400)

Hazardous Material*

1. Miscellaneous: Bring a HalluciGen Canister to Fred Allen

2. Miscellaneous: Return to Fred Allen

FRED ALLEN
TALK

Visit Hotel Rexford and locate Fred Allen. Ask about work. He wants you to find a special canister for him.

CHARISMA
(Easy, Medium, Hard) Fast-talk him to up his Caps amount for your time.

Head to the HalluciGen. Beware of Gunners. Battle your way to locate the HalluciGen Canister. Return to Fred for the reward.

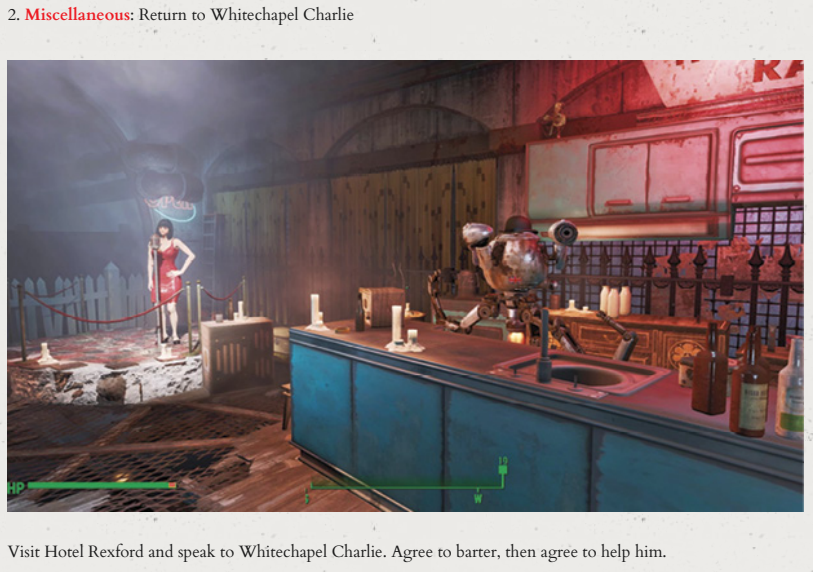
HalluciGen Gas Canister

Bottlecaps (200–400)

The Cleaner*

1. Miscellaneous: Clear out the Goodneighbor warehouses

2. Miscellaneous: Return to Whitechapel Charlie



Visit Hotel Rexford and speak to Whitechapel Charlie. Agree to barter, then agree to help him.

CHARISMA
(Easy, Medium, Hard) Demand additional compensation.

Ask him who this warehouse clear-out is for.

TRIGGERMAN

(Novice) Pick the lock of each door. Enter and clear the warehouses of Triggermen. There are three warehouses to unlock and clear. Return to Whitechapel Charlie for your reward.

Bottlecaps (200–400)

Art Appreciation*

1. Miscellaneous: Investigate Pickman Gallery

2. Miscellaneous: Return to Hancock

Enter the Old State House in Goodneighbor. Speak to Hancock and ask for work. Agree to help him.

CHARISMA
(Easy, Medium, Hard) Bargain a higher Cap amount for your services.

Find the entrance to Pickman Gallery. Beware of Raiders. Take the message from the tagged (and dead) foe. Head back to Hancock for a reward.

Message to Jack

Bottlecaps (200–400)

MacCready For Action*

1. Miscellaneous: Talk to MacCready

MACCREADY
TALK

Visit the Third Rail and head into the VIP area. Wait for two Gunners (Barnes and Winlock) to stop talking to a third Gunner named MacCready. Afterward, hire him as a Mercenary Companion if you wish, for 250 Caps.

CHARISMA
(Medium) Or bargain him down to 200 Caps.

VAULT-TEC AVAILABLE COMPANION

Companion (Mercenary): MacCready

Familiar Faces*

Enter the Hotel Rexford and ascend to the top floor guest rooms. You meet an old friend. Speak with him.

CHARISMA
(Easy) Tell him to head to Sanctuary and help out as a settler.

Settler: Vault-Tec Rep

Recruiting Hancock*

1. Miscellaneous: Talk to Hancock

This becomes available once you end Side Quest: The Big Dig.

During the final decision you make at the NHM Freight Depot, you also have a choice to make when speaking to Bobbi. You can:

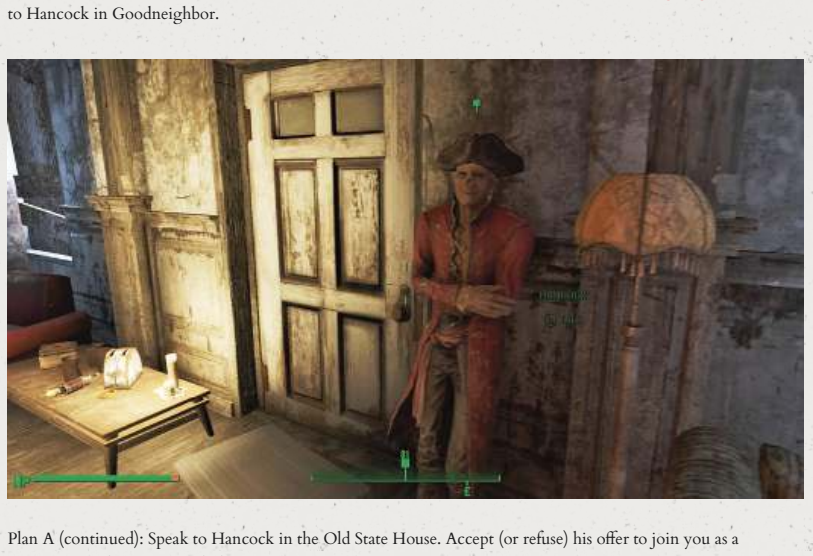
- Plan A: Betray Bobbi.

CHARISMA
(Medium) Plan A: Convince Bobbi to leave.

- Plan B: Stay with Bobbi.

Choose Plan A, then speak to Fahrenheit. Answer her as you wish. Complete Side Quest: The Big Dig. Now return to Hancock in Goodneighbor.

Choose Plan B, then kill Fahrenheit and all others except Bobbi. Complete Side Quest: The Big Dig. Now return to Hancock in Goodneighbor.



Plan A (continued): Speak to Hancock in the Old State House. Accept (or refuse) his offer to join you as a companion. The quest concludes.

Plan B (continued): Speak to Hancock at the entrance to Goodneighbor. You can:

- Ignore him.
- Agree to pay him the 1,000 Caps he's out and take care of Bobbi.

CHARISMA
(Medium) Agree to pay him 750 Caps instead.

Locate Bobbi at her hideout in the Hawthorne Estate house (just north of University Point). You can:

- Kill her.
- Tell her you'll negotiate with Hancock.

CHARISMA
(Medium) Urge her to flee.

Return to Hancock. Smooth things over with him, depending on your actions. Accept (or refuse) his offer to join you as a companion. The quest concludes.

VAULT-TEC AVAILABLE COMPANION

Companion: Hancock

Trouble Brewin'

1. Find the brewing machine

2. Send the Drinkin' Buddy to the Hotel Rexford

3. (Optional) Keep Drinkin' Buddy for yourself

4. Follow Drinkin' Buddy to the Hotel Rexford

5. Talk to the staff of the Hotel Rexford

6. Talk to Rufus

7. (Optional) Sell Drinkin' Buddy to Rufus

8. Bring Drinkin' Buddy inside the Hotel Rexford

9. Collect your reward from Rufus

Speak to Rufus Rubins over at Hotel Rexford in Goodneighbor. He wants you to find a brewing machine that was never delivered here. Head to the Shamrock Taphouse in Boston Harbor (Waterfront). In the cellar is the special "Drinkin' Buddy" Mister Brewer Protectron. Check him out near the terminal (Expert), or use the password from the Holotape on the shelves of the cellar.

At this point, you can chat to your new Buddy, feed him any brewing Holotapes you may have found, and point him in the direction of your nearest owned settlement so he becomes part of the ragtag collection of inhabitants there. Or you can return to Rufus after setting Drinkin' Buddy on his way back to Goodneighbor, and collect a reward from Rufus instead.

Bottlecaps

Drinking Buddy is your real reward; he brews ice cold beer every few days, you can chill Nuka Cola (or Nuka Cherries or Quantums) and make it ice cold by putting it in his inventory. Also, why not give him new recipes to try?

RECIPES:

HOLOTAPE RECIPE	LOCATION
GWINNETT HOLOTAPE RECIPE	LOCATION
Gwinnett Ale Brewing Subroutines	Colonial Taphouse, Diamond City (Behind the bar)
Gwinnett Brew Recipe	Beantown Brewery, in the boss room next to the terminal
Gwinnett Lager Recipe	Shamrock Taphouse, behind the bar under the broken railing
Gwinnett Pils Recipe	The Third Rail, Goodneighbor (On the counter next to the fridge)
Gwinnett Stout Recipe	In a terminal in Gwinnett Brewery

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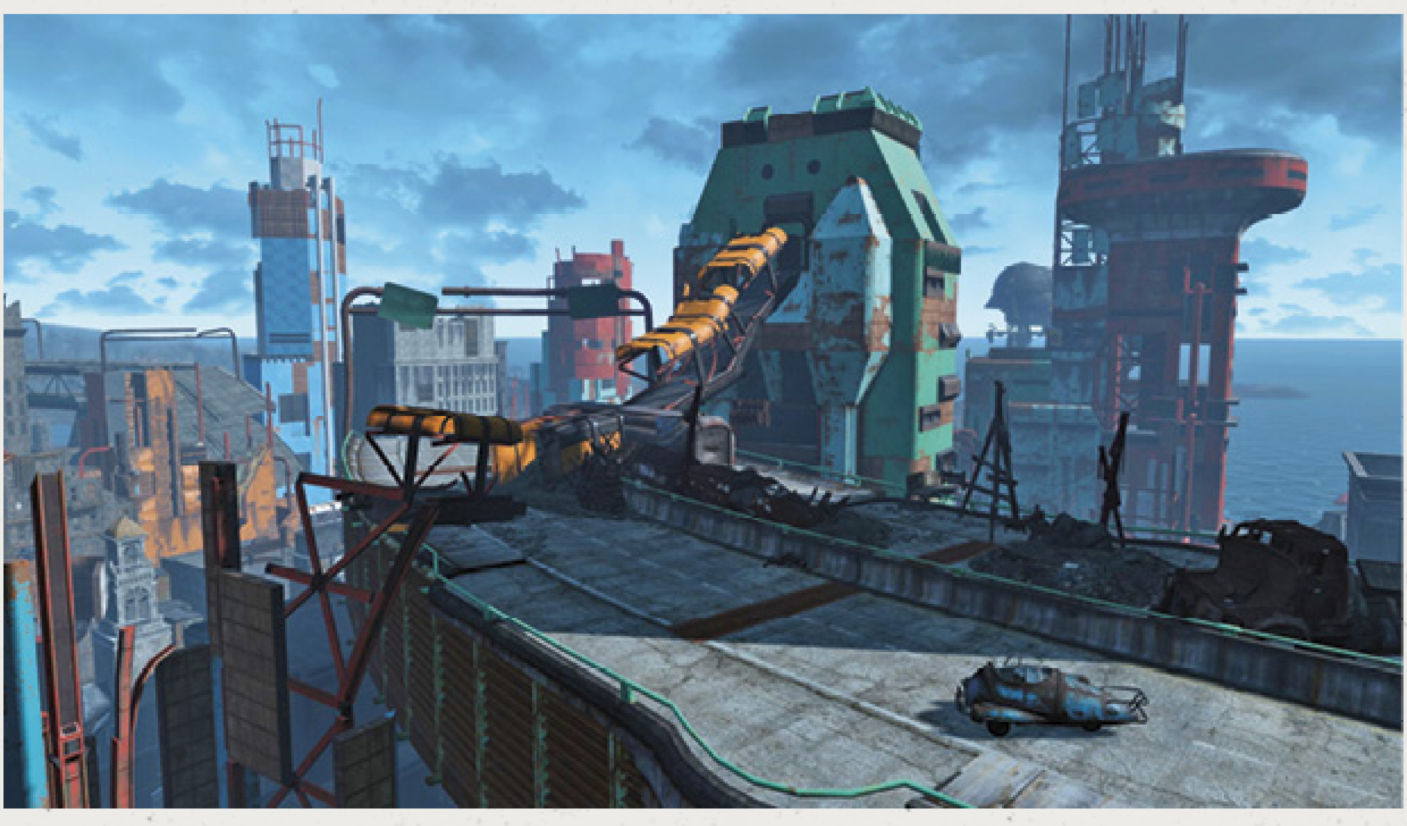
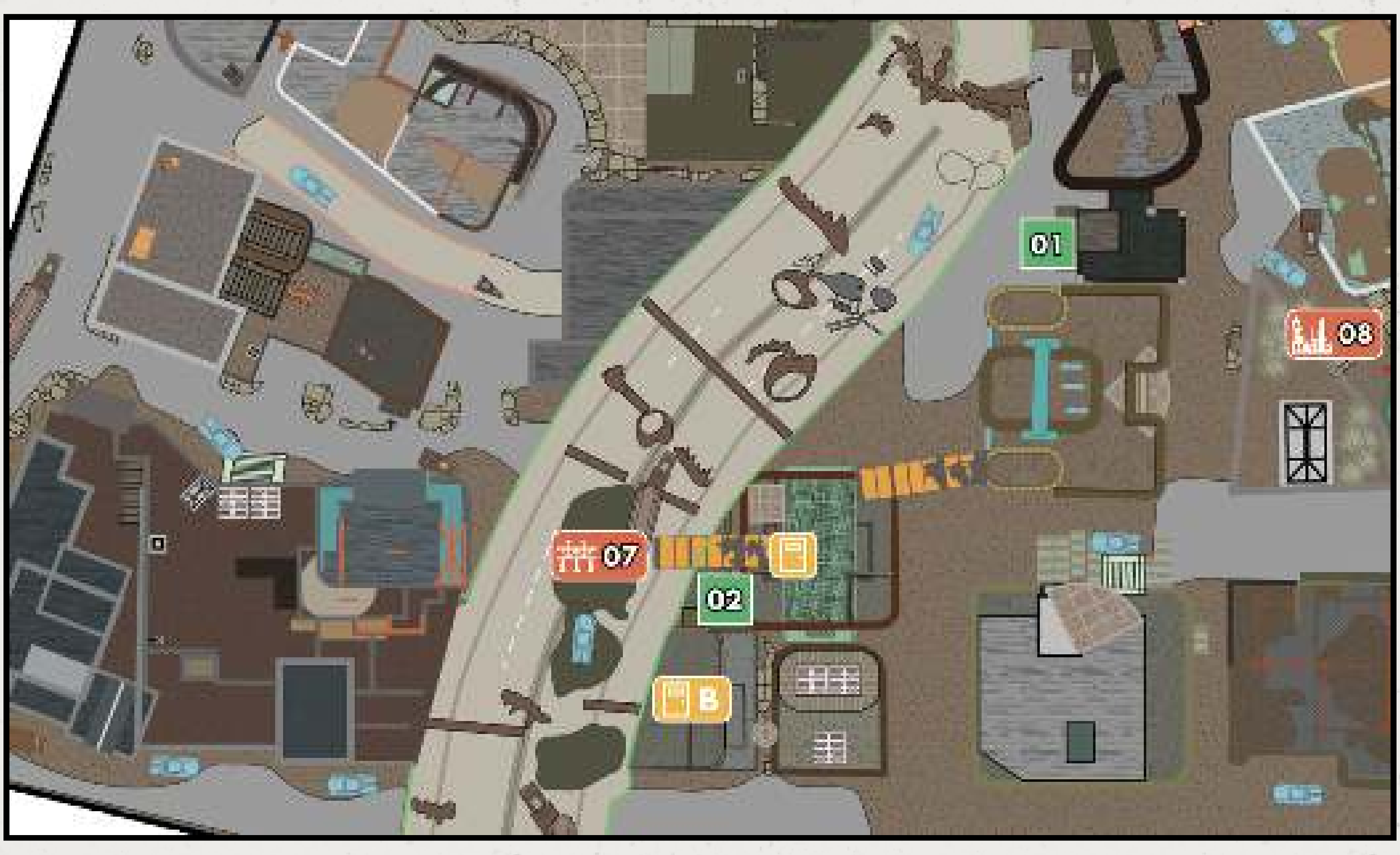
[15.07] Fallen Skybridge

THREAT LEVELS 20+

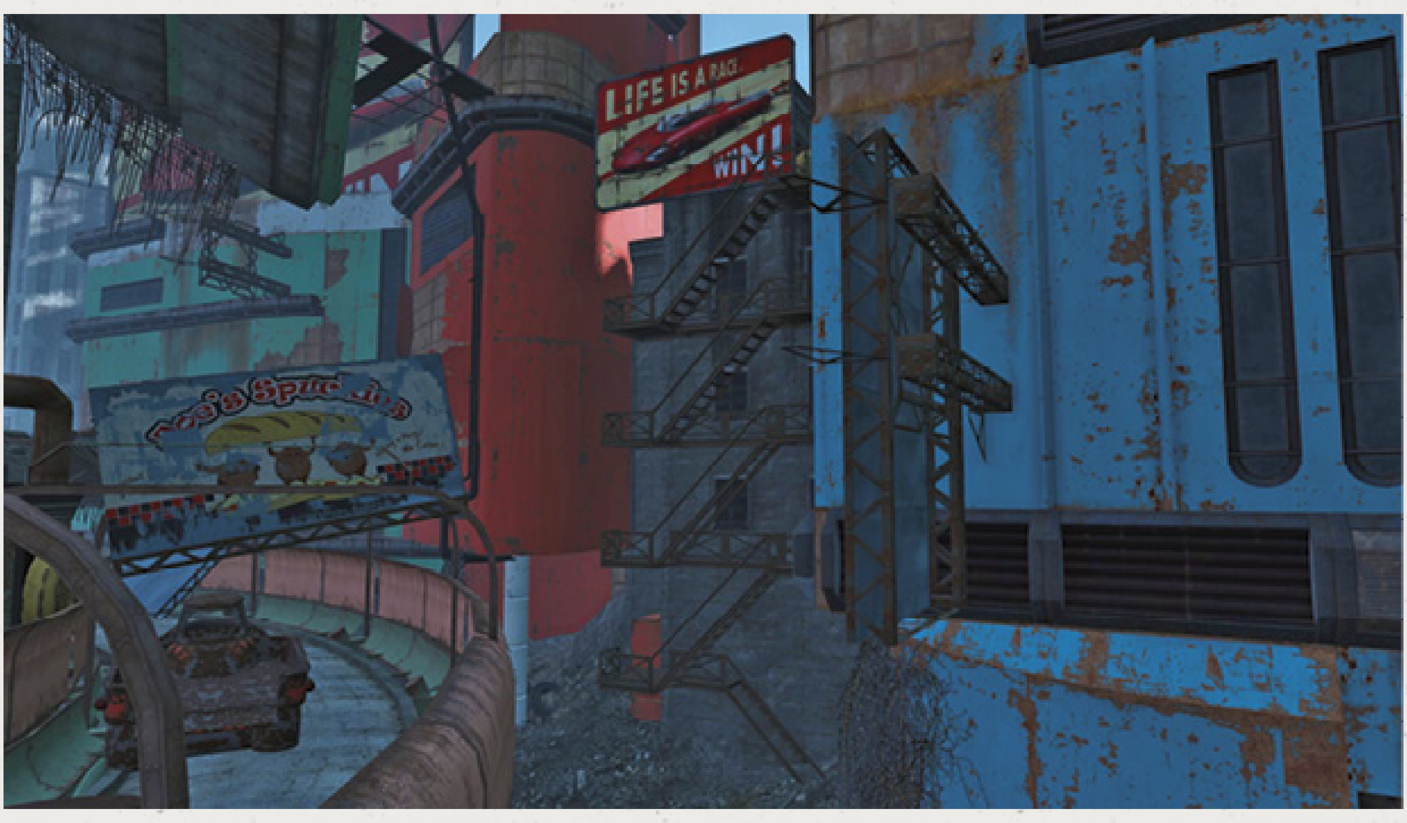


- Armaments and Ammo
- Armaments and Ammo: Trunk
- Danger: Long Drop!
- Faction: Gunner
- Faction: Super Mutant

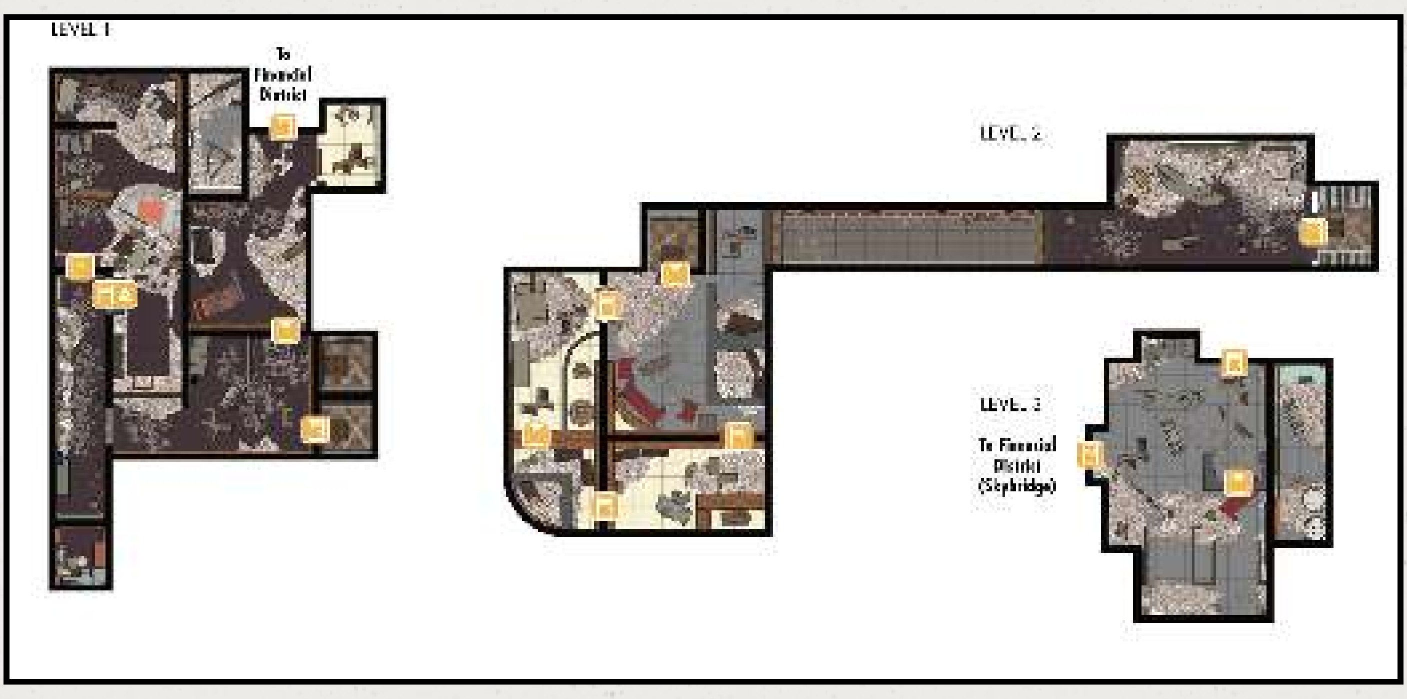
Gunners and Super Mutants are battling through a towering office building for the remains of a skybridge. Reaching this vantage point requires skill, good judgment, and topographical smarts. You're free to approach from Secondary Location 16: Hub 360 (Theater District), but an easier route is to find one of the following locations:



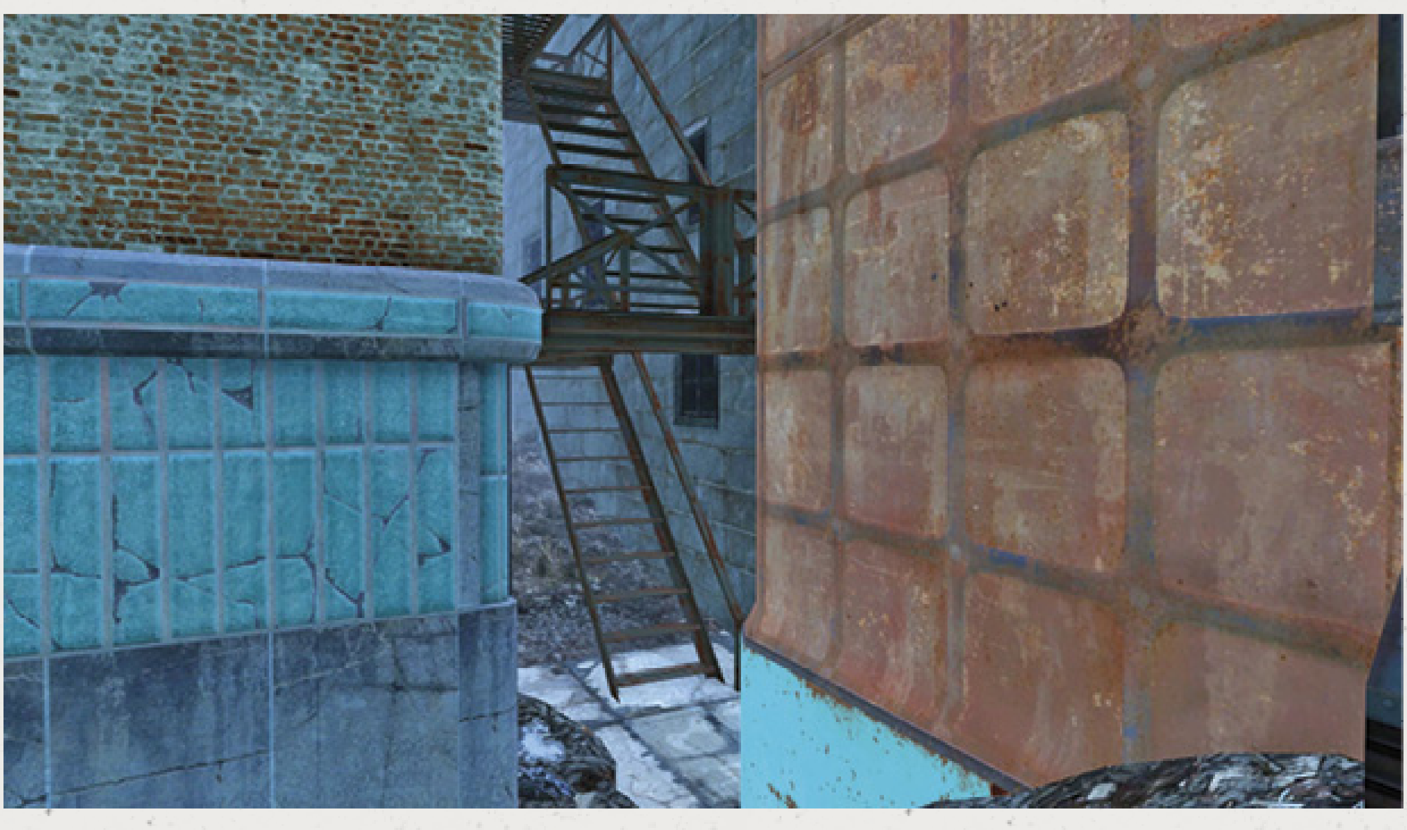
[01] Fire Escape Stairs (Financial District)



Find Primary Location: Postal Square. Head north, then make a sharp left at the rubble and traffic lights so you're facing south. Look for the red and blue ruined skyscrapers ahead. Climb the fire escape stairs between them to reach the entrance to Pinnacle High-Rise.



[02] Hidden Fire Escape Stairs (Financial District)



Or, head east from Park Street Station (in Boston Common) down the main street until a Super Mutant barricade wall slows you down. Turn left (north) and enter the alley, and turn left again to find some fire escape stairs. Climb them to a second set of fire escape stairs. Climb those to a lift, activated by a button, which takes you to the Skybridge (without having to ascend through the Pinnacle High-Rise interior).

The exterior Skybridge area was a Gunner camp, recently taken over by Super Mutants. It is the exit from "Ruined Skyscraper," the upper area of the Pinnacle High-Rise.

It offers exceptional views of your surroundings and the ability to partake in dangerous parkour over the edge of the freeway overpass to the west. You can also access locations along the freeway into the Theater District to the south. Head northeast to access the rooftops above Primary Location: Postal Square.

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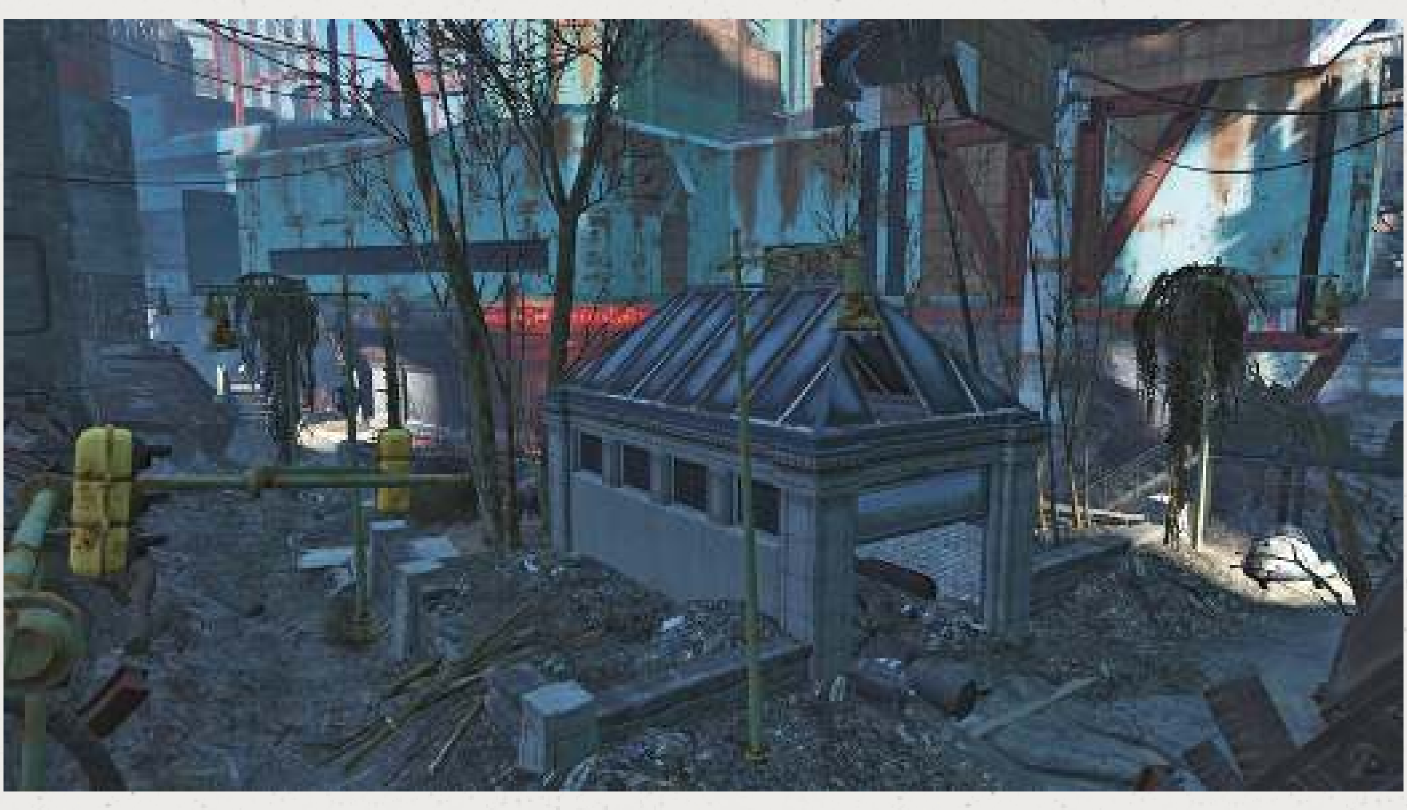
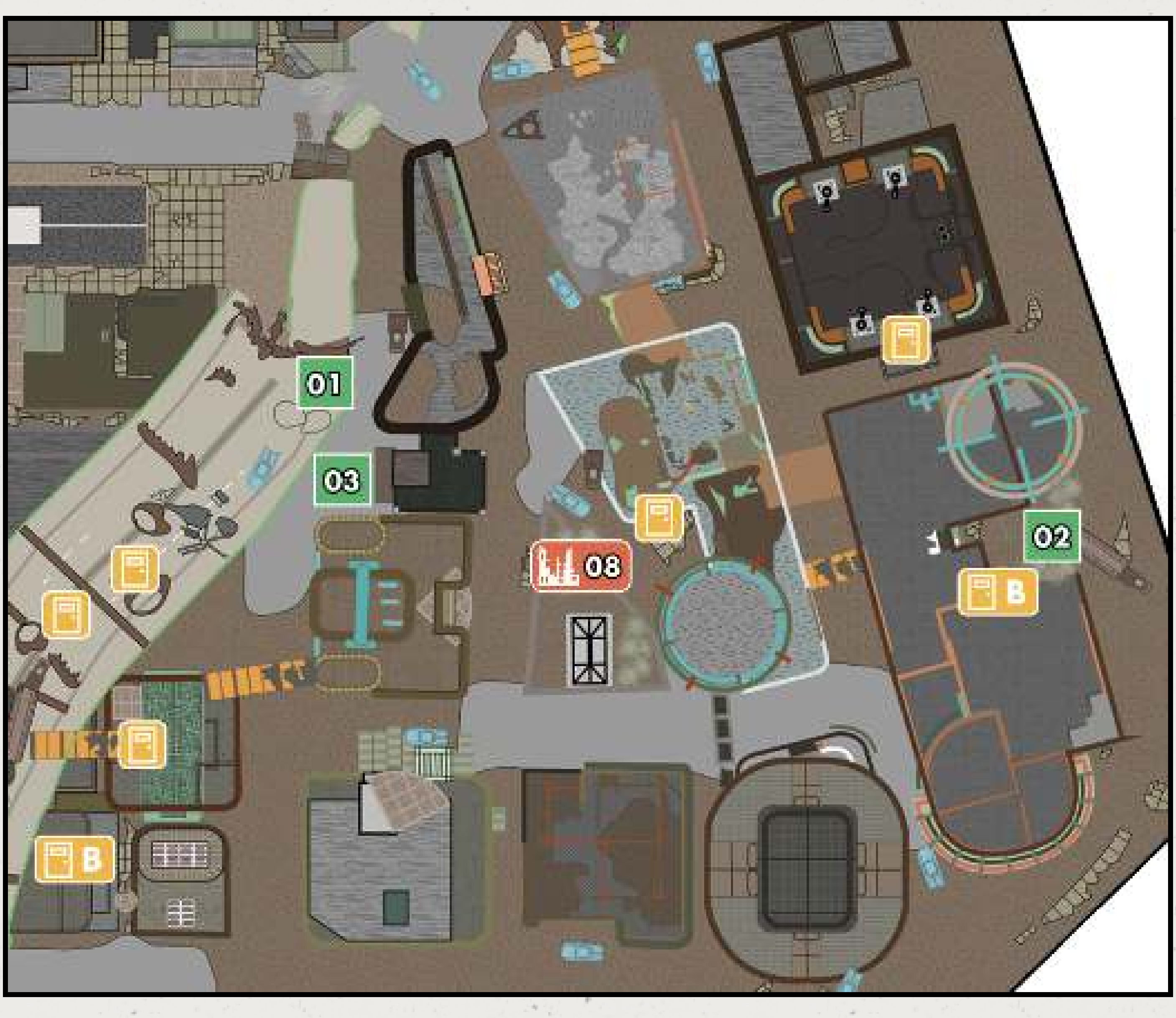
Primary Locations

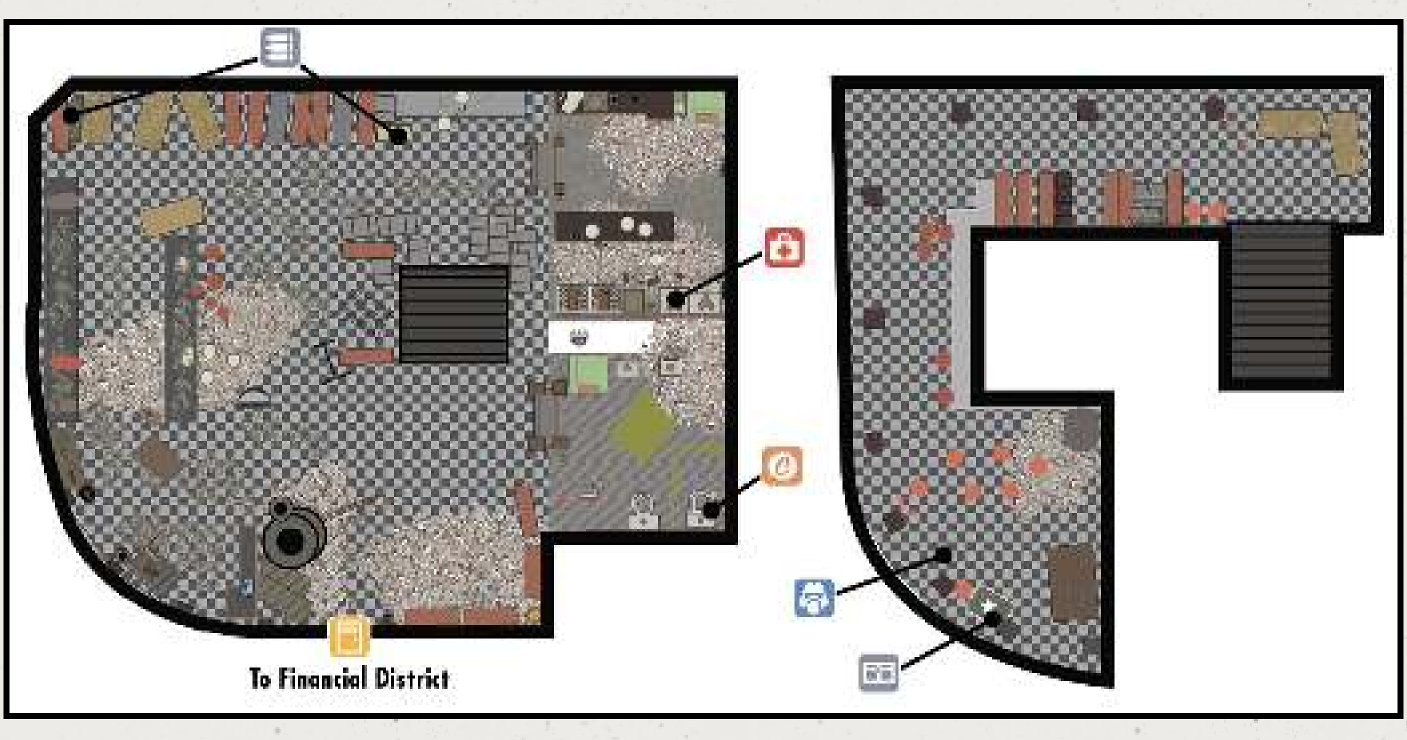
[15.08] Postal Square

THREAT LEVELS 25+ 🟦🟦🟩🟩🟨☐☐☐☐



- Armaments and Ammo++
- Armaments and Ammo: Trunk
- Armor Part: Power Armor (leveled)
- Bottlecaps+
- Crafting: Armor Workbench
- Crafting: Weapons Workbench
- Danger: Can Chimes!
- Danger: Grenades!
- Danger: Long Drop!
- Danger: Mines!
- Danger: Turrets!
- Faction: Gunners
- Faction: Raiders
- Faction: Super Mutants
- Health or Chems





VAULT-TEC RECOMMENDED LOOT

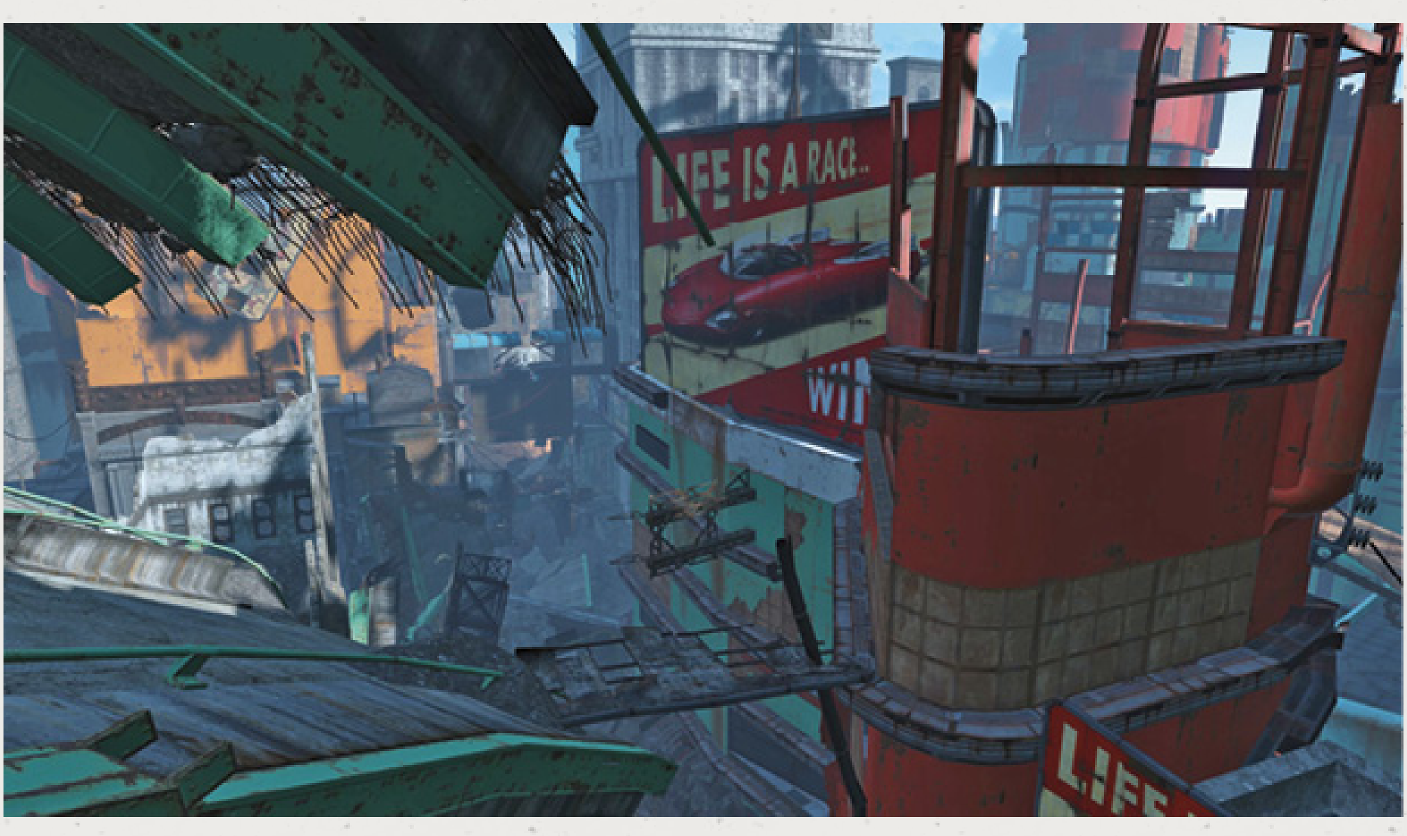
Armor Part: Power Armor (leveled)

Surrounded by ruined and impassable skyscrapers, this Gunner stronghold is well defended with turrets as the Gunners attempt to knock back Super Mutant incursions to the south, where most of the mines are.

While the Post Office Station is closed permanently, Joe's Spuckies is open and used as the Gunner's base of operations. It has a good supply of ammo and Caps.

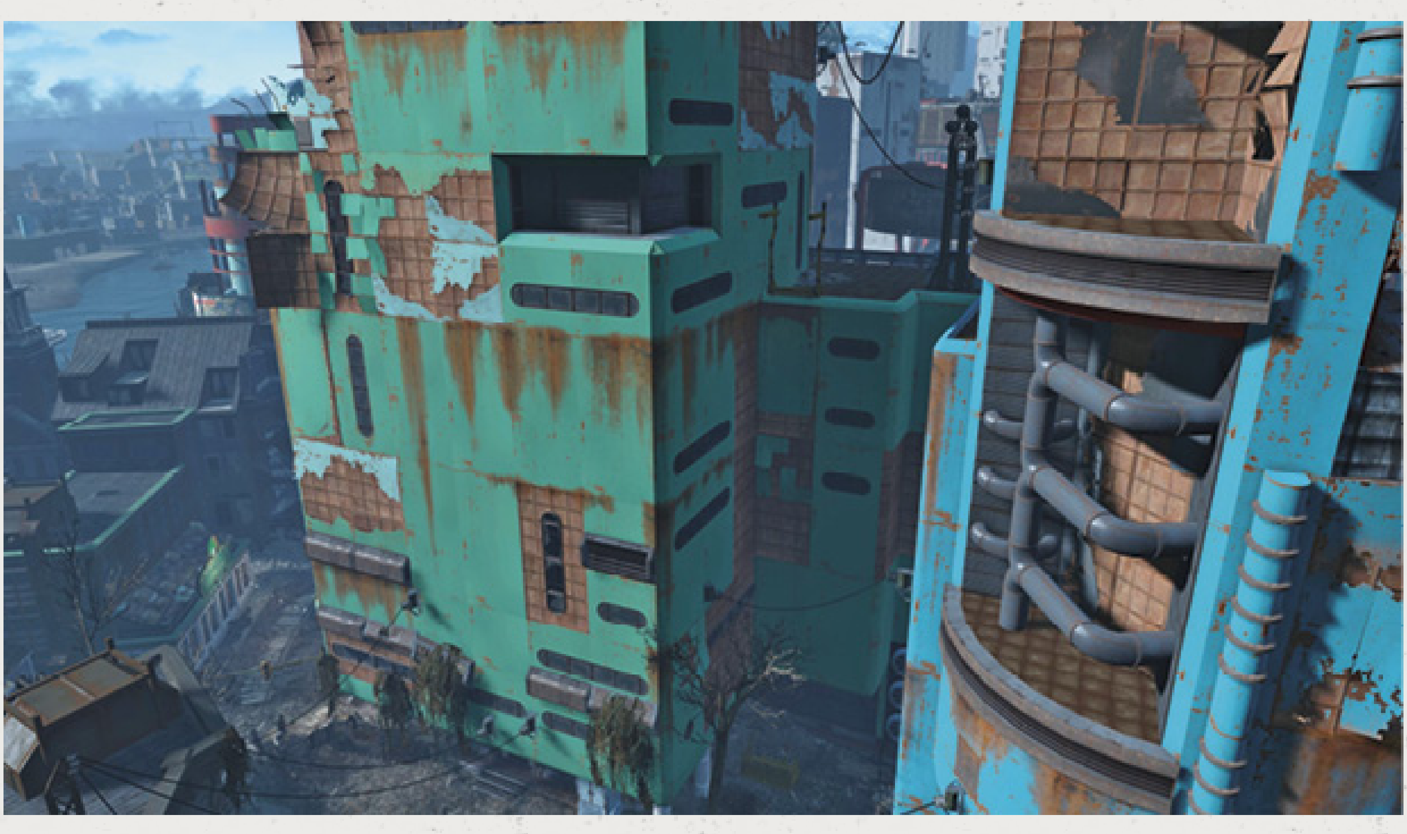
Scaling the roof areas above this location is where it's at! There's a Safe (Advanced) directly above Joe's Spuckies on the ruined roof. There's a dead Raider with chems and ammo above the gantry bridge to the south, inside the white ruined skyscraper. To get up here, approach from one of the following directions:

[01] Mangled Freeway Overpass



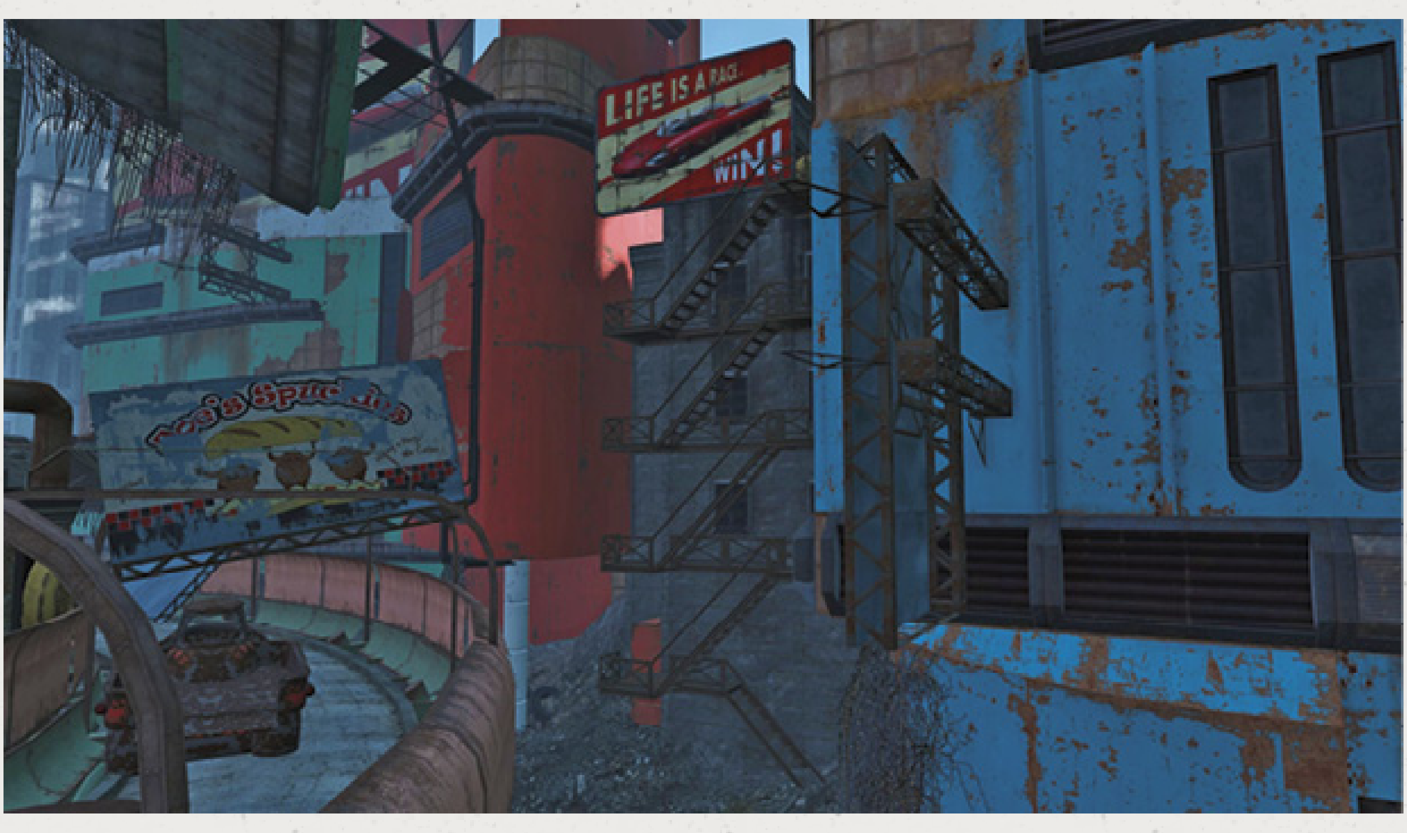
The Fallen Skybridge, dropping down from the mangled freeway overpass.

[02] Rooftop Raider Camp (Postal Square Overlook)



Or, locate the lift near the bus and ruined green skyscraper, north of the Shamrock Taphouse. Ride the lift up to a small Raider camp. Clear them out, claim their chems and ammo, then head west (down the rusting roof).

[03] Fire Escape Stairs (Financial District)



Or, locate the fire escape stairs to the northwest, just east of Secondary Location: Water Street Apartments (between the red and blue ruined skyscrapers).

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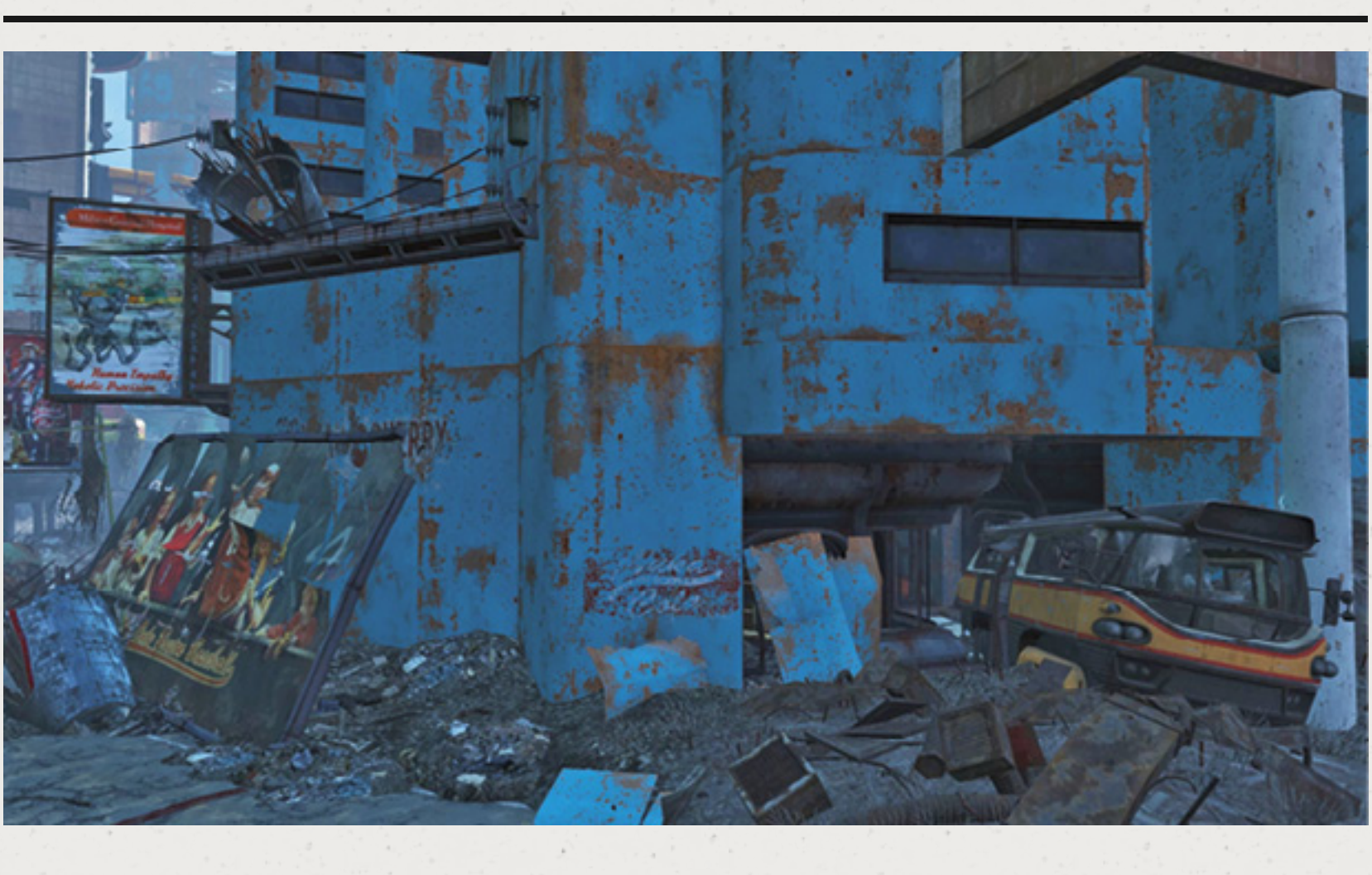
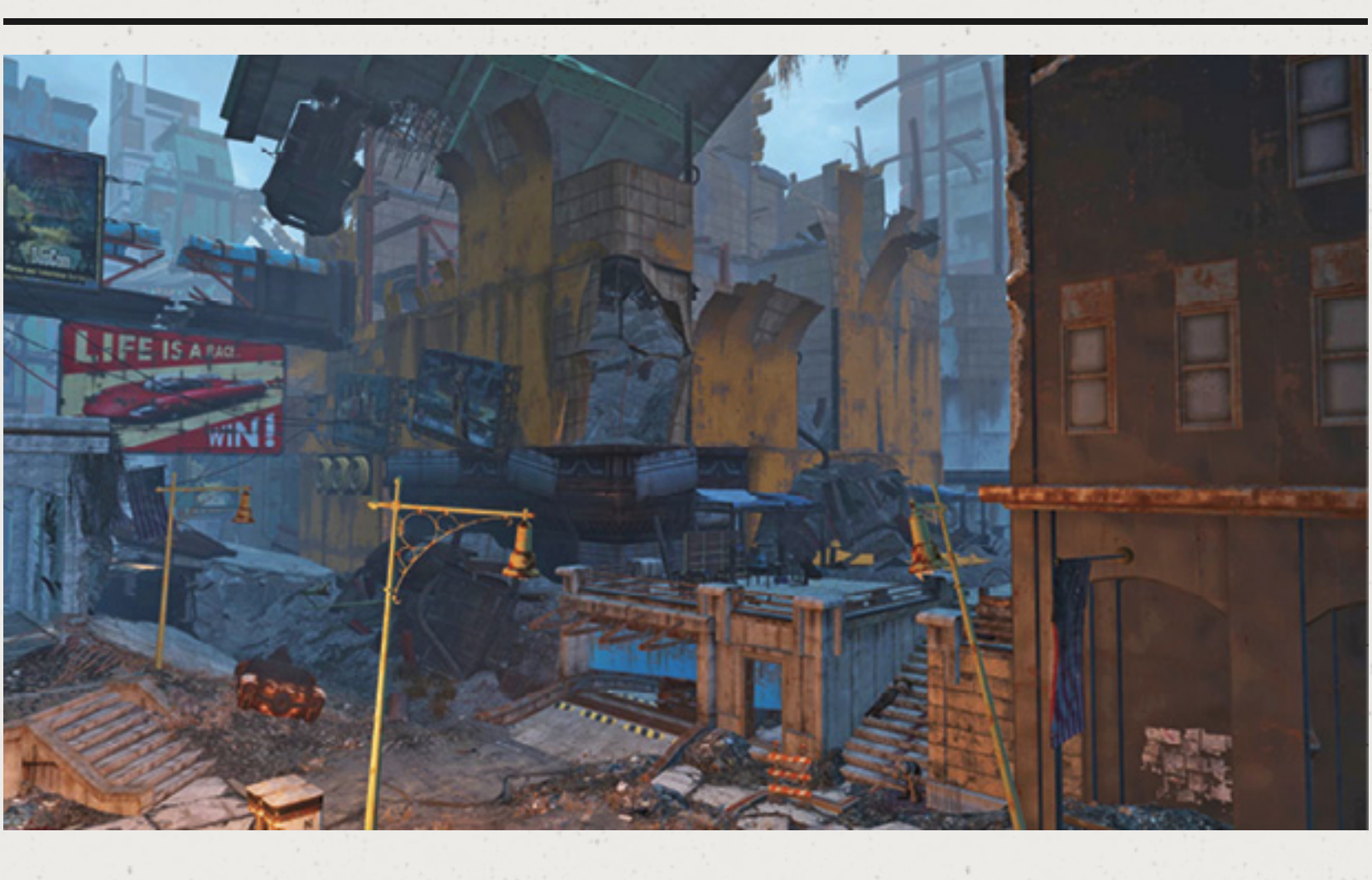
[15.01] WEATHERBY INVESTMENT TRUST



- Armaments and **Ammo**
- Danger: Long Drop!
- **Health or Chems**
- Quest Visit: **Last Voyage of the USS Constitution**

This abandoned skyscraper just north of Faneuil Hall borders North End. Enter via the bus, and check the terminal (Advanced) to open the wall safe (Expert) before using the elevator. Enter an interior mezzanine to a second upper elevator that deposits you on the roof. Gaze at the incredible views all the way to Lexington, across the district, and even to Quincy! If you've completed the specified quest, the building has a new "extension" to it.

[15.02] CONGRESS STREET GARAGE



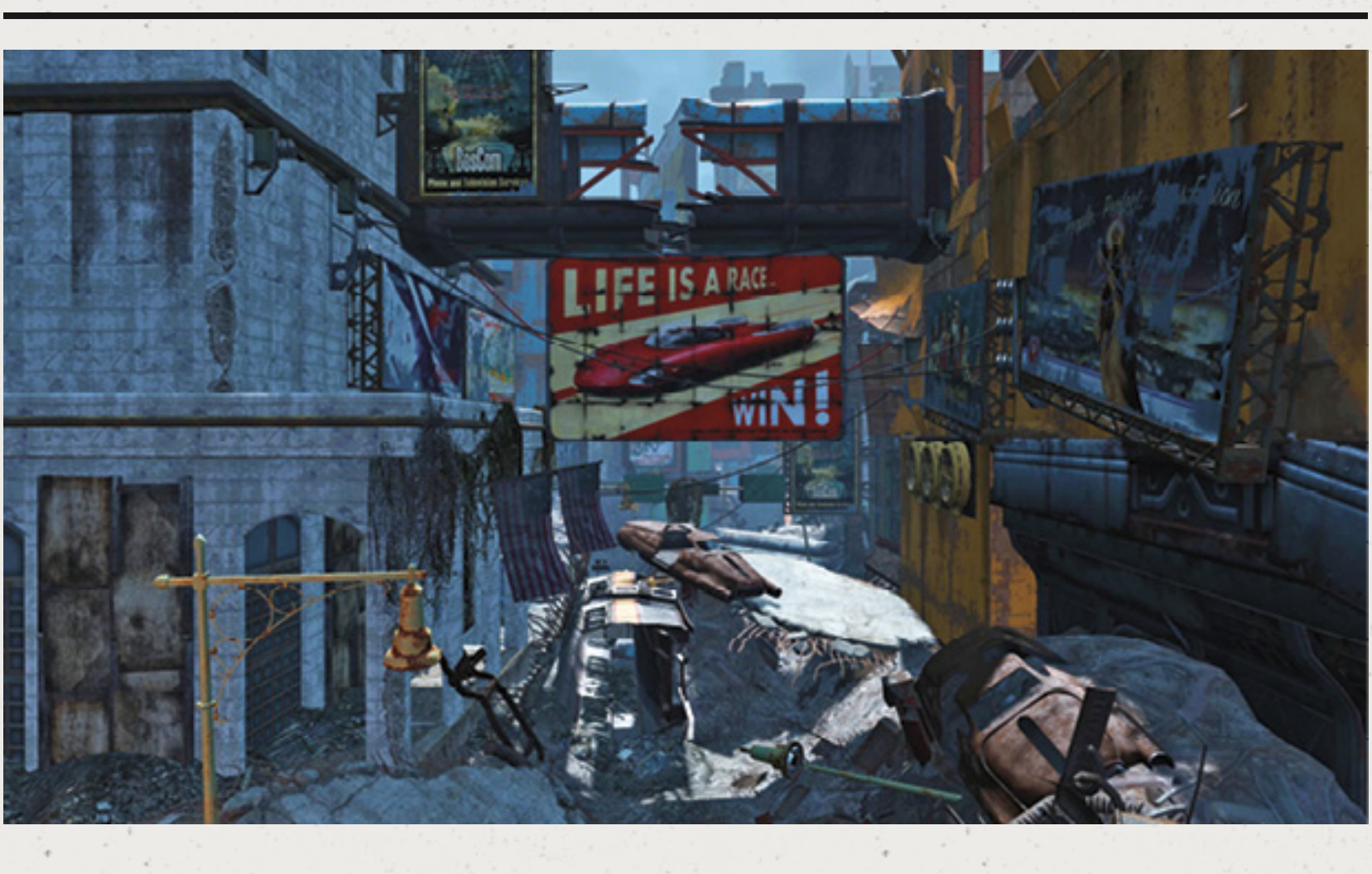
- Armaments and **Ammo**
- Danger: Long Drop!

Below the market stall and Freedom Trail to the west of Faneuil Hall is an exit from Haymarket Mall that leads into a two-level parking garage. Head down the ramp to find a safe (Advanced) and two working **elevators**.

Take the left elevator to ascend around five floors up to the blown-out shell of a building, close to the end of the collapsed freeway. Use the skybridge (head east) to reach the Commonwealth Bank upper access. Climb the stairs and maneuver around the girders until the platforms disappear. Access the freeway to the Garden Terrace if you wish. But watch your step!

Take the right elevator to ascend around 10 floors up to a tiny section of flooring at the top of this devastated structure. Carefully hop down from here, heading northwest so you can claim the steamer trunk atop the roof of the Old Corner Bookstore.

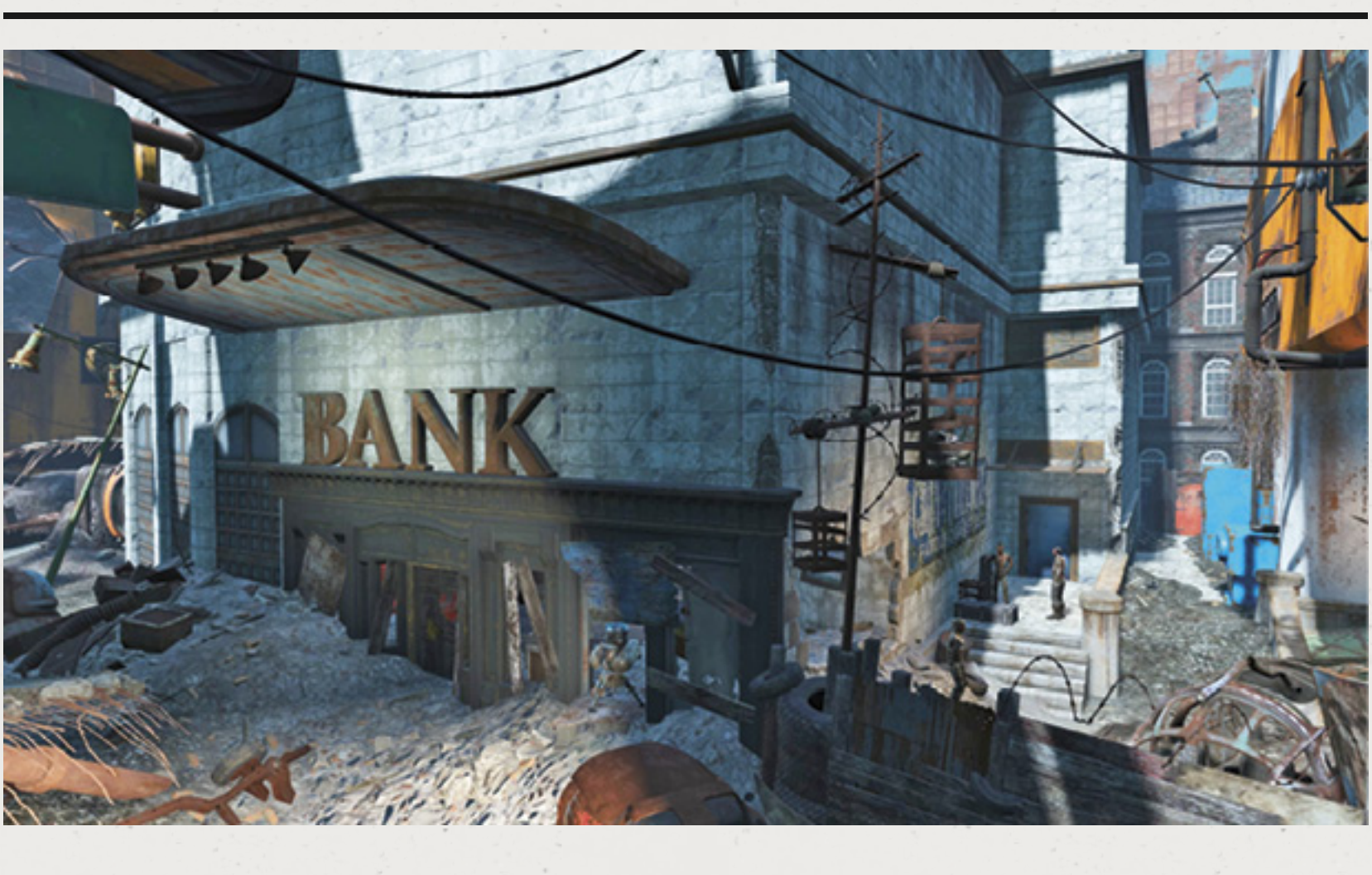
[15.03] BUS WRECKAGE



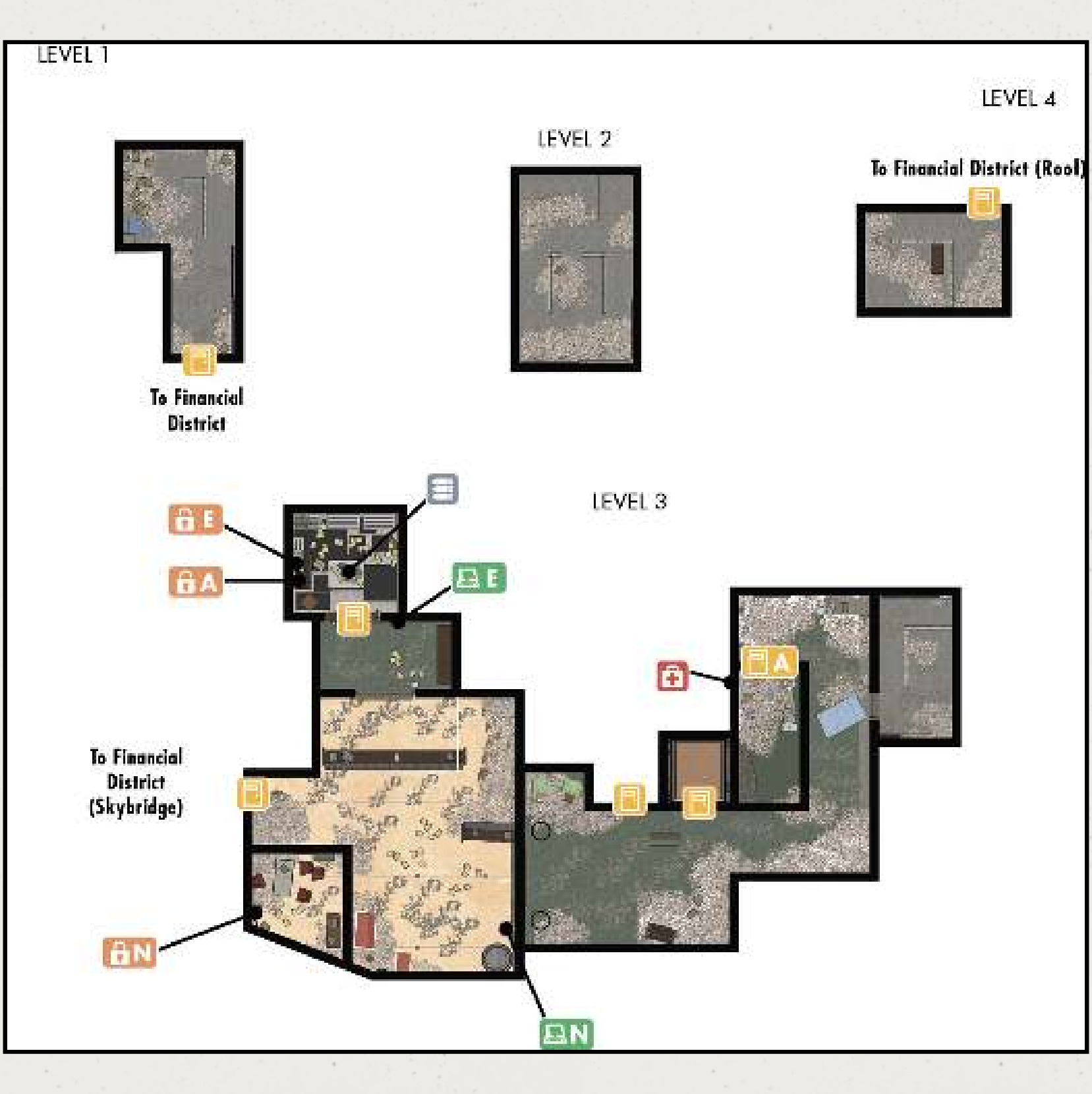
- **Health or Chems**

The main thoroughfare running north to south has an astonishing amount of rubble. This overturned bus stops progress. Climb over it, or check inside for a chem cooler.

[15.04] COMMONWEALTH BANK

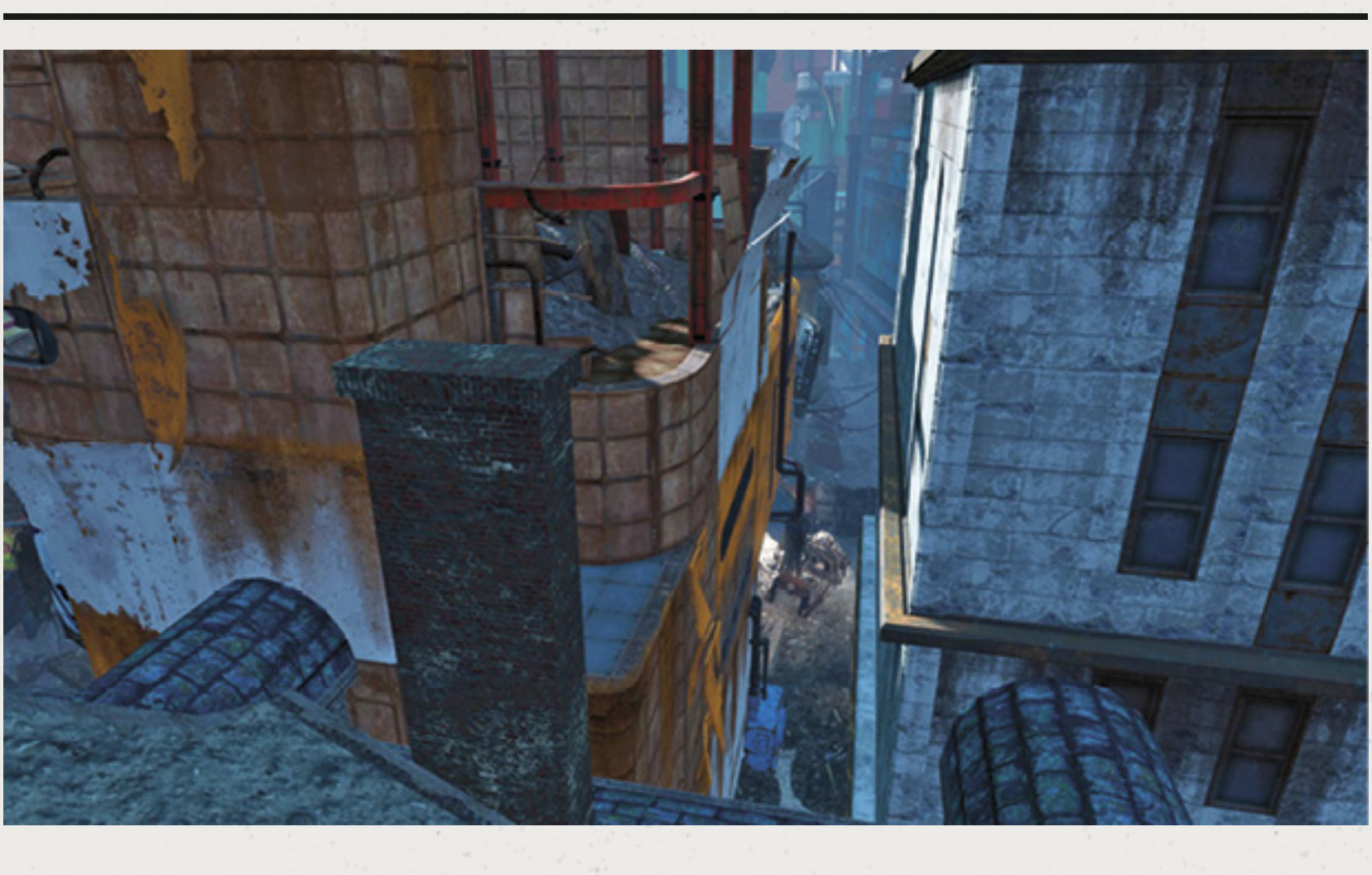


- Armaments and **Ammo**
- Danger: Long Drop!
- Faction: Robots
- **Health or Chems**
- Quest Visit: **Weathervane** (the Railroad)


LEVEL 1
LEVEL 2
LEVEL 4
To Financial District (Roof)
To Financial District
LEVEL 3
E
A
E
A
To Financial District (Skybridge)
N
N

Enter this bank via a side alley door, the hole in the southeast corner of the structure, or the skybridge from the parking structure elevator. Inside is a second elevator that takes you to the dizzying heights of the roof. There a plank you use in the specified quest, along with some **ammo**.

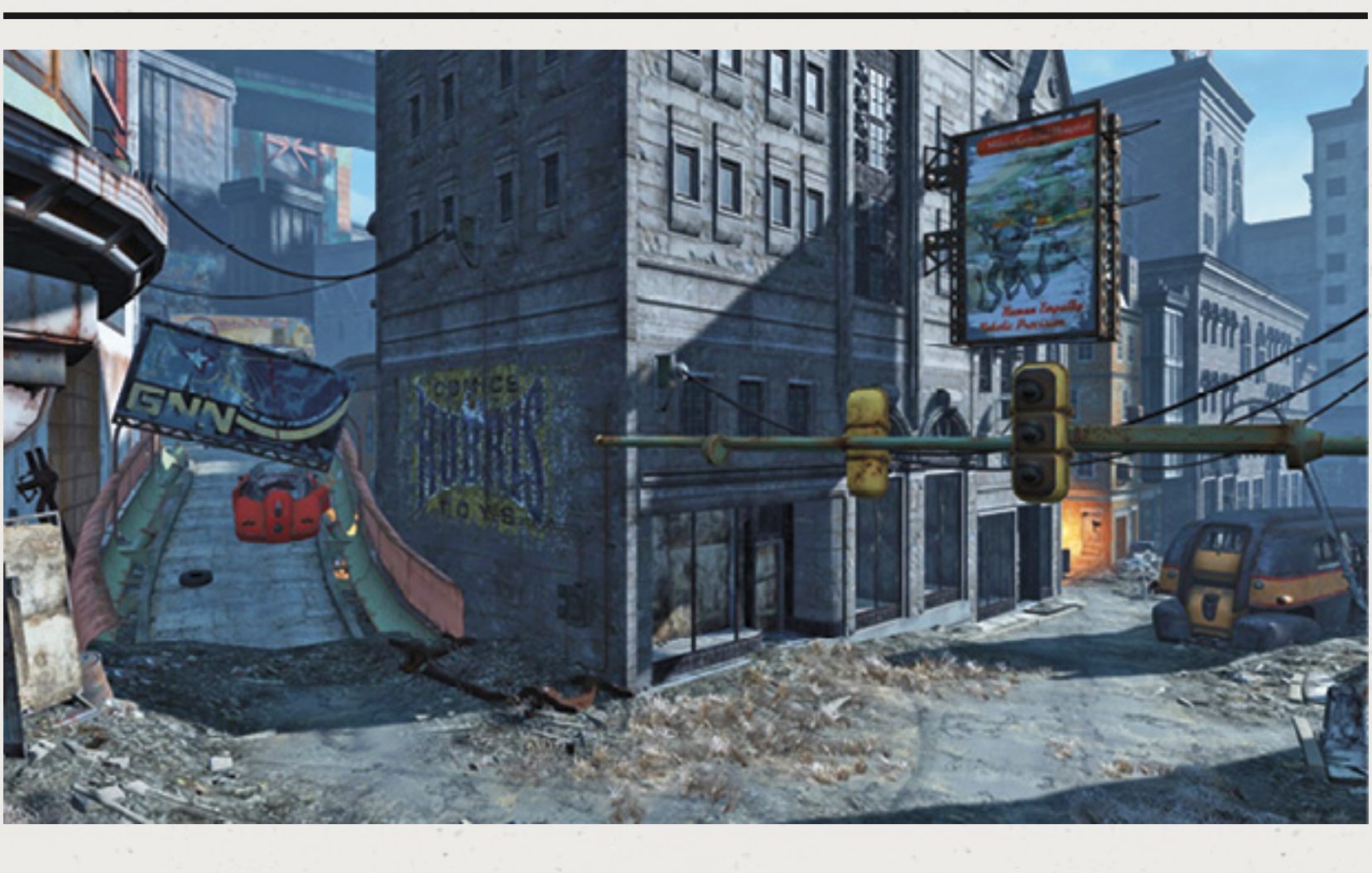
[15.05] SKYSCRAPER STASH



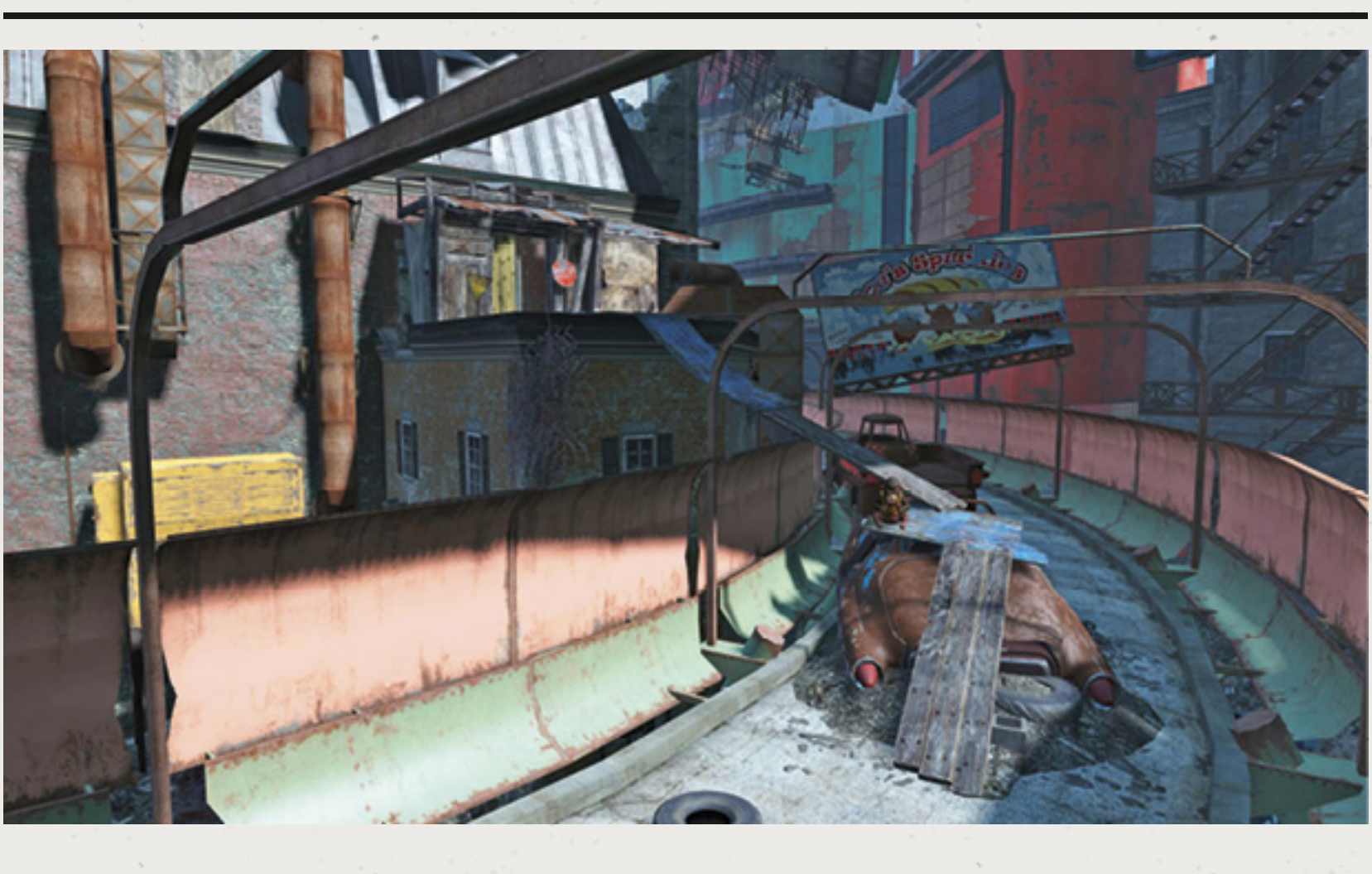
- **Health or Chems**

Tucked in a corner by a girder in the remains of the orange skyscraper southeast of Faneuil Hall is a well-hidden skeleton with **chems** to scavenge. A jetpack jump from the hall roof might be enough to leap across to this location.

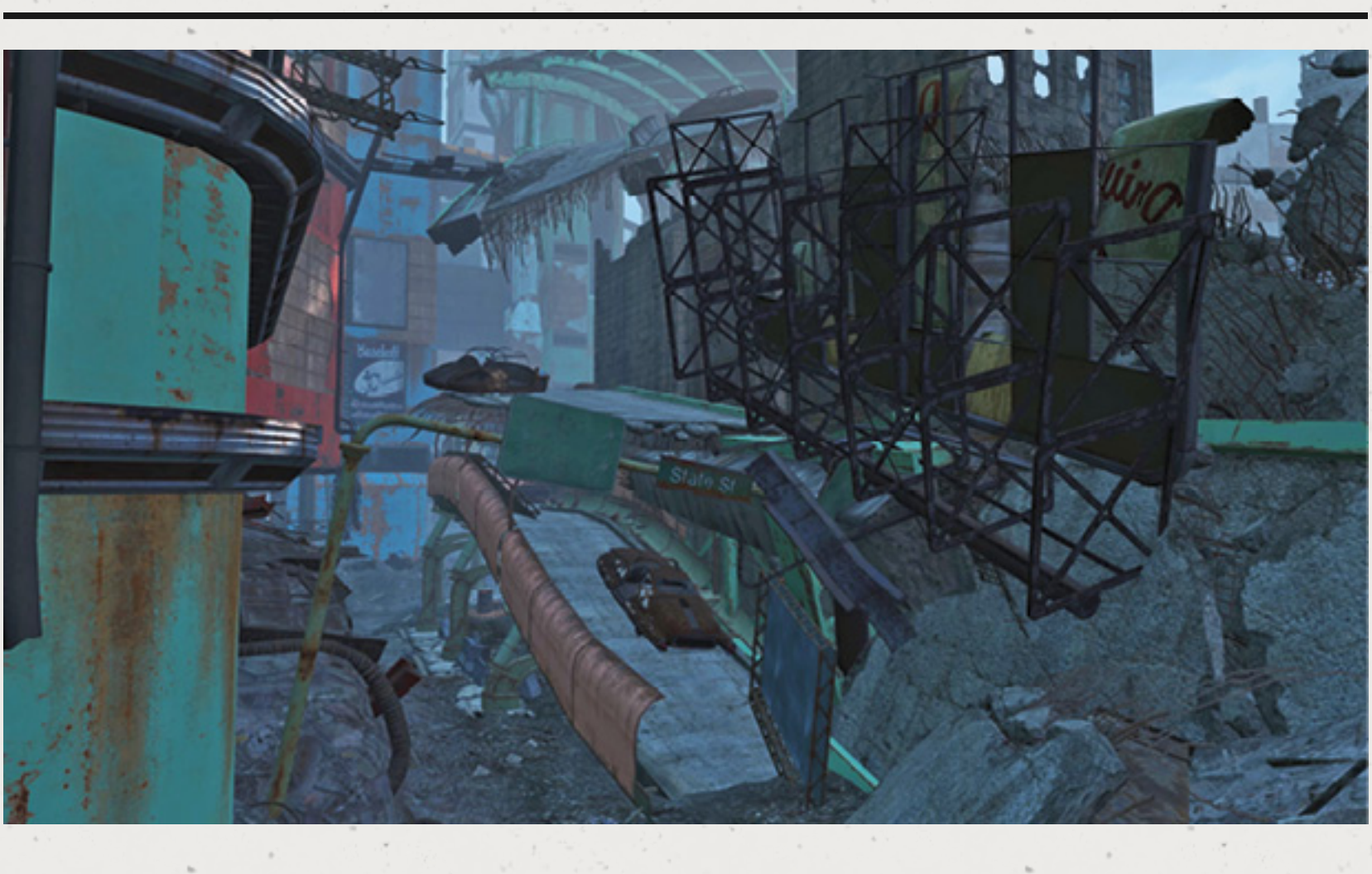
[15.06] ELEVATED ROAD (WEST ACCESS)



[15.07] ELEVATED RAIDER CAMP (FINANCIAL DISTRICT)



[15.08] ELEVATED ROAD (CENTRAL ACCESS)

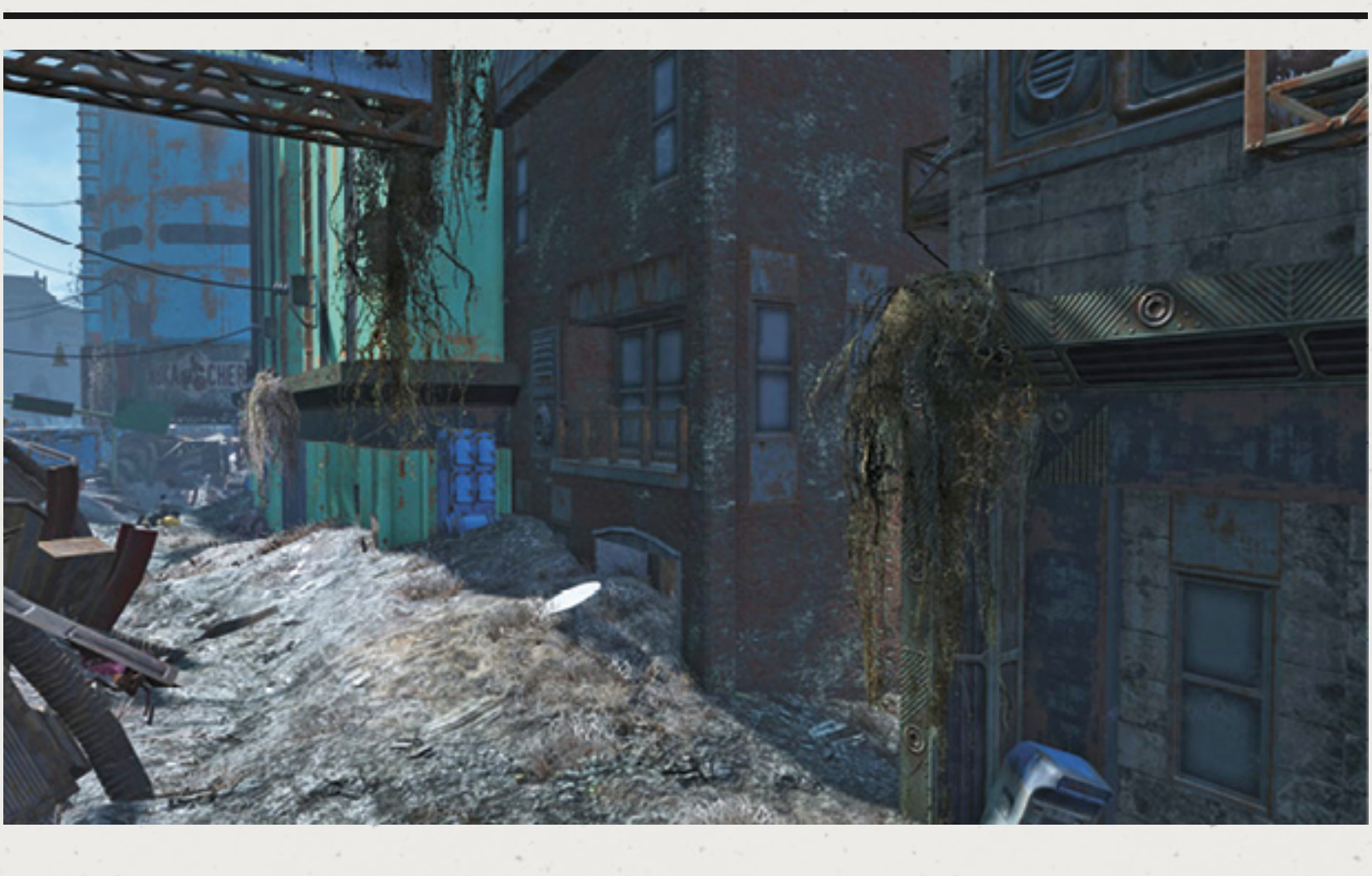


- Armaments and **Ammo**
- **Crafting**: Cooking Station
- Faction: Raiders
- **Health or Chems**

A small elevated road connects the western edge of the Financial District to the middle of the zone. Be sure to check under the road for points of interest, and approach a small Raider camp that is accessible from the road.

There's also elevator access to Secondary Location: Water Street Apartments from a plank on a rusting Vault-Tec van in the small southwest tunnel.

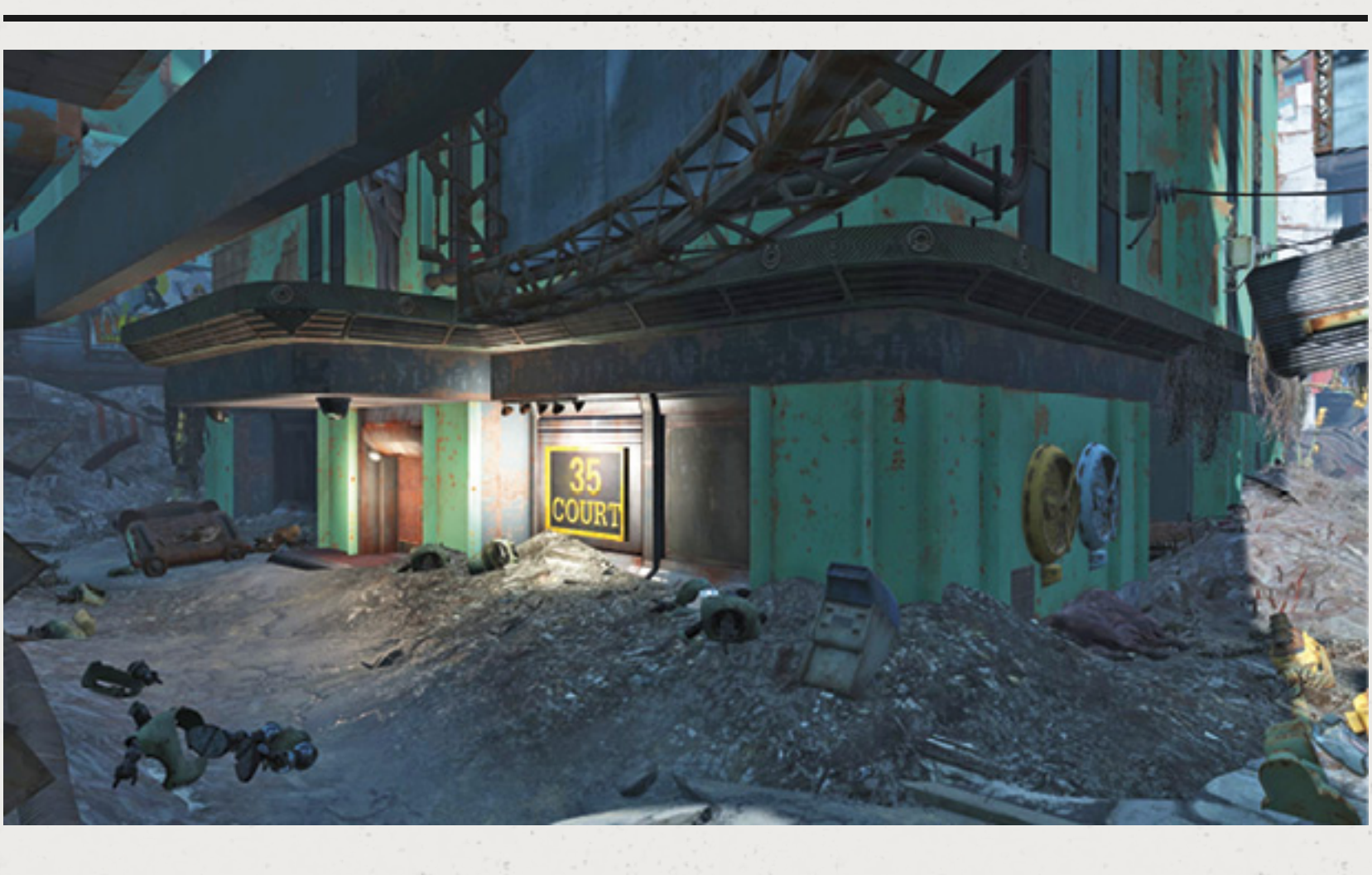
[15.09] RAILROAD HIDEOUT (FINANCIAL DISTRICT)



- Armaments and **Ammo**
- **Crafting: Armor** Workbench
- **Crafting**: Cooking Station
- **Crafting: Weapons** Workbench
- Danger: Grenades!
- Danger: Tripwires!
- **Health or Chems**
- Services: Trader (Opal)

Just south of the waterlogged junction, where the rubble is piled high, is a narrow brick alley. Use the fire escape to reach a pair of **crafting** workbenches and a terminal (Novice) for turning off the spotlight. There's a footlocker up here, too (Advanced), a safe to pick (Expert), and some rather natty formal gear.

[15.10] 35 COURT



- Armaments and **Ammo**
- **Armor** Part: **Power Armor** (Leveled)
- Danger: Tripwires!
- Faction: Robots
- **Health or Chems**

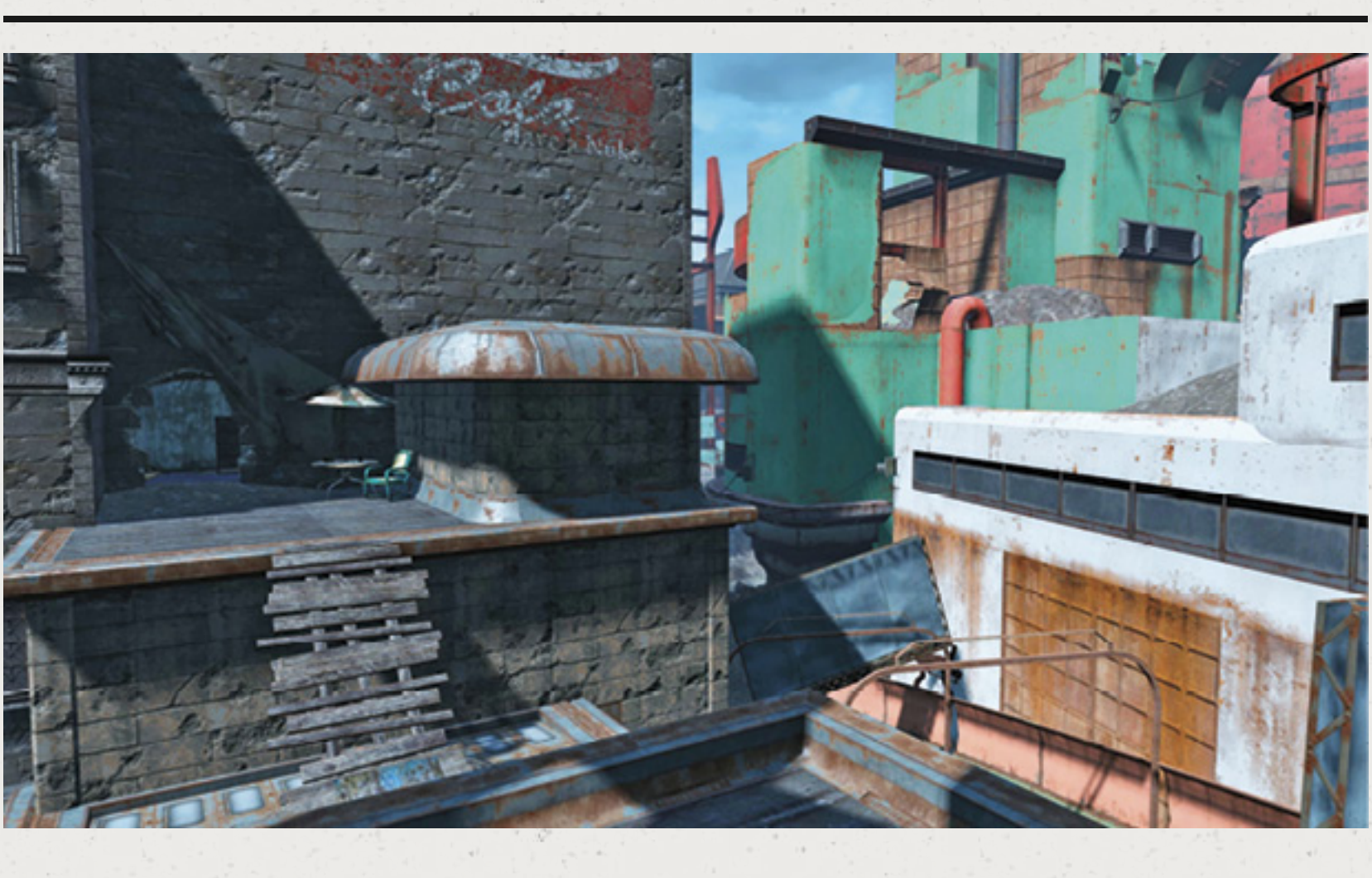
VAULT-TEC RECOMMENDED LOOT

Armor Part: Power Armor (Leveled)

Evidence of a Protectron massacre is visible as you reach the entrance on the south side of this building. Enter the structure, watching for the tripwire by the desk that activates a Protectron. Ride the elevator to the open-air middle of the structure.

Open the door (Novice) to enter a small office with a safe (Expert). Head up the metal ramp, but beware an ambush when you reach the top. Enter the two side **rooms** and press the buttons to open a storage pod with **Power Armor** in it. Nice! Then feel free to leap west, landing on the rooftops north of Postal Square.

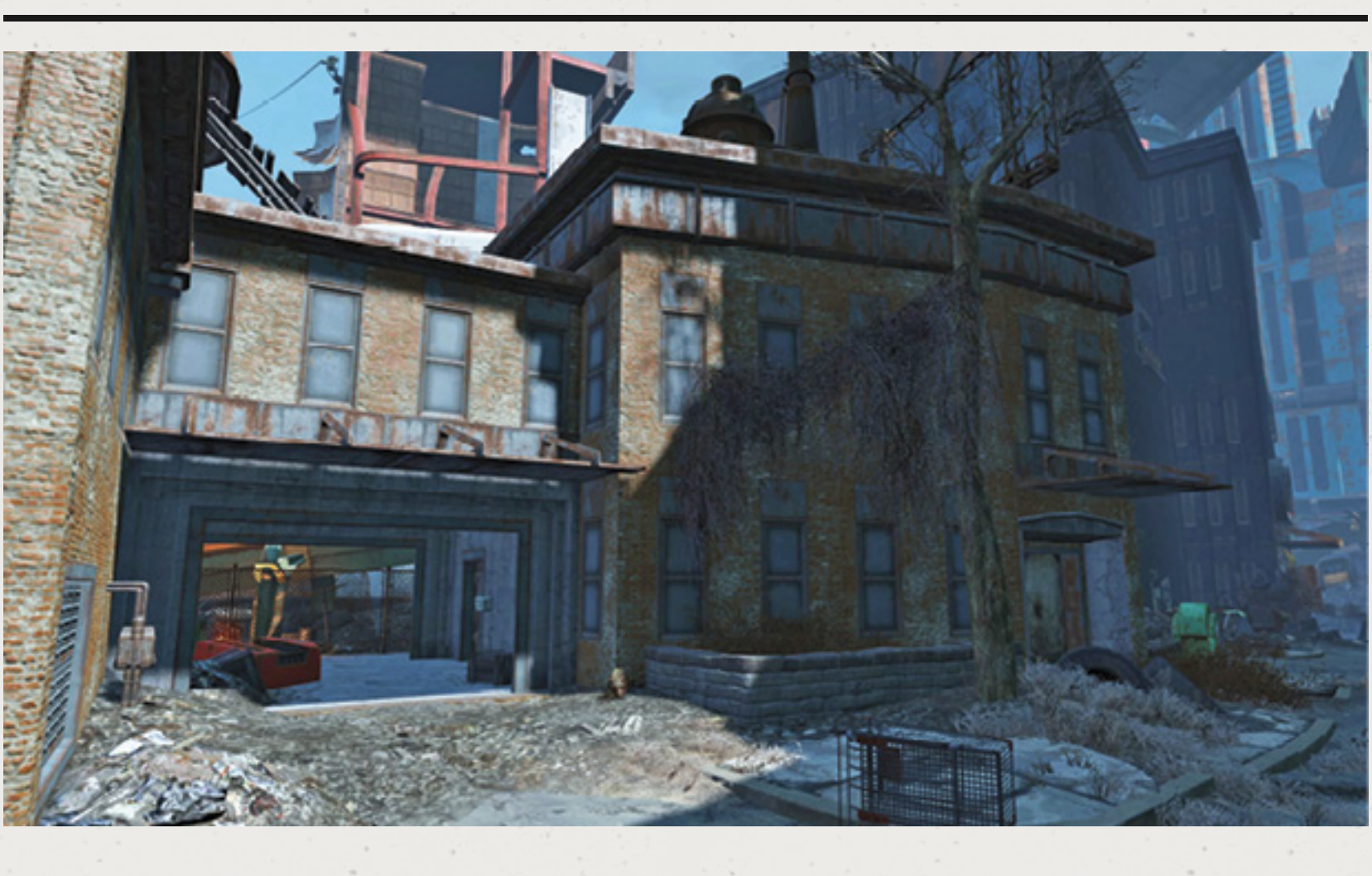
[15.11] ROOFTOP HIDEAWAY (FINANCIAL DISTRICT)



- **Health or Chems**

A small hole in the stone building leads to a cubbyhole of **chems**. Approach using a jetpack from the raised road to the north to get to this tricky-to-reach locale.

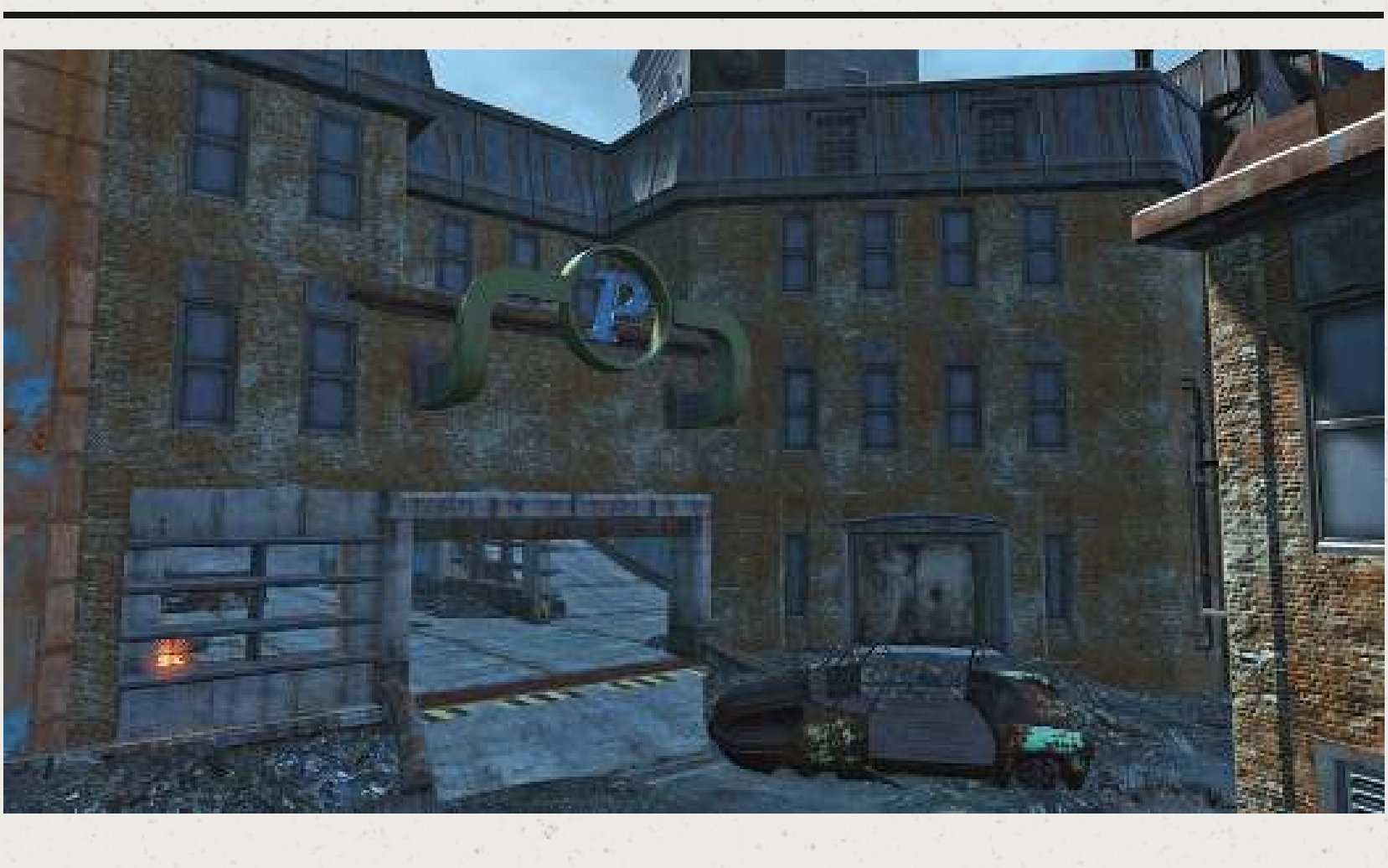
[15.12] PEDESTRIAN UNDERPASS



- **Crafting**: Cooking Station
- **Health or Chems**

This allows access from the raised road to the north, south to the cluster of buildings. Check under the raised road for a cooking station, which sometimes hosts wandering traders.

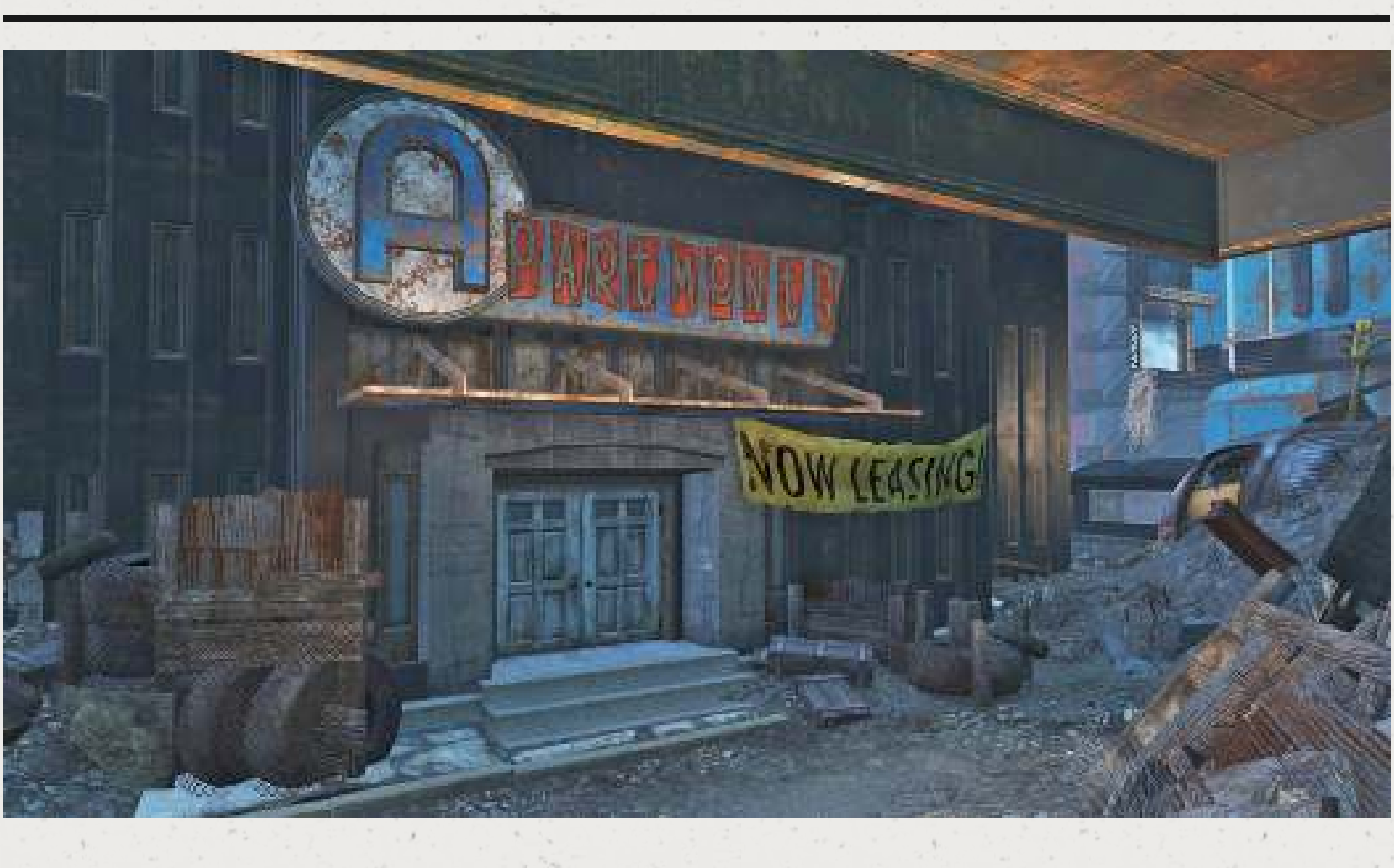
[15.13] PARKING GARAGE AND RAIDER ROOFTOPS



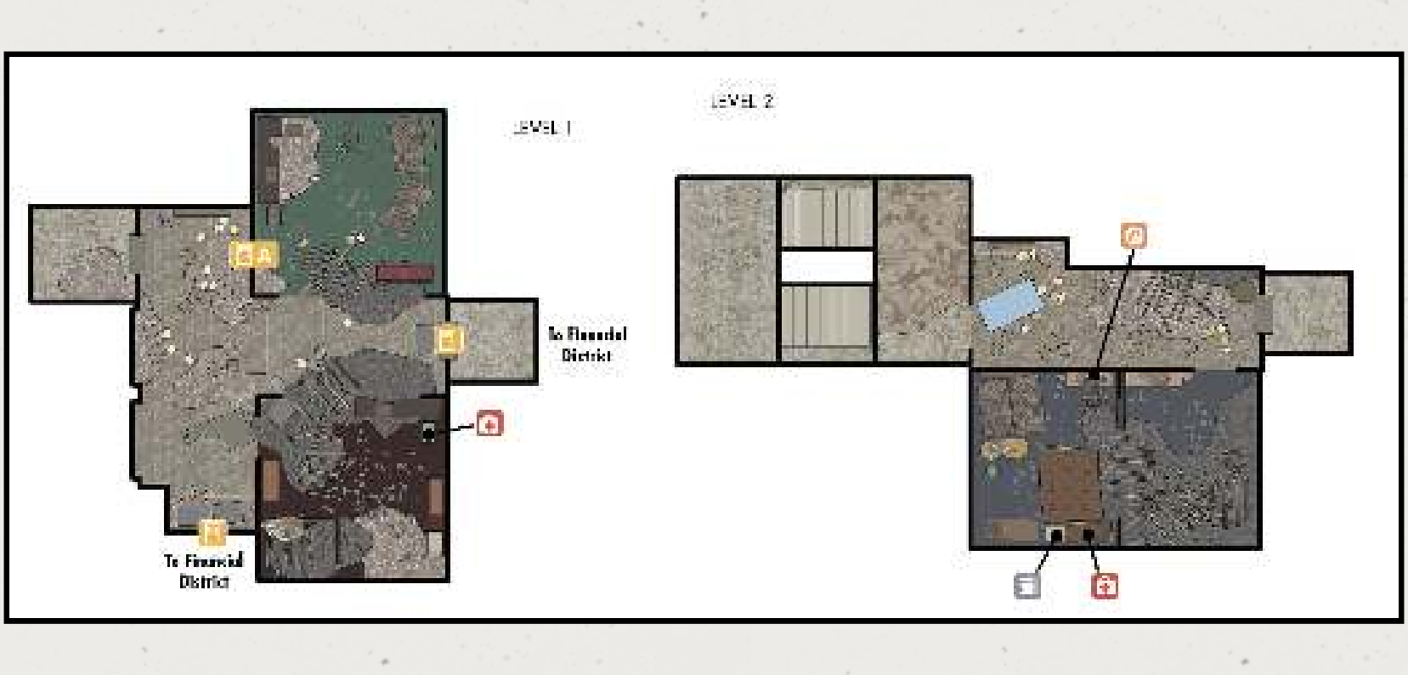
- Armaments and **Ammo**
- Armaments and **Ammo**: Trunk
- Danger: Long Drop!
- Faction: Raiders
- **Health or Chems**

Enter the parking structure from the north or south entrances, and work your way up the ramp or concrete stairwell. Continue to the low-rise rooftop with a steamer trunk and Raiders who don't take well to your trespassing. Scour the roof for additional **ammo**. To the east (and up) are the remains of a blue metal office tower and the Fallen Skybridge. Approach from the skybridge and drop down if you're wearing appropriate **armor** to cushion your falls.

[15.14] WATER STREET APARTMENTS



- Armaments and **Ammo**
- Bottlecaps
- **Crafting**: Chemistry Station
- Faction: Raiders
- Faction: Character: Kendra
- **Health or Chems**
- Quest Visit: **The Silver Shroud** (Side)



This set of run-down apartments has two accessible floors (the upper one is only available during the specified quest). The hangout of a known Raider, this has access from the raised road (via the elevator), but most of the structure's interior is inaccessible, until the quest is active.

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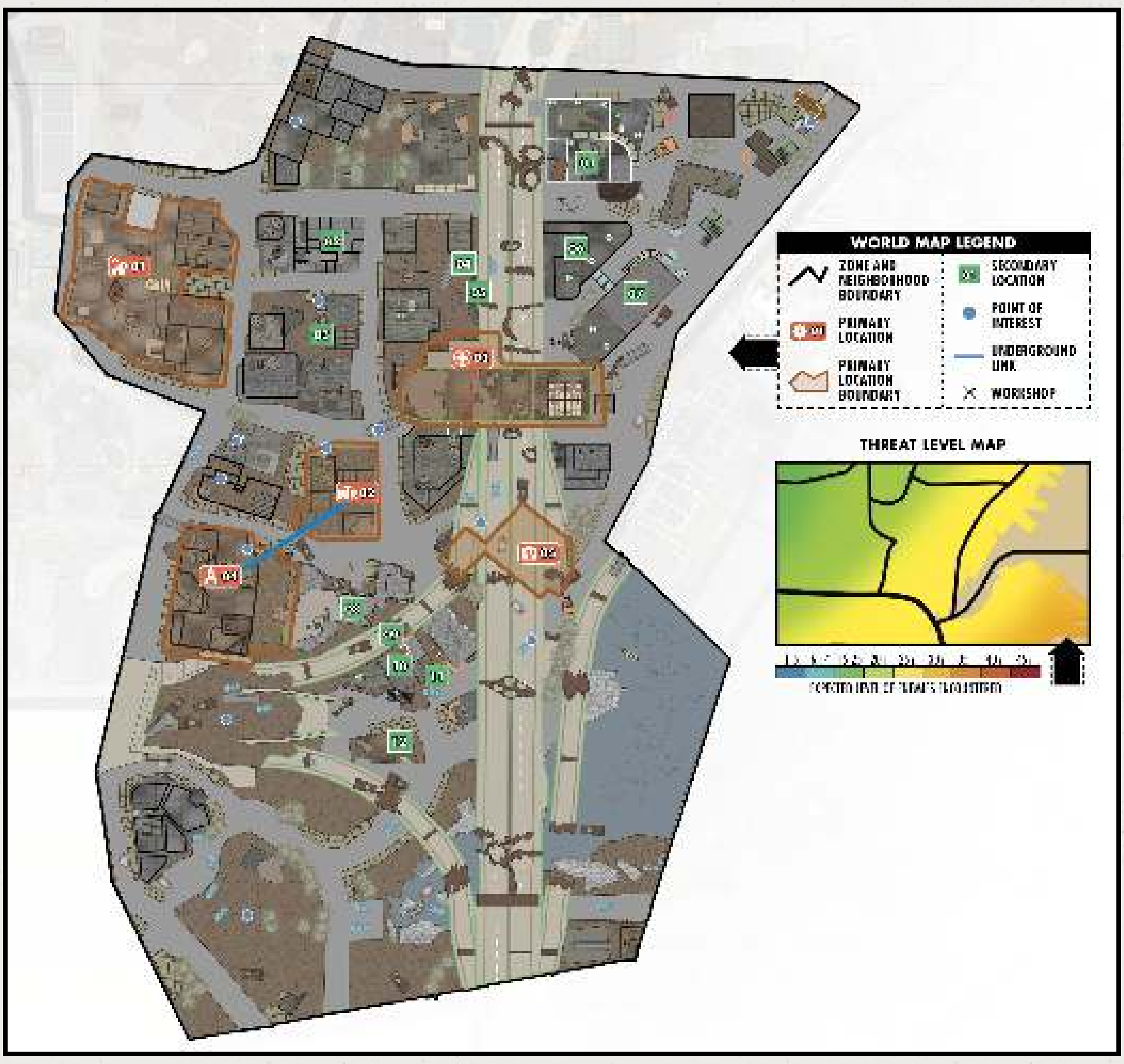
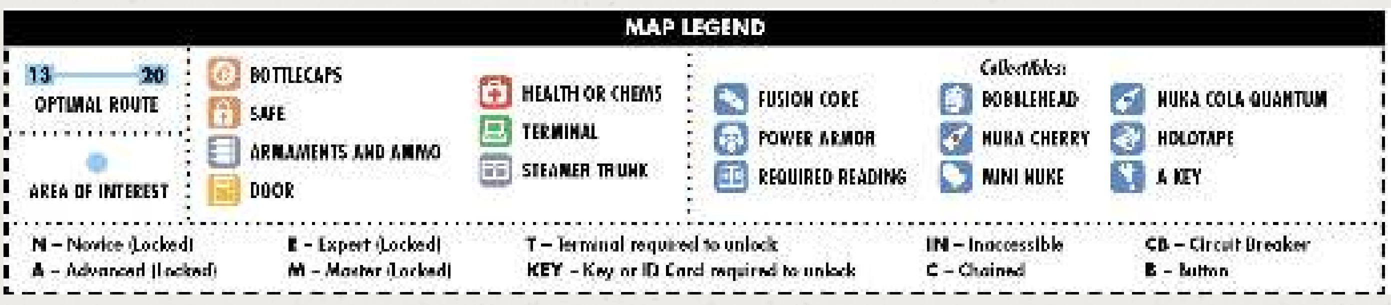

WORLD MAP LEGEND
ZONE AND NEIGHBORHOOD BOUNDARY
PRIMARY LOCATION
PRIMARY LOCATION BOUNDARY
SECONDARY LOCATION
POINT OF INTEREST
UNDERGROUND LINK
WORKSHOP
THREAT LEVEL MAP


MAP LEGEND
13 20
OPTIMAL ROUTE
AREA OF INTEREST
BOTTLECAPS
SAFE
ARMAMENTS AND AMMO
DOOR
HEALTH OR CHEMS
TERMINAL
STEAMER TRUNK
FUSION CORE
POWER ARMOR
REQUIRED READING
Collectibles:
BOBBLEHEAD
NUKA CHERRY
MINI NUKE
NUKA COLA QUANTUM
HOLOTAPE
A KEY
N – Novice (Locked)
A – Advanced (Locked)
E – Expert (Locked)
M – Master (Locked)
T – Terminal required to unlock
KEY – Key or ID Card required to unlock
IN – Inaccessible
C – Chained
CB – Circuit Breaker
B – Button

Bordering Zone 6 to the south, with access into both Back Bay and Boston Common to the west, the Financial District to the north, and Boston Harbor to the east, the Theater District offers height as well as width in many of its explorable locations. Though theatrical plays haven't been put on for 200 years, the largest of the theaters has its own form of violently bloody entertainment. Farther south is the sprawling Mass Bay Medical Center, offering (as many building do) access to the ground level and the elevated freeway above. Expect combat as Gunners attempt to hold on to territory while fending off Super Mutants encroaching on their facilities. Other locations are quieter, but no less dangerous, like the old robotics store close to the freeway. Remember that some map icons presented here may be above or below you.

Primary Locations

[16.01] Combat Zone

[16.02] Medical Center Metro

[16.03] Mass Bay Medical Center

[16.04] D.B. Technical High School

[16.05] Hester's Consumer Robotics

Secondary Locations

[16.01] Hub 360

[16.02] Pearwood Residences

[16.03] The Plank Walk (Theater District)

[16.04] Gunner Encampment (Theater District)

[16.05] Parking Garage (Theater District)

[16.06] Ticker Tape Lounge (Northwest)

[16.07] Ticker Tape Lounge (Southeast)

[16.08] Under the On-Ramp: Camp and Garage

[16.09] The On-Ramp (Theater District)

[16.10] Railroad Dead Drop (Theater District)

[16.11] Street Corner (Theater District)

[16.12] Old Sniper Camp

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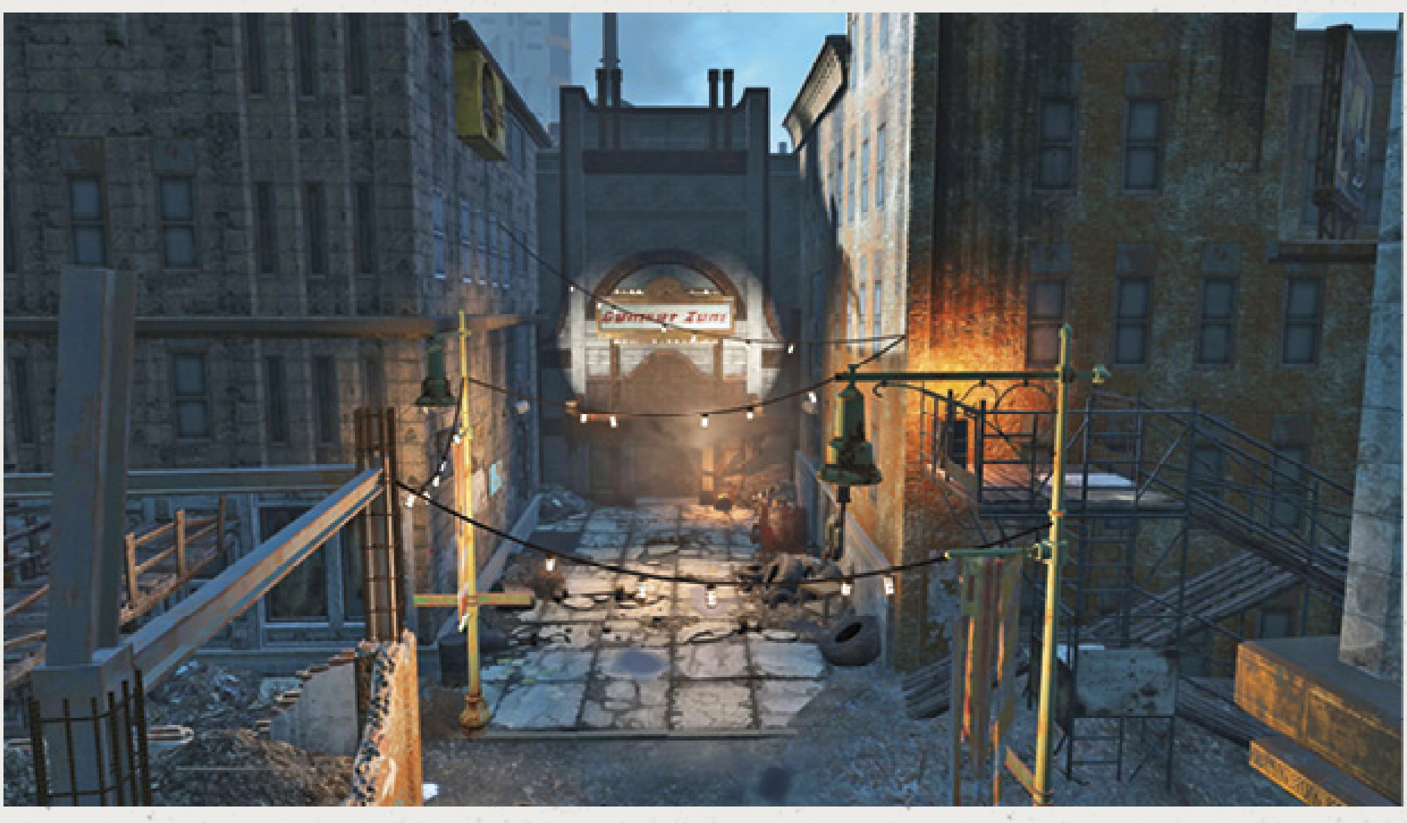
[16.01] Combat Zone

THREAT LEVELS 20+



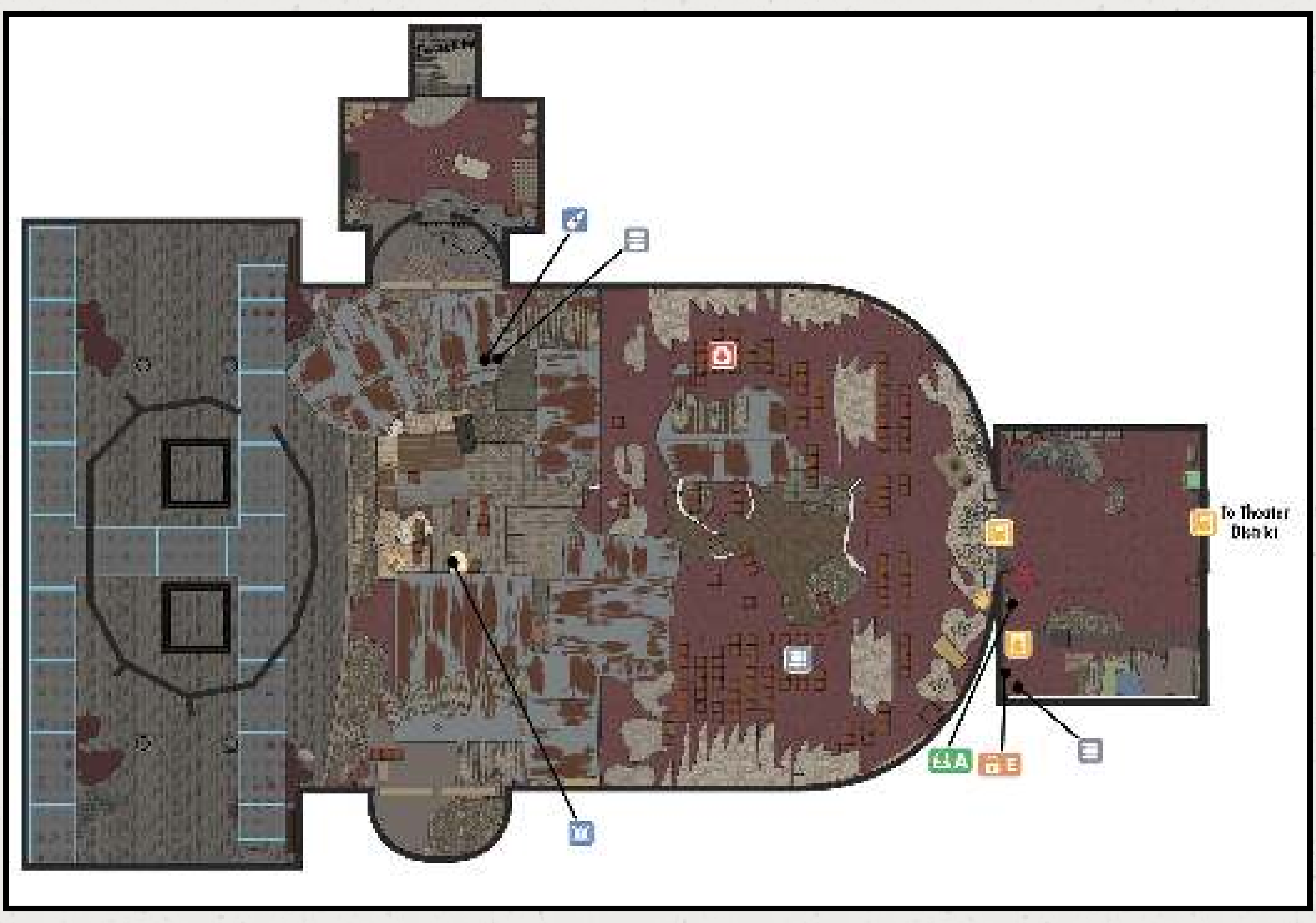
- Armaments and Ammo
- Armaments and Ammo: Mini Nuke
- Collectible: Nuka Cherry
- Collectible: Required Reading: Picket Fences
- Companion: Cait
- Crafting: Armor Workbench
- Crafting: Chemistry Station
- Crafting: Cooking Station
- Crafting: Weapons Station
- Faction: Raiders
- Faction: Settlers
- Faction: Character: Cait
- Faction: Character: Tommy Longean
- Health or Chems
- Quest Start: Benign Intervention (Side Companion)
- Quest Start: Miscellaneous (Combat Zone)

VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke

Collectible: Nuka Cherry

Required Reading: Picket Fences



AVAILABLE COMPANION

Companion: Cait

Once an old-time theater and public arena, this location has been taken over by Raiders, who don't allow anyone in other than their own. Tommy Lonegan, a Southie Ghoul, announces the fights, while Cait, the headliner, cuts throats in the ring.

Miscellaneous Quest: Combat Zone

1. Miscellaneous: Eliminate the remaining Raiders

2. Talk to Tommy

When all the Raiders are incapacitated, enter the arena and speak with Tommy Lonegan. He's hoping you'll partner up with Cait while he gets his arena back in order and gifts you some Caps to sweeten the deal.

CHARISMA

(Medium) Ask why you should partner with Cait.

Agree, and Cait becomes a possible companion.

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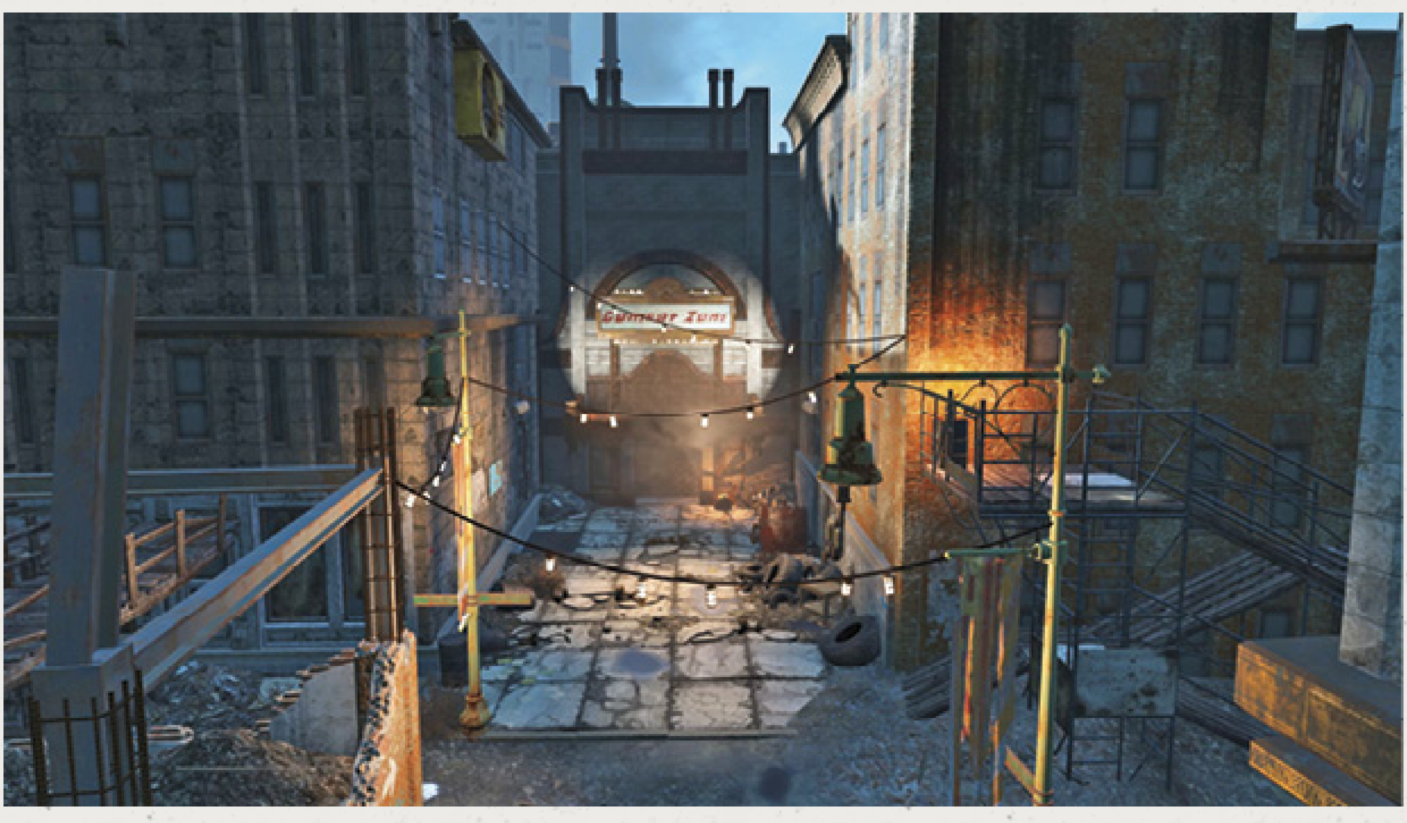
[16.01] Combat Zone

THREAT LEVELS 20+



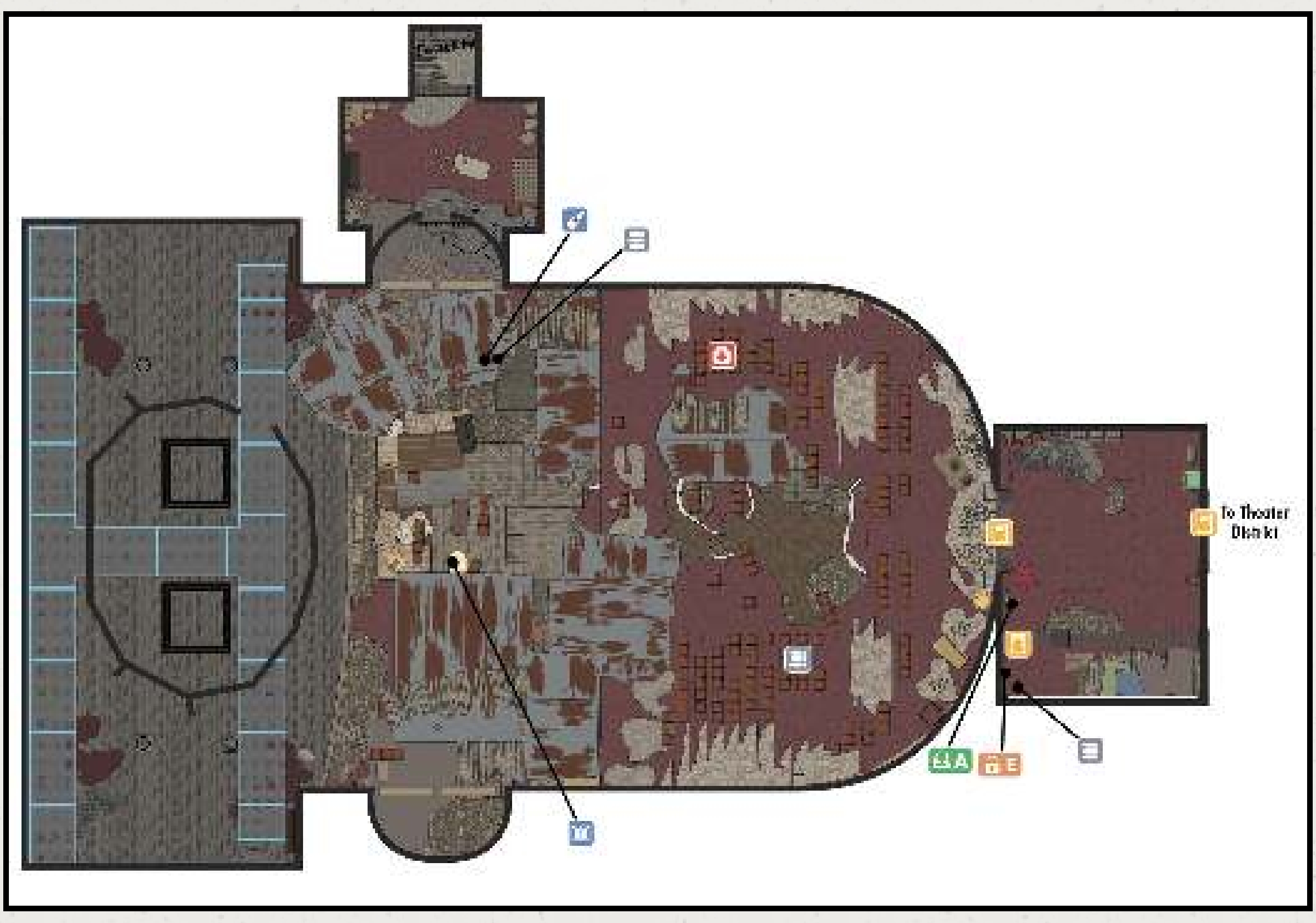
- Armaments and Ammo
- Armaments and Ammo: Mini Nuke
- Collectible: Nuka Cherry
- Collectible: Required Reading: Picket Fences
- Companion: Cait
- Crafting: Armor Workbench
- Crafting: Chemistry Station
- Crafting: Cooking Station
- Crafting: Weapons Station
- Faction: Raiders
- Faction: Settlers
- Faction: Character: Cait
- Faction: Character: Tommy Lonegan
- Health or Chems
- Quest Start: Benign Intervention (Side Companion)
- Quest Start: Miscellaneous (Combat Zone)

VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke

Collectible: Nuka Cherry

Required Reading: Picket Fences



AVAILABLE COMPANION

Companion: Cait

Once an old-time theater and public arena, this location has been taken over by Raiders, who don't allow anyone in other than their own. Tommy Lonegan, a Southie Ghoul, announces the fights, while Cait, the headliner, cuts throats in the ring.

Miscellaneous Quest: Combat Zone

1. Miscellaneous: Eliminate the remaining Raiders

2. Talk to Tommy

When all the Raiders are incapacitated, enter the arena and speak with Tommy Lonegan. He's hoping you'll partner up with Cait while he gets his arena back in order and gifts you some Caps to sweeten the deal.

CHARISMA

(Medium) Ask why you should partner with Cait.

Agree, and Cait becomes a possible companion.

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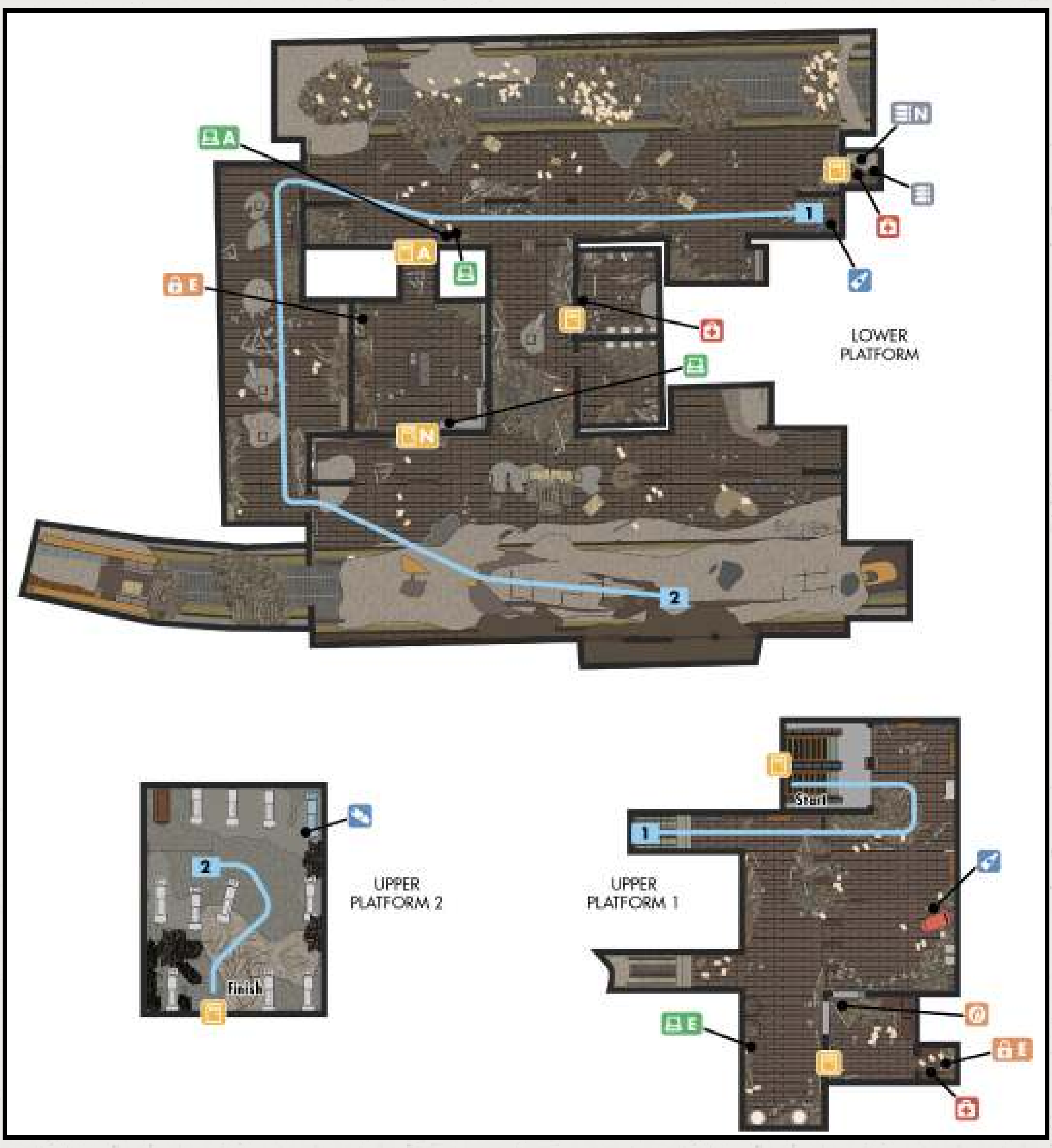
[16.02] Medical Center Metro

THREAT LEVELS 20+ 🟦🟦🟩🟩⬜⬜⬜⬜⬜

- Armaments and Ammo
- Armor Part: Fusion Core
- Bottlecaps
- Collectible: Nuka Cola Quantum (2)
- Danger: Can Chimes!
- Danger: Grenades!
- Danger: Makeshift Bomb!
- Danger: Oil!
- Danger: Radiation (Mild)!
- Danger: Tripwires!
- Danger: Turret!
- Faction: Bloodbugs
- Faction: Raiders
- Health or Chems



VAULT-TEC RECOMMENDED LOOT

Armor Part: Fusion Core

Collectible: Nuka Cola Quantum (2)

This subway station links to the D.B. Technical High School. Currently the tracks are flooded with slightly irradiated water, attracting Bloodbugs and drawing the Raider gang back aboveground.

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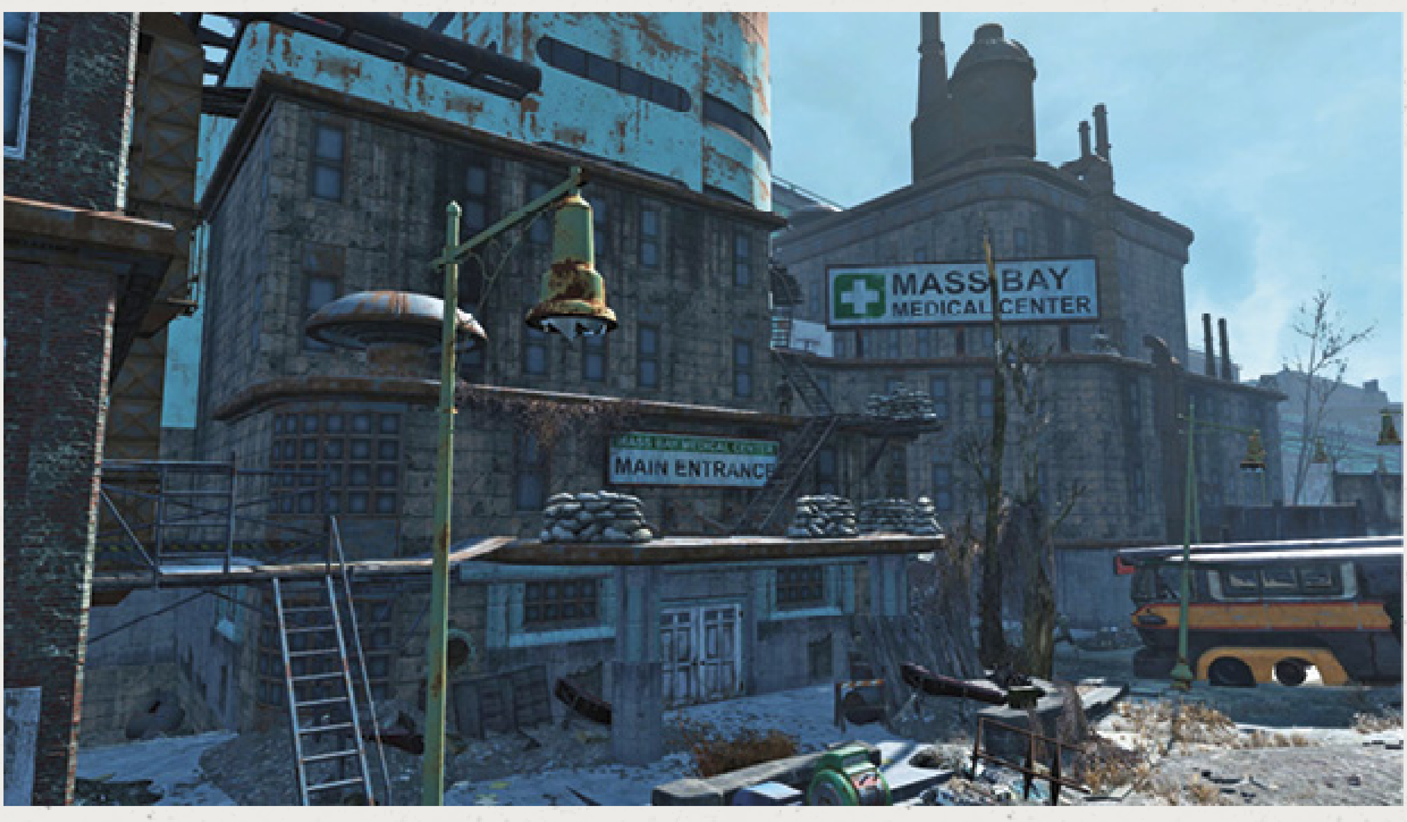
[16.03] Mass Bay Medical Center

THREAT LEVELS 25+



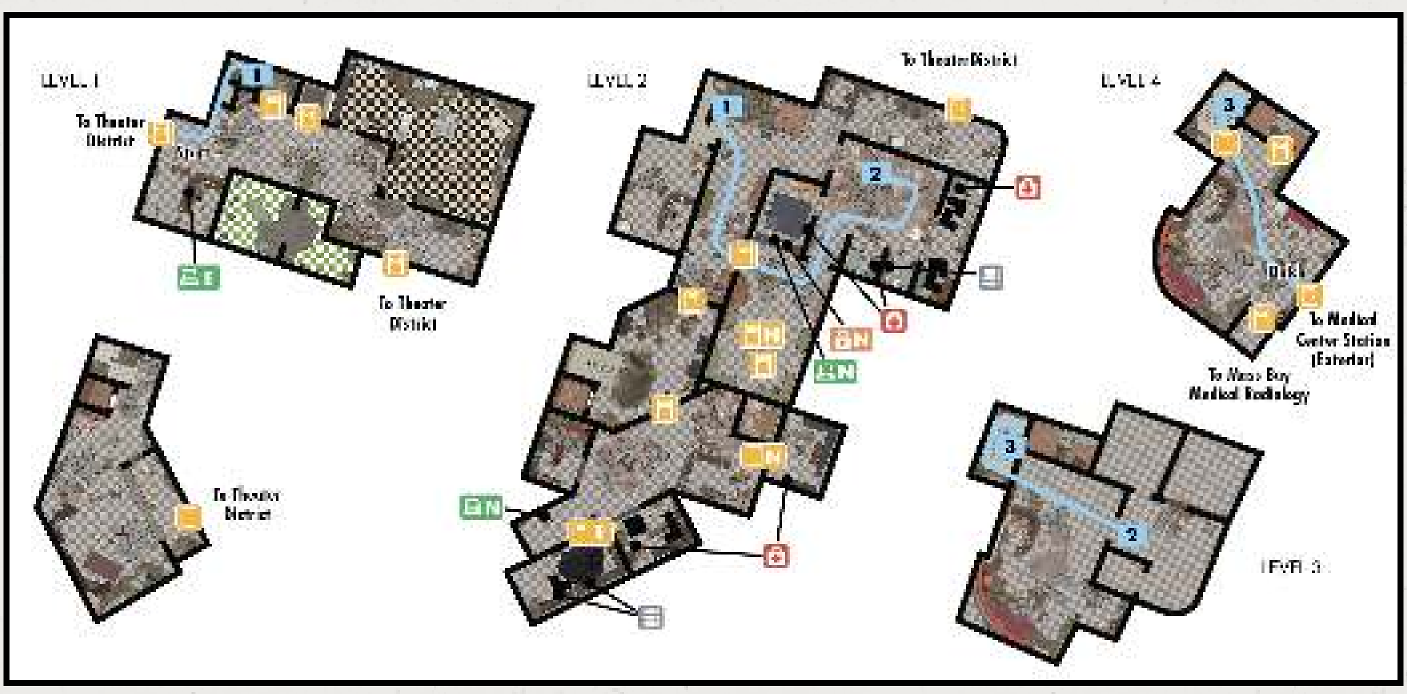
- Armaments and Ammo
- Armor Part: Power Armor (T-45)
- Collectible: Holotape: Bonnie's Holotape
- Crafting: Chemistry Station (2)
- Crafting: Cooking Station (3)
- Crafting: Power Armor Station (2)
- Danger: Long Drop!
- Danger: Mines!
- Danger: Turrets!
- Faction: Gunners
- Health or Chems

This is one of the largest hospitals in the city of Boston. Gunners have a stronghold here, with makeshift and rusting pathways up to the roof and all the way to the elevated freeway south of the fallen skybridge. Be wary of the turrets before entering this facility. The rusting green structure towers over the elevated freeway.

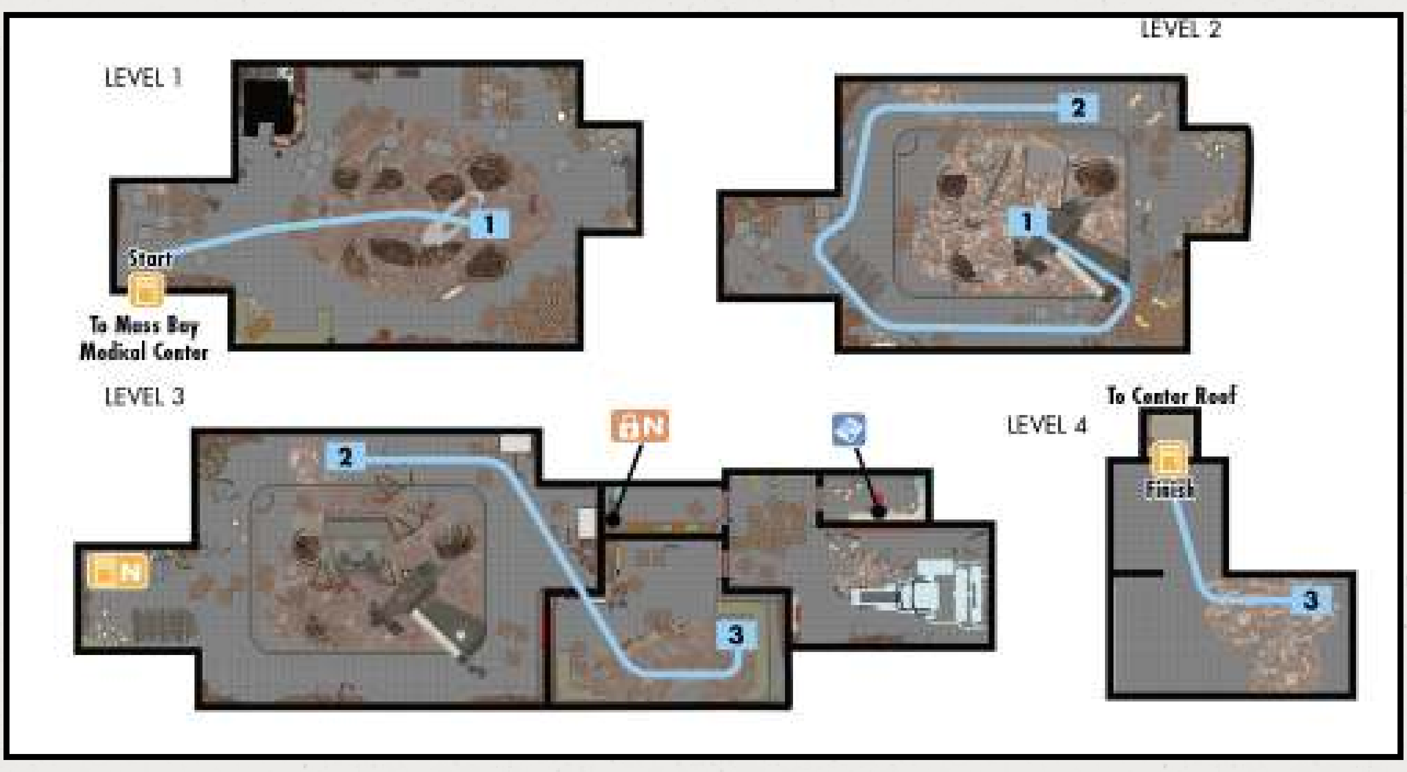
Access inside is from one of five entrances. There are three on the ground level: the main one to the north, the side doors to the west (under the elevated freeway), and the emergency room with reception area (check it for an ammo box) to the northwest of this building. There's a small concrete bridge near the rubble tower and fallen bus below the freeway. There's also a monorail track with a train still attached, which you can take to the Medical Center Station from the roof of Hester's Consumer Robotics.

VAULT-TEC RECOMMENDED LOOT

Armor Part: Power Armor (leveled)



The top floor of the medical center has an elevator to the radiology department and double doors out to the Medical Center Station—a mezzanine with the remains of a coffee shop and a safe (Advanced). From the station, you can "take the train" south to the roof of Hester's Consumer Robotics or north to the rubble-filled remains of a parking structure under the elevated freeway.



A Vertibird has crashed through the roof of the radiology department. Clear the area of Gunner scum if you wish before riding the elevator on the north to the roof where you can inspect the wreckage, grab a few chems, take in the vertigo-inducing views, and call a construction lift. Ride this to a lower roof, battle Gunners, and enter the Theater District Secondary Location: Ticker Tape Lounge from here. Or fall to your death. The latter isn't recommended.

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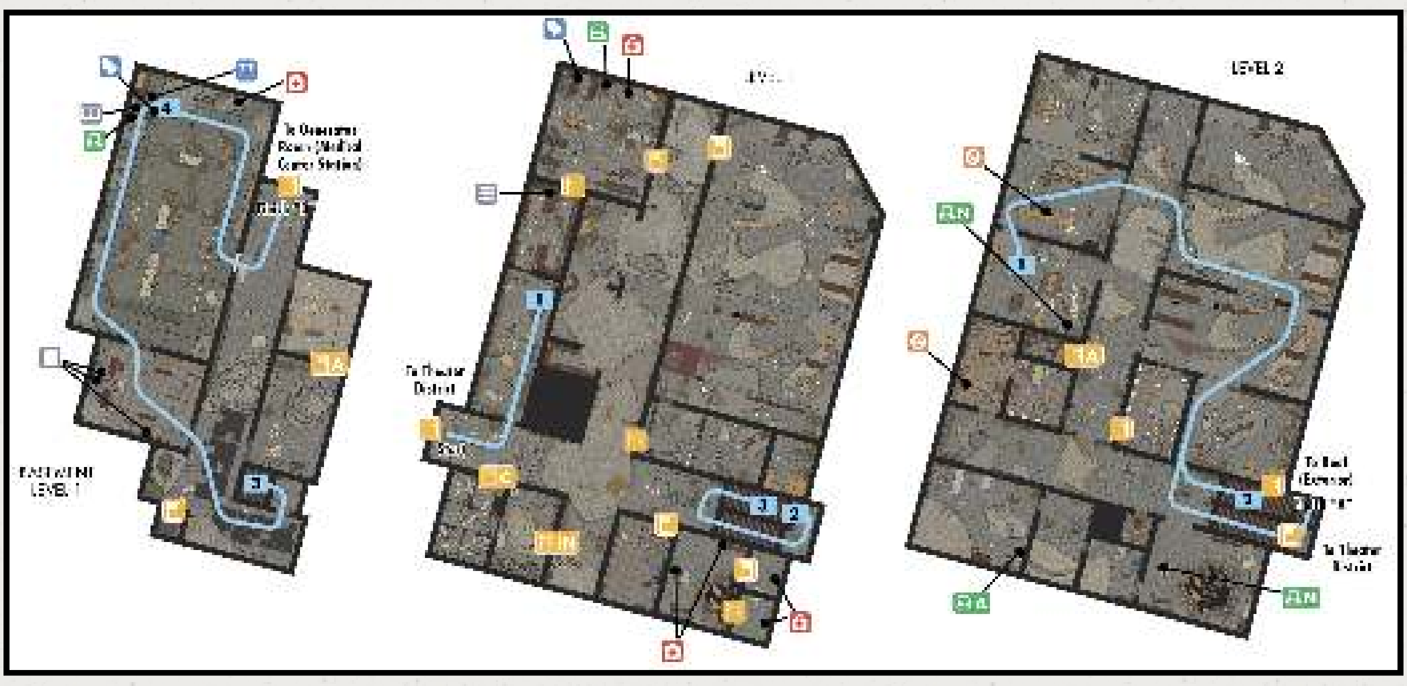
Primary Locations

[16.04] D.B. Technical High School

THREAT LEVELS 20+

- Armaments and Ammo
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Mini Nuke (Fat Man)
- Armaments and Ammo: Trunk
- Armor Part: Fusion Core
- Bottlecaps
- Collectible: Nuka Cherry
- Collectible: Required Reading: Unstoppables
- Crafting: Chemistry Station
- Crafting: Cooking Station
- Crafting: Power Armor Station
- Danger: Oil!
- Danger: Radiation (Mild)!
- Danger: Tripwire!
- Danger: Turrets!
- Faction: Raiders
- Faction: Character: Bosco
- Health or Chems
- Unique Item: Mascot Head

This downtown high school has a large swimming pool in the basement. The interior of the school is in a right state; the upper floor has mostly collapsed, and Raiders have set up turrets to dissuade visitors. Work your way between floors, using the stairwell to the southeast if you get lost. The area of most interest is the basement. There's also a door here to Medical Center Metro. Otherwise, clear the area, scavenge, and use the door to the roof to catch a great view of the Boston skyline and remove the final Raider threats.



VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke and Fat Man

Armor Part: Fusion Core

Collectible: Nuka Cherry

Required Reading: Unstoppables

UNIQUE ITEM: D.B. TECH VARSITY UNIFORM

Unique Item: Mascot Head

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Primary Locations

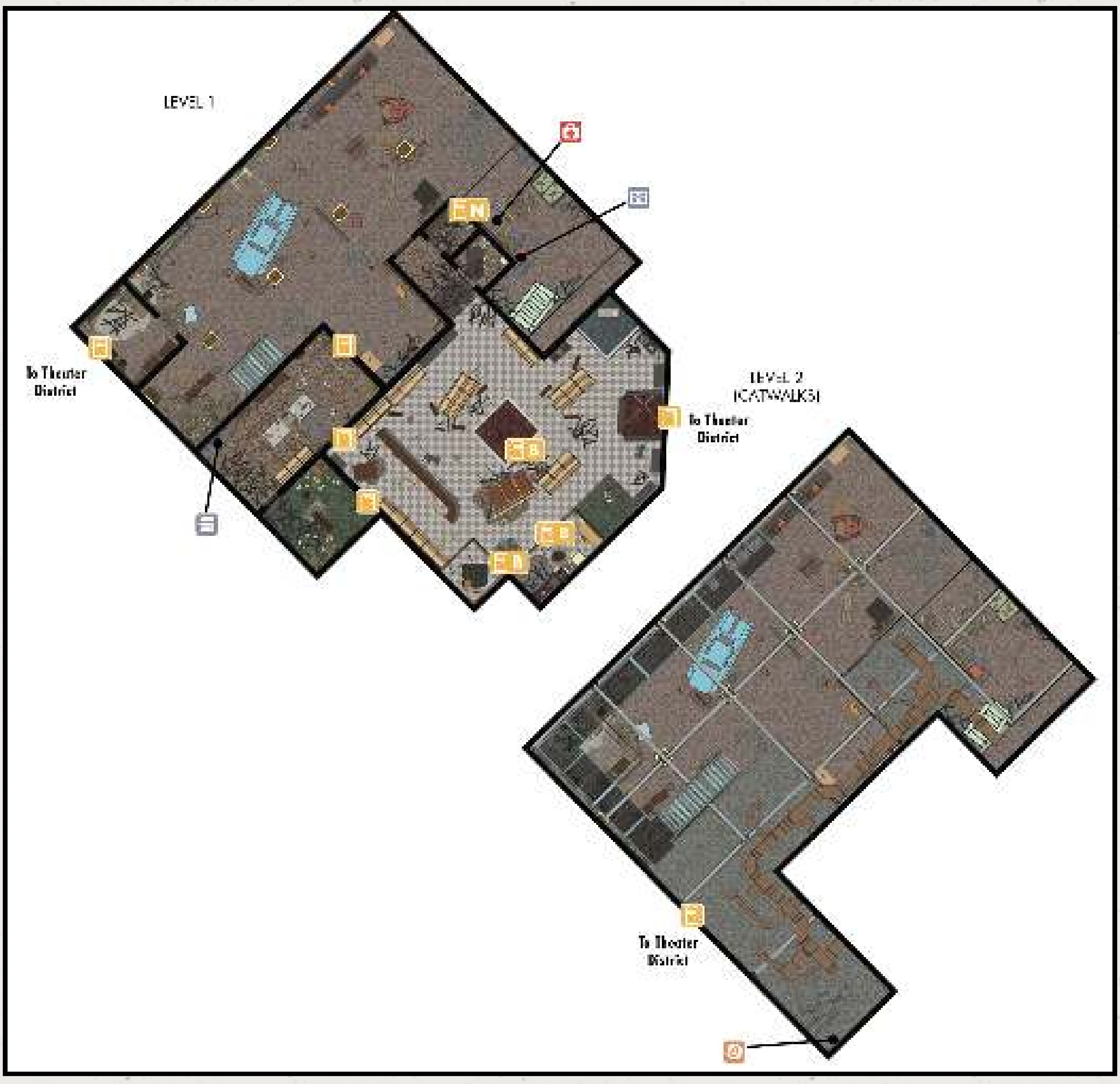
[16.05] Hester's Consumer Robotics

THREAT LEVELS 25+ 🟦🟦🟩🟩🟨☐☐☐☐

- Armaments and Ammo
- Armaments and Ammo: Trunk
- Bottlecaps
- Crafting: Armor Workbench
- Crafting: Power Armor Station
- Crafting: Weapons Workbench
- Danger: Exploding Barrels!
- Faction: Robots
- Health or Chems

This was a sales center and maintenance garage catering to the buyer of refurbished and upgraded consumer robots. Hester Geppetto was the long-dead proprietor. Nowadays the place is said to be a deceptive trap and is shunned by scavengers.

To the south and close to the water's edge, this structure has a few robots patrolling the perimeter and two entrances—the main doors to the southwest and a side door to the north.



The interior showroom has some buttons that inform you of the advancements Hester was making. Explore the walkways to find a ladder to the roof.

Up on the roof is a dead settler (with some ammo and chem loot) and the remains of a crashed sky train. Enter the carriages and make a precarious sprint to the rooftop and upper entrance of Mass Bay Medical Center.

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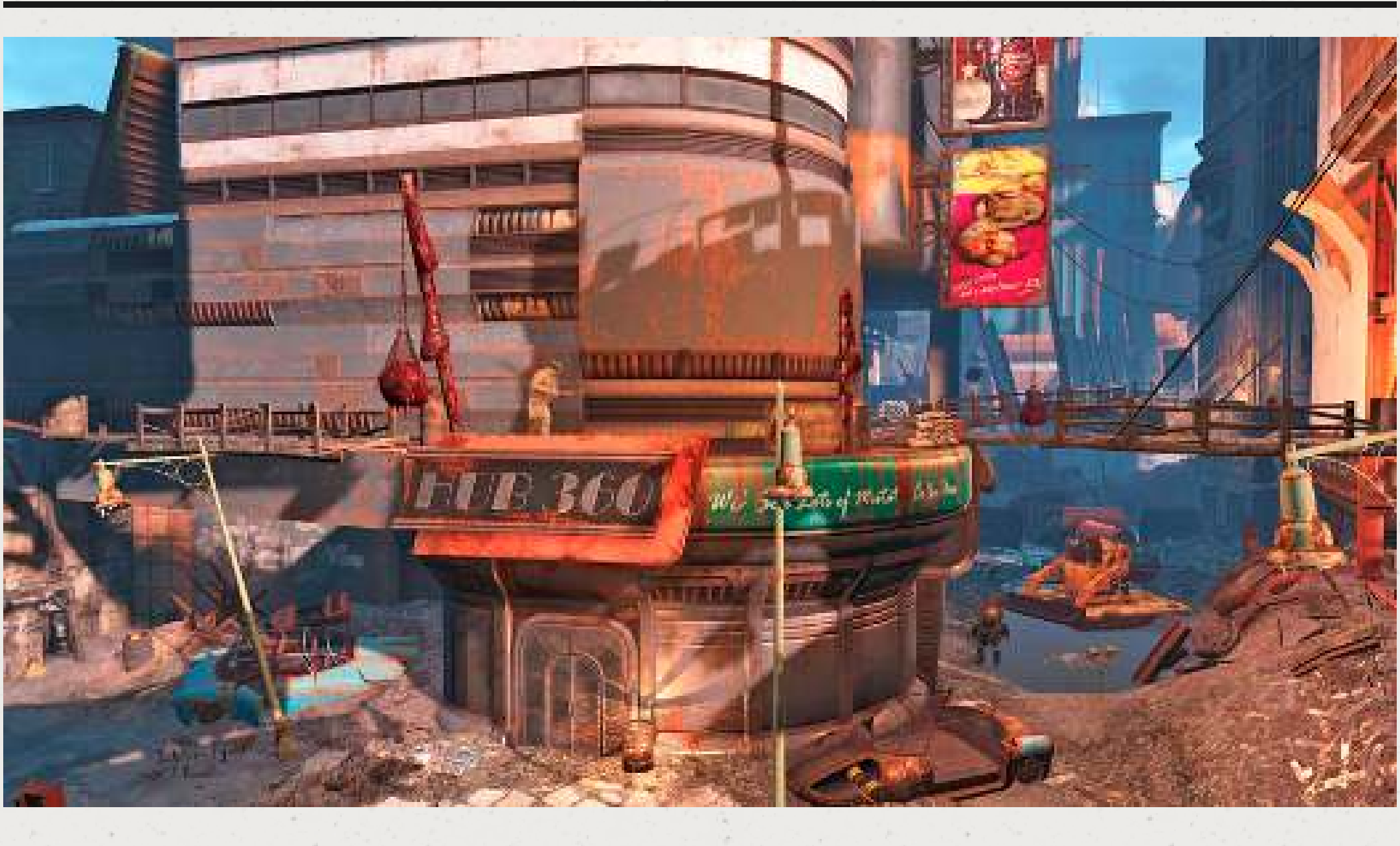
Secondary Locations

[16.01] HUB 360



- Armaments and **Ammo**
- Armaments and **Ammo**: Trunk
- Danger: Long Drop!
- Danger: Radiation (Mild)!
- Faction: Super Mutants
- **Health or Chems**
- Quest Visit: **Weathervane** (the Railroad)

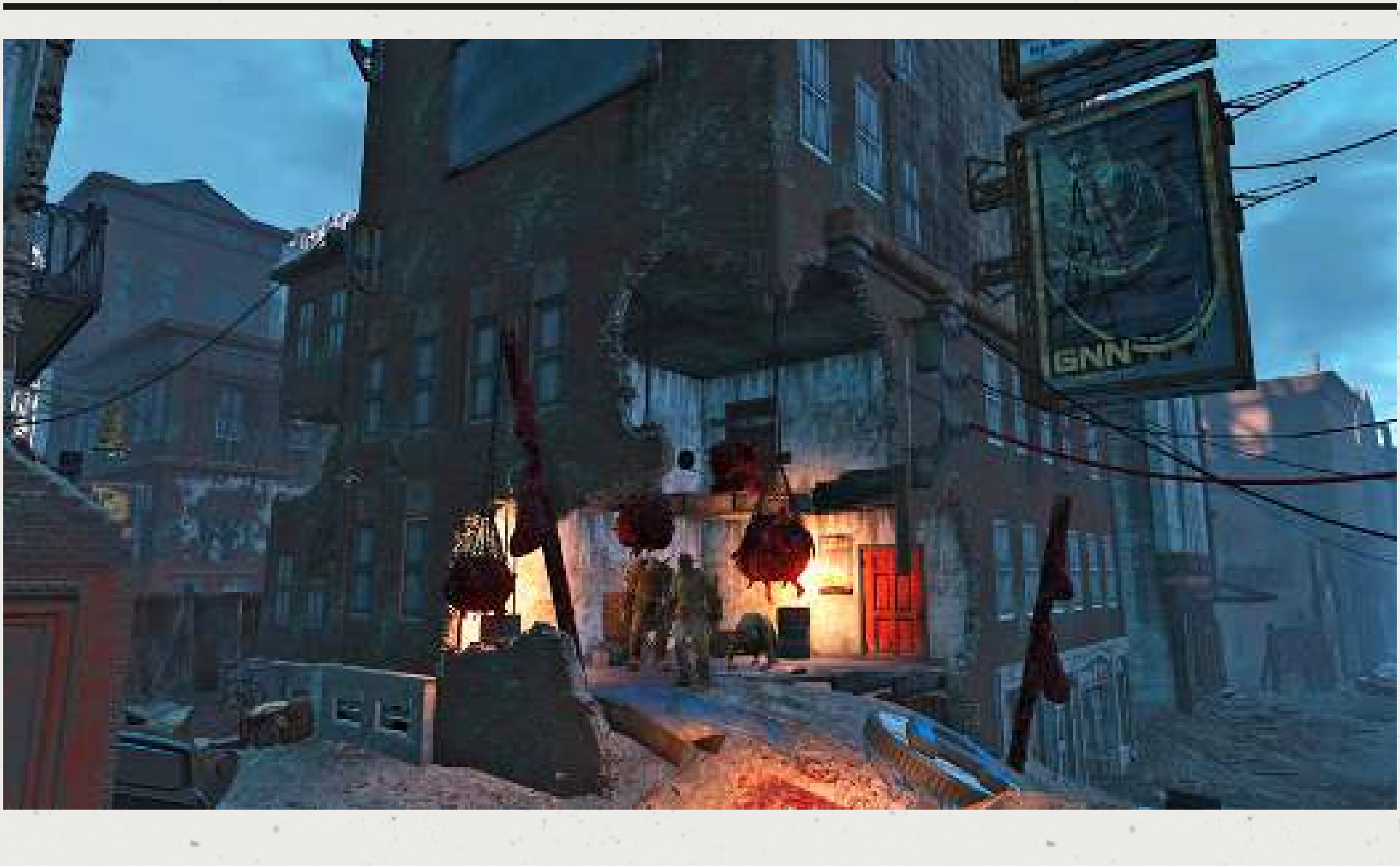
Access this sprawling Super Mutant camp from the ground or from the remains of the elevated freeway. Beginning at ground level, look for the structure and the rickety platforms stretching across the roads to the two other buildings to the east.

The ground-floor interior consists of a reception and dining area and a mezzanine staircase to a working elevator. Ascend to the next interior area, where you'll find kitchens and a door to Café Patio. Outside is a balcony offering views and more killing opportunities but no way out (except a long drop).

Back inside, climb the rubble pile and access either the rooftop pool (another greenskin hangout spot and access north to the fallen skybridge, or south to the Mass Bay Medical Center) or the elevator that takes you to the top of this structure. Here you can claim the contents of a steamer trunk and finish off the last mutated giant. There's a plank here for positioning the device in the specified quest.

Now, can you dive into the pool below?

[16.02] PEARWOOD RESIDENCES

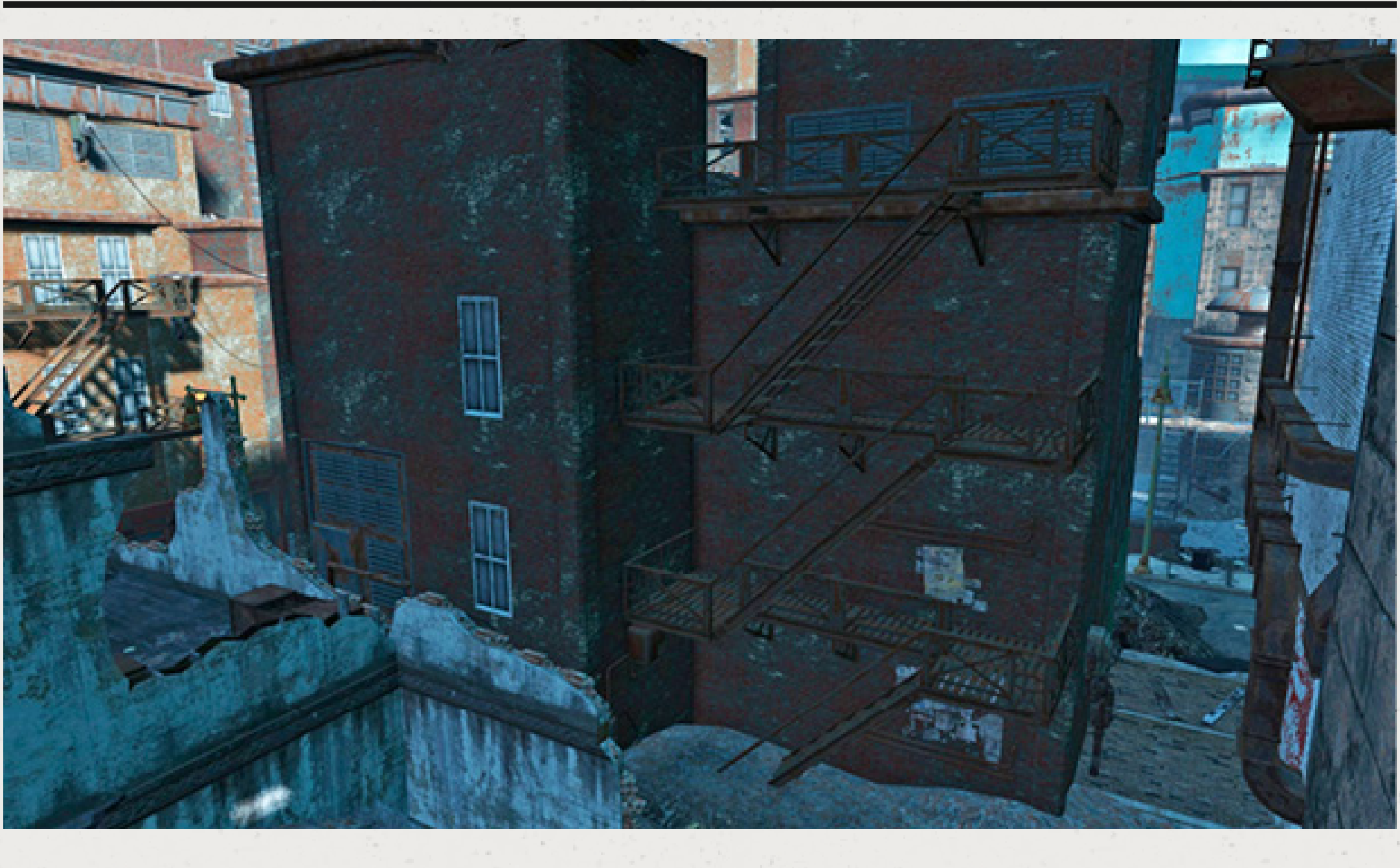


- Armaments and **Ammo**
- Danger: Long Drop!
- Danger: Radiation (Mild)!
- Faction: Super Mutants
- **Health or Chems**

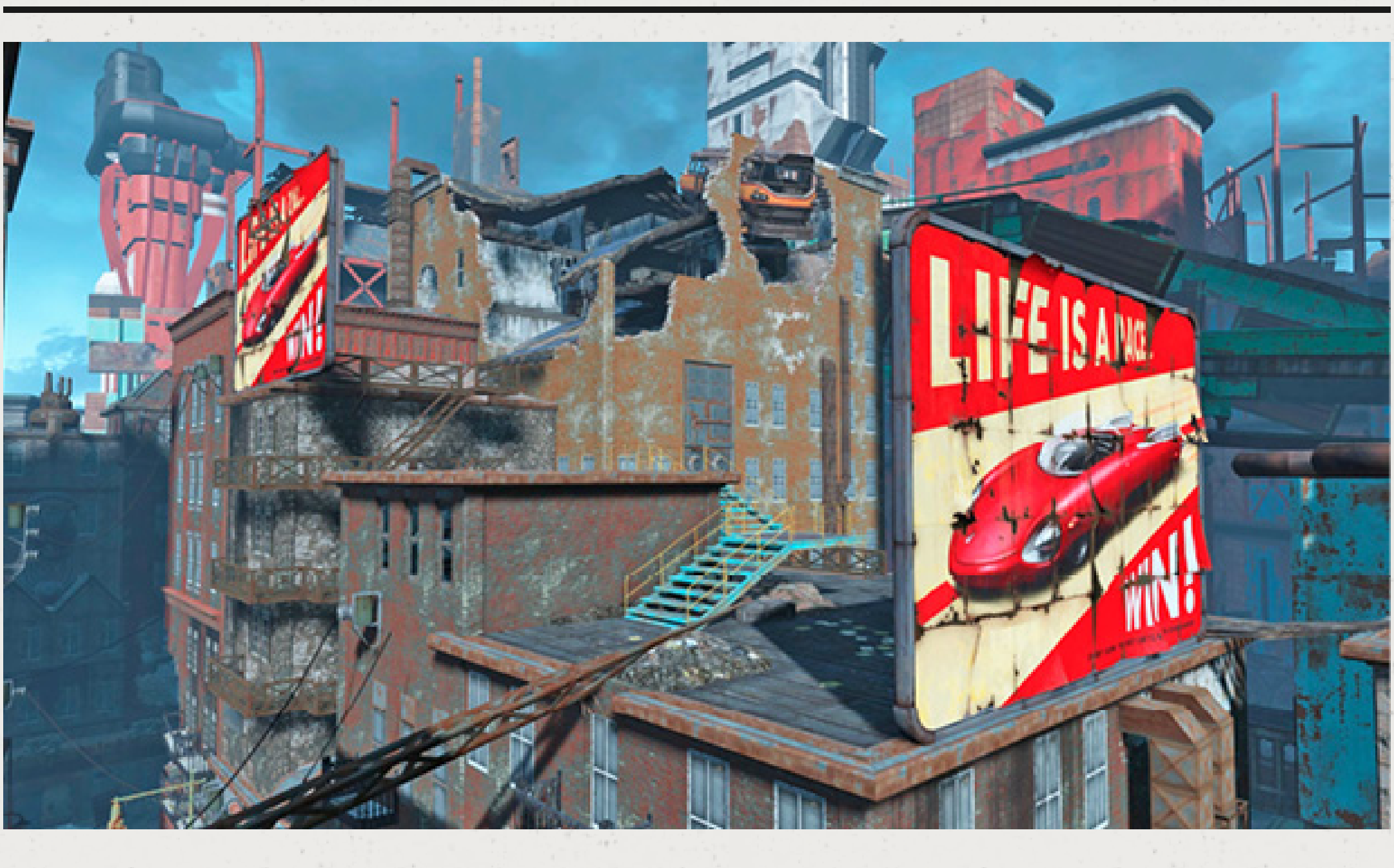
This six-floor high-rise has been thoroughly ransacked, and the floor inside the structure has given way. Take the interior elevator up, and make some nimble drops to each ruined ledge to gather any **items** you wish. Exit via the top or bottom floor.

The top exit leads to perhaps the least private bathroom in Boston. Use the fire escape to descend or ascend here, just west of the building.

[16.03] THE PLANK WALK (THEATER DISTRICT)



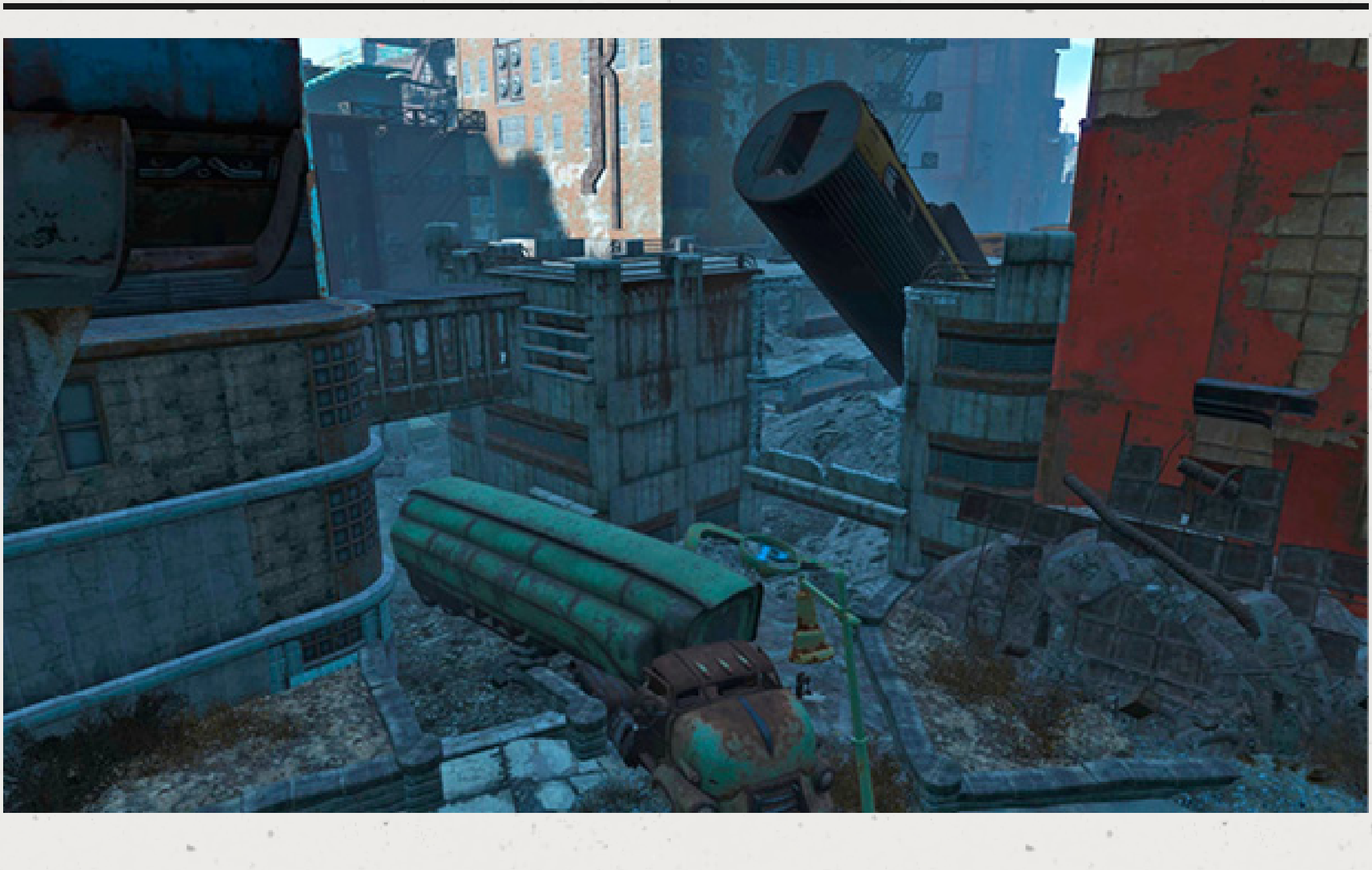
[16.04] GUNNER ENCAMPMENT (THEATER DISTRICT)



- Armaments and **Ammo**
- Danger: Long Drop!
- Faction: Gunners
- **Health or Chems**

Starting at the fire escape or the Gunner encampment atop a ruined office block near the upper level of the elevated freeway, you can maneuver back and forth from the freeway to ground level using the fallen antenna and various planks to maneuver between rooftops. Gather any Railroad loot along the way (atop the fire escape).

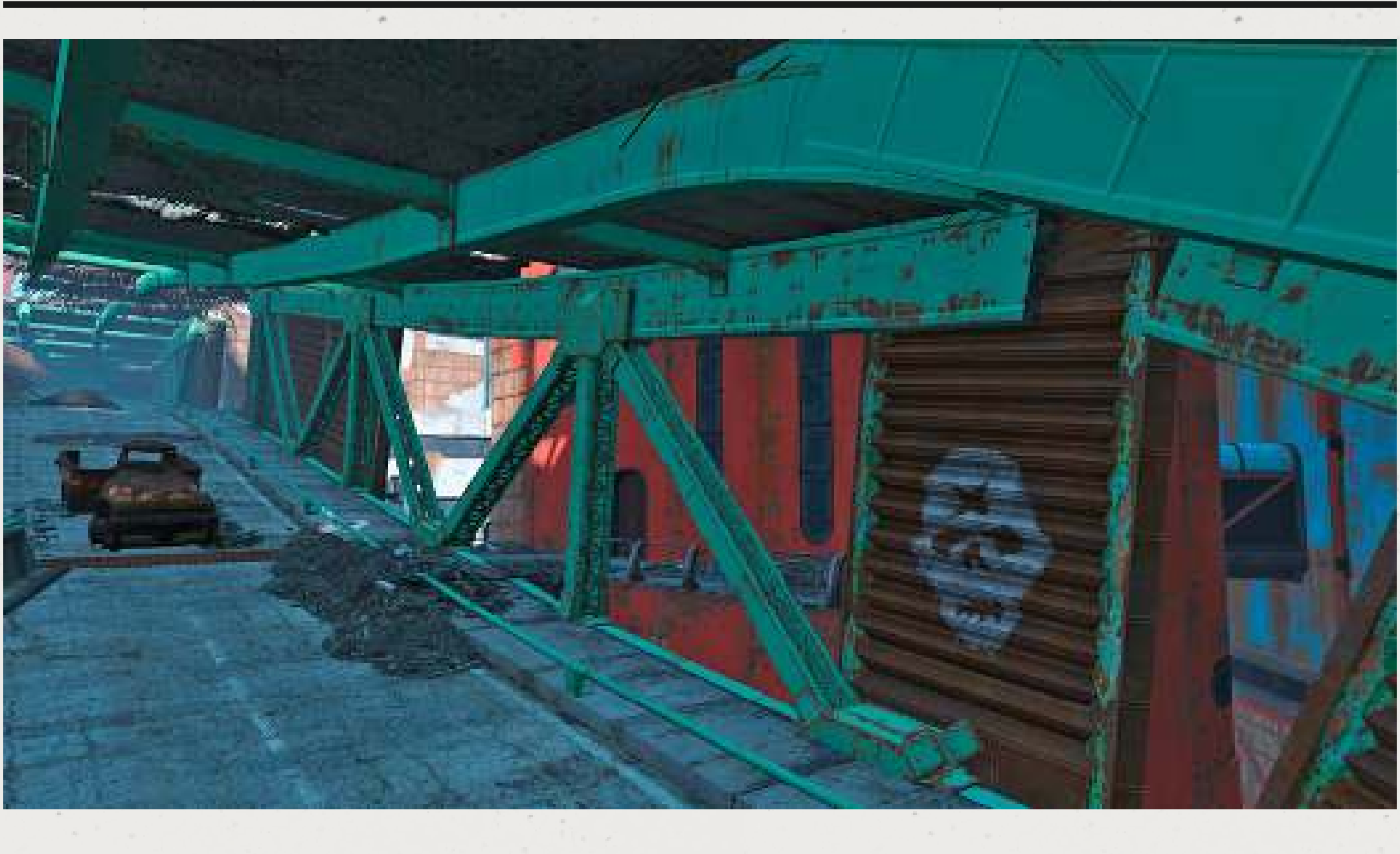
[16.05] PARKING GARAGE (THEATER DISTRICT)



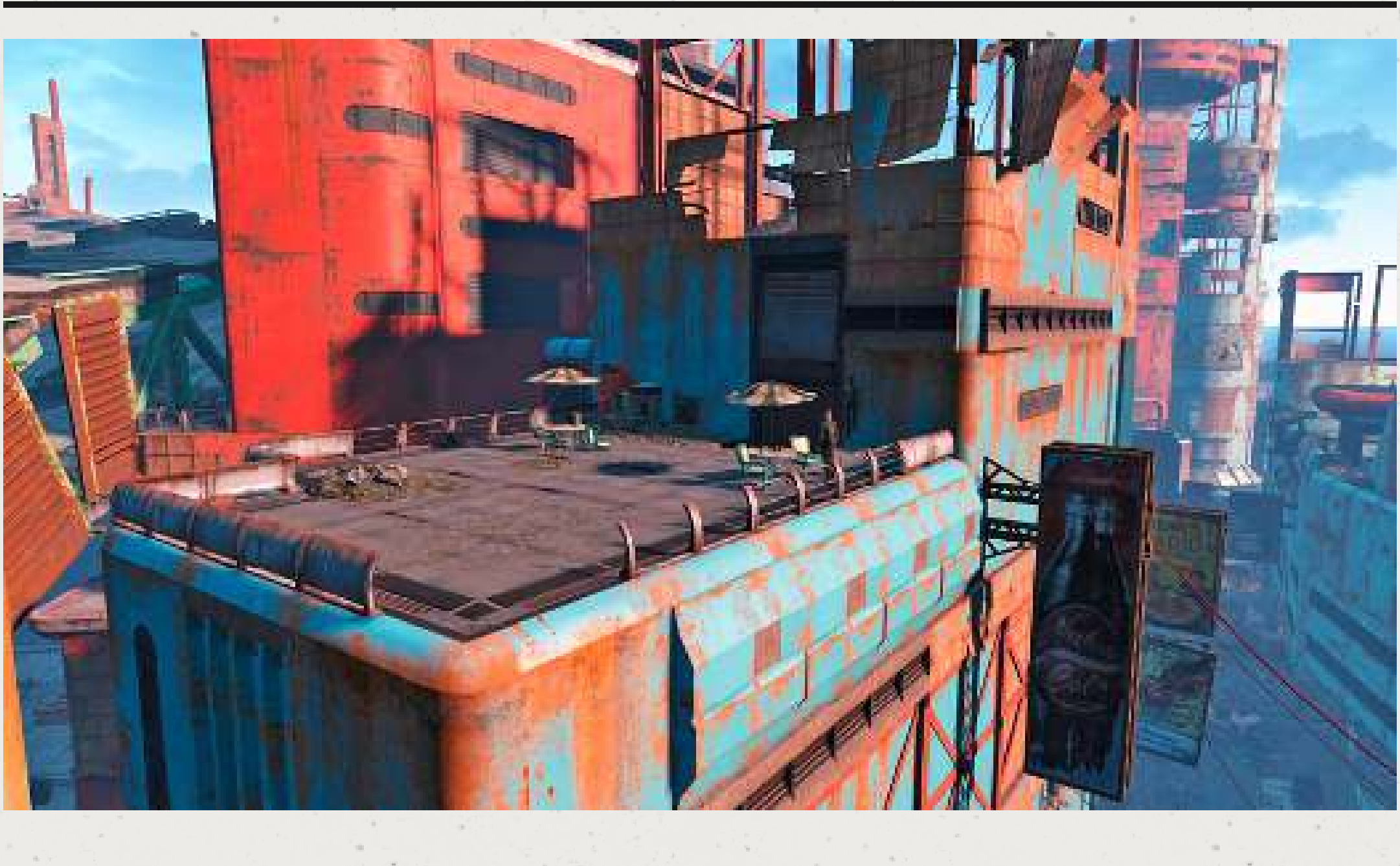
- Armaments and **Ammo**
- **Crafting**: Cooking Station
- Danger: Long Drop!
- Faction: Gunners

A section of the monorail has fallen into the roof of this garage. Check the green trailer at ground level (Advanced) near the concrete steps, or use the vehicle ramps to ascend the structure. The penultimate floor offers access south, into the medical center. Or head onto the roof and head south to reach the Mass Bay train station if you wish.

[16.06] TICKER TAPE LOUNGE (NORTHWEST)



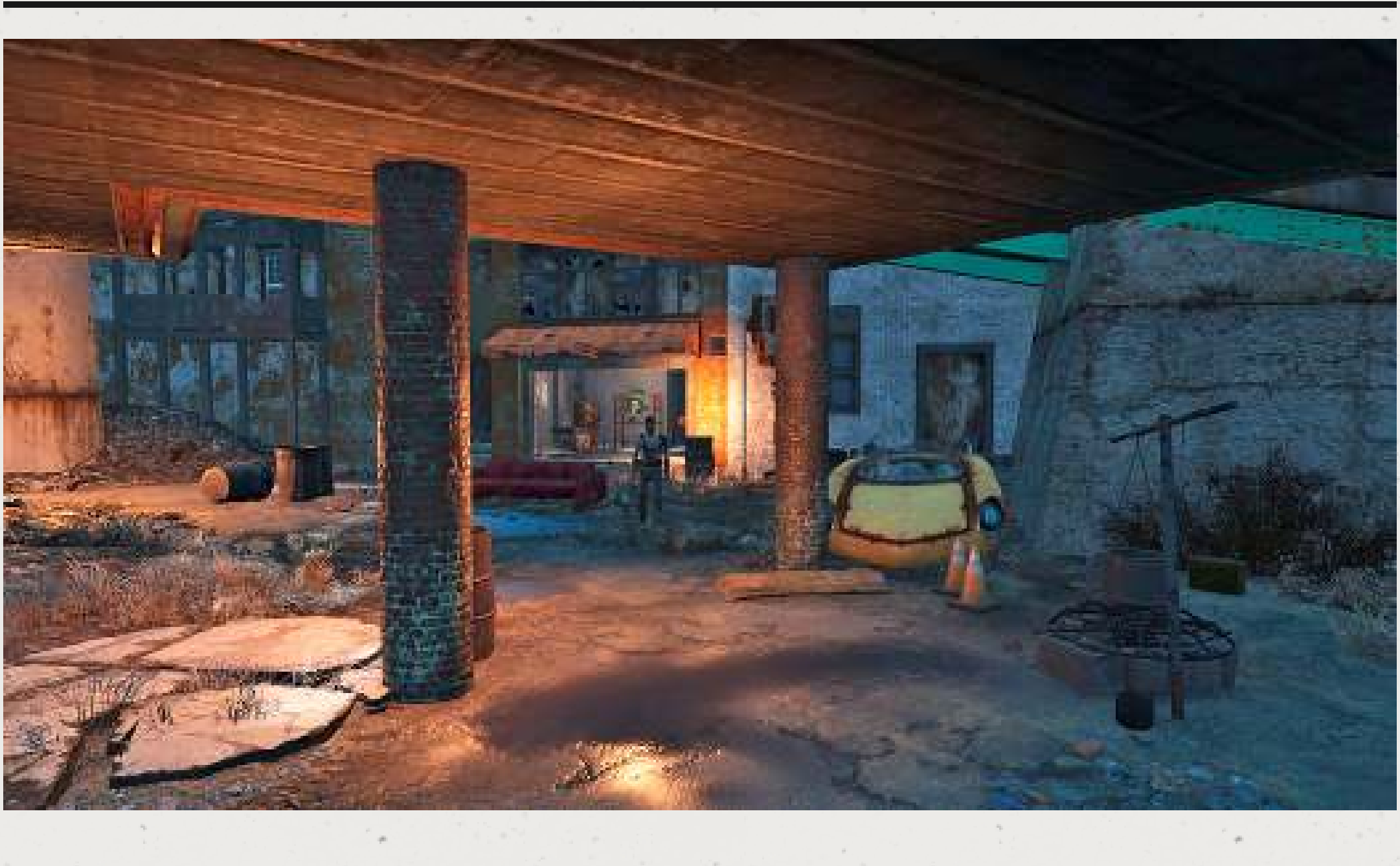
[16.07] TICKER TAPE LOUNGE (SOUTHEAST)



- Armaments and **Ammo**
- **Crafting**: Chemistry Station
- **Crafting**: Cooking Station
- Danger: Long Drop!
- Faction: Gunners

Once offering great **food** and better views, the lounge is comprised of two buildings linked via a small skybridge. Access the northwest structure from the elevated freeway. Access the southeast structure from the roof of the medical center by taking the construction lift down from the crashed Vertibird area. Inside are a couple of two-level lounges to traverse and some **ammo** and other supplies to covet.

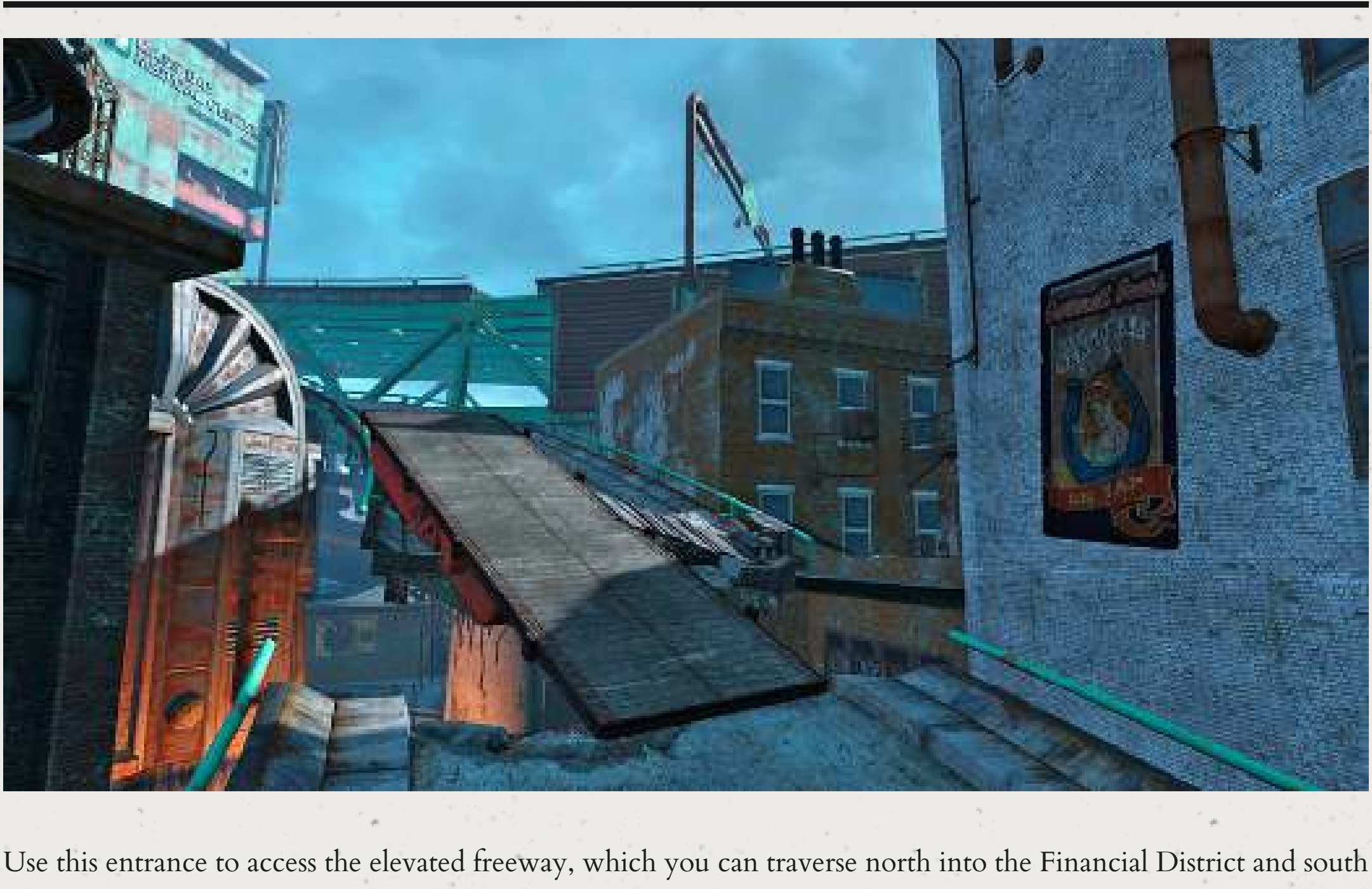
[16.08] UNDER THE ON-RAMP: CAMP AND GARAGE



- Armaments and **Ammo**
- **Crafting**: Chemistry Station
- **Crafting**: Cooking Station
- **Crafting**: **Power Armor** Station
- **Crafting**: **Weapons** Workbench
- Faction: Scavengers
- Faction: Character: Slim

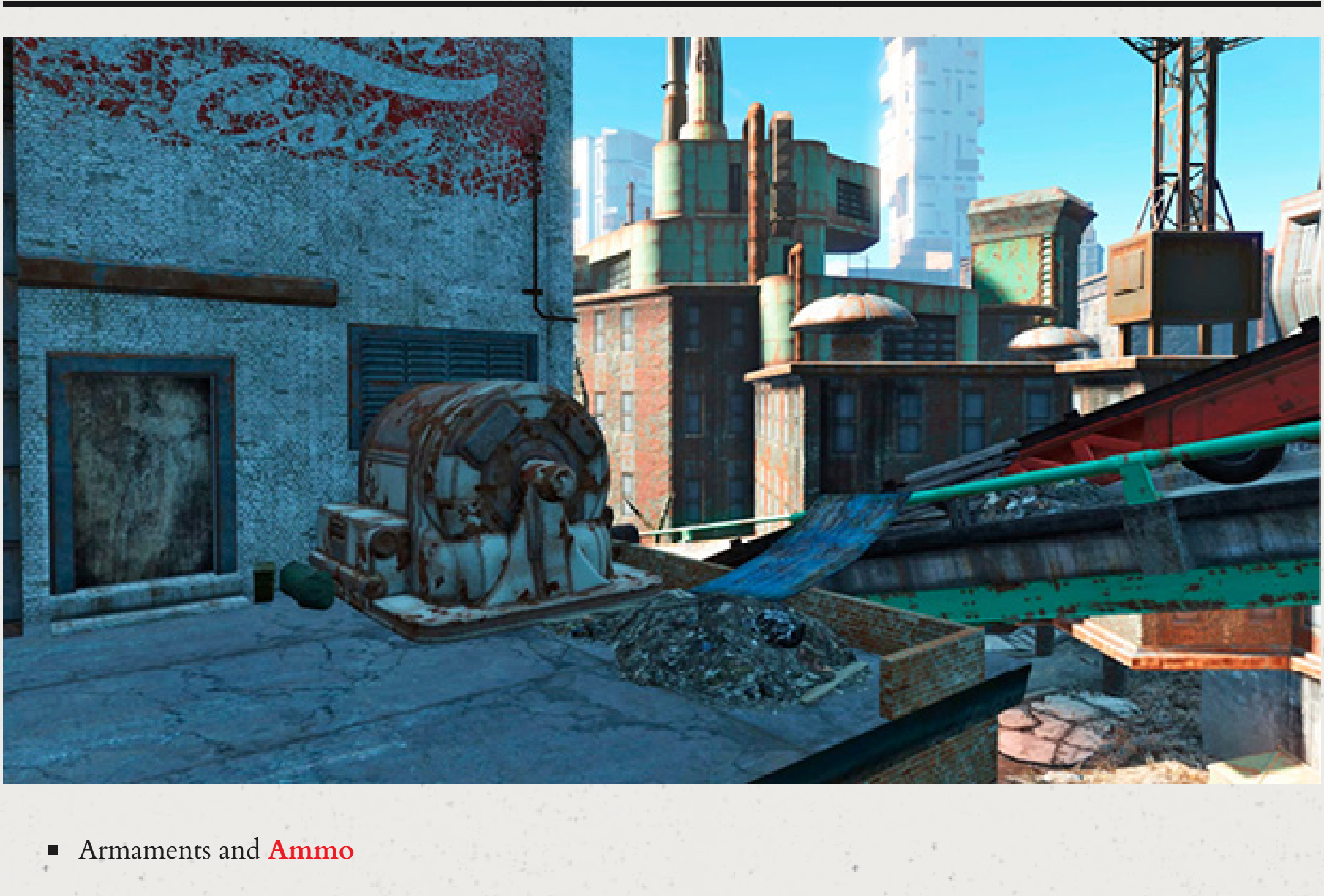
You may encounter wandering folk and a chap named Slim around here, but this is usually a good and safe place to tinker or sleep.

[16.09] THE ON-RAMP (THEATER DISTRICT)



Use this entrance to access the elevated freeway, which you can traverse north into the Financial District and south into Zone 6, close to University Point.

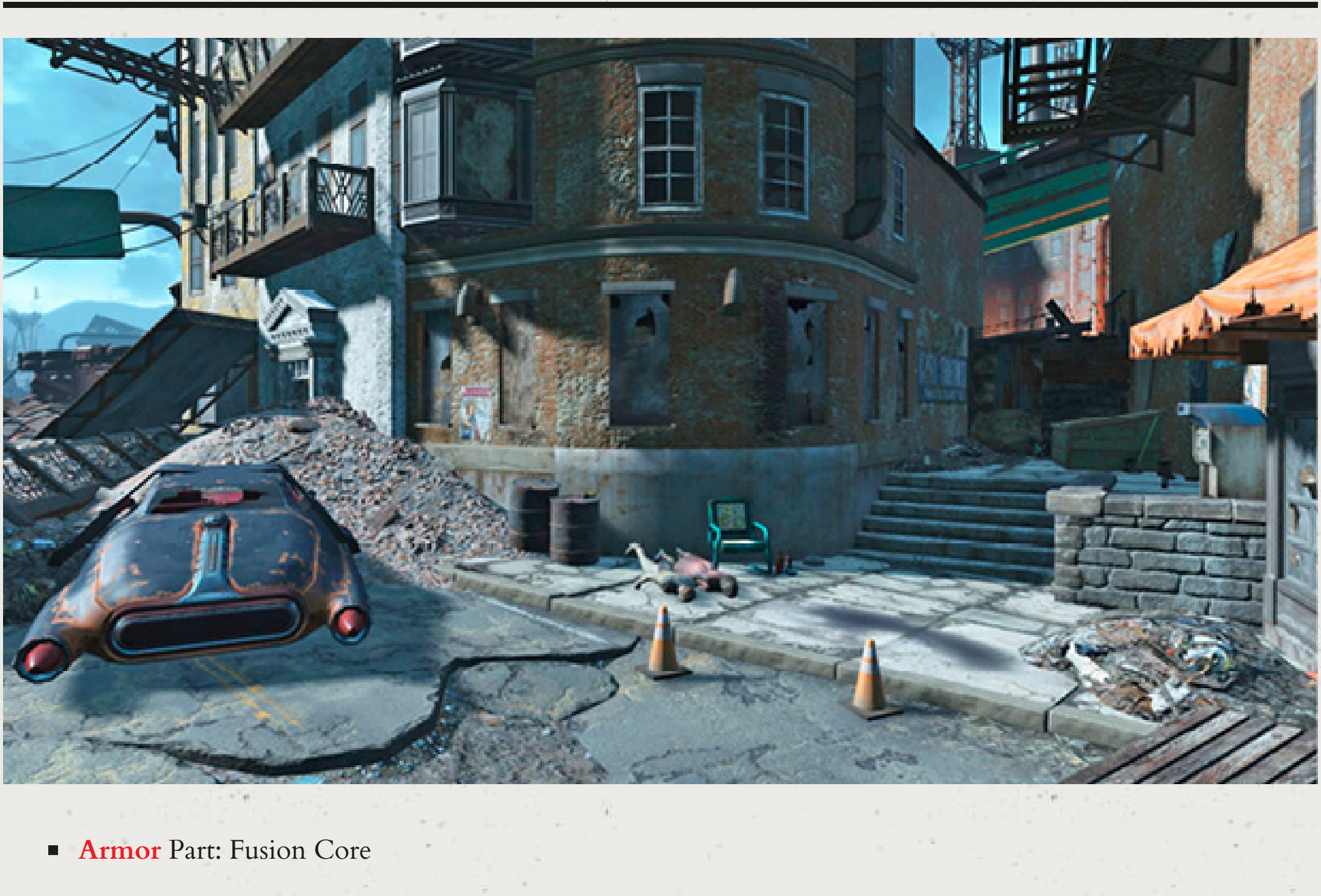
[16.10] RAILROAD DEAD DROP (THEATER DISTRICT)



- Armaments and **Ammo**

A small run-down apartment has a roof generator where a thoughtful Railroad agent has placed a duffel bag and **ammo** crate. Access via the plank connected to the on-ramp.

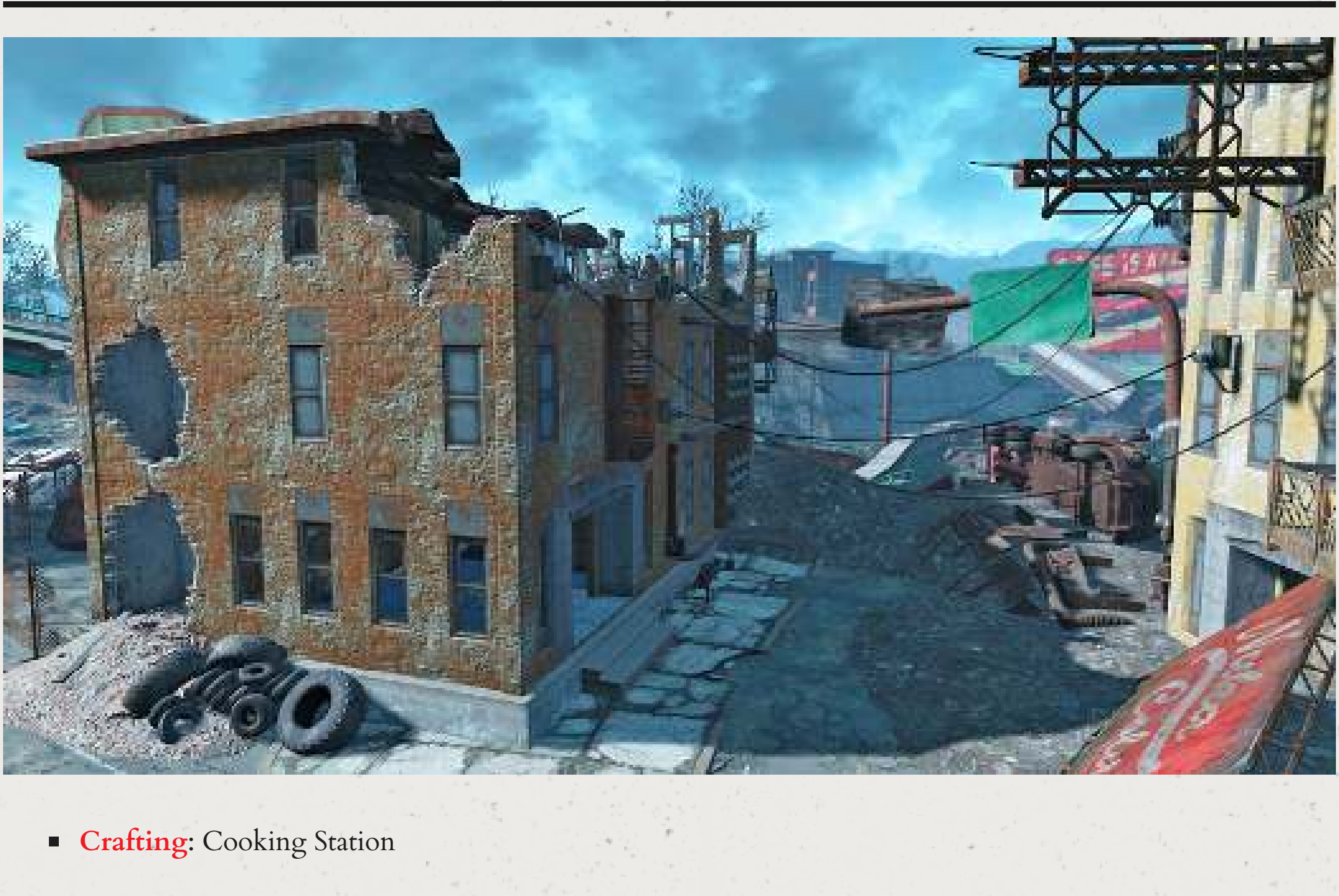
[16.11] STREET CORNER (THEATER DISTRICT)



- **Armor** Part: Fusion Core

A pair of mannequins around the corner from the fallen Nuka Cola sign stand close to the small Raider camp under the on-ramp. Check the barrel by the dummies for a Fusion Core.

[16.12] OLD SNIPER CAMP



- **Crafting**: Cooking Station
- Faction: Scavenger
- Faction: Character: Dando

A low-rise structure between the on-ramps provides a stairwell to keep you fit and a view of the Mass Pike to the west. Dando and his dog sometimes live here.

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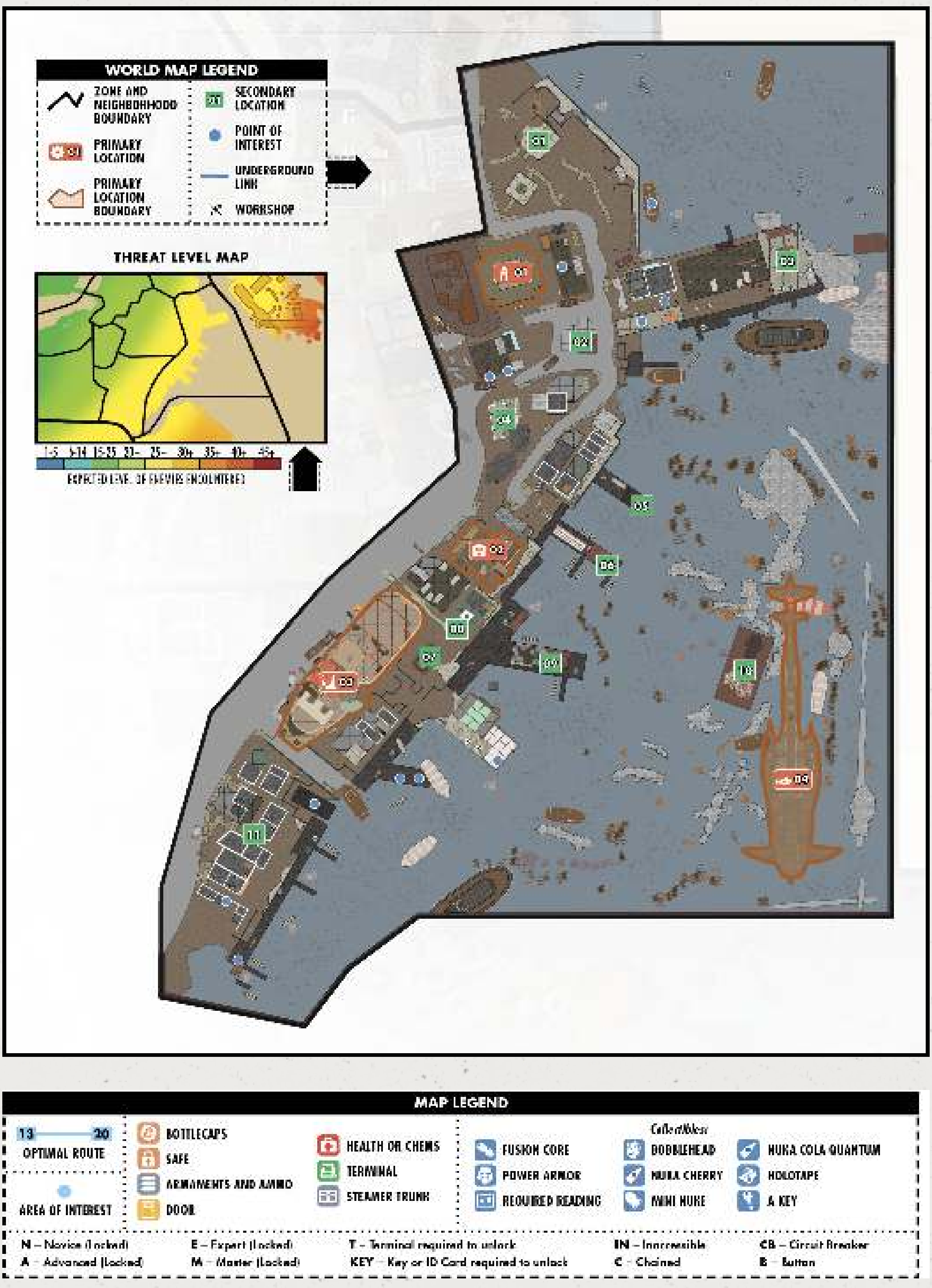
Overview


WORLD MAP LEGEND
ZONE AND NEIGHBORHOOD BOUNDARY
PRIMARY LOCATION
PRIMARY LOCATION BOUNDARY
SECONDARY LOCATION
POINT OF INTEREST
UNDERGROUND LINK
WORKSHOP
THREAT LEVEL MAP
1-5
6-14
15-25
21-
25-
30+
35-
40+
45+
EXPECTED LEVEL OF ENEMIES ENCOUNTERED
01
02
03
04
05
06
07
08
09
10
11
MAP LEGEND
13
20
OPTIMAL ROUTE
AREA OF INTEREST
BOTTLECAPS
SAFE
ARMAMENTS AND AMMO
DOOR
HEALTH OR CHEMS
TERMINAL
STEAMER TRUNK
FUSION CORE
POWER ARMOR
REQUIRED READING
Collectibles
BOBBLEHEAD
NUKA CHERRY
MINI NUKE
NUKA COLA QUANTUM
HOLOTAPE
A KEY
N – Novice (Locked)
A – Advanced (Locked)
E – Expert (Locked)
M – Master (Locked)
T – Terminal required to unlock
KEY – Key or ID Card required to unlock
IN – Inaccessible
C – Chained
CB – Circuit Breaker
B – Button

Just as the Charles River empties out into the Massachusetts Bay, so, too, did container vessels from across the Old World, about 400 years ago. Now the harbor is in serious need of dredging, with a variety of rusty hulks and rotting boats scattered about this waterway. Home to Mirelurks, pockets of Super Mutants and Raiders, and the odd roving Scavenger, Boston Harbor offers views out to the east, toward the airport. Head north to Charleston, west into the Theater District, and south toward Quincy and South Boston. Though there are few primary locations, this has the distinction of being among the most dangerous of neighborhoods, as the ground is sometimes soggy and the inhabitants never friendly. Also, did you hear tales of the sea monster lurking in the bay?

Primary Locations

[17.01] Custom House Tower

[17.02] The Shamrock Taphouse

[17.03] Harbormaster Hotel

[17.04] Yangtze

Secondary Locations

[17.01] Waterfront Park

[17.02] Custom House Tower Courtyard

[17.03] Warehouse and Wharf

[17.04] Scavengers' Rooftops (Waterfront)

[17.05] Tinkerer's Boathouse (Waterfront)

[17.06] Main Boathouse (Waterfront)

[17.07] Locked Diner

[17.08] Pedestrian Walkway (Waterfront)

[17.09] Waterfront Cabin

[17.10] Scrap Metal Barge

[17.11] Desolate Promenade

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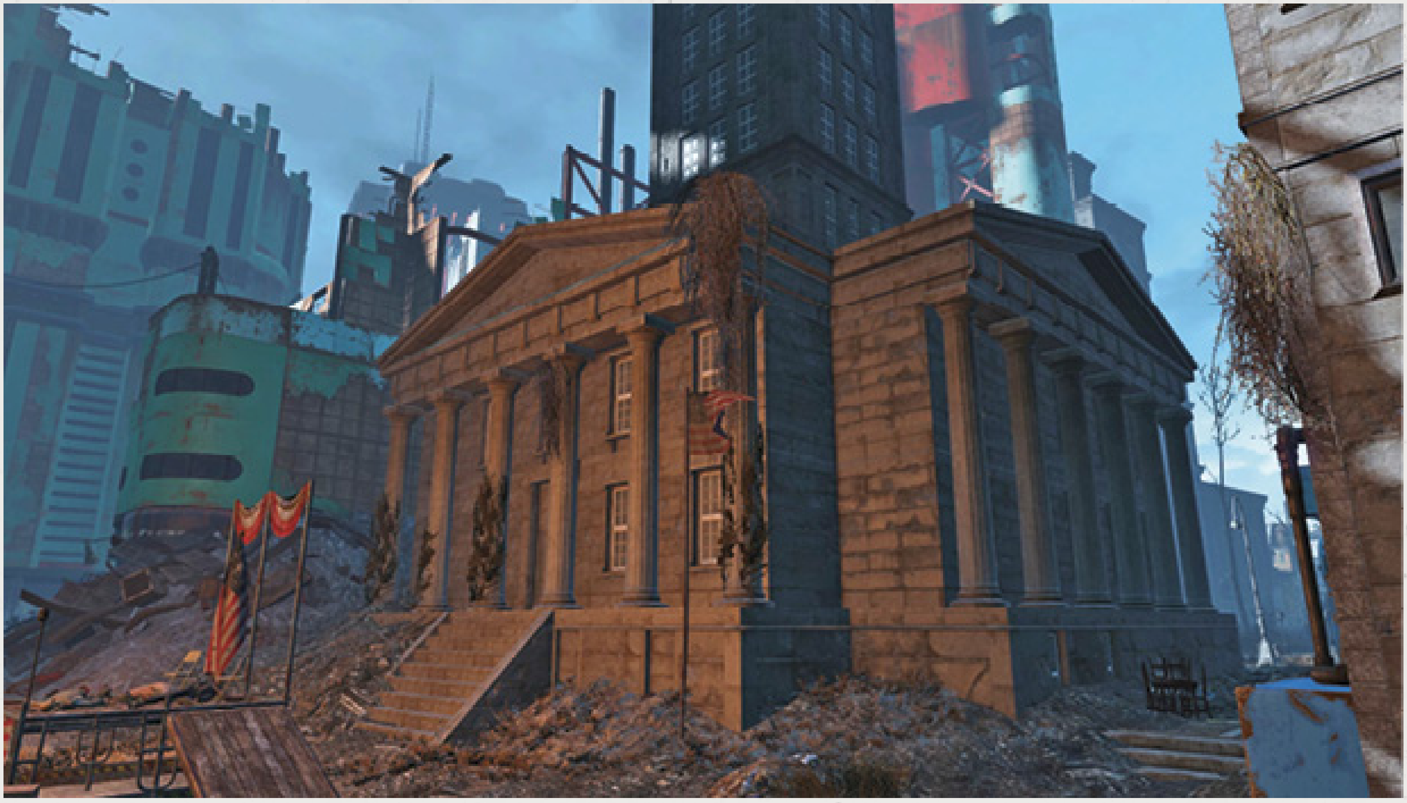
Primary Locations

[17.01] Custom House Tower

THREAT LEVELS 25+ 🟦🟦🟩🟩🟨⬜⬜⬜⬜

THREAT LEVELS 30+ 🟦🟦🟩🟩🟨🟨⬜⬜⬜



- Armaments and **Ammo**
- Faction: Raider
- Faction: Super Mutant
- **Health or Chems**

A landmark from the early 20th century, the Custom House served as a federal structure. Built on reclaimed shoreline and surviving the bombs, it now features a new and more bloody interior decoration due to recent Super Mutant activity.

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Primary Locations

[17.01] Custom House Tower

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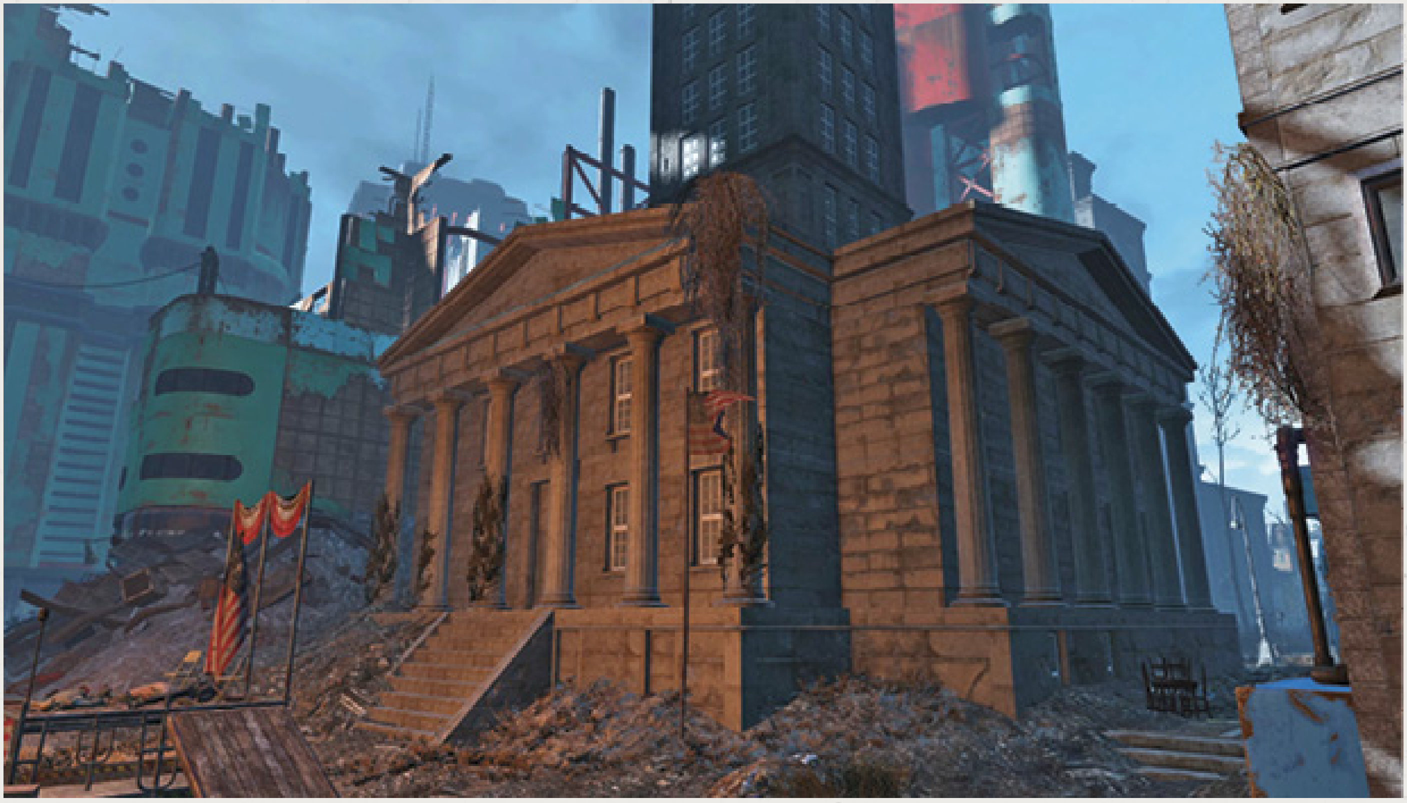
THREAT LEVELS 30+	🟦🟦🟩🟩🟨🟧⬜⬜⬜



- Armaments and Ammo
- Faction: Raider
- Faction: Super Mutant
- Health or Chems

A landmark from the early 20th century, the Custom House served as a federal structure. Built on reclaimed shoreline and surviving the bombs, it now features a new and more bloody interior decoration due to recent Super Mutant activity.

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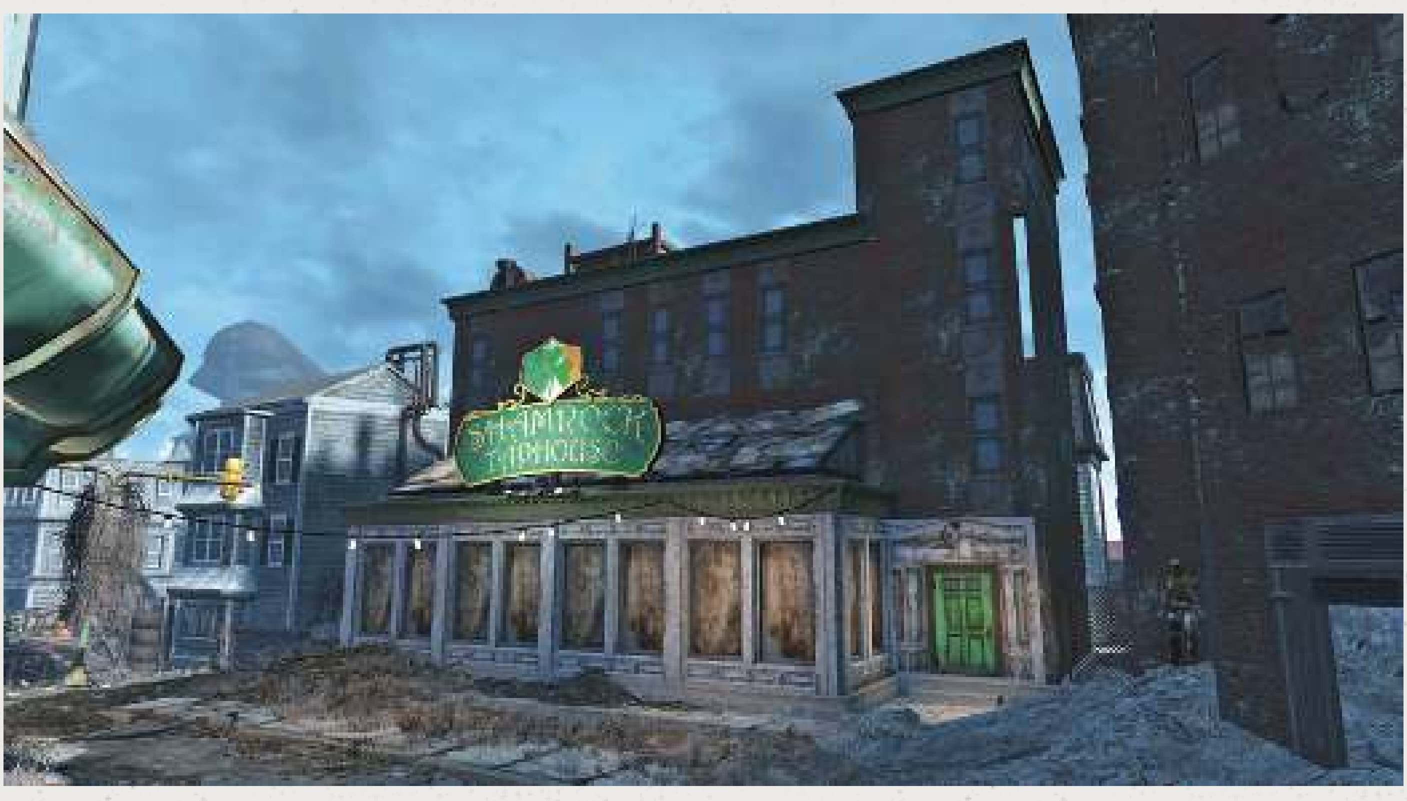
[17.02] The Shamrock Taphouse

THREAT LEVELS 30+



- Armaments and Ammo
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Trunk
- Bottlecaps
- Collectible: Holotape: Drinkin' Buddy Password
- Collectible: Holotape: Gwinnett Lager Recipe
- Collectible: Holotape: Spotlight Hacking Source Code
- Collectible: Nuka Cherry
- Collectible: Nuka Cola Quantum (2)
- Collectible: Required Reading: Total Hack
- Crafting: Chemistry Station
- Crafting: Cooking Station
- Danger: Can Chimes!
- Danger: Makeshift Bomb!
- Danger: Tension Trigger!
- Faction: Mole Rats
- Faction: Radroaches
- Faction: Raiders
- Faction: Character: Gaff
- FACTION: CHARACTER: DRINKIN' BUDDY
- Health or Chems
- Quest Start: Miscellaneous (Trouble Brewin')
- Quest Visit: Miscellaneous (Trouble Brewin')

VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke

Holotape: Gwinnett Lager Recipe

Collectible: Nuka Cherry

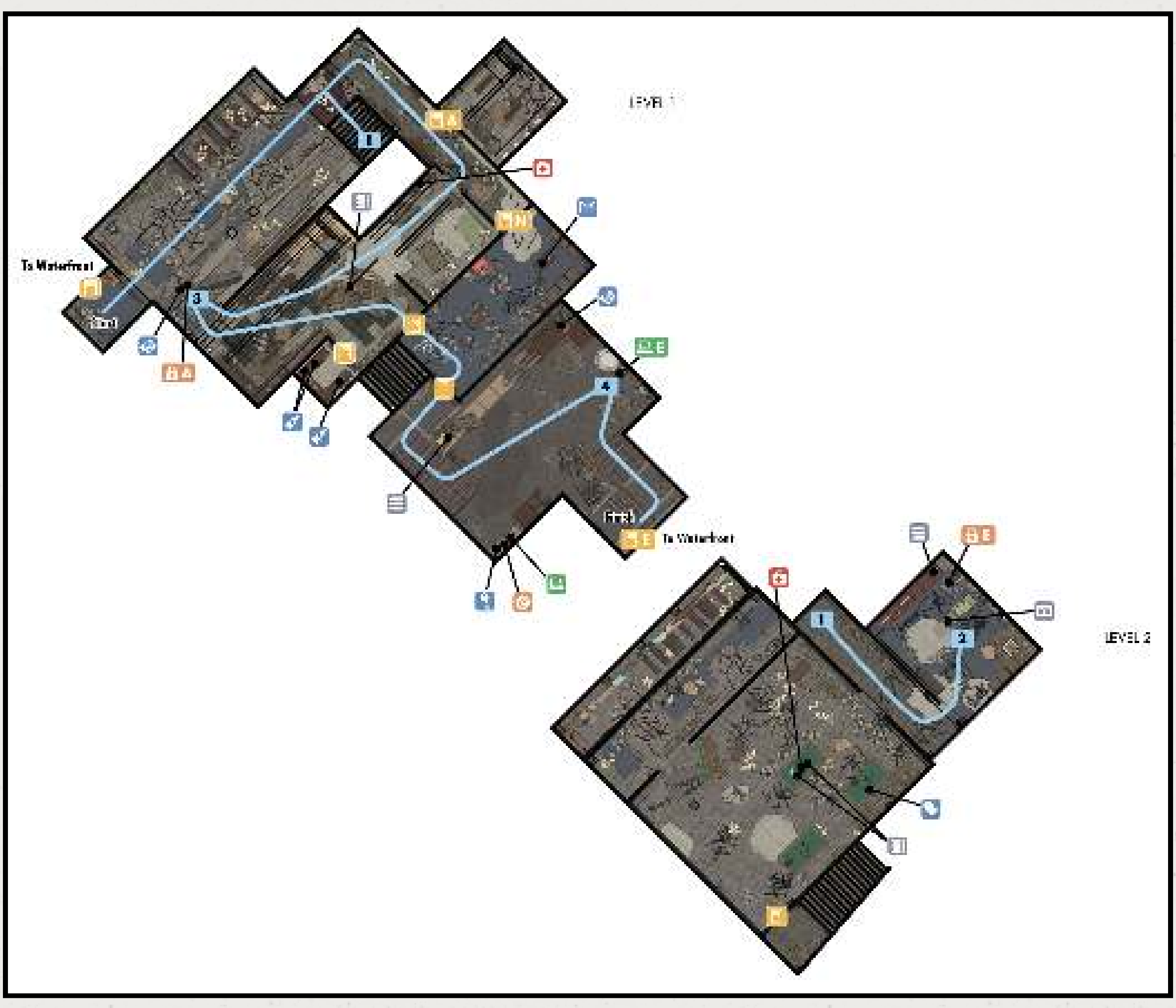
C
ollectible: Nuka Cola Quantum (2)

Required Reading: Total Hack

This historic bar and pool club on the edge of the Theater District is run by one of the smaller Raider gangs active in this area. The bar has had a long and illustrious history since its establishment in 1787 . . . 500 years ago. Paul Revere was said to drink here.

On the sliver of land between the Waterfront and Financial District neighborhoods, this fortified Raider camp has a single entrance (the hatch from the cellar is cordoned off behind wire fencing). Expect turrets and harsh language. Mop up the Raider scum and loot their ammo. Then enter the establishment.

The place is run by Gaff, a Raider with a few cohorts scattered throughout the premises. The key to open the problematic doors of this establishment is in the cellar.



Miscellaneous Quest: Trouble Brewin'

Also in the cellar is a special "Drinkin' Buddy" Mister Brewer Protectron. Check him out near the terminal (Expert), or use the password from the Holotape on the cellar shelves. Consult the Goodneighbor Freeform quests for the full story.

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[17.03] Harbormaster Hotel

THREAT LEVELS 30+ 🟦🟦🟩🟩🟨🟨⬜⬜⬜

- Armaments and Ammo
- Bottlecaps
- Collectible: Nuka Cherry
- Danger: Long Drop!
- Faction: Raiders
- Health and Chems+
- UNIQUE ITEM: GIDDYUP BUTTERCUP (ITEM)

Close to the water's edge, this fortified Raider's camp has too many heads on poles and too few blockades, which allows you easy access into the hotel. Gather ammo before you enter.

Once inside, pick the foyer clean of minor items, then ride the elevator up to a ruined hallway with a locked door (Advanced). Inside, one of the older residents is hanging out with a couple of his toy pals. There's access out to the roof too.

On the rooftop pool deck, there's light resistance and a load of chems to scavenge, as well as a Nuka Cherry by the bar. Watch the sides; that drop looks lethal!

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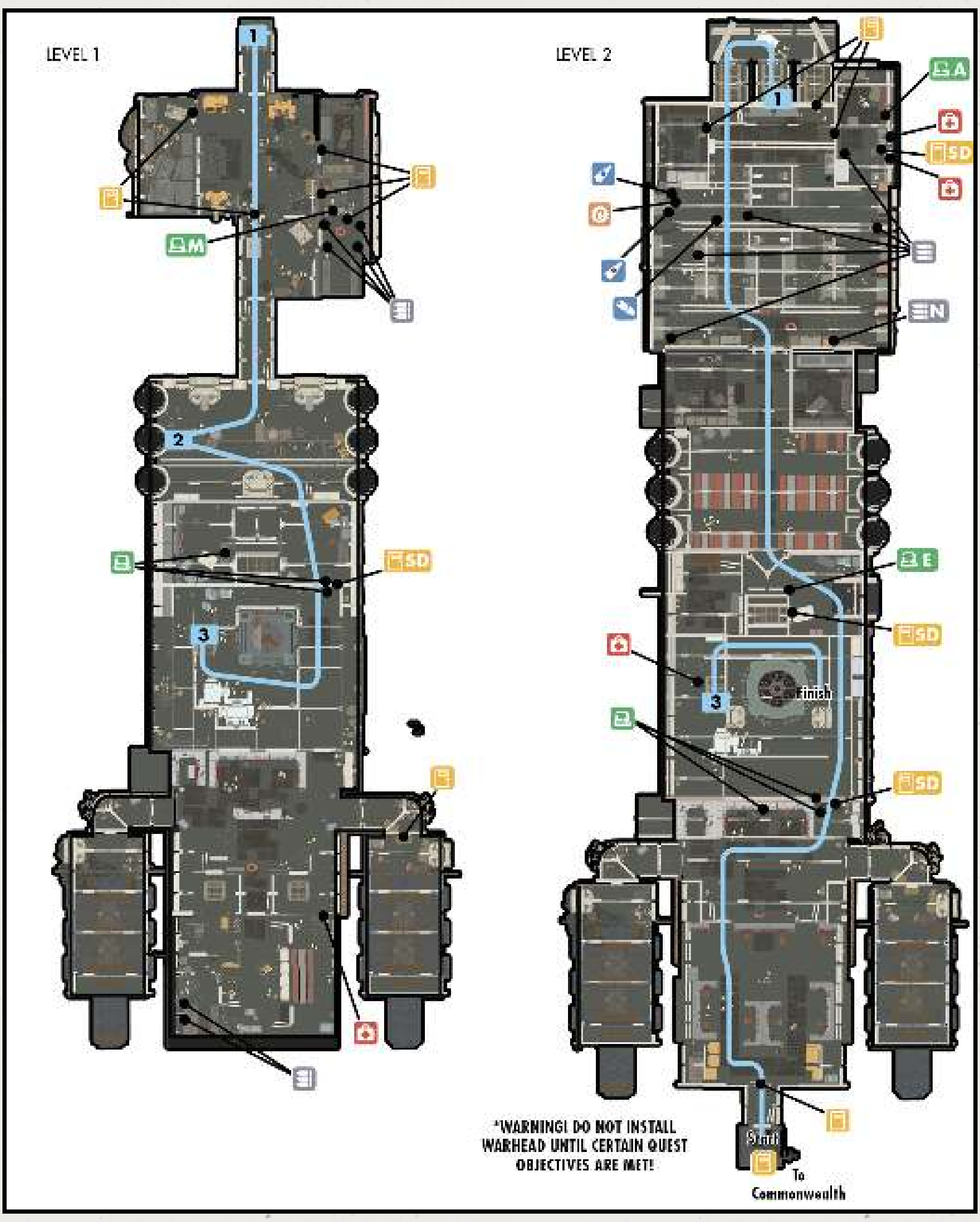
Primary Locations

[17.04] Yangtze

- Armaments and Ammo+
- Armaments and Ammo: Mini Nuke
- Armor Part: Fusion Core
- Bottlecaps
- Collectible: Nuka Cherry
- Collectible: Nuka Cola Quantum
- Crafting: Chemistry Station
- Crafting: Weapons Workbench
- Danger: Oil!
- Danger: Radiation (Severe)!
- Faction: Feral Ghouls
- Faction: Character: Captain Zao
- Faction: Character: First Mate
- Health and Chems+
- Quest Visit: Here There Be Monsters (Side)
- UNIQUE ITEM: HOMING BEACONS


LEVEL 1
1
M
2
SD
3
LEVEL 2
1
A
SD
N
E
SD
3
Finish
SD
*WARNING! DO NOT INSTALL WARHEAD UNTIL CERTAIN QUEST OBJECTIVES ARE MET!
Start
To Commonwealth

VAULT-TEC RECOMMENDED LOOT

- **Armaments and Ammo: Mini Nuke**
- **Armor Part: Fusion Core**
- **Collectible: Nuka Cherry**
- **Collectible: Nuka Cola Quantum**
- **UNIQUE ITEM: HOMING BEACONS**

Easily mistaken for a strange aquatic monster, this Chinese nuclear submarine (Liao-Class Type 113) is hidden among the wrecks of other ships in the Boston Harbor. It is commanded by Captain Zao. Should you wish to access the terminal (Master) on the lower level, find the first mate's password from the fellow lurking down in these parts.

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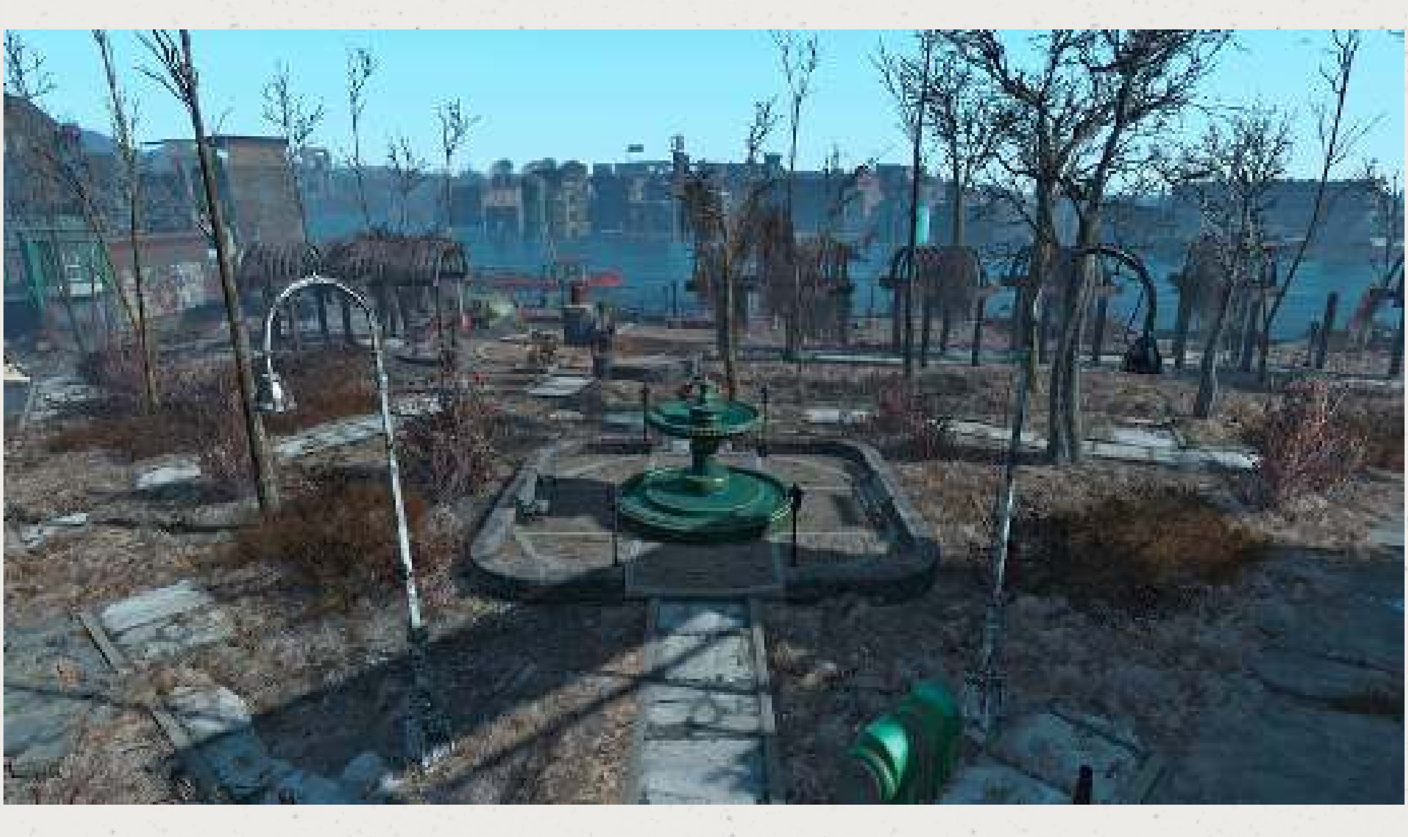
Secondary Locations

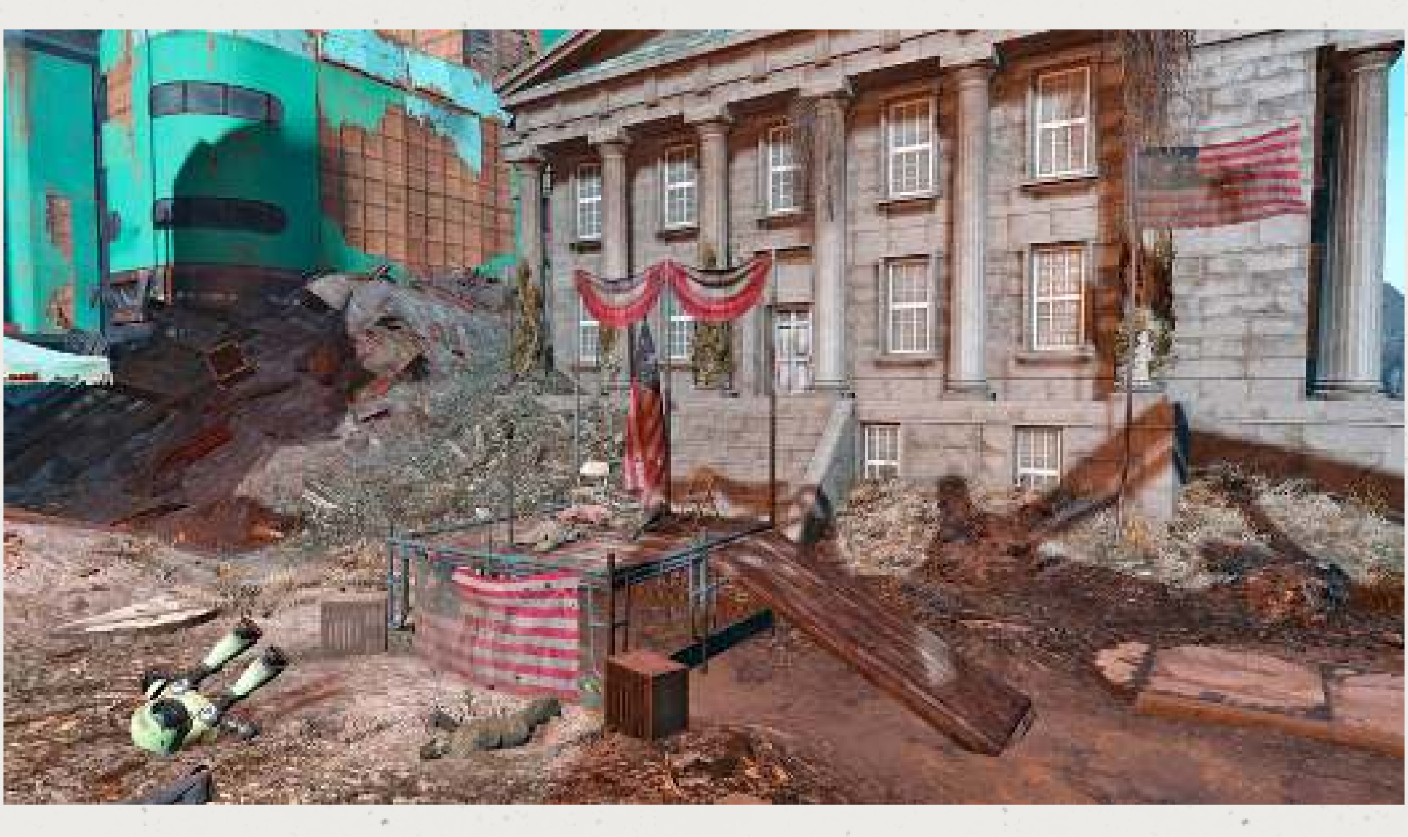
[17.01] WATERFRONT PARK



- Faction: Radstag Does
- Health or Chems

A small formal gardens on the waterfront, now home to roaming wildlife and a collection of withered skeletons gazing out into the harbor.

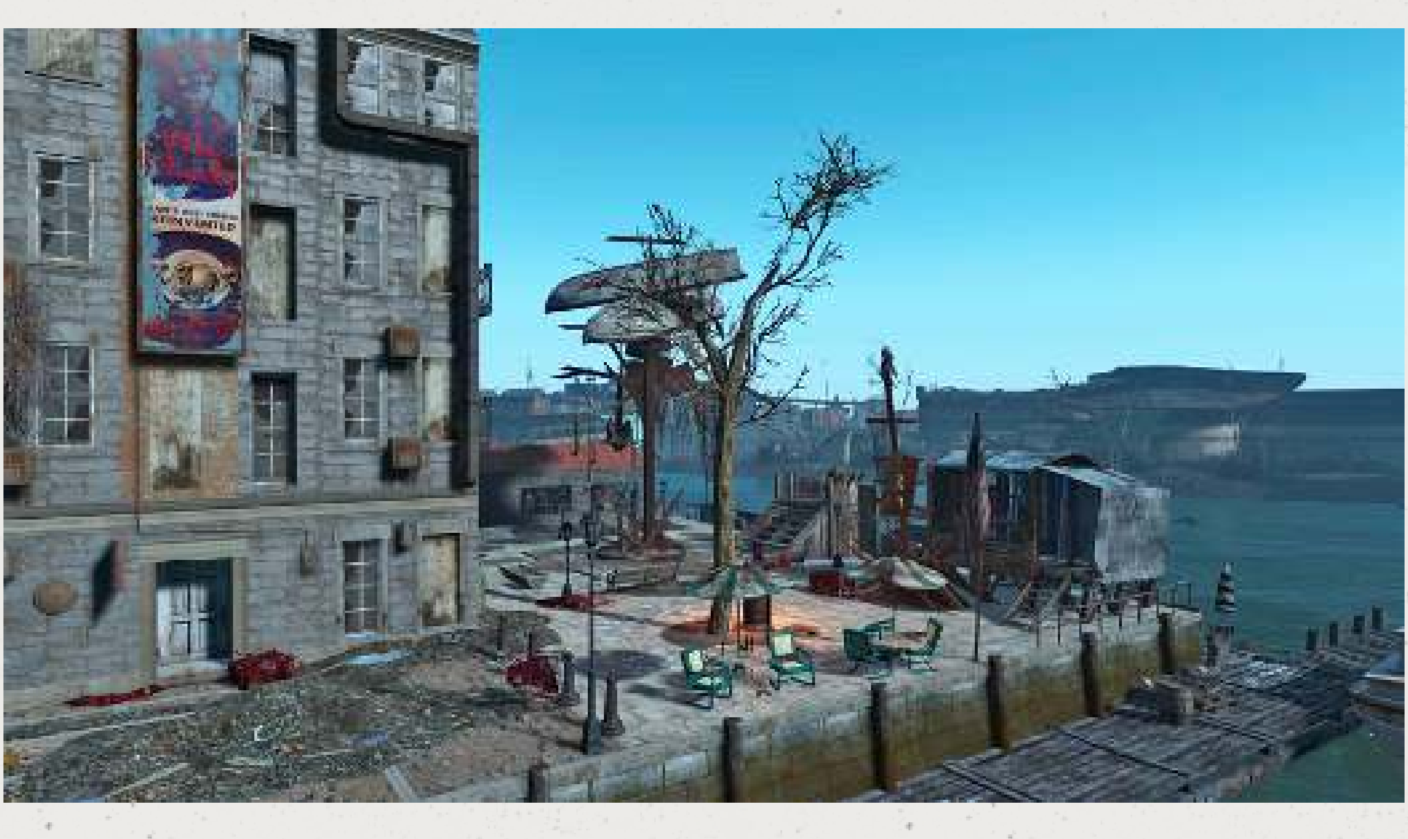
[17.02] CUSTOM HOUSE TOWER COURTYARD



- Armaments and Ammo

A podium and signs of a disagreement in the past. Scrabble around in the rubble for a few helpful items.

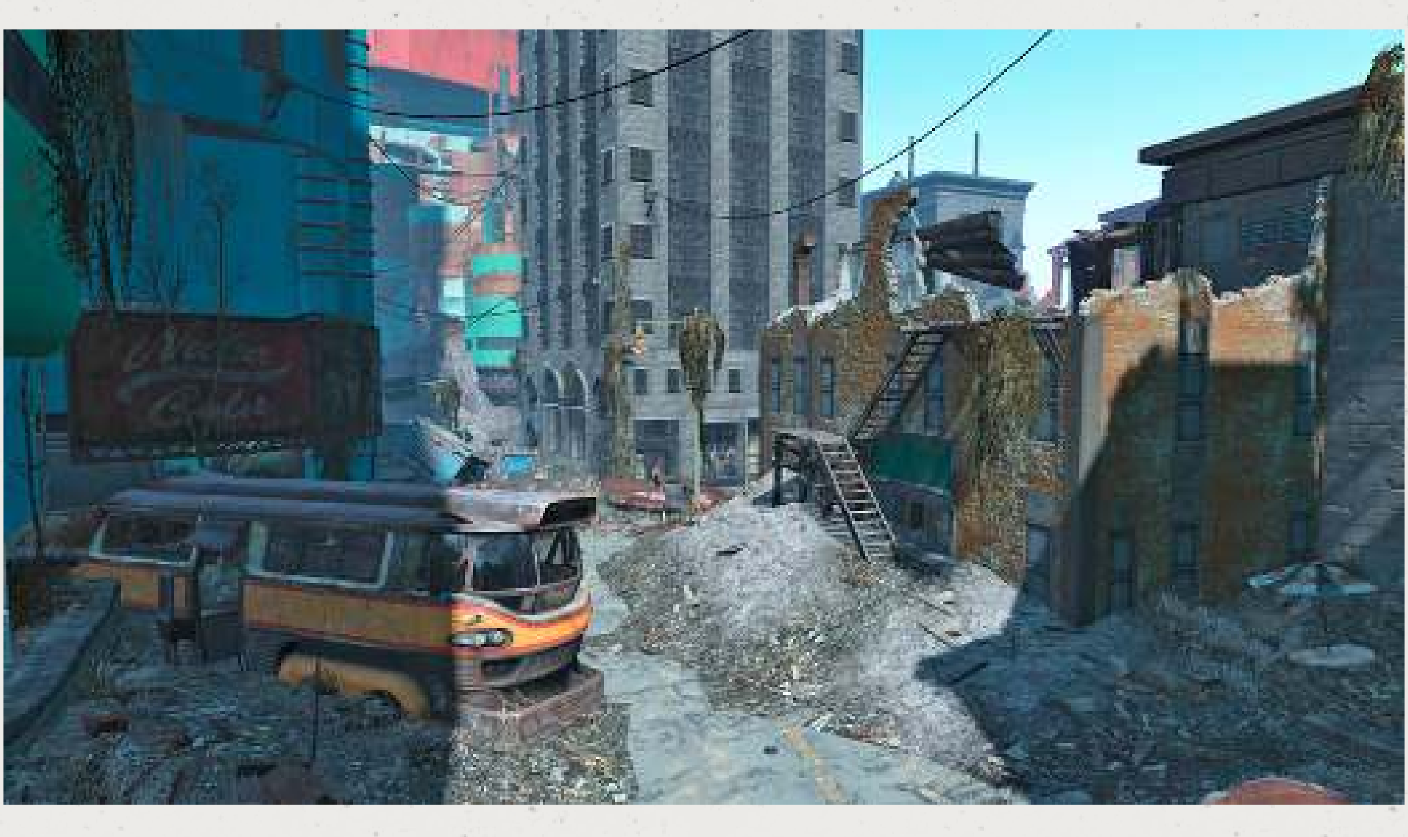
[17.03] WAREHOUSE AND WHARF



- Armaments and Ammo
- Crafting: Cooking Station
- Faction: Super Mutants

Greenskins have taken over the eastern wharf here. They have fashioned a couple of rowboats on a bloody pole and are wallowing in offal. The green tugboat to the south is a good place to snipe from. Enter the warehouse using the door on the south side, and gather some ammo inside.

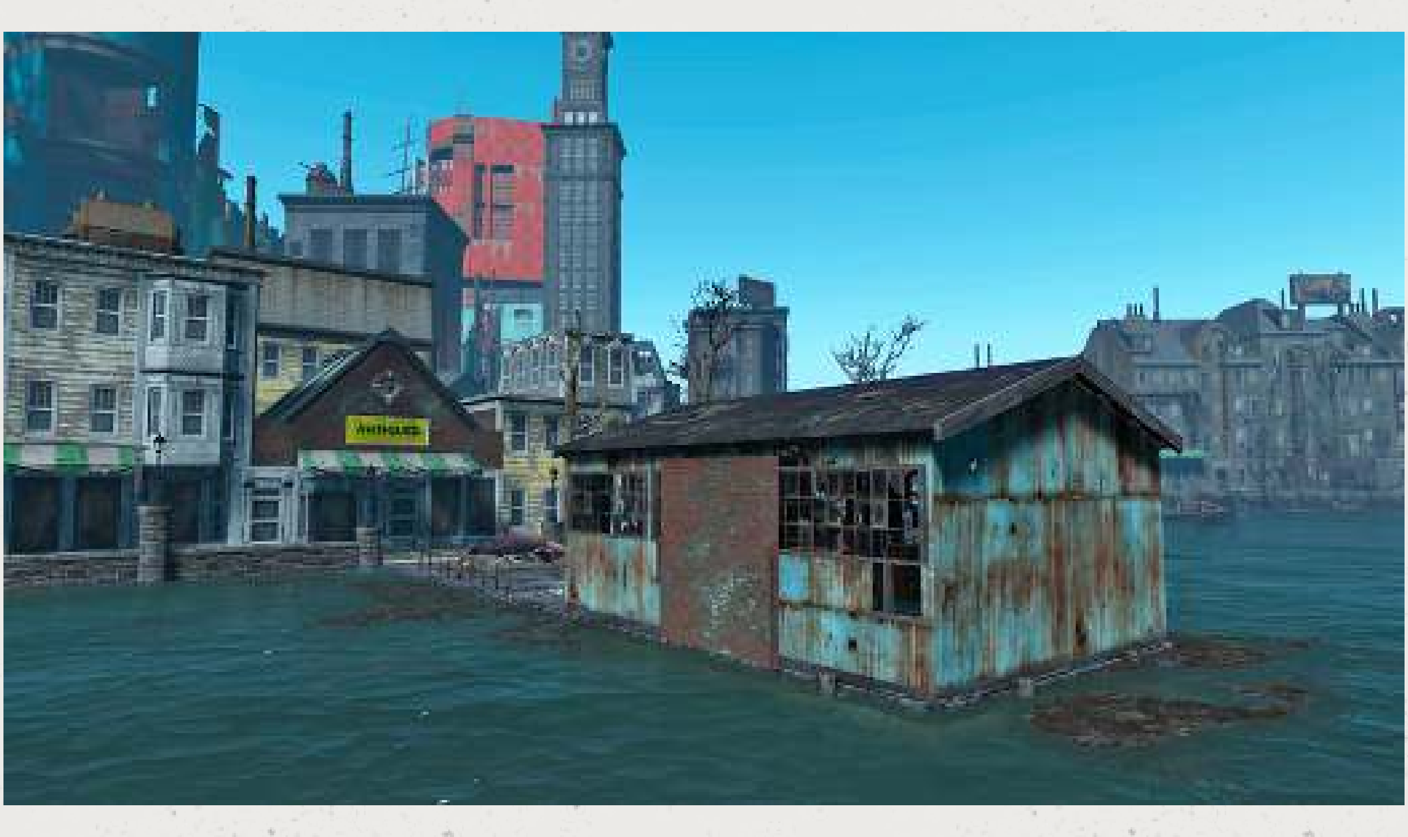
[17.04] SCAVENGERS' ROOFTOPS (WATERFRONT)



- Armaments and Ammo
- Faction: Raiders
- Faction: Scavenger

Raiders have a habit of ambushing those below from this small rooftop. Scale the stairs to gather items and collect equipment from the corpses of those you recently slay.

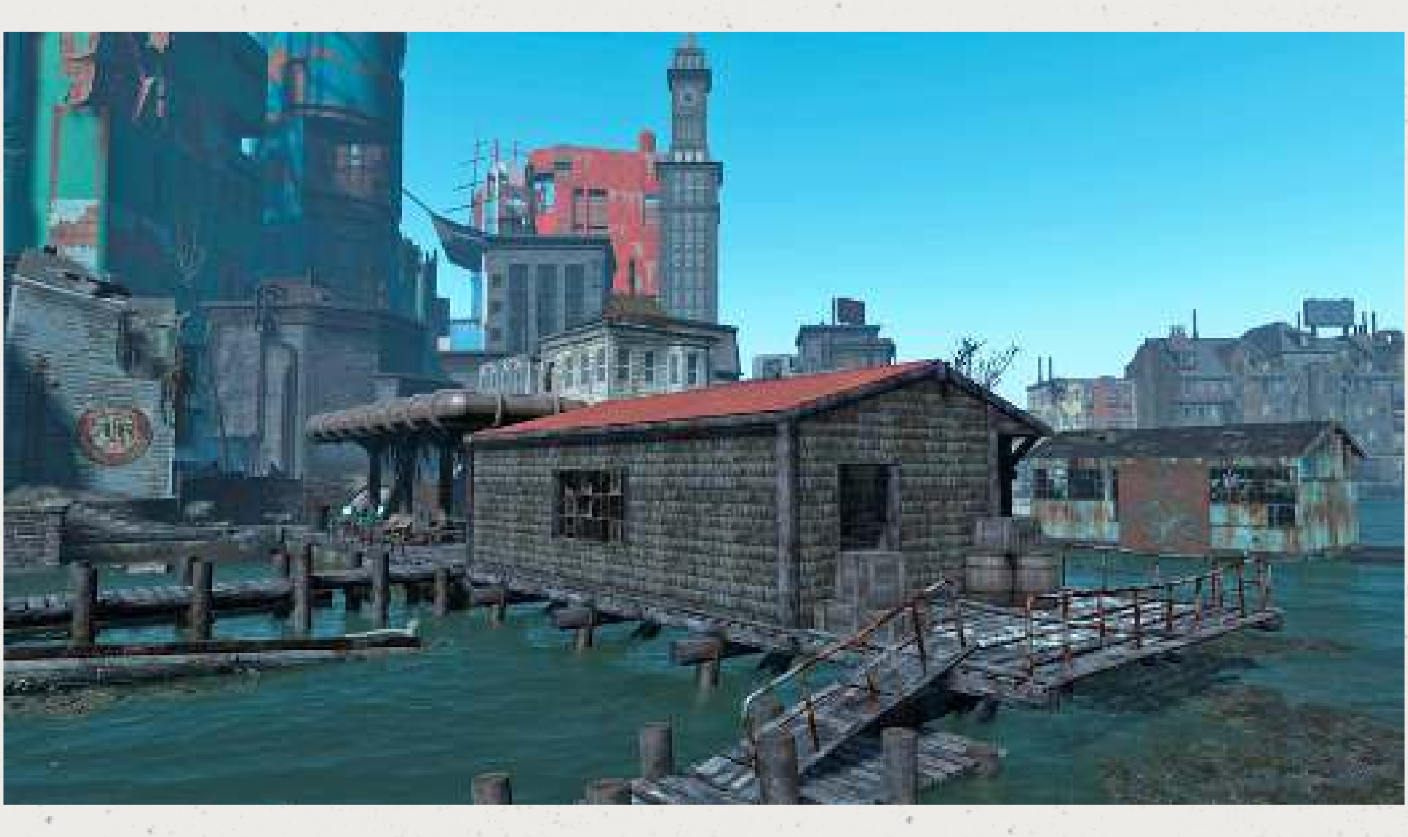
[17.05] TINKERER'S BOATHOUSE (WATERFRONT)



- Crafting: Armor Workbench
- Crafting: Chemistry Station
- Crafting: Power Armor Station
- Faction: Mirelurks

A small boathouse still has a number of functioning crafting stations, if you can wade through the irradiated wildlife to get there.

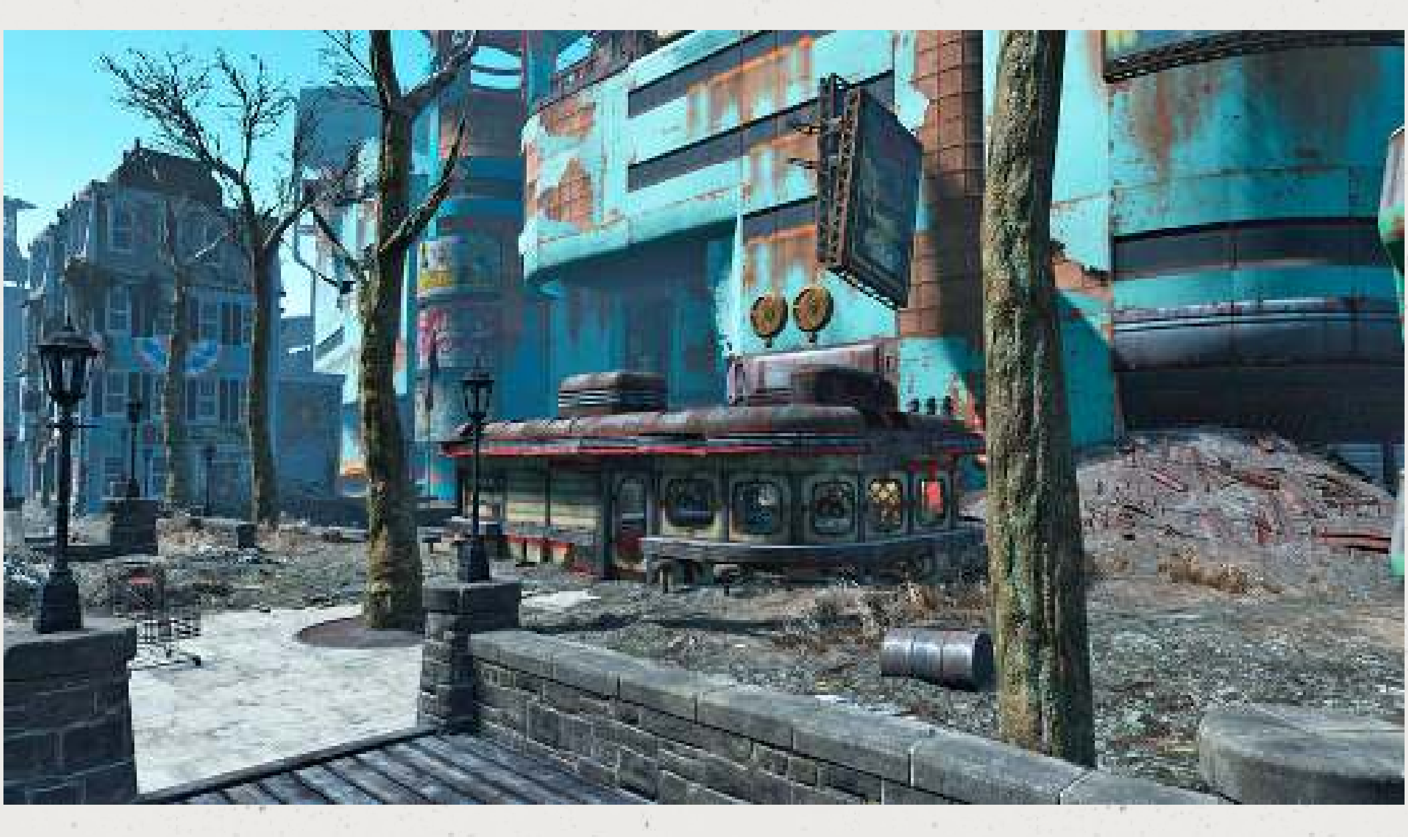
[17.06] MAIN BOATHOUSE (WATERFRONT)



- Faction: Mirelurks

A few scavengable items are still available from this rotting boathouse.

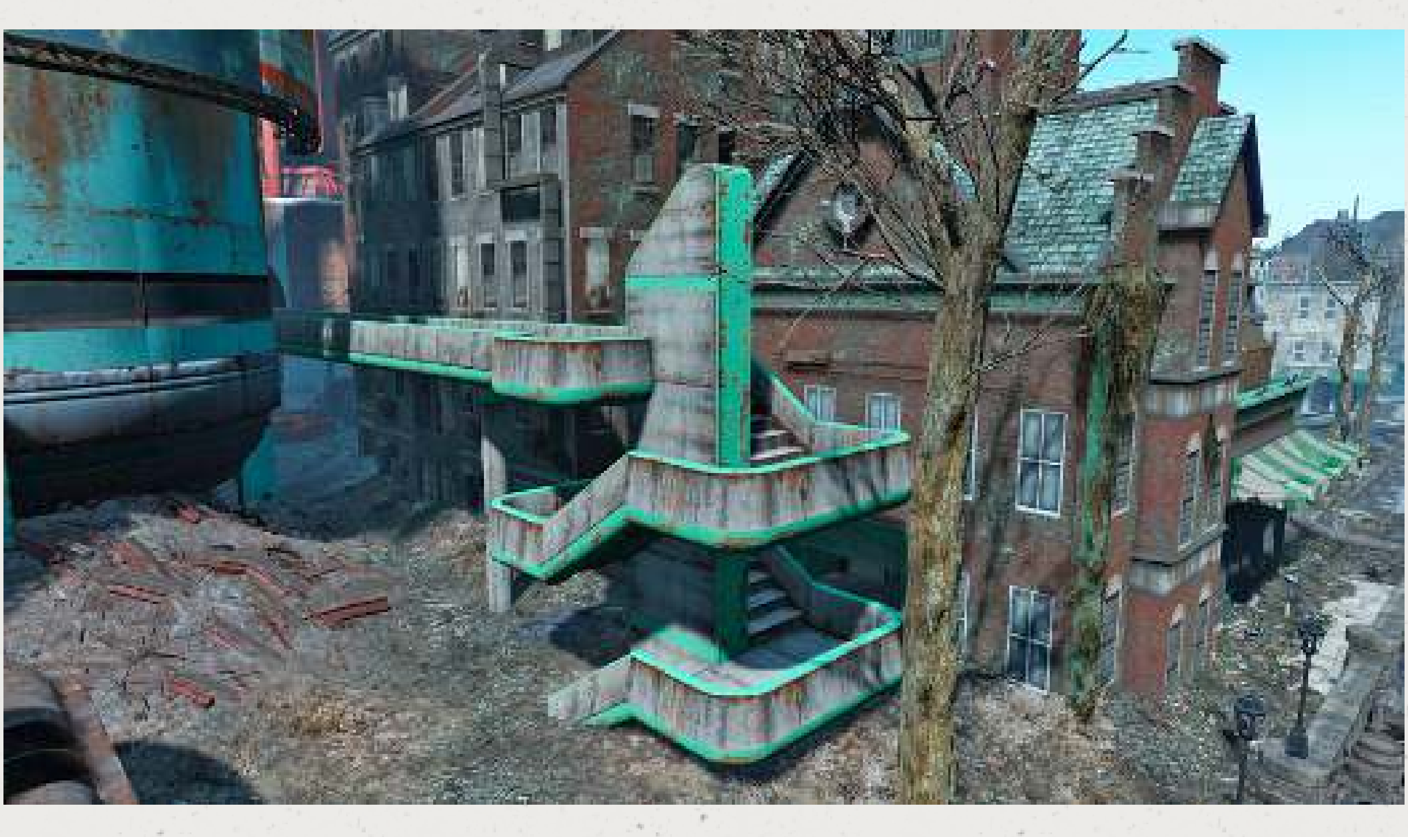
[17.07] LOCKED DINER



- Crafting: Cooking Station
- Health or Chems

Wrestle with the locked door (Advanced) before cooking up a recipe or two.

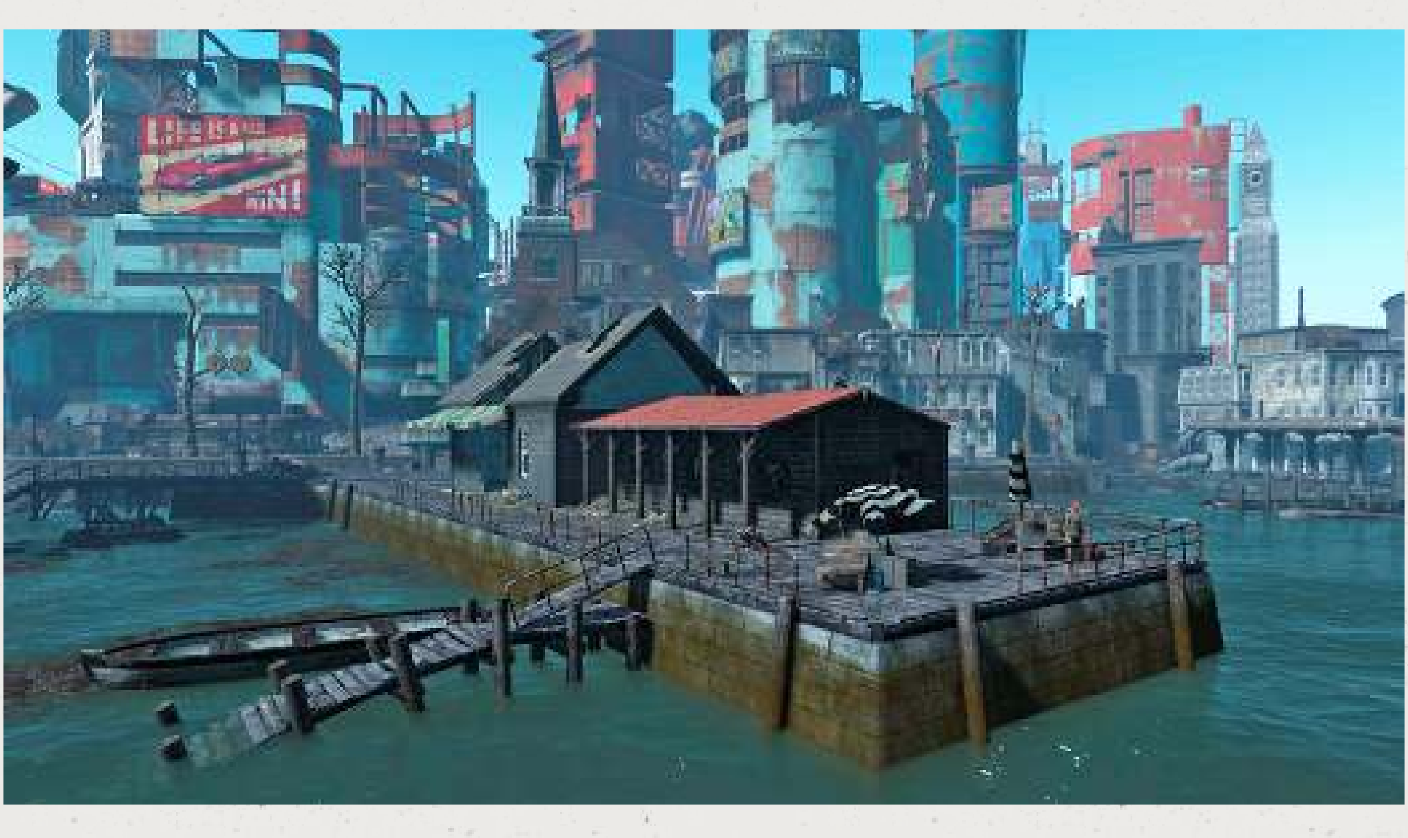
[17.08] PEDESTRIAN WALKWAY (WATERFRONT)



- Armaments and Ammo
- Faction: Raiders

This L-shaped raised walkway allows you to enter the Theater District and the northwest side of the Harbormaster Hotel and gain a tactical height advantage on any foes below.

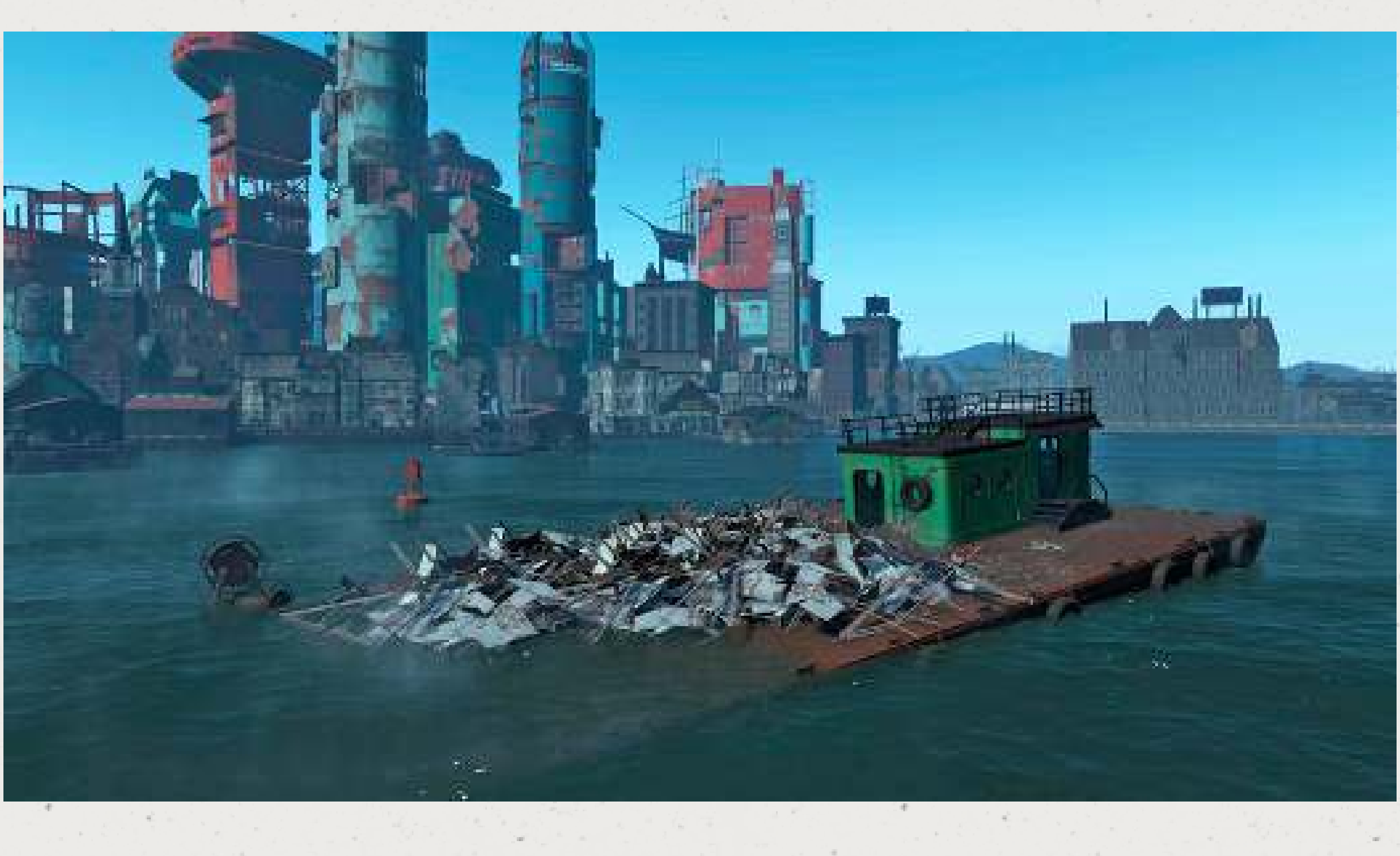
[17.09] WATERFRONT CABIN



- Faction: Settler
- Faction: Character: Donny Kowalski
- Quest Start: Here There Be Monsters (Side)

At the end of the wharf, a small boy named Donny is gazing out into the harbor, sure he's seen a monster poking its eye stalk out of the water. Perhaps you can humor him?

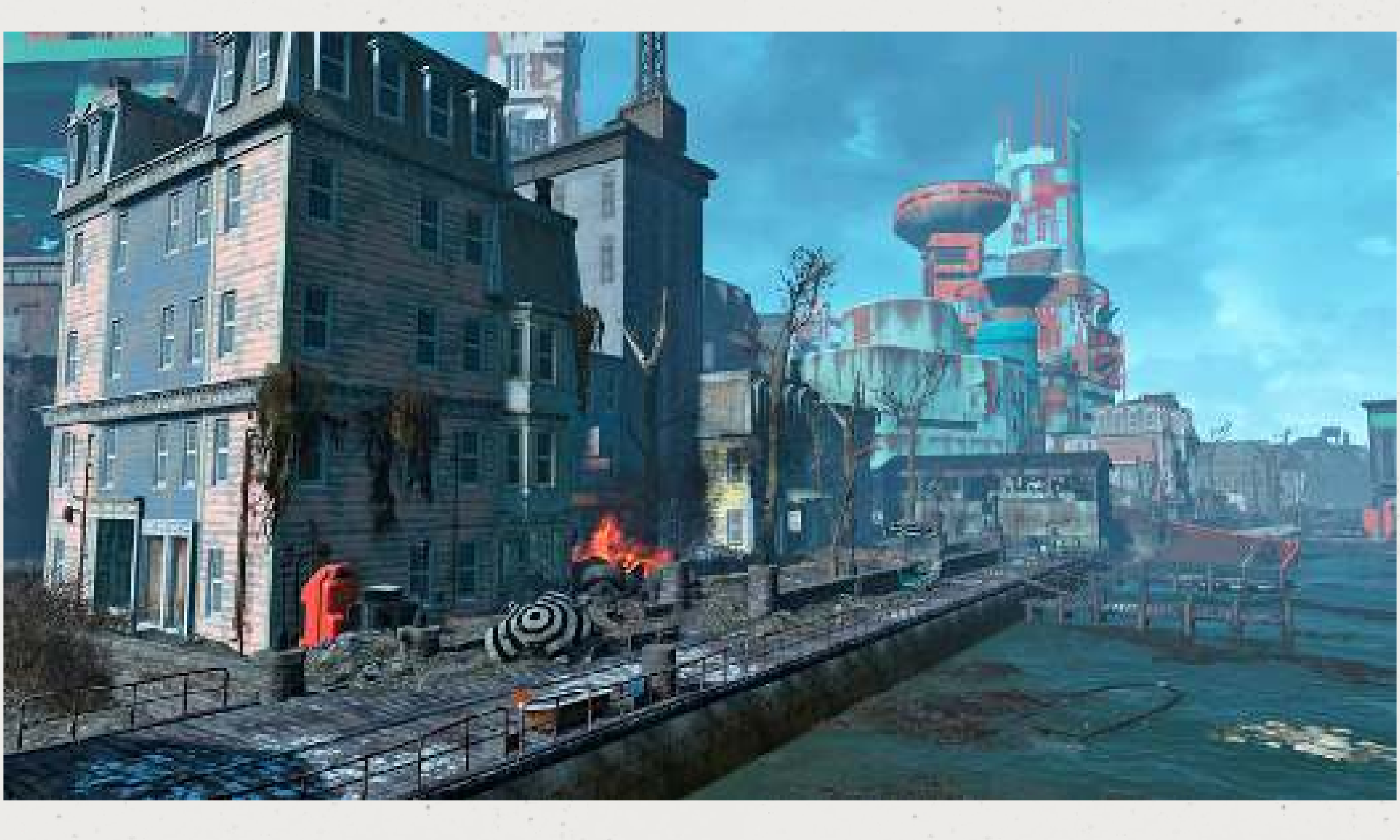
[17.10] SCRAP METAL BARGE



- Danger: Radiation (Mild)!
- Health or Chems

Moored close to the "sea monster" is a rusting barge carrying scrap metal. Check inside for the remains of the crew and a safe to pry open (Expert).

[17.11] DESOLATE PROMENADE



- Faction: Radscorpions

A series of once-quaint wooden stores line the waterfront. Irradiated wildlife prowls the alleyways adjacent to the Theater District. This location is now famous; it has the most difficult-to-reach cooler in all of Boston!

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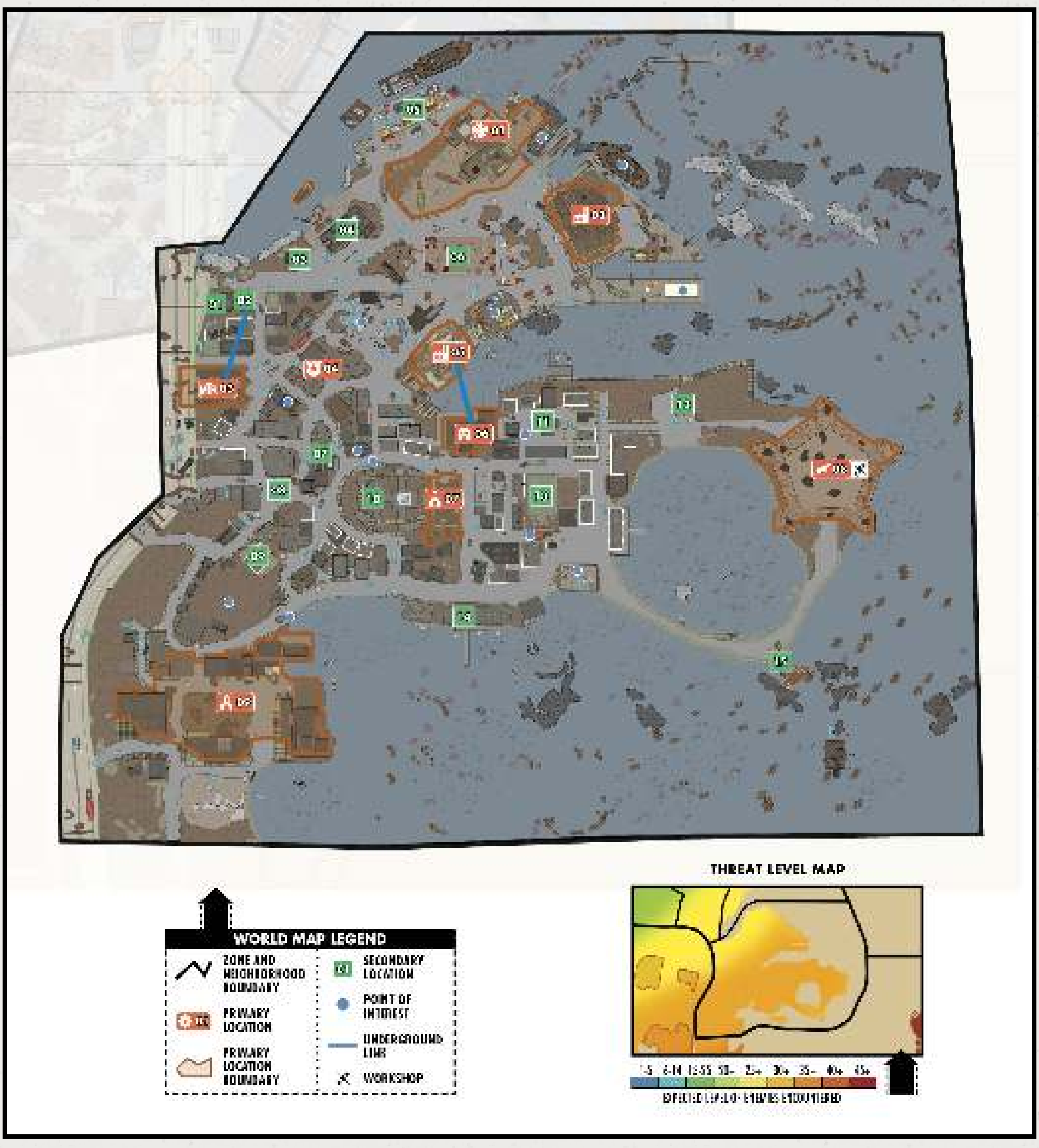
Overview



MAP LEGEND

13 — 20 OPTIMAL ROUTE

● AREA OF INTEREST

BOTTLECAPS

SAFE

ARMAMENTS AND AMMO

DOOR

HEALTH OR CHEMS

TERMINAL

STEAMER TRUNK

FUSION CORE

POWER ARMOR

REQUIRED READING

Collectibles:

BOBBLEHEAD

NUKA CHERRY

MINI NUKE

NUKA COLA QUANTUM

HOLOTAPE

A KEY

N – Novice (Locked)
A – Advanced (Locked)
E – Expert (Locked)
M – Master (Locked)
T – Terminal required to unlock
KEY – Key or ID Card required to unlock
IN – Inaccessible
C – Chained
CB – Circuit Breaker
B – Button

Featuring the most fearsome threats outside of Boston Common, South Boston is separated from the rest of the neighborhoods by the elevated freeway remains (to the west) and the bay (to the north and east). The lack of giant towering skyscrapers also means you're less likely to wander around in a bewildered fashion, but don't let your guard down. Powerful pincer-clapping Mirelurks roam the coast, and numerous pockets of Raiders, ferals, and a few Super Mutants are also active in this zone. The neighborhood has many impressive and ancient structures—none more so than the Castle, a fortification once belonging to the Minutemen. This could perhaps be the crowning achievement to the explorer who seeks to build and unite settlements both far and wide.

Primary Locations

[18.01] Four Leaf Fishpacking Plant

[18.02] General Atomics Factory

[18.03] Andrew Station

[18.04] South Boston Police Department

[18.05] Gwinnett Brewery

[18.06] The Gwinnett Restaurant

[18.07] South Boston High School

[18.08] The Castle

[18.09] University Point

Secondary Locations

[18.01] Bus and Apartment Wreckage

[18.02] Joe's Spuckies (Southie Speakeasy)

[18.03] Dockside Warehouse (South Boston)

[18.04] Factory (South Boston)

[18.05] Four Leaf Fishpacking Container Yard

[18.06] Construction Yard

[18.07] Roof Generator (South Boston)

[18.08] Roundabout Raider Camp

[18.09] Hawthorne Estate

[18.10] Dorchester Height Monument

[18.11] Roof Camp (South Boston)

[18.12] The Candy Shop

[18.13] South Boston Church

[18.14] South Boston Wharf and Restrooms

[18.15] Rusting Ship and Stilt Cabin

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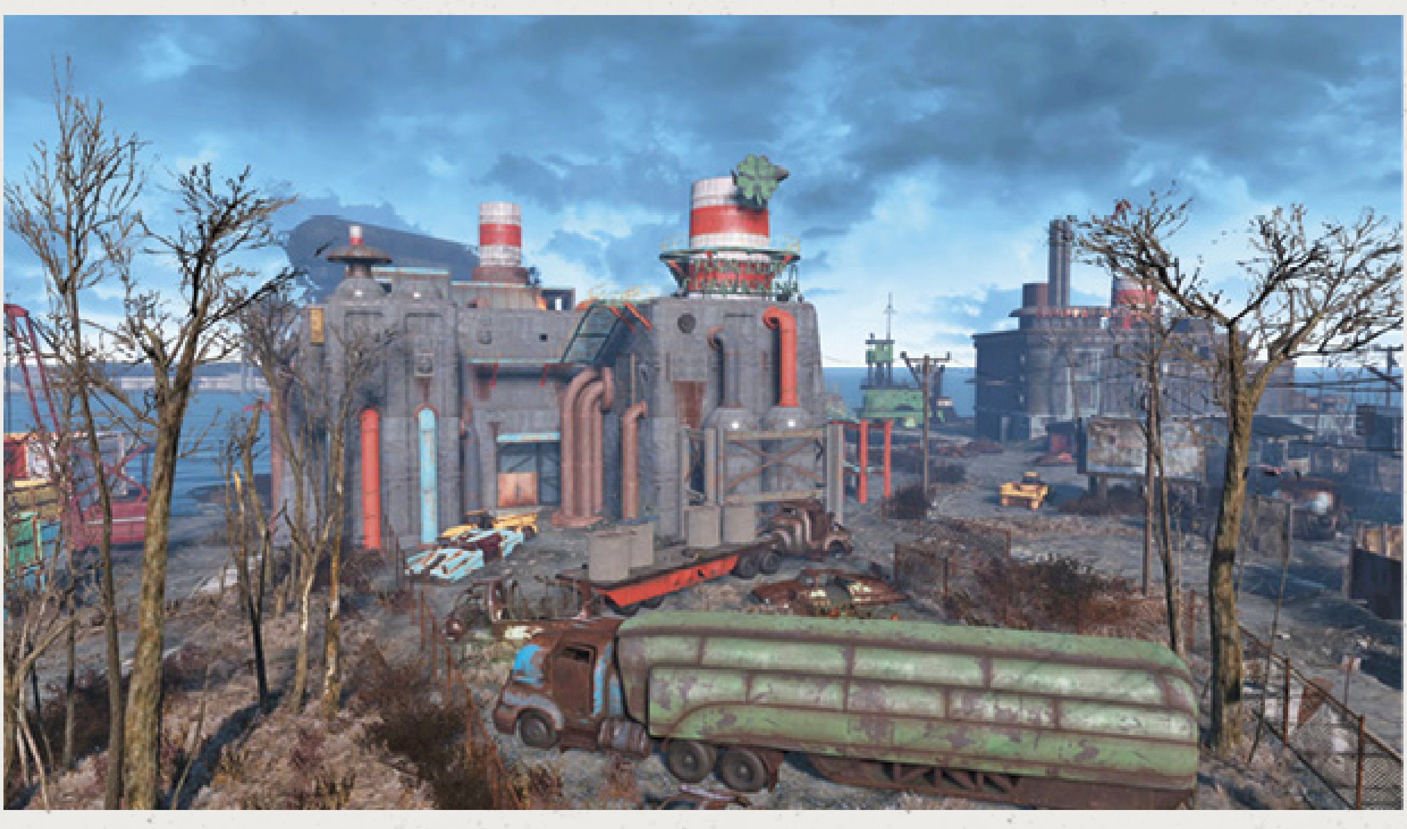
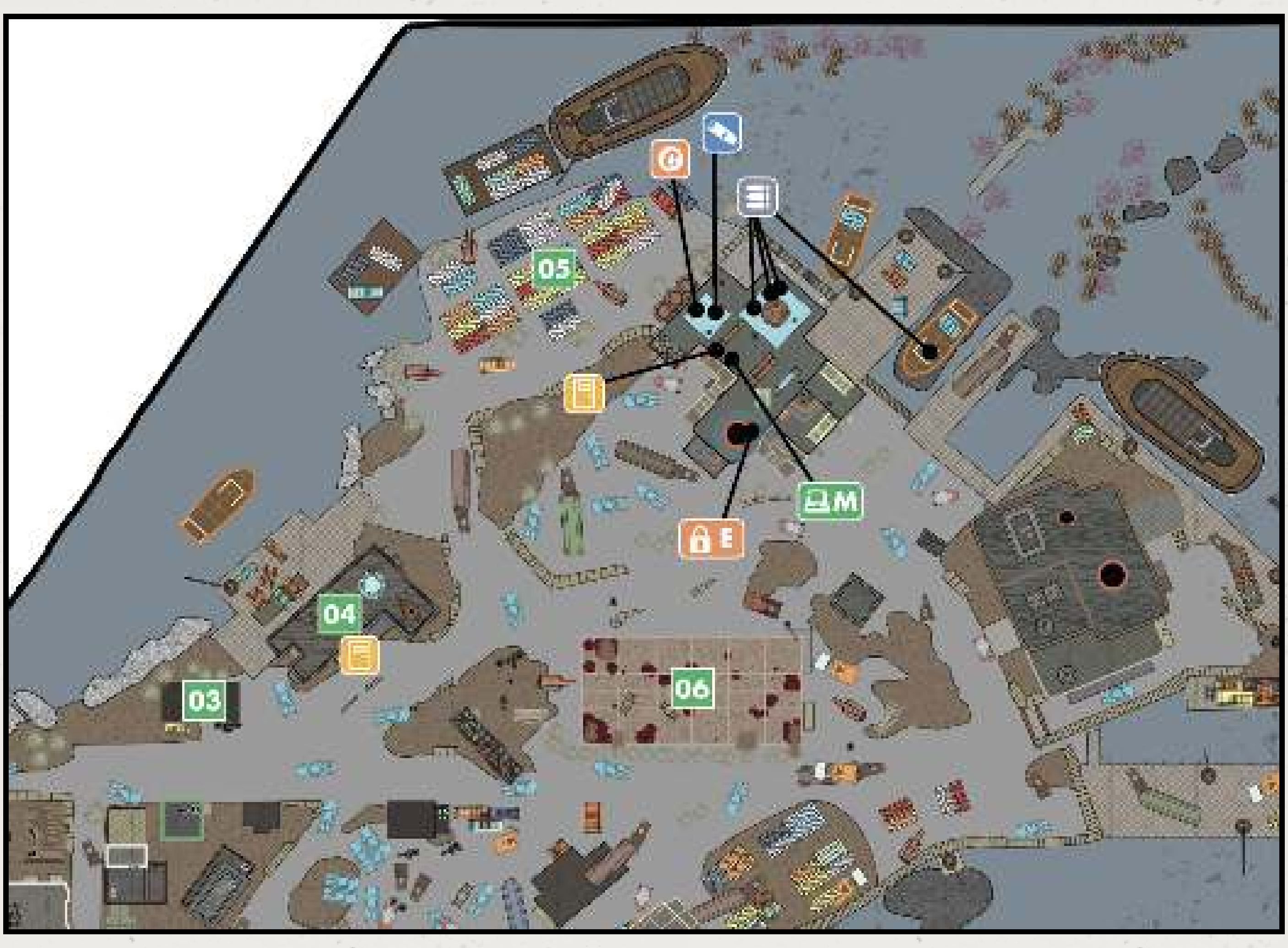
Primary Locations

[18.01] Four Leaf Fishpacking Plant

THREAT LEVELS 30+



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Armor Part: Fusion Core (3)
- Bottlecaps
- Collectible: Nuka Cola Quantum
- Collectible: Required Reading: Tales of a Junktown Jerky Vendor
- Crafting: Chemistry Station (4)
- Danger: Oil!
- Danger: Tripwires!
- Faction: Feral Ghouls
- Faction: Vicious Mongrels
- Faction: Character: Marowski
- Health or Chems++
- Quest Visit: Diamond City Blues (Side)



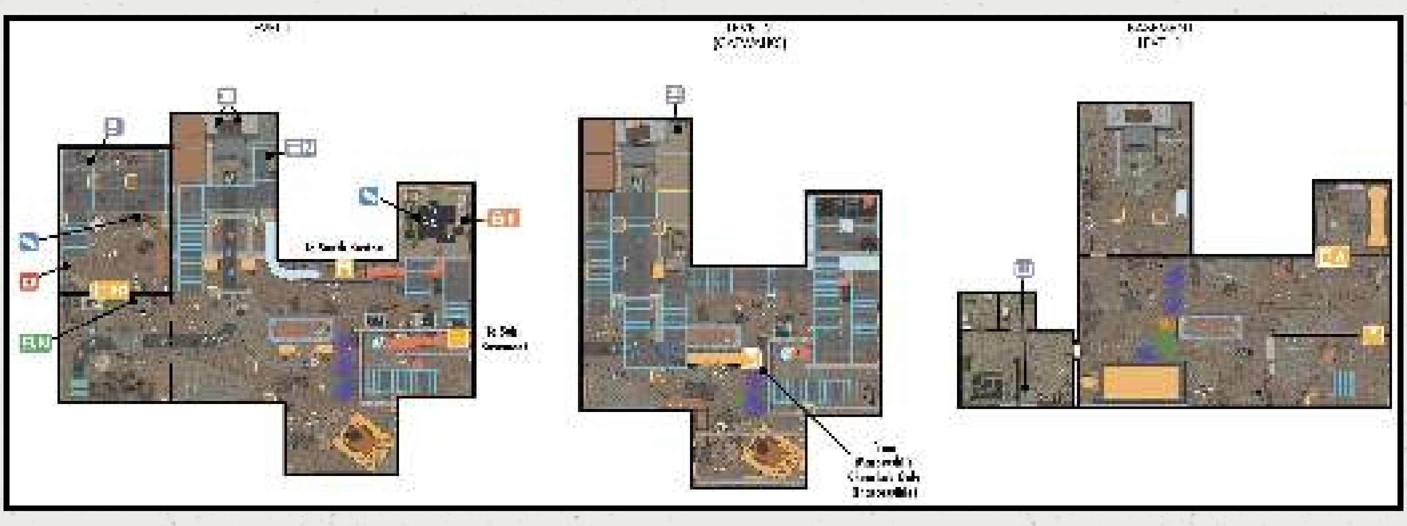
VAULT-TEC RECOMMENDED LOOT

- **Armor Part: Fusion Core (3)**
- **Collectible: Nuka Cola Quantum**
- **Required Reading: Tales of a Junktown Jerky Vendor**

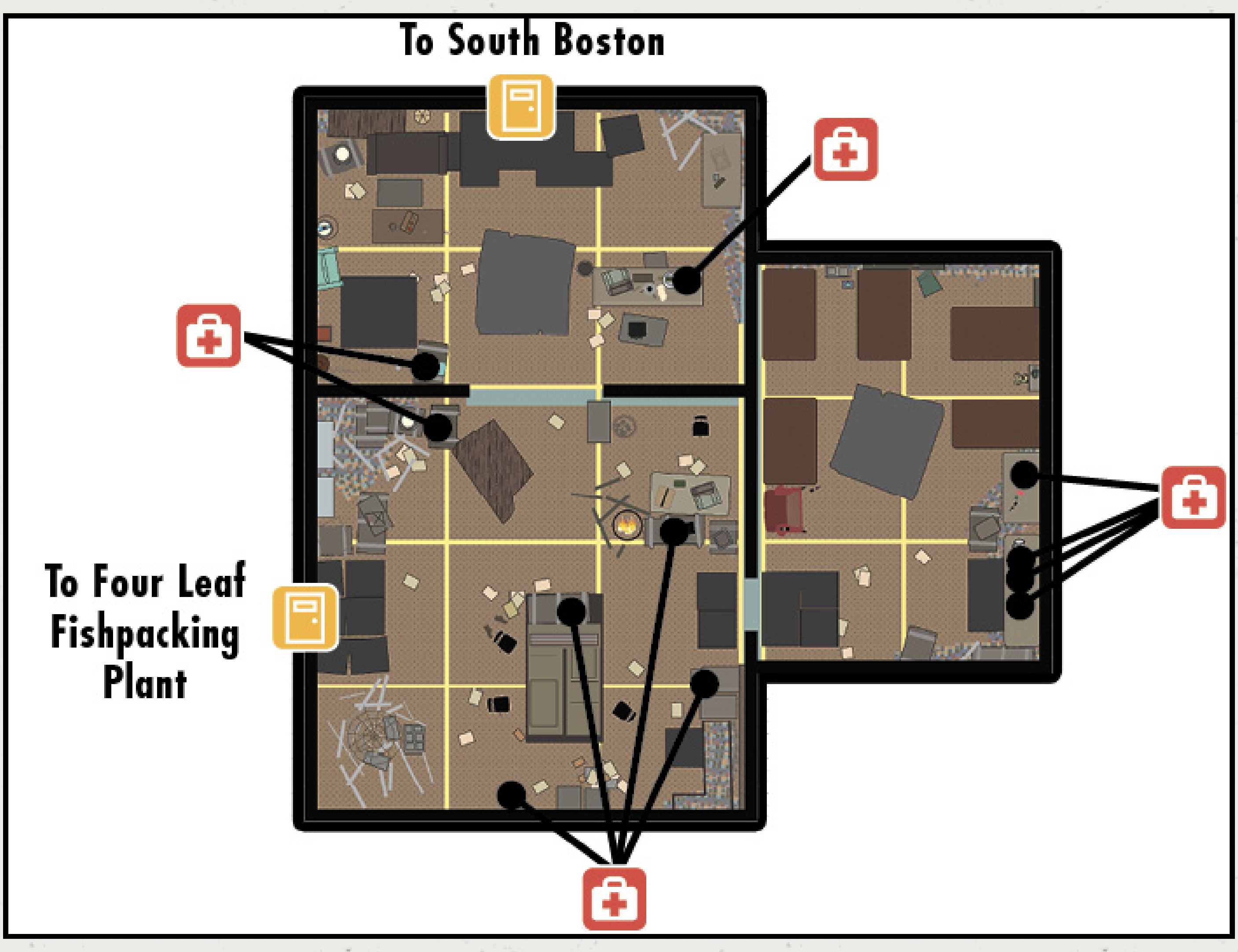
This plant operated at a loss and was almost ready to shut down in October 2077. This was partly due to mismanagement, but the waste runoff from the nearby General Atomics Factory may have been a factor.

The exterior yard features stacks of rusting containers, a pack of mongrels, and some unpleasant feral types. There is an impressive tripwire system that can only be disarmed during the specified quest; it seems to forewarn whoever is behind the strange gantry terminal (Master) directly above the main entrance.

Clear the roof of rotting undesirables, then ammo. Check the chimney stack gantry for a safe (Expert). Access the gantry terminal (Master) to reveal Marowski's chem lab.



The interior offers a main area of pipes and conveyor belts to explore. There is also an infestation of ferals, especially in the sub-basement. Here you'll also find a steamer trunk.



A local gangster's secret laboratory helps chems flow through Goodneighbor like water. This secret lab is completely separate from the main plant interior. You can investigate the area during the specified quest (where you can obtain notes to shut off the laser tripwires and open the secret door), or you can try hacking the exterior terminal on the catwalk (Master) to get in.

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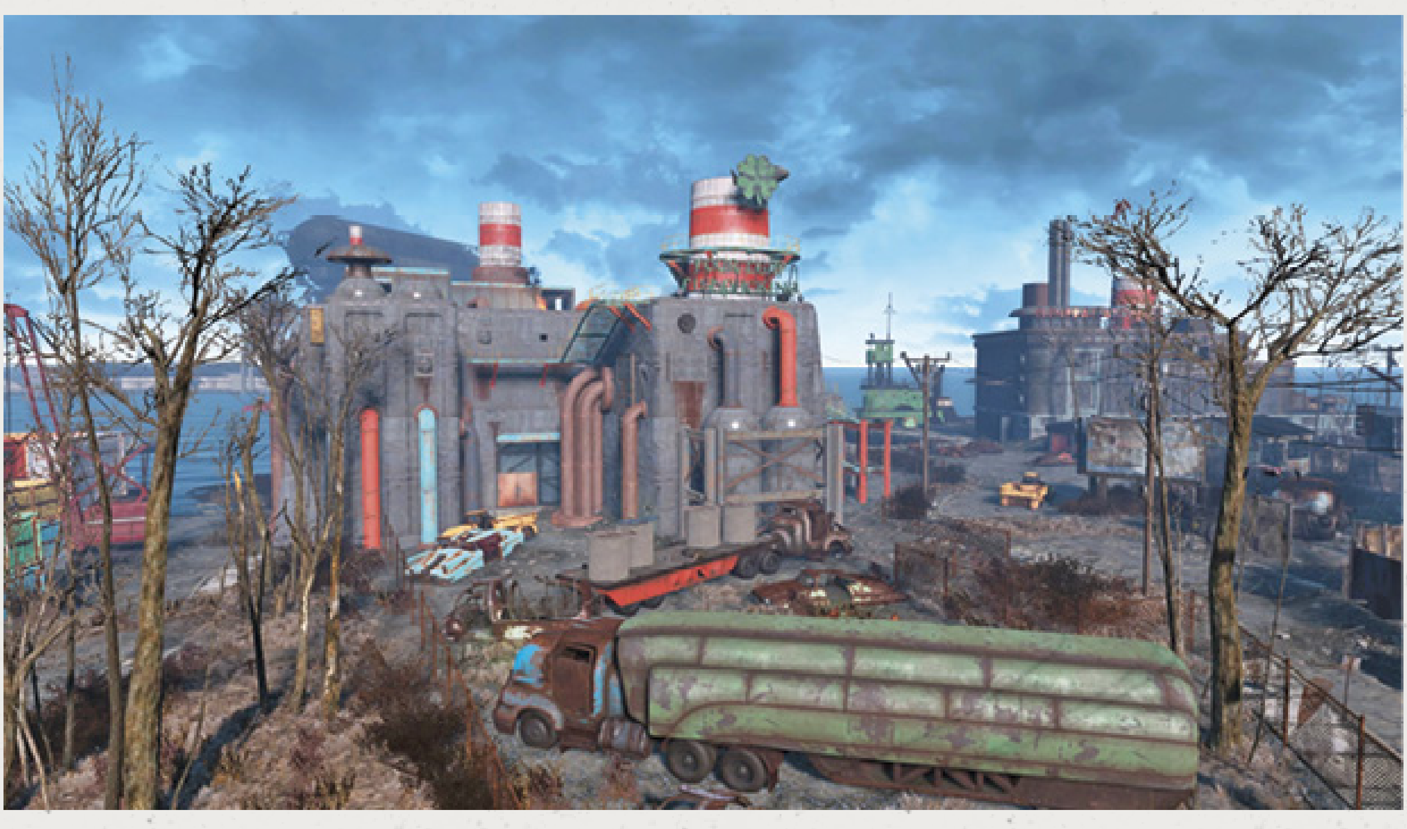
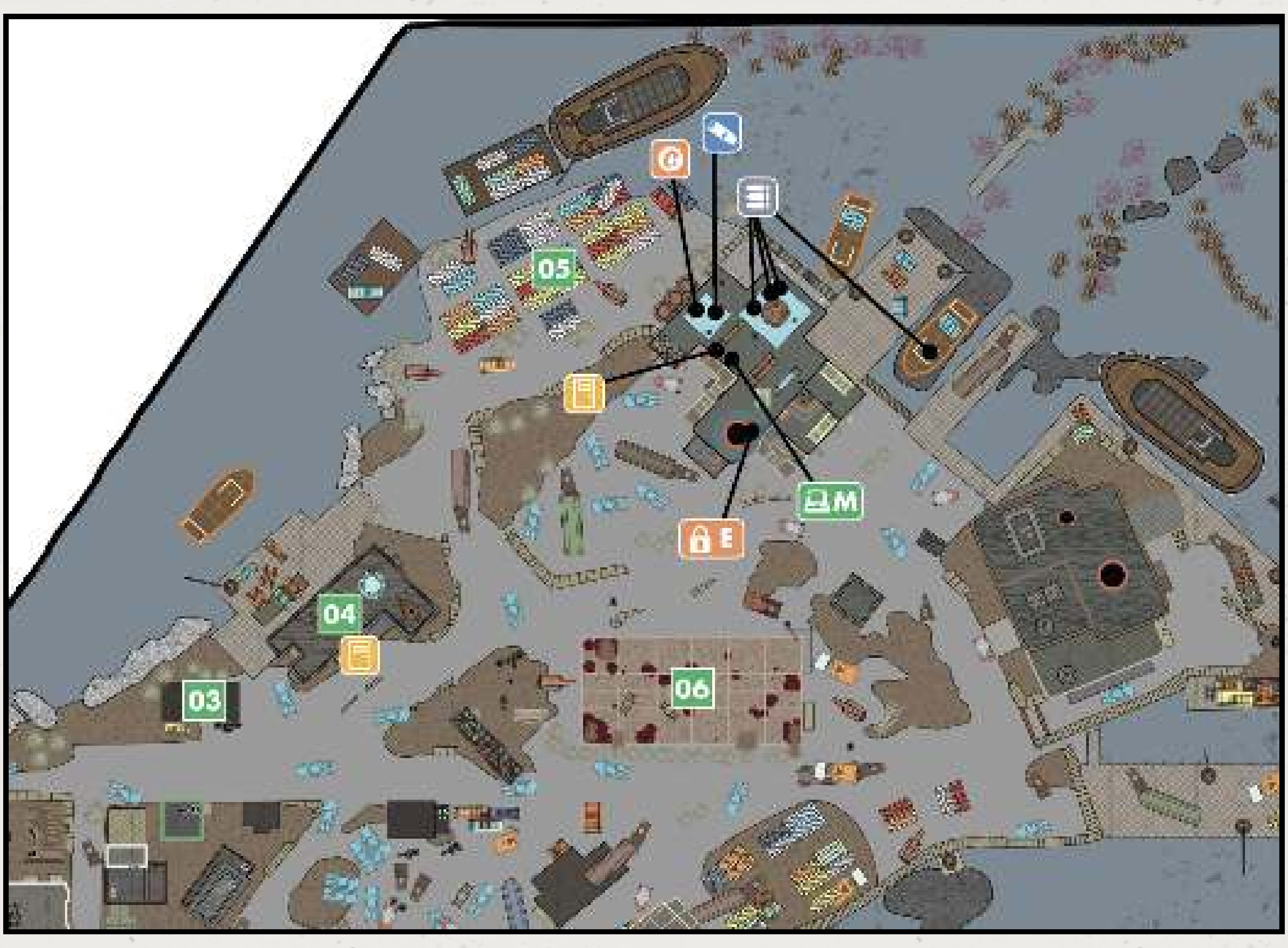
[18.01] Four Leaf Fishpacking Plant

THREAT LEVELS 30+ 🟦🟦🟩🟩🟨🟧☐☐☐



- Armaments and Ammo
- Armaments and Ammo: Trunk
- Armor Part: Fusion Core (3)
- Bottlecaps
- Collectible: Nuka Cola Quantum
- Collectible: Required Reading: Tales of a Junktown Jerky Vendor
- Crafting: Chemistry Station (4)
- Danger: Oil!
- Danger: Tripwires!
- Faction: Feral Ghouls
- Faction: Vicious Mongrels
- Faction: Character: Marowski
- Health or Chems++
- Quest Visit: Diamond City Blues (Side)



VAULT-TEC RECOMMENDED LOOT

Armor Part: Fusion Core (3)

Collectible: Nuka Cola Quantum

Required Reading: Tales of a Junktown Jerky Vendor

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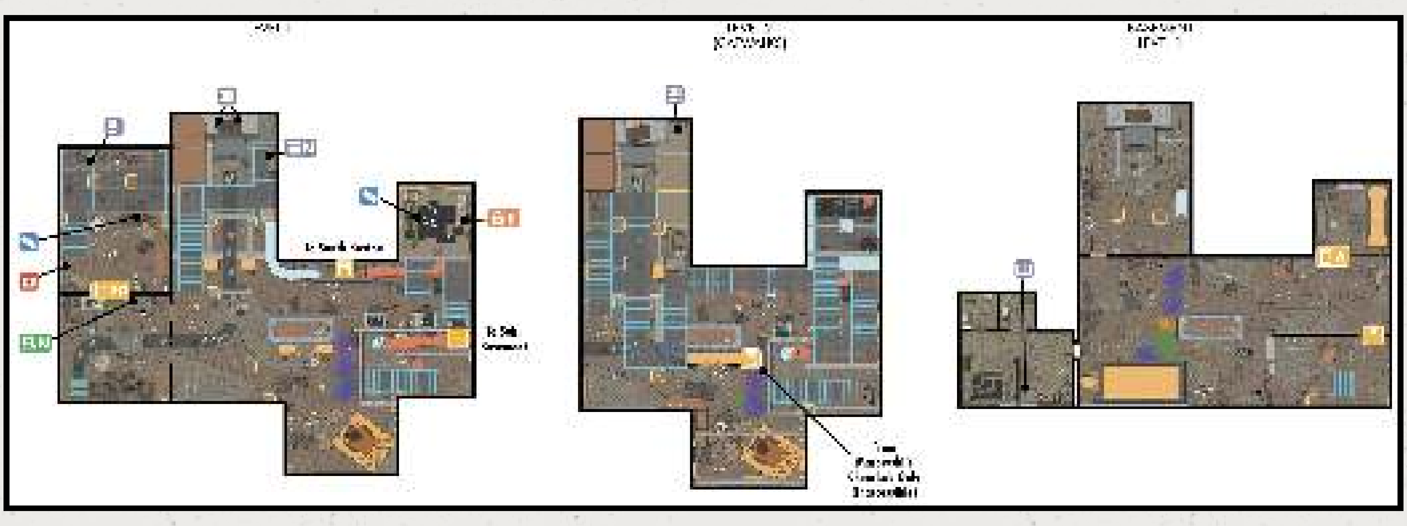

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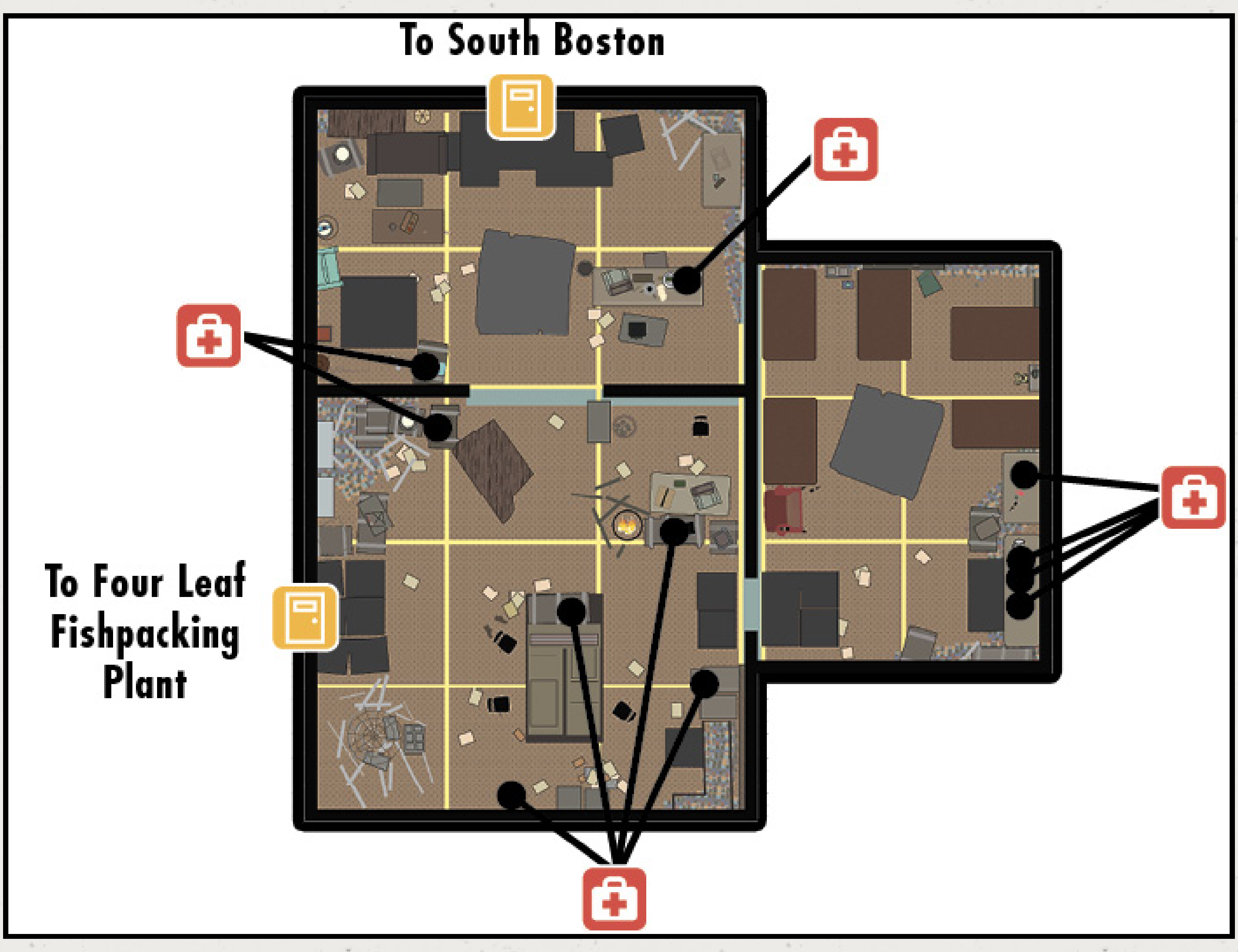

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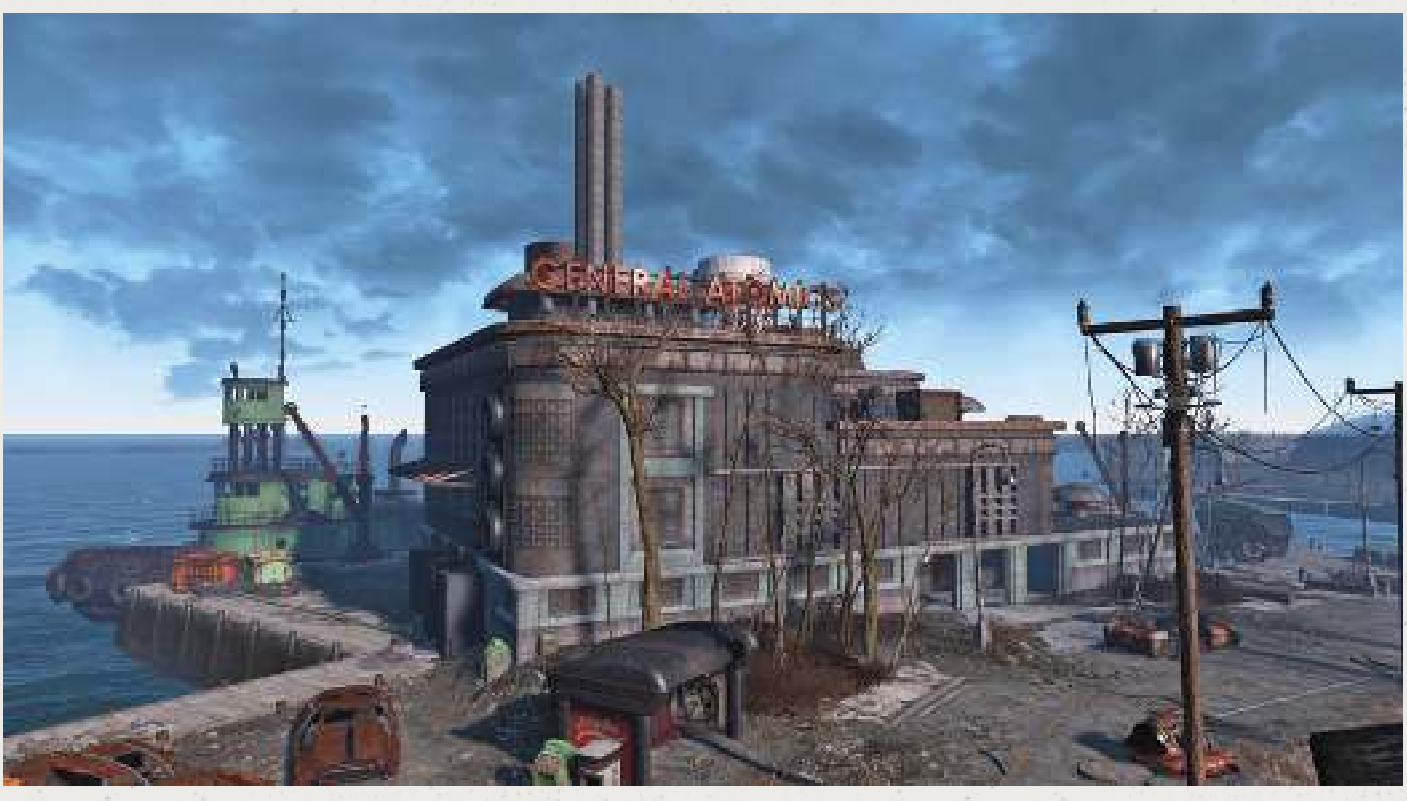
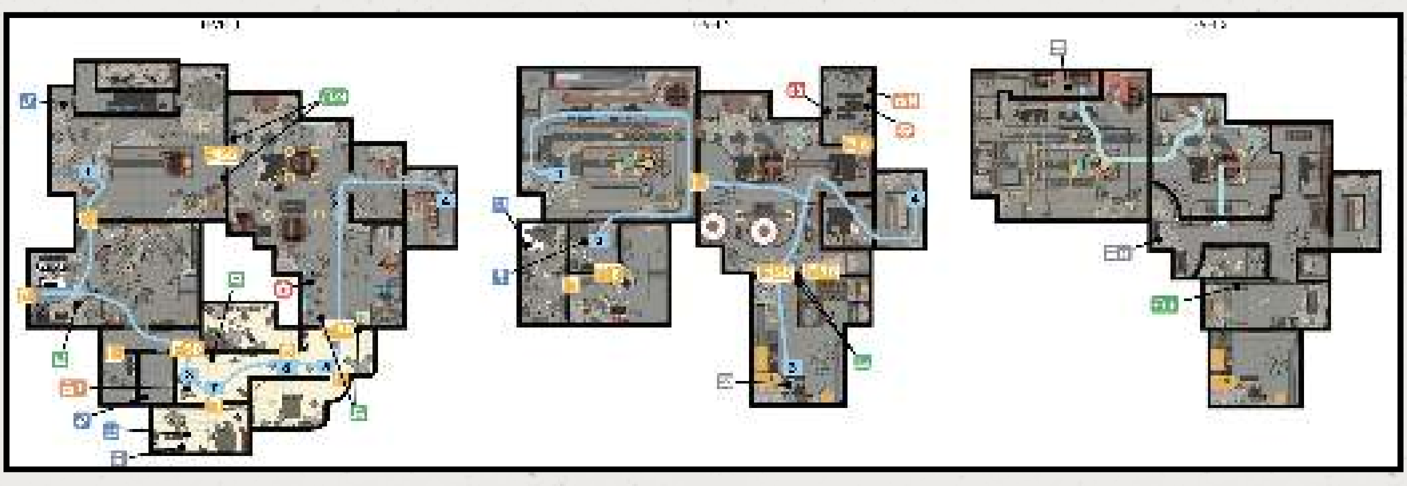
Primary Locations

[18.02] General Atomics Factory

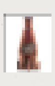
THREAT LEVELS 30+



- Armaments and Ammo
- Armaments and Ammo: Trunk Bottlecaps
- Collectible: Nuka Cherry
- Collectible: Nuka Cola Quantum
- Collectible: Required Reading: Tesla Science
- Crafting: Armor Workbench
- Danger: Turrets!
- Faction: Robots
- Health or Chems
- Quest Start: Miscellaneous (Curie)
- Quest Start: Miscellaneous (Quality Assurance)



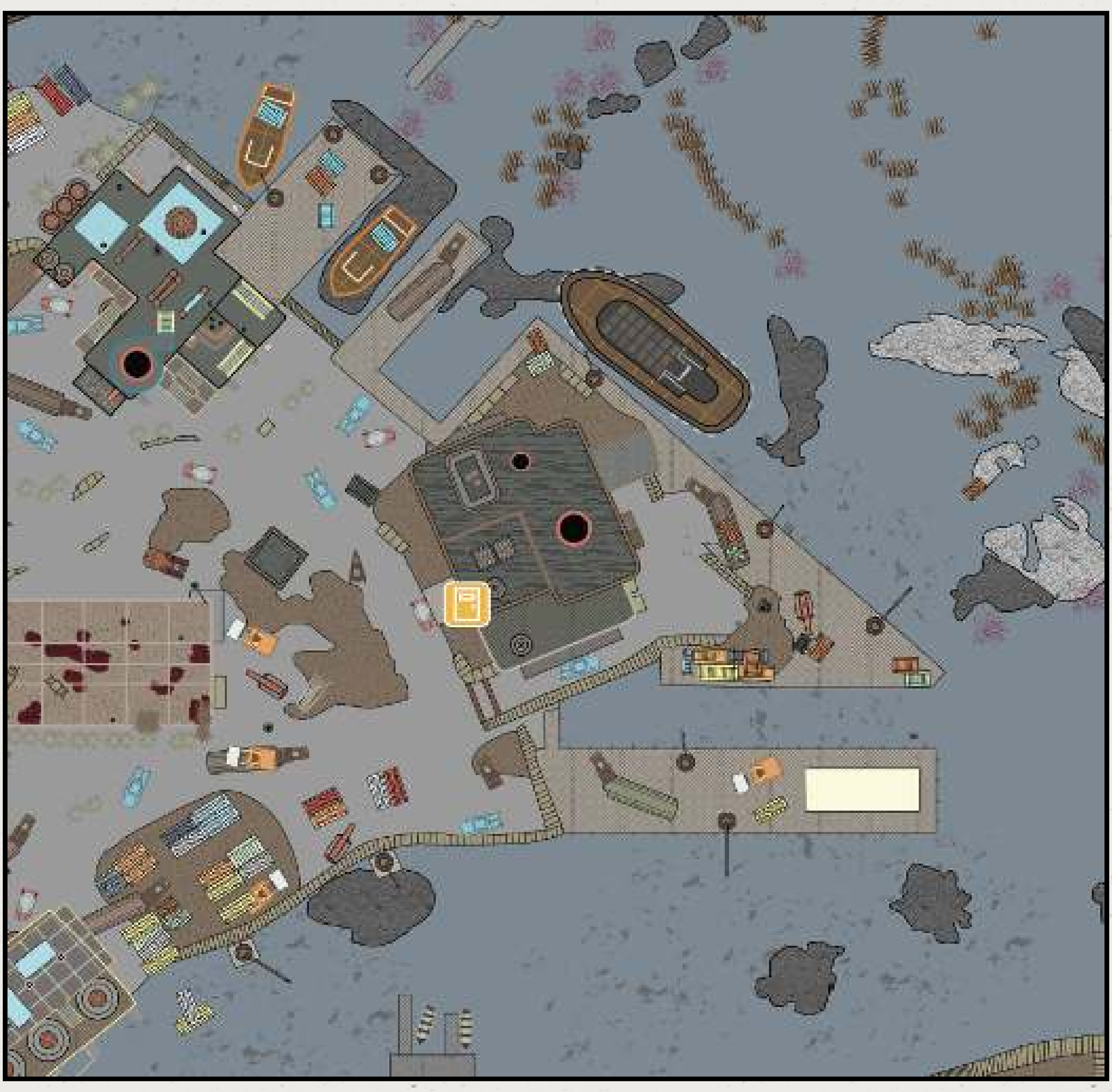
VAULT-TEC RECOMMENDED LOOT


Collectible: Nuka Cherry

Collectible: Nuka Cola Quantum

Required Reading: Tesla Science

As civil unrest heightened across the country, General Atomics moved their focus away from this factory, which specialized in creating Ms. Nanny units for child care. A General Atomics nuclear reactor powers the facility to the current day. While the production equipment has since degraded with no one around to repair it, the Quality Assurance Department remains functional.



The interior is spread over three floors, with various Mr. Handy robots engaged in hostile protocols, led by Major Gutsy. Aside from other items to gather (including a Giddyup Buttercup), the Quality Assurance wing has some chambers to investigate.

Miscellaneous: Curie

Should you visit here with Curie, she has some remarks about this location.

Miscellaneous: Quality Assurance

The Quality Assurance wing of the factory has three tests to complete. Listen to the instructions.

- Test 1: Shut off the radio to punish the child.
- Test 2: Drop the baby bottle into the crib next to the "baby" (the teddy bear), or place it into the inventory of the "baby."
- Test 3: Remove dangerous objects from the chamber (the wrench beneath the ottoman, the Abraxo cleaner from the end table, and the machete from the fridge).

Once complete, the safe (Terminal) unlocks. Also of note is the General Atomics ID card, shown on the map as a "Key", which you can present at location [2.11] General Atomics Galleria to the Director and avoid confrontation.

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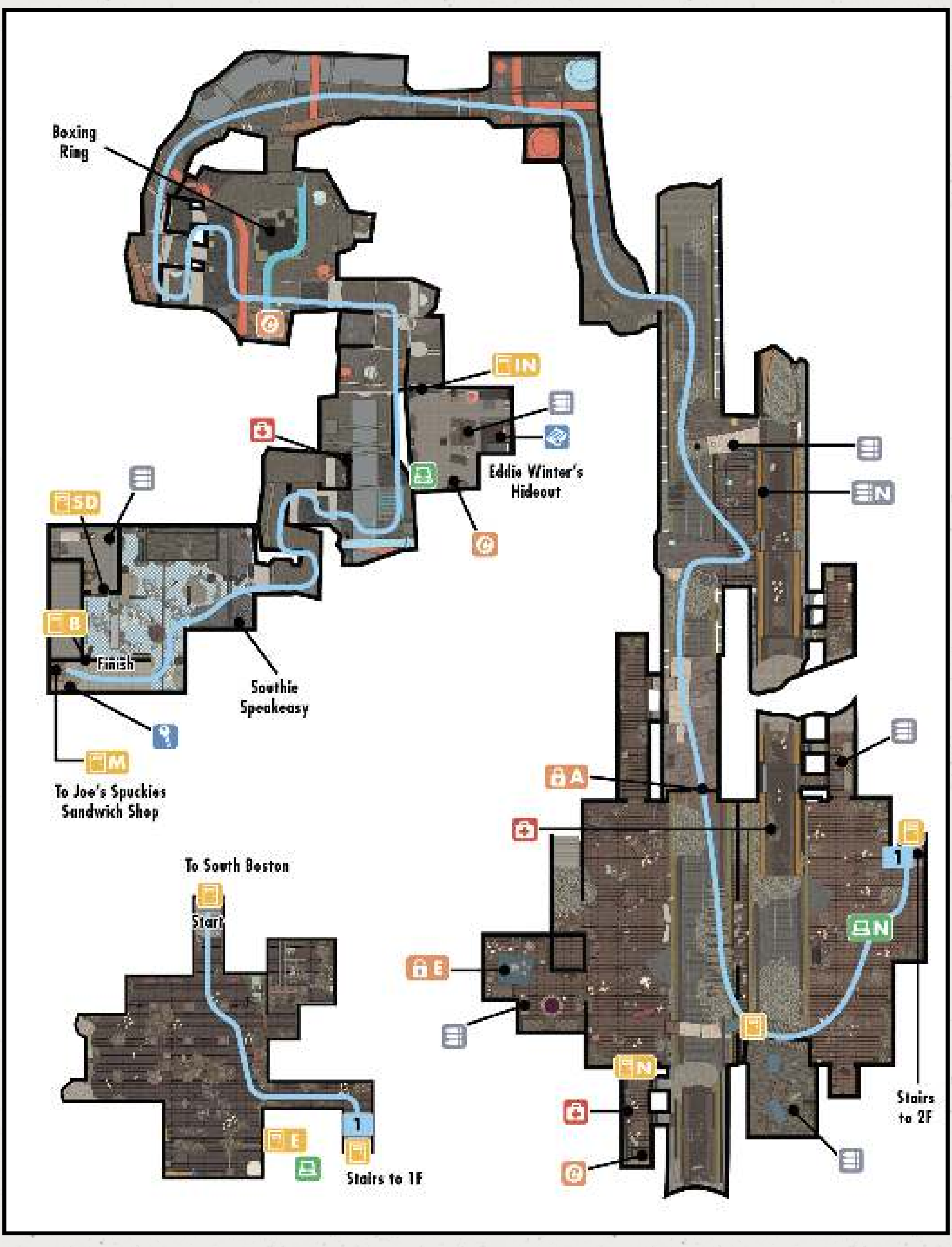
[18.03] Andrew Station

THREAT LEVELS 30+

- Armaments and Ammo+
- Armaments and Ammo: Trunk
- Bottlecaps+
- Collectible: Holotape: To Claire
- Collectible: Nuka Cherry (2)
- Crafting: Armor Workbench
- Crafting: Chemistry Station (2)
- Crafting: Cooking Station (2)
- Crafting: Weapons Workbench (2)
- Danger: Can Chimes!
- Danger: Mines!
- Danger: Turrets!
- Faction: Attack Dog
- Faction: Raider
- Faction: Character: Chancer
- Faction: Character: Eddie Winter
- Health or Chems
- Quest Visit: Long Time Coming (Side Companion)
- Unique Weapon: Eddie's Peace



VAULT-TEC RECOMMENDED LOOT

- **Collectible: Nuka Cherry (2)**
- **Unique Weapon: Eddie's Peace**

This bus station and subway system is said to contain a number of secret smuggling passageways used by the infamous prewar gangster Eddie Winter. Currently, Raiders are combing the tunnels for evidence of Winter's stash. The exterior station is well defended by Raiders. Note the wall safe (Advanced) at one of the counters.

As you enter the station, optionally unlock the food court door (Expert) to program a Protectron. Descend into the subway and beware of traps, turrets, and a number of Raiders. Eddie Winter's hideout is only accessible during the quest. The speakeasy is where you find Chancer. Use your lockpicking chutzpah to open the trapdoor, which leads into the sandwich shop, or unlock the trapdoor with Joe's Spuckies basement key, found nearby.

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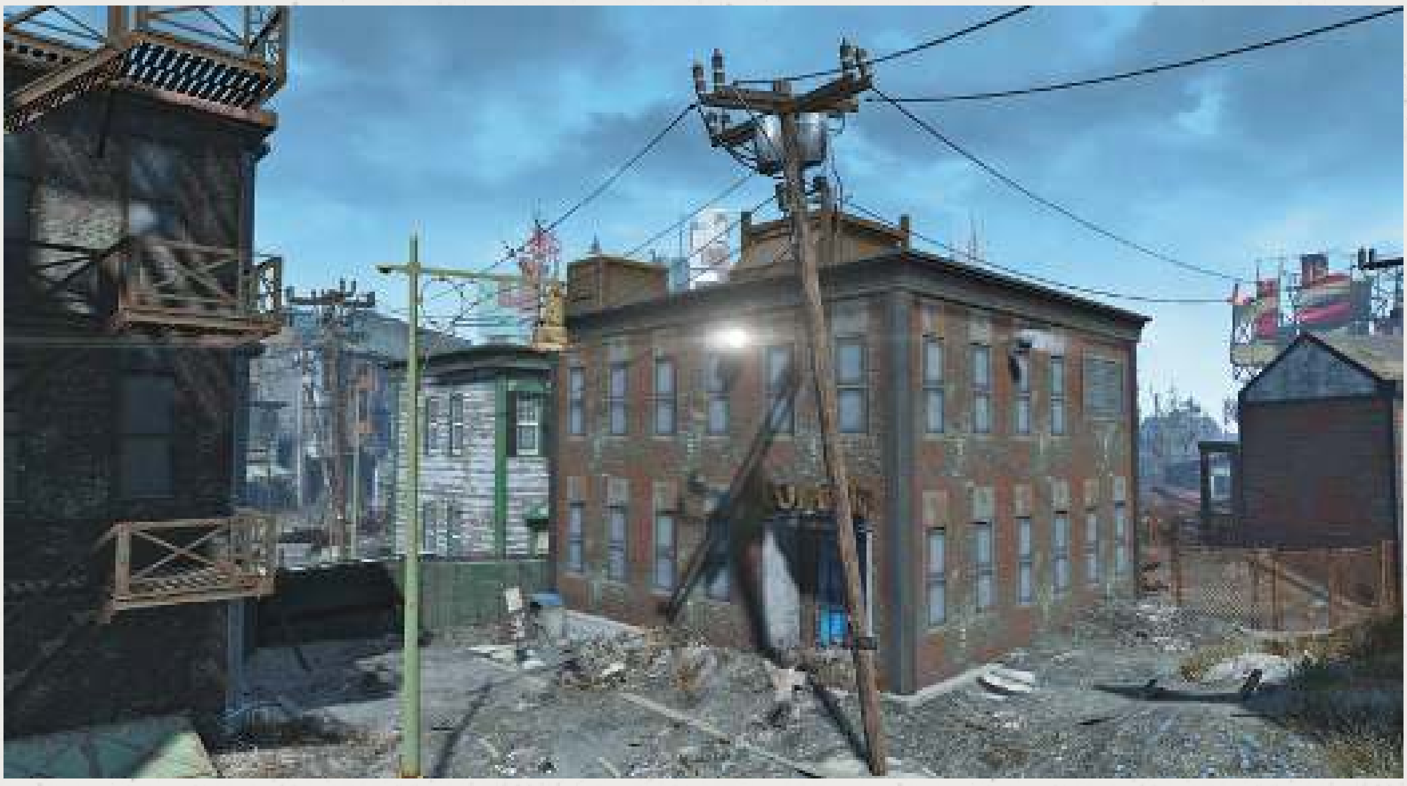
[18.04] South Boston Police Department

THREAT LEVELS 30+



- Armaments and Ammo
- Collectible: Holotape: Eddie Winter Holotape
- Faction: Raider
- Faction: Robot (Protectron)
- Health or Chems
- Quest Visit: Long Time Coming (Side Companion)

Partly blocked from Andrew Station by barricades, the police station has held up well since the bombs dropped. Check the rooftop to the southwest (use the fire escape) to locate some ammo. Inside the police station, there's a terminal to hack (Expert), a cell door to open (Expert), and a police evidence terminal to check for information on Eddie Winter. Aside from a Protectron and two mongrel guard dogs, the upstairs houses the usual scavengable items and a terminal (Novice) to control the Protectron. Eddie Winter's Holotape is on the captain's desk in the north corner, near a wall safe (Expert).

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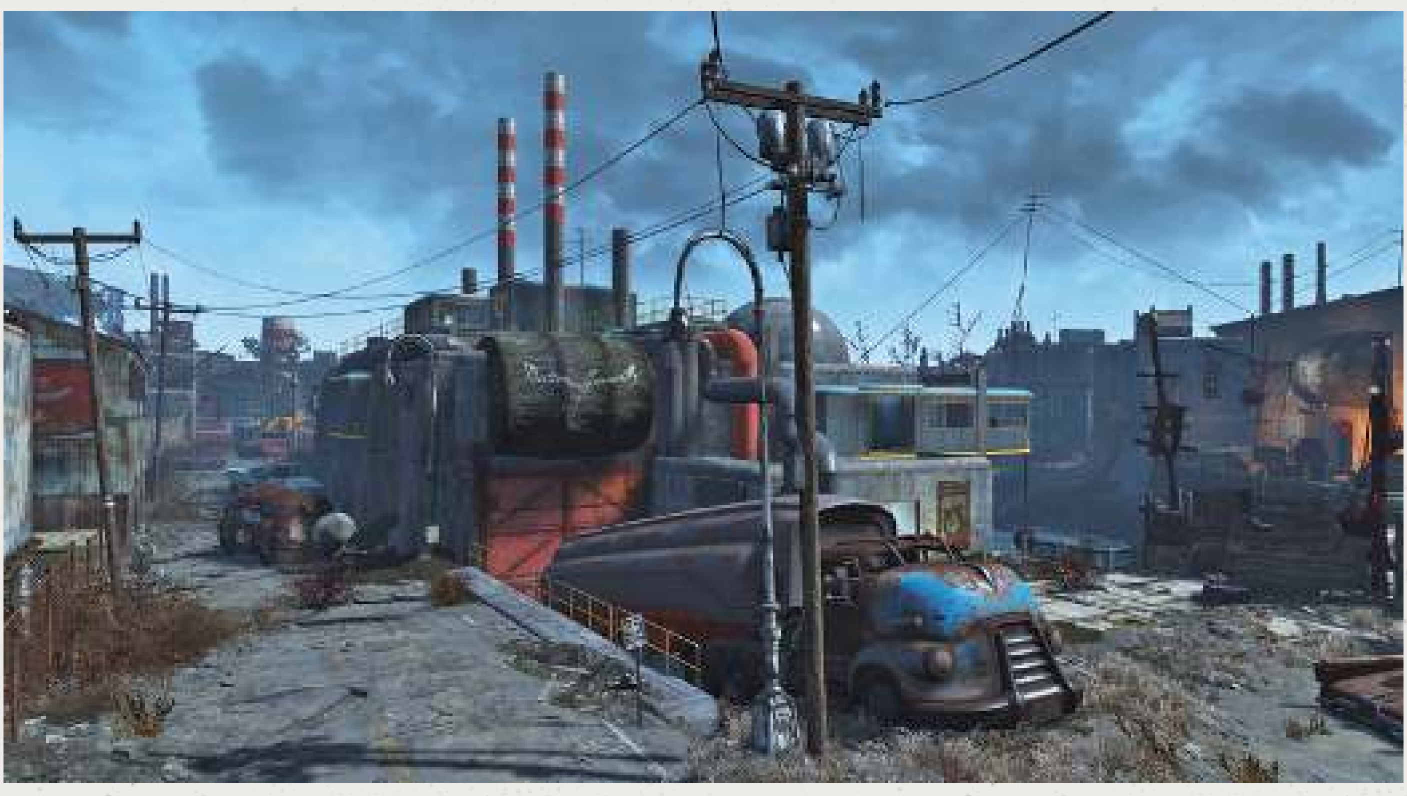
[18.05] Gwinnett Brewery

THREAT LEVELS 30+



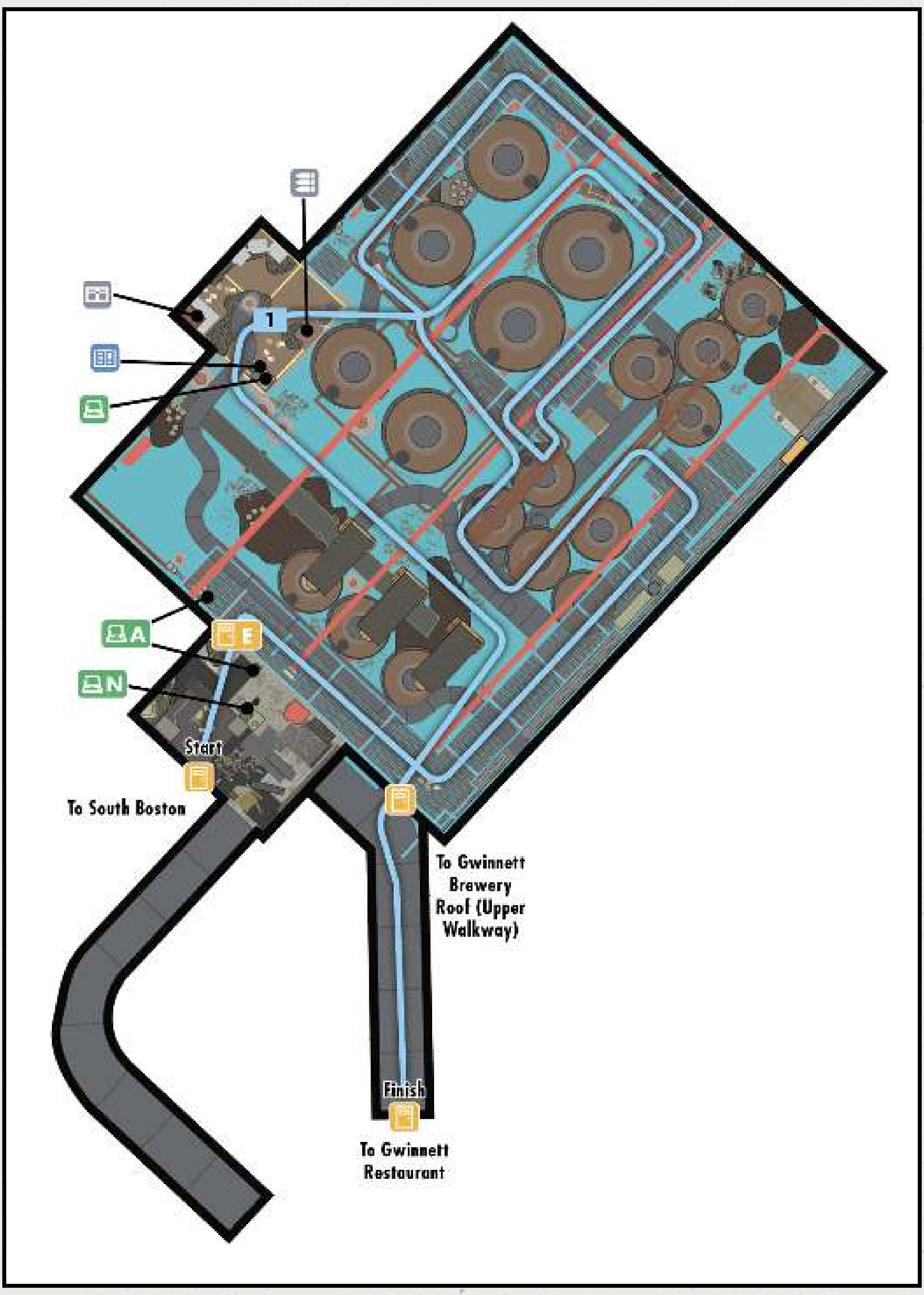
- Armaments and Ammo
- Armaments and Ammo: Trunk
- Collectible: Required Reading: Tales of a Junktown Jerky Vendor
- Collectible: Holotape: Gwinnett Stout Recipe
- Danger: Oil!
- Danger: Radiation (Mild)!
- Faction: Mirelurks

VAULT-TEC RECOMMENDED LOOT

Required Reading: Tales of a Junktown Jerky Vendor

Inside, use your hacking or lockpicking abilities to enter the facility, and maneuver along the pipe to reach the roof access door. Otherwise, access the large interior pipe, which leads directly into the Gwinnett Restaurant (Primary Location).

This venerable brewing operation was started by a local beer maker named Button Gwinnett, namesake of one of the founding fathers. Their Southie Stout was voted “Boston’s Best Beer of 2051 and 2062.” Currently, the brewing factory is dilapidated. There is roof access, but only from the interior. Outside, beware of flammable oil, shoot through the broken windows to remove the bar from the door to the metal hut, allowing access to a brewing systems terminal, and a recipe for Gwinnett Stout.



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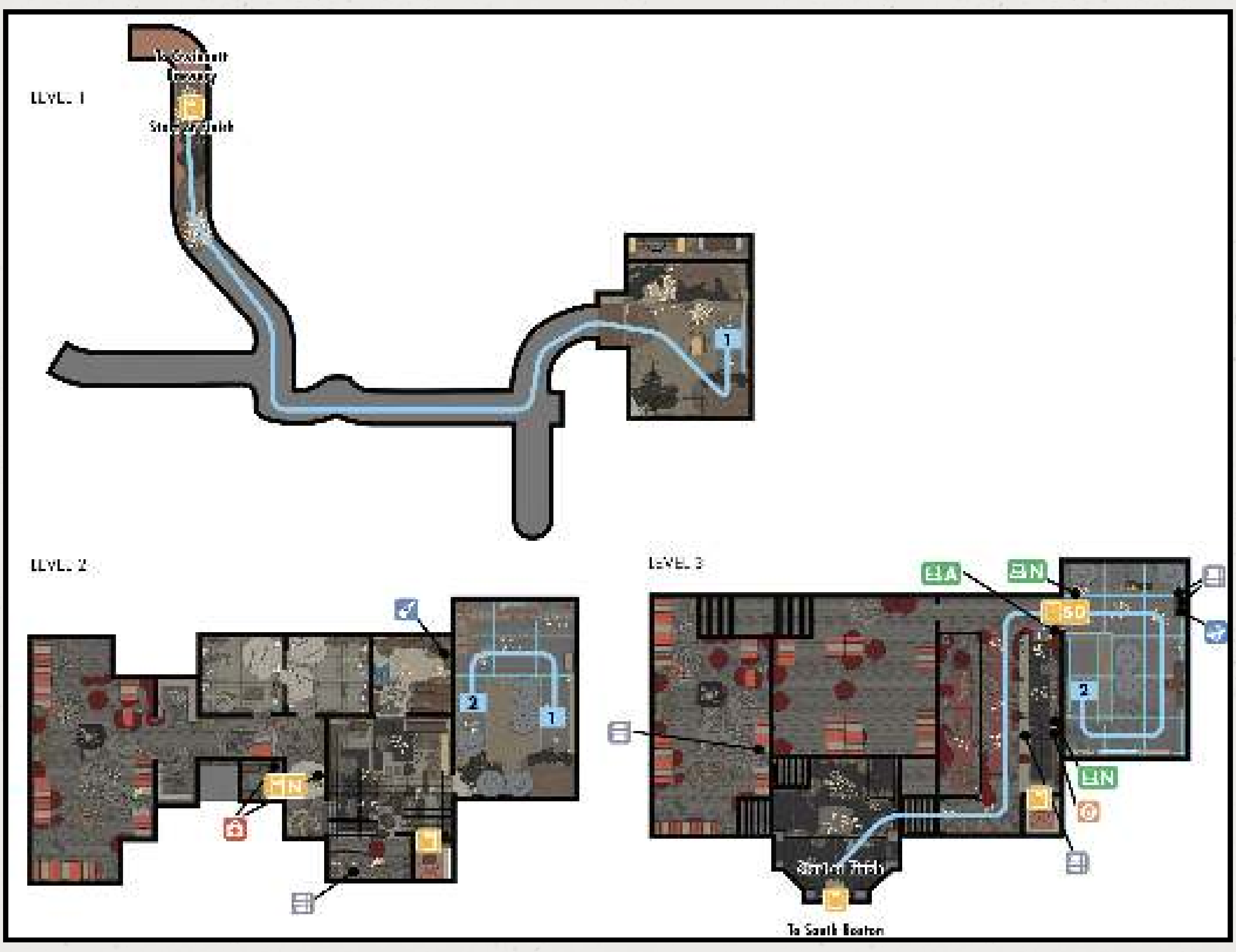
[18.06] The Gwinnett Restaurant

THREAT LEVELS 30+

- Armaments and Ammo
- Bottlecaps
- Collectible: Holotape: Gwinnett Brewery Password
- Collectible: Nuka Cherry
- Collectible: Nuka Cola Quantum
- Crafting: Chemistry Station
- Danger: Can Chimes!
- Danger: Escaping Gas!
- Danger: Mines!
- Danger: Radiation (Mild)!
- Faction: Mirelurks
- Faction: Super Mutants
- Health or Chems



This front-of-house restaurant allowed beer aficionados to sample such fine products as Gwinnett's Pale Ale, Peabody Pilsner, Dead Redcoat Ale, and the infamous Bunker Hill Brew. "Give a Man . . . a Taste of Freedom!" the slogan said. Now the place is piled high with offal and half demolished by Super Mutants. There is a main entrance, as well as a rear entrance (Advanced) for those of a stealthy disposition. The Gwinnett Brewery (Primary Location) can be accessed via the security door and large Mirelurk-infested pipes. If you aren't competent at hacking, find the Gwinnett Brewery password, but approach from the brewery side, not via the restaurant.

If you can't hack into the brewery, feel free to head through the restaurant, into the kitchen, and use the hole in the wall to jump into the craft brewing area (attached to the bar), and enter the water-filled pipe that leads into the Brewery.

VAULT-TEC RECOMMENDED LOOT

Collectible: Nuka Cherry

Collectible: Nuka Cola Quantum

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Fallout 4 G.O.T.Y.
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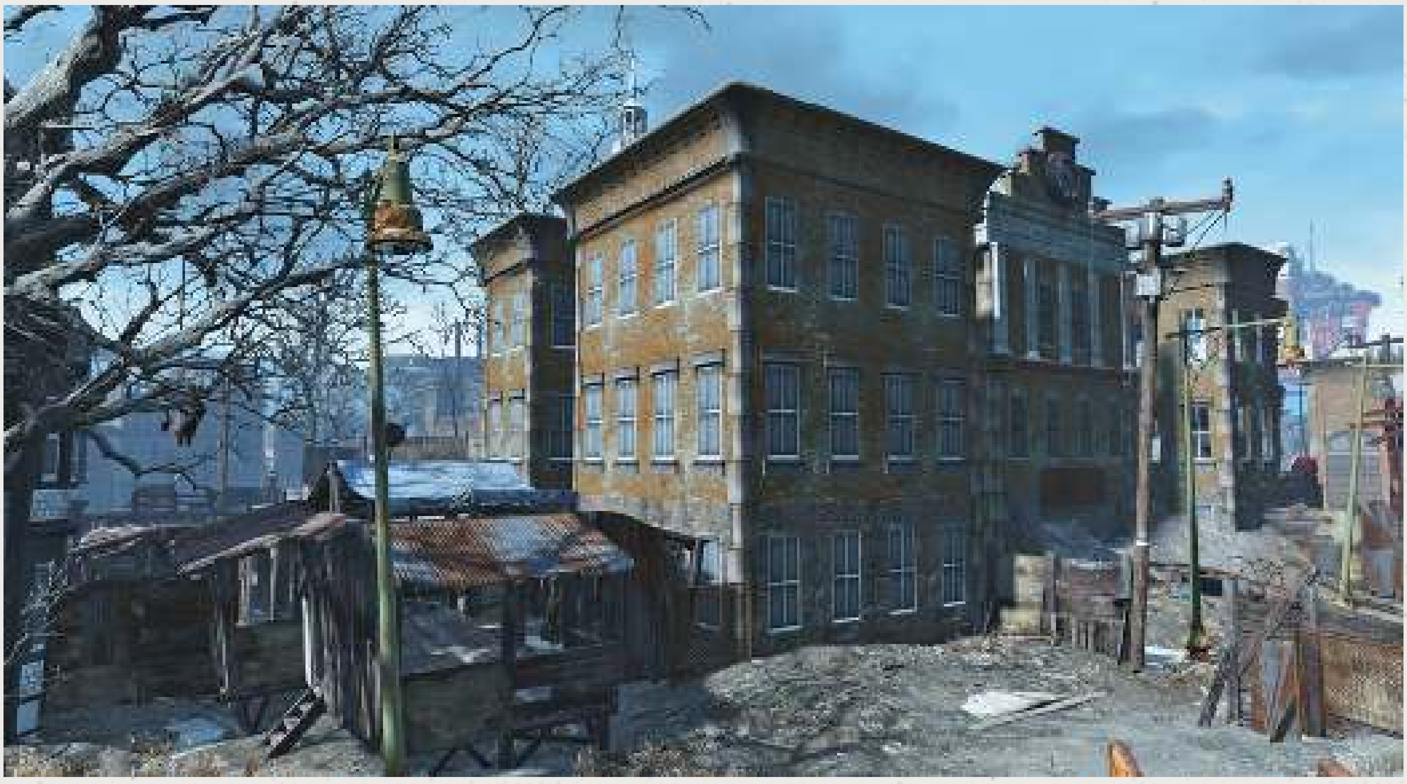
[18.07] South Boston High School

THREAT LEVELS 35+ 🟦🟦🟩🟩🟨🟨🟧⬜⬜



- Armaments and Ammo
- Crafting: Chemistry Station
- Faction: Raider
- Health or Chems

A high school close to the Dorchester Height monument is in a terrible state, with a northern wing (overlooking the Gwinnett Restaurant) exposed to the elements. The main entrance is blocked, meaning access is via the southern wing, now surrounded by wreckage of a small Raider camp. Inside, the few accessible rooms have mostly been picked clean, aside from the contents of a safe (Advanced).

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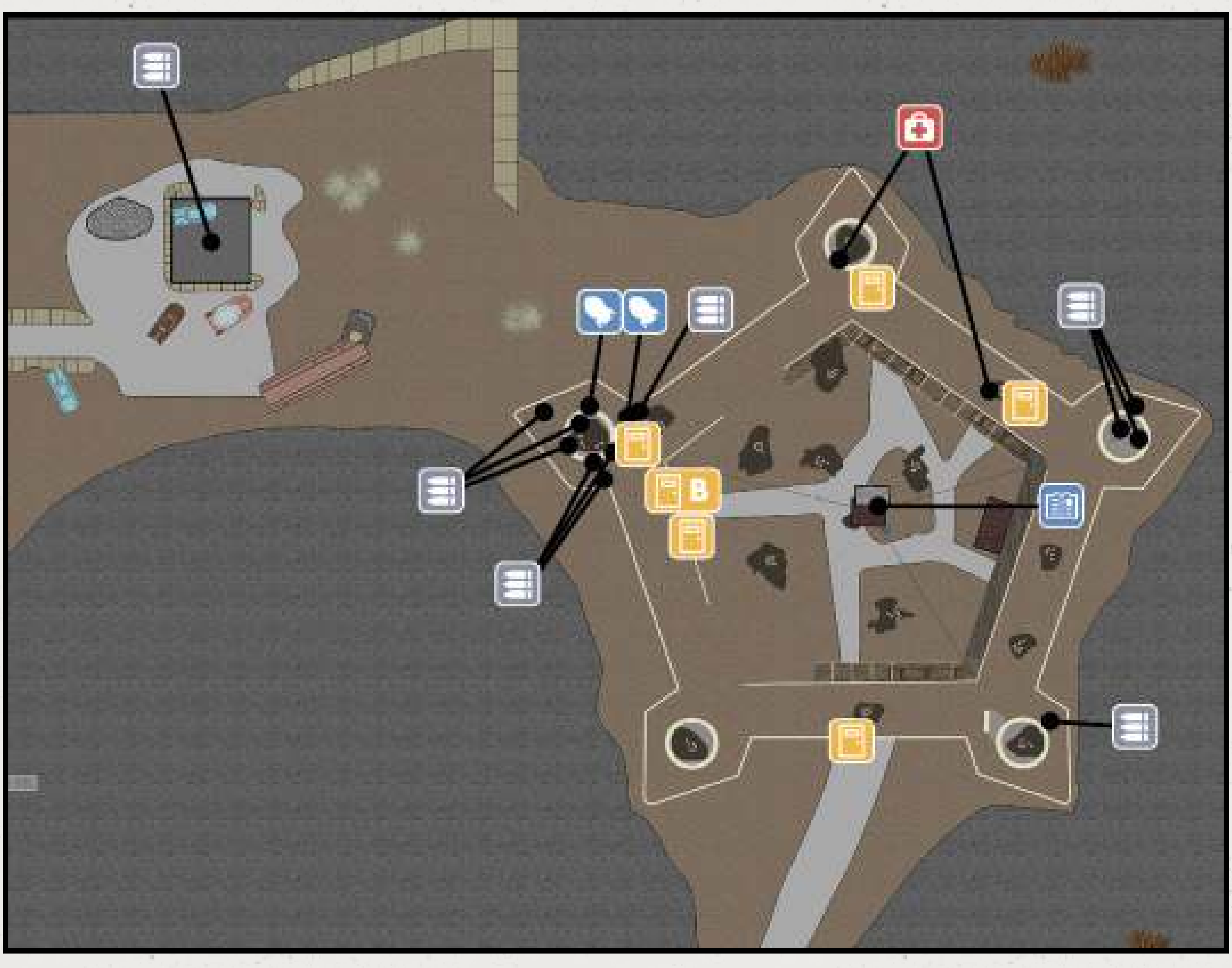
[18.08] The Castle

THREAT LEVELS 35+ 🟦🟦🟩🟩🟨🟨🟧☐☐

- Armaments and Ammo+++
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Mini Nuke (Fat Man)
- Armor Part: Fusion Core
- Collectible: Required Reading: Guns and Bullets
- Crafting: Armor Workbench
- Crafting: Chemistry Station (2)
- Crafting: Weapons Workbench
- Danger: Escaping Gas!
- Danger: Mines!
- Danger: Turrets!
- Faction: Minutemen
- Faction: Mirelurks
- Faction: Radroaches
- Faction: Character: General McGann
- Faction: Character: Ronnie Shaw
- Faction: Character: Sarge
- Health or Chems
- Quest Start: Defend the Castle (the Minutemen)
- Quest Start: Form Ranks (the Minutemen)
- Quest Start: Old Guns (the Minutemen)
- Quest Start: With Our Powers Combined (the Minutemen)
- Quest Visit: Taking Independence (the Minutemen)
- Radio: Radio Freedom
- Services: Trader (Ronnie Shaw)
- Services: Workshop
- Unique Item: Automatic Laser Musket (Weapon)
- Unique Item: Artillery Schematic
- Unique Item: Artillery Smoke Grenades
- Unique Item: Colonial Wool Coat
- Unique Item: General's Hat



VAULT-TEC RECOMMENDED LOOT

Armaments and Ammo: Mini Nuke and Fat Man

Armor Part: Fusion Core

Required Reading: Guns and Bullets

Unique Item: Artillery Schematic

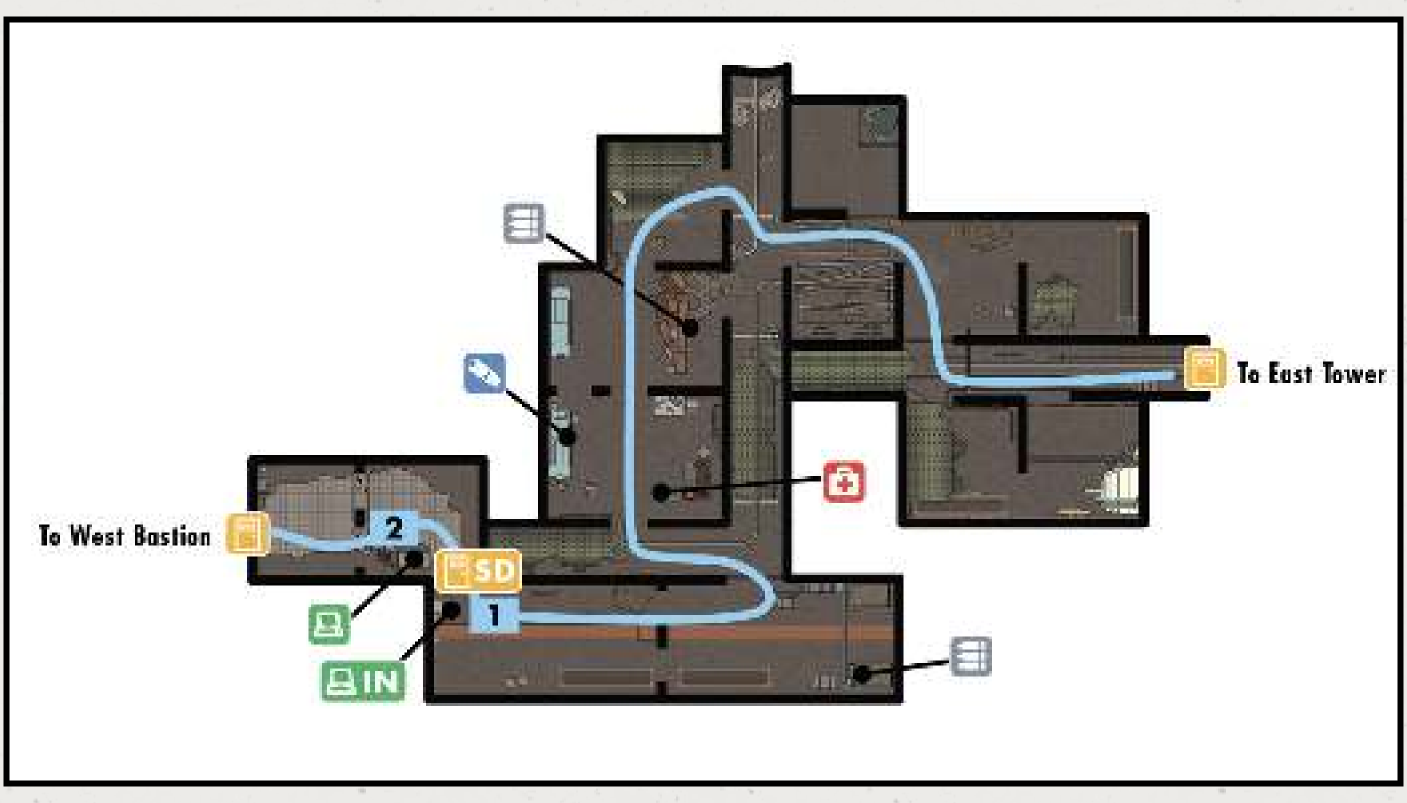
Unique Item: Artillery Smoke Grenades

Unique Item: General's Hat and Colonial Wool Coat

Historians have noted the original name for this settlement was Fort Independence, but the people of the Commonwealth now refer to it simply as the Castle. This place has a long and storied history; it is one of the first forts in America and predates the Revolutionary War. In recent times, it served as the base of operations for the Minutemen as they attempted (and failed) to establish a Provisional government. In 2240, the Castle was partly destroyed by gigantic Mirelurk, and most of the Minutemen leadership died.

Still, it is generally agreed that the location could yet become an excellent base of operations for the Minutemen (and an exceptional settlement) if it can be reclaimed from the sea creatures. Note that the map information refers to interior corridors within the fortification walls.

This location cannot be accessed unless Minutemen Quest: Old Guns is active. It allows you to reach the armory and unlock the otherwise-sealed outer door in the southwest courtyard wall.



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Primary Locations

[18.09] University Point

THREAT LEVELS 35+

VAULT-TEC RECOMMENDED LOOT

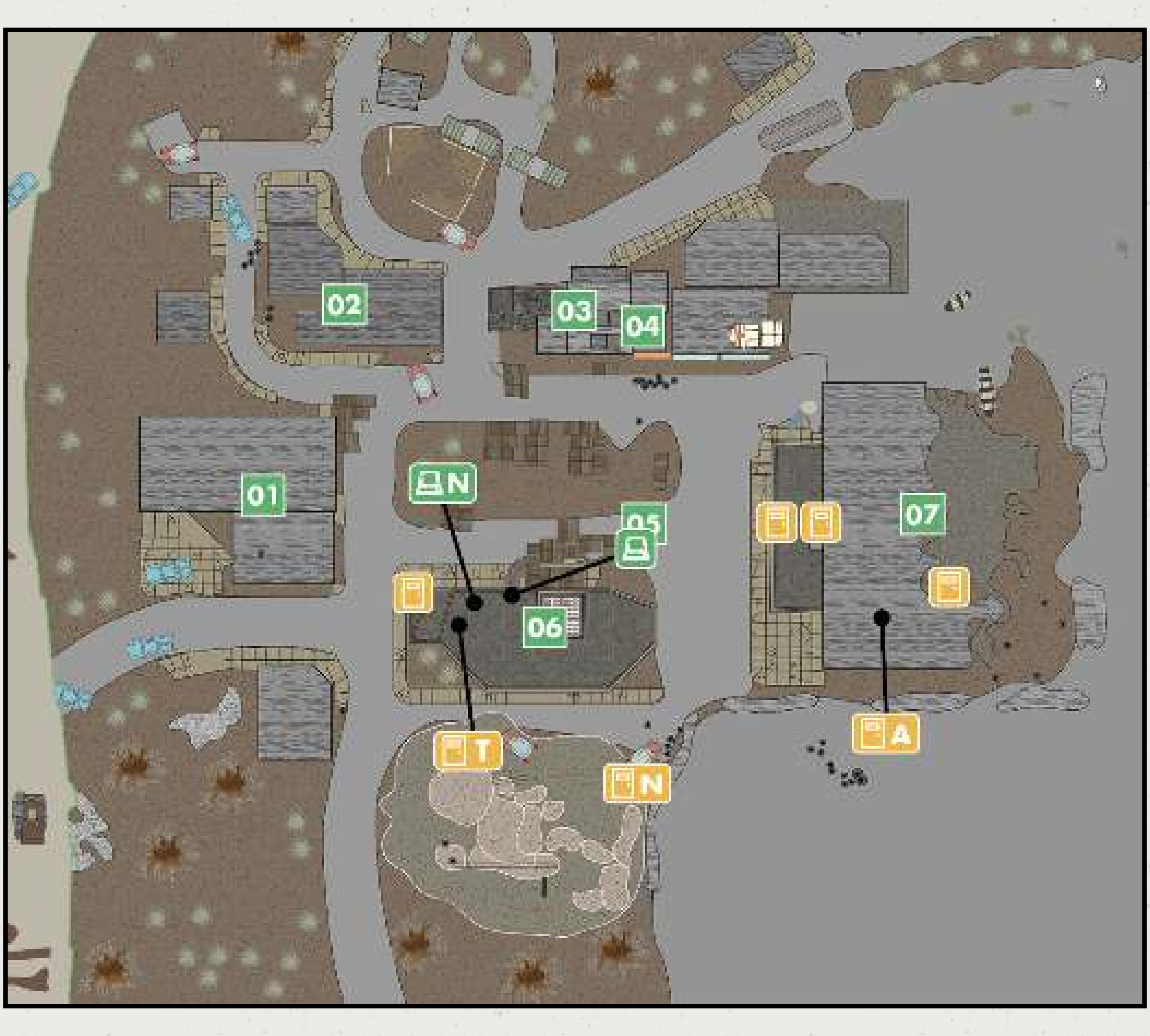
Armaments and Ammo: Mini Nuke

Collectible: Nuka Cherry

Required Reading: Tesla Science

Unique Item: Prototype PA77

- Armaments and Ammo
- Armaments and Ammo: Mini Nuke
- Armaments and Ammo: Trunk
- Bottlecaps
- Collectible: Holotape: Jacq's Holotape
- Collectible: Holotape: Sylvia's Holotape
- Collectible: Holotape: University Point Council Meeting
- Collectible: Nuka Cherry
- Collectible: Required Reading: Tesla Science
- Crafting: Armor Workbench
- Crafting: Chemistry Station (2)
- Crafting: Cooking Station (3)
- Crafting: Weapons Workbench (2)
- Danger: Mines!
- Danger: Radiation (Mild)!
- Danger: Tension Trigger!
- Faction: Mirelurks
- Faction: Synths (the Institute)
- Health or Chems
- Unique Item: Prototype PA77 (Weapon)



This once-thriving settlement was built into the ruins of the old university. Approximately one year before current events, synths from the Institute wiped this trading post off the map after a disagreement regarding classified research. An explosion in the service tunnels under Sedgwick Hall killed many, released a large amount of radioactive material, and caused the building to partly collapse.

[01] Traders' Welcome (Basketball Court)

The main entrance to this settlement was through a repurposed basketball court and hall. The place is deserted now. You can also enter via the Credit Union (south) or water (east).

[02] The Armor Store

Synths have removed any settlers from this location, though the trappings of an armor trader still remain. There are some clothing options and an upstairs access to an elevated shack.

[03] The Weapons Store

This location has almost been picked clean, but there's a weapons workbench and a couple of ammo boxes to pilfer from. Upstairs has access to the roof of the liquor store.

[04] The Liquor Store

The place is in a real state, but the abundance of alcohol makes up for it. Open the toolbox on the counter to find Sylvia's Holotape. Upstairs, you can access the interior of this location or escape to the north.

[05] Settlement Shacks

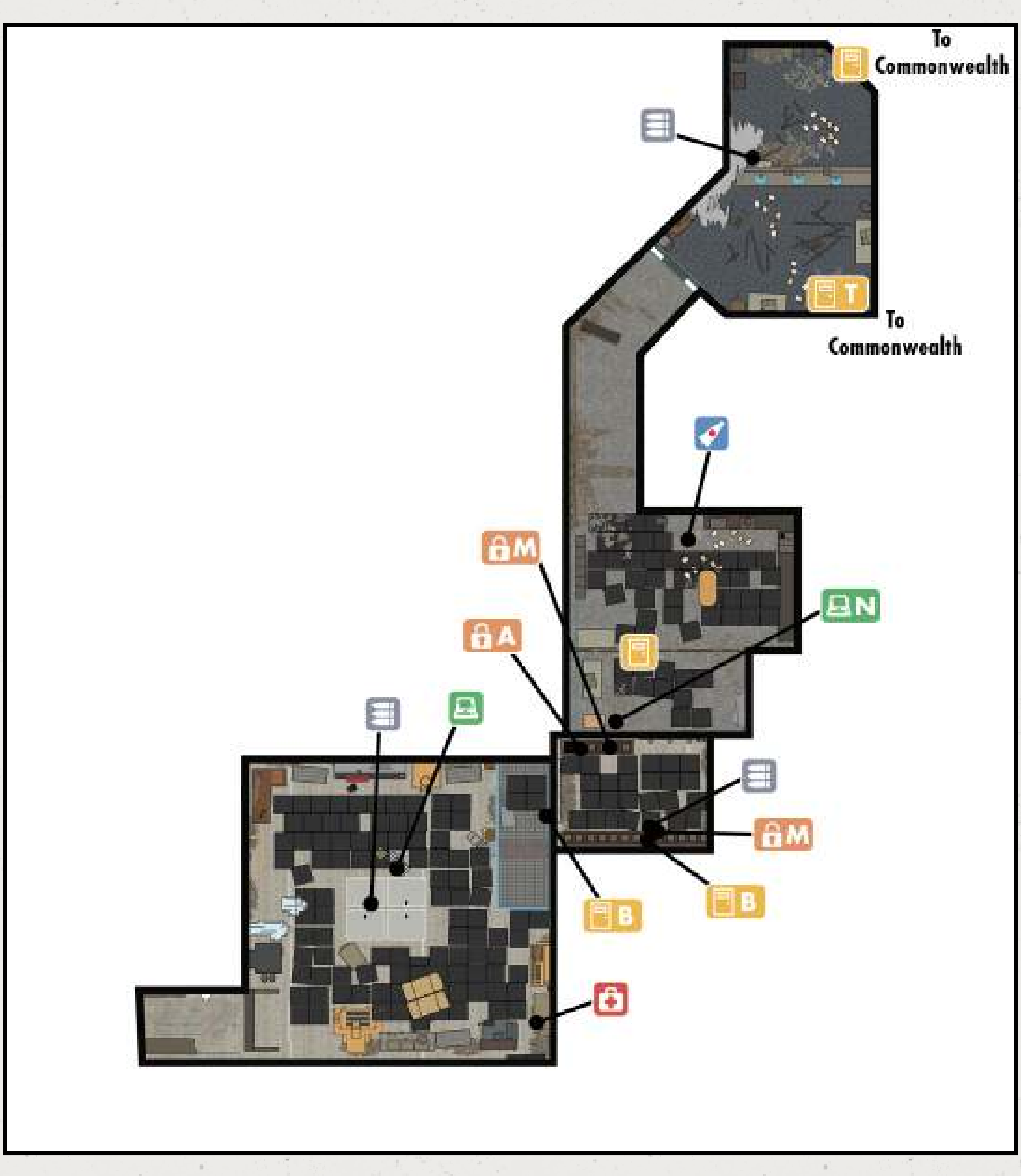
Warning! Hostile synths may have taken over the four ruined shacks at this location.

[06] University Credit Union

The customer entrance (northwest) only allows you to the counter. Instead, enter the Credit Union via the hackable terminal (Novice). Before entering, climb two floors to reach the mayor's office. His terminal and Holotape within illuminate your knowledge, and there's a shack built onto the side of this building you can shoot from.

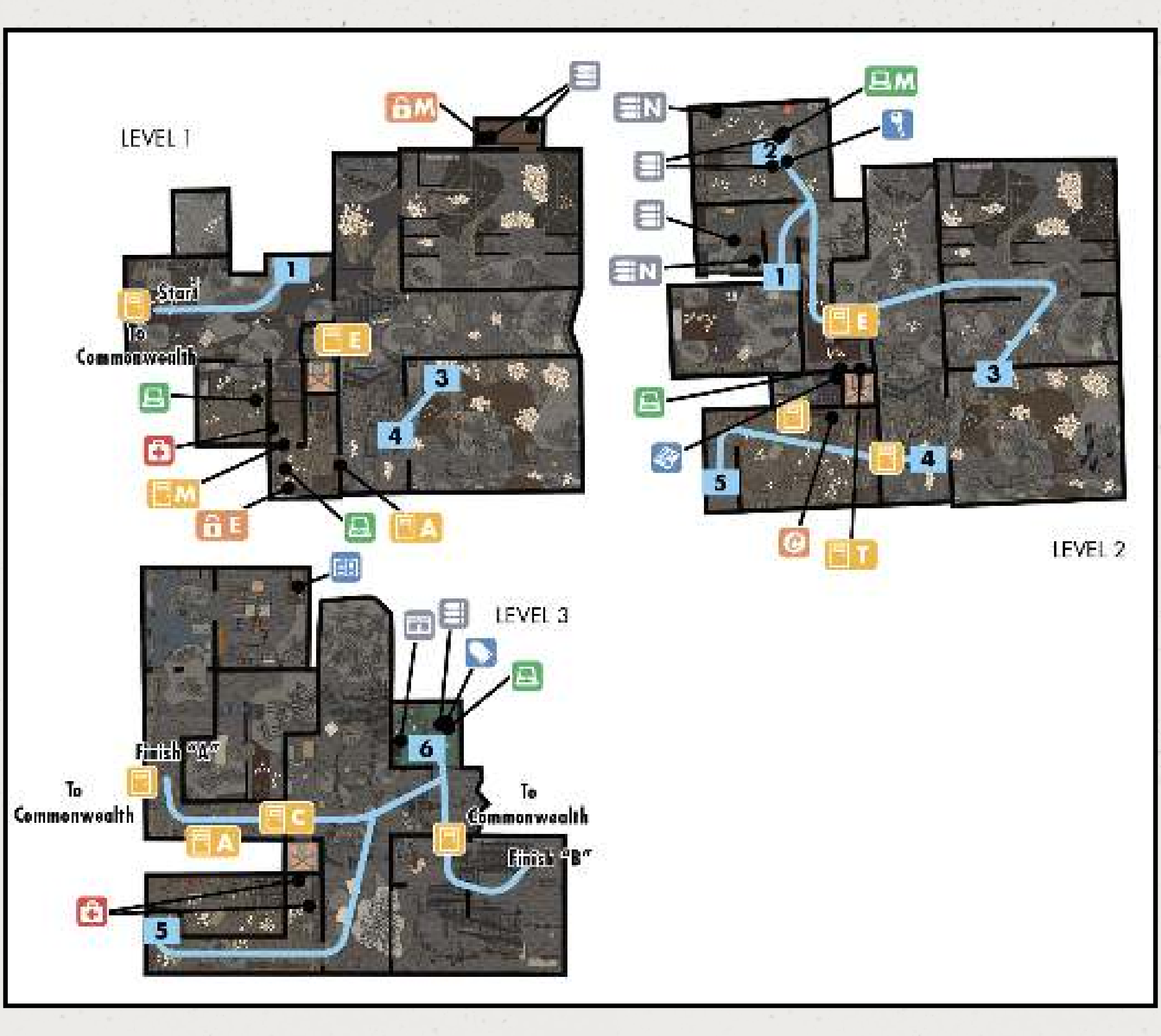
The interior of the credit union features a vault to ransack and a strange laboratory accessible if you look hard enough. Did you find a strange prototype weapon in here?

[07] Sedgwick Hall



Slowly sagging and slipping into the waters, this once-grand hall is a mess of barricades and broken floors. The entire eastern side has already fallen away, allowing access up to the roof and an upper door. There's an undisturbed safe (Expert) on the hall's southeast exterior corner; reach it by carefully leaping the ruins of the upper floors overlooking the bay.

Make methodical work of this Mirelurk nest. Gerald's barricade key is in the tool shop upstairs (northwest).



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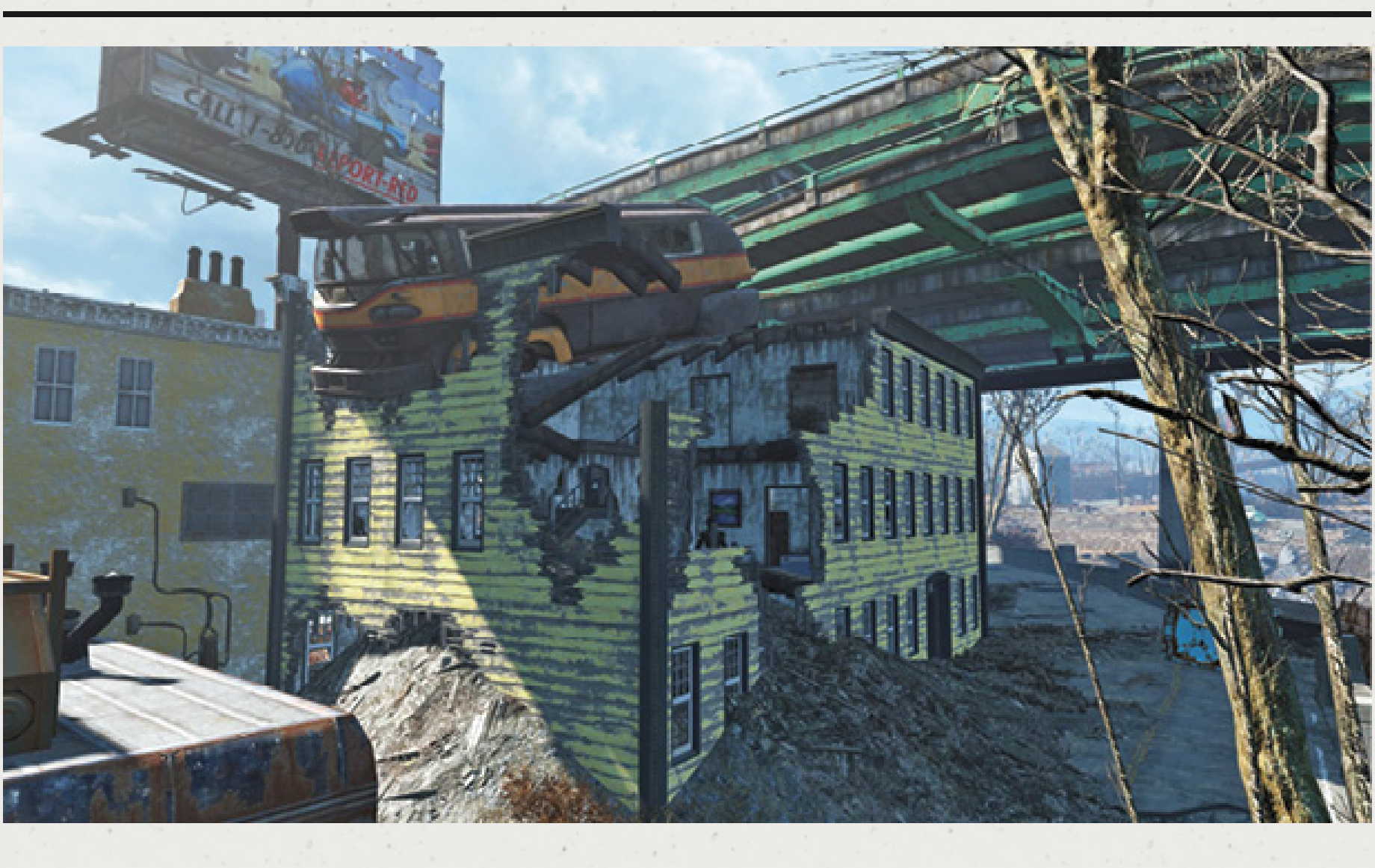
Zone 18: Neighborhood: South Boston

Secondary Locations

[18.01] BUS AND APARTMENT WRECKAGE



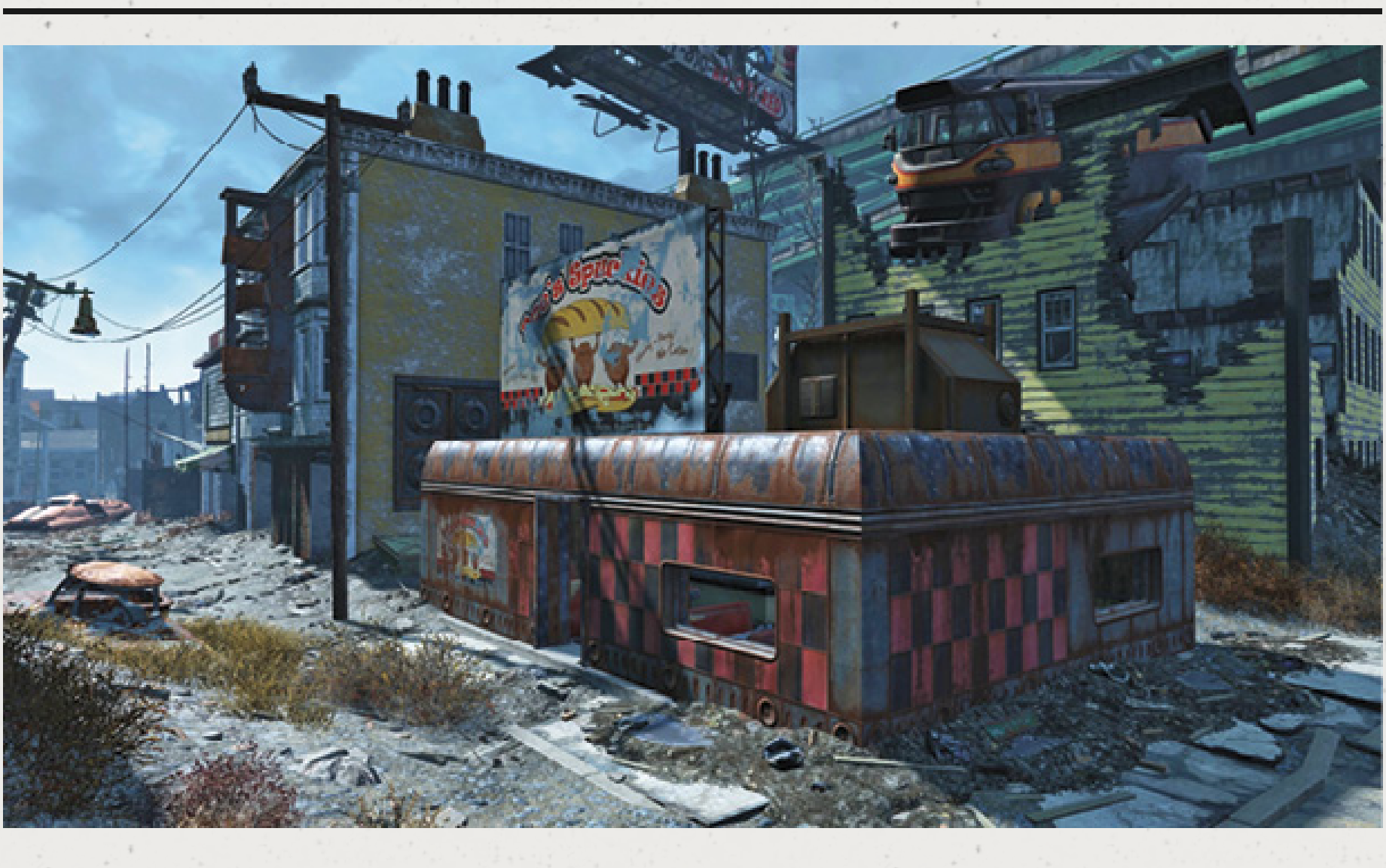
- Armaments and **Ammo**
- Collectible: Required Reading: Grognak the Barbarian

VAULT-TEC RECOMMENDED LOOT

Required Reading: Grognak the Barbarian

Next to the Southie Speakeasy is a precariously perched bus atop the roof of a ruined house. Scour the upstairs for a comic-book fan's bedroom and a copy of Grognak for your records.

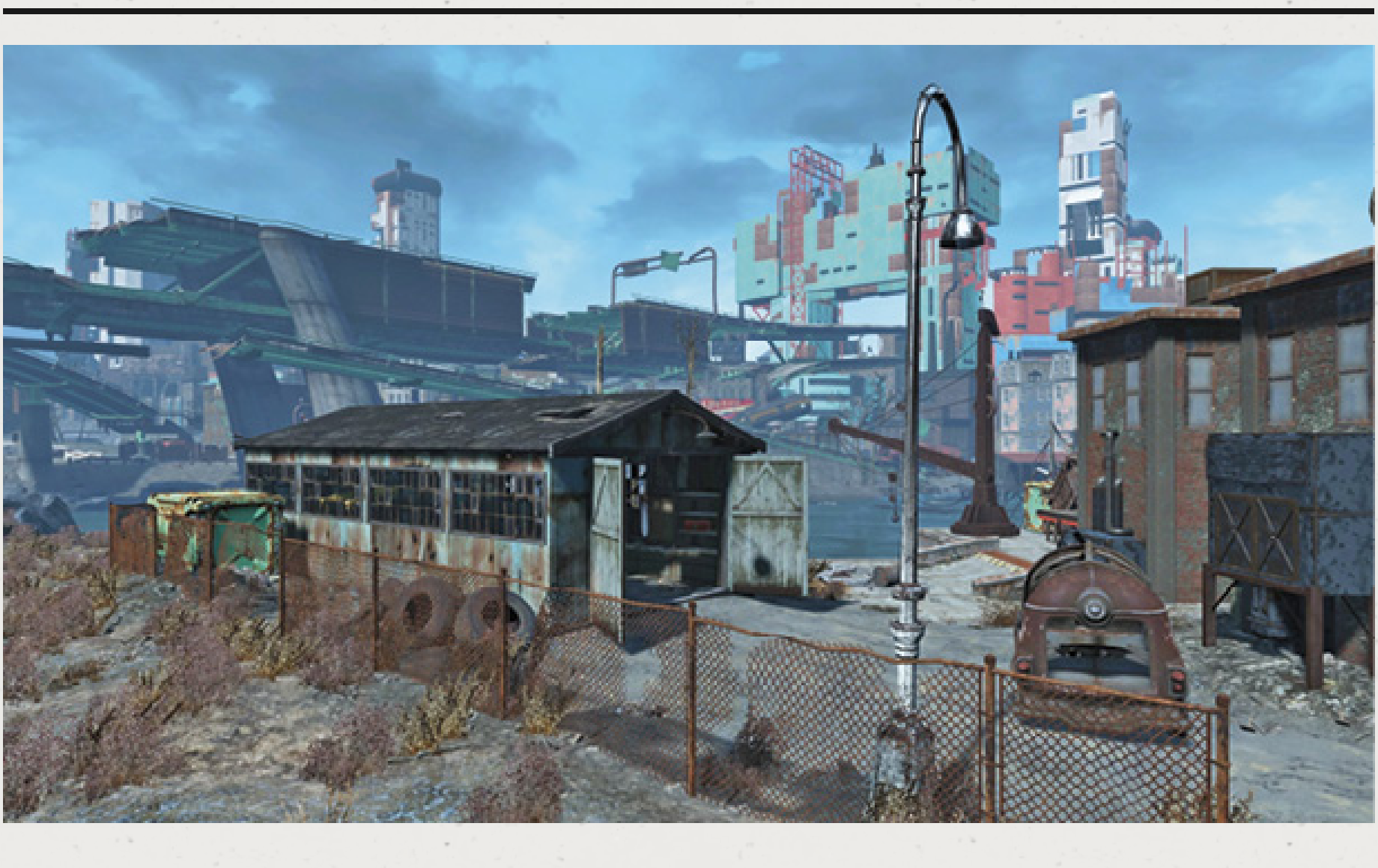
[18.02] JOE'S SPUCKIES (SOUTHIE SPEAKEASY)



- Quest Visit: Long Time Coming (Side Companion)

A Joe's Spuckies coffee and sandwich emporium is simply a front for an old speakeasy; there's a hatch behind the counter (Master). However, you'll usually appear here after navigating Andrew Station.

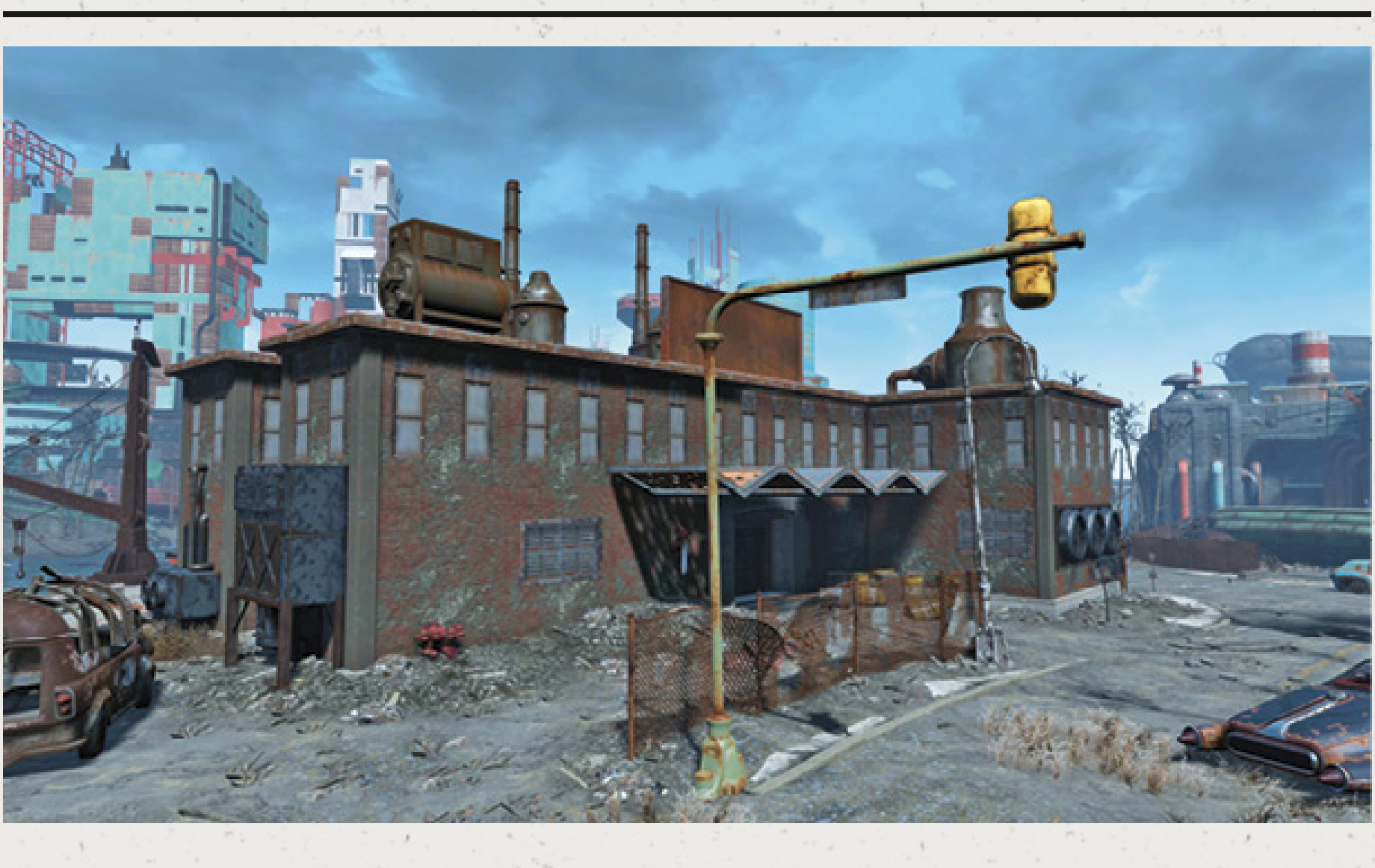
[18.03] DOCKSIDE WAREHOUSE (SOUTH BOSTON)



- Armaments and **Ammo**
- **Crafting**: **Armor** Workbench
- **Crafting**: **Power Armor** Station
- Faction: Bloodbugs

Park your **Power Armor** here and tinker away. Bloodbugs are active in this area, so keep your wits about you and your blood away from their probing proboscises.

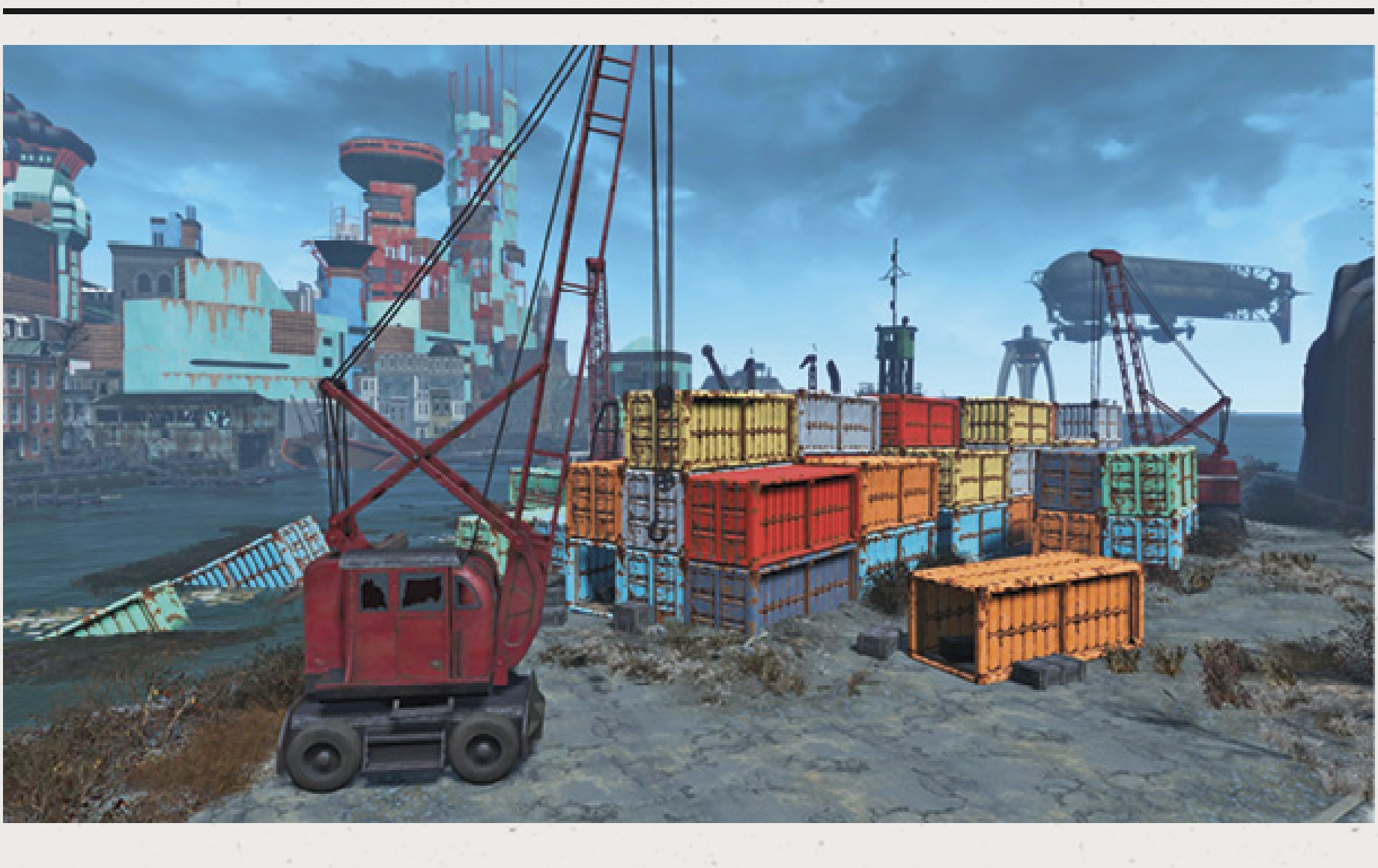
[18.04] FACTORY (SOUTH BOSTON)



- **Armor** Part: Fusion Core
- Danger: Radiation (Mild)!
- Faction: Bloodbugs
- Faction: Radroaches
- **Health or Chems**

This is a medium-sized abandoned factory on the waterfront. Enter the structure and work your way through the machine room to the stairs. Unlock the upstairs door (Novice) to reach the foreman's terminal. Use the terminal to open the security door downstairs, accessing the first **aid** kits on the wall.

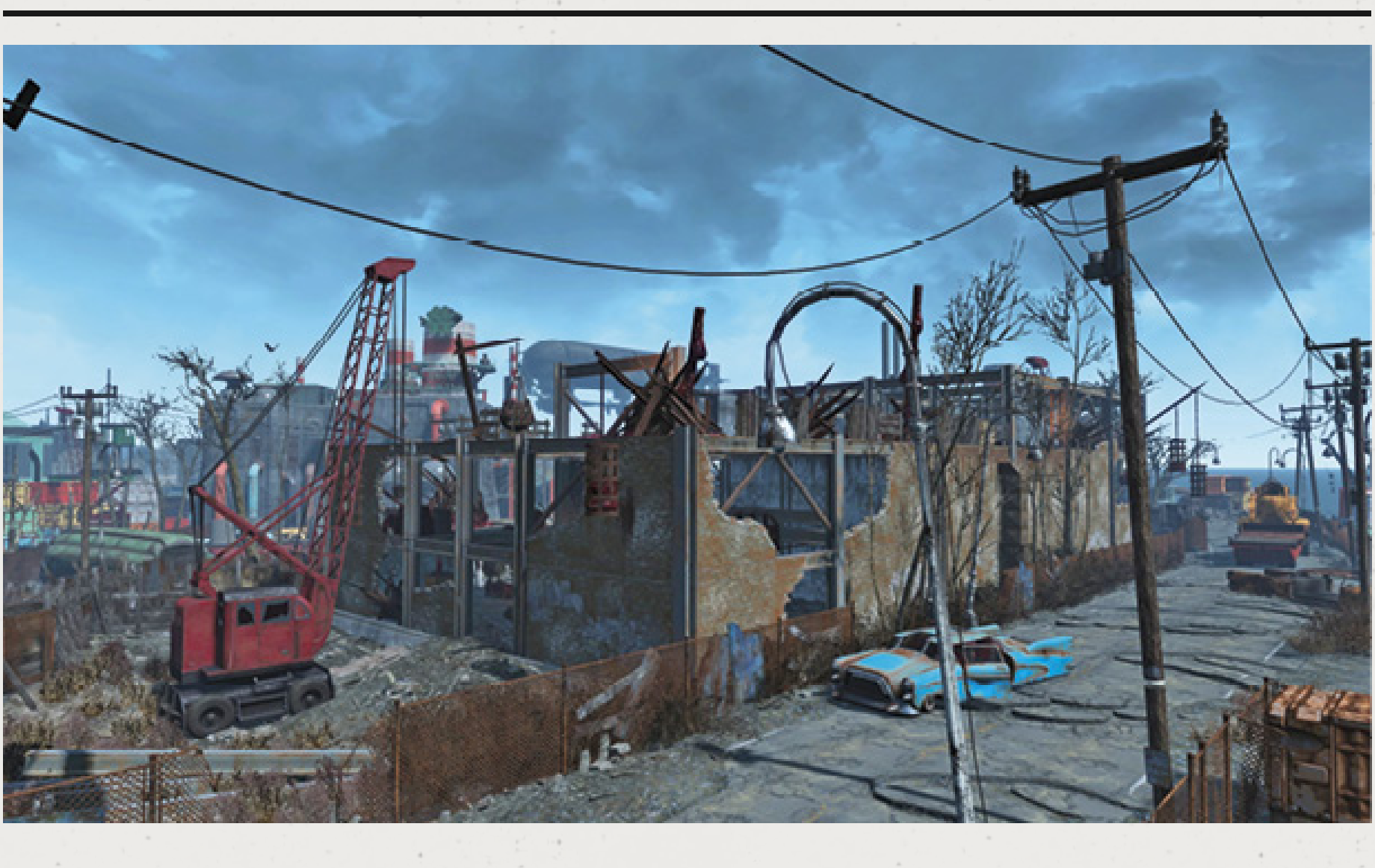
[18.05] FOUR LEAF FISHPACKING CONTAINER YARD



- Armaments and **Ammo**

A container yard with a rusting barge ready to unlock more metal containers. Search the open ones for a modicum of equipment.

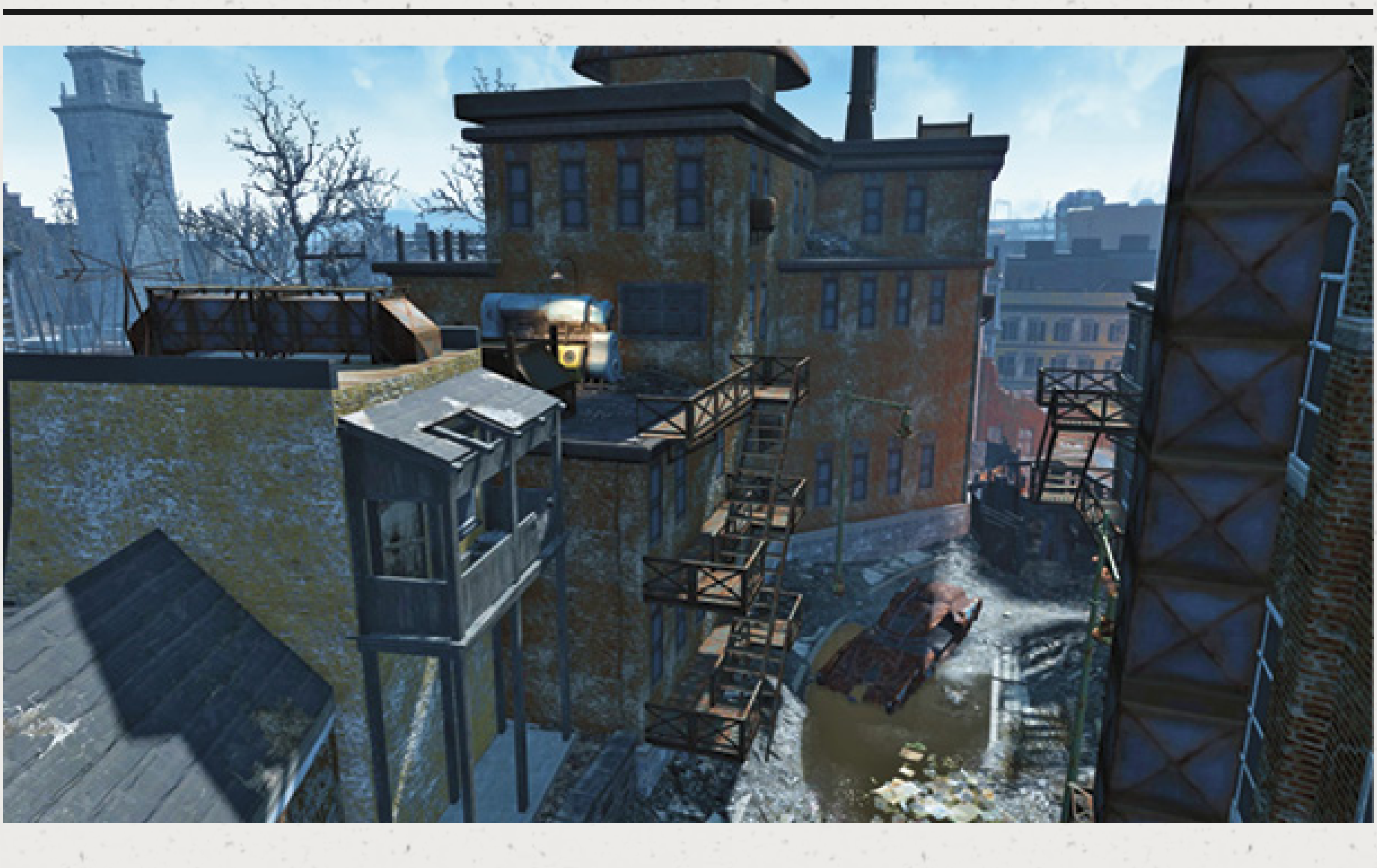
[18.06] CONSTRUCTION YARD



- Armaments and **Ammo**
- Faction: Super Mutants
- **Health or Chems**

A **warehouse** under construction has been left in a state of disrepair and now comes decorated with bloody meat, courtesy of a small group of Super Mutants. Check the middle level for a safe (Advanced).

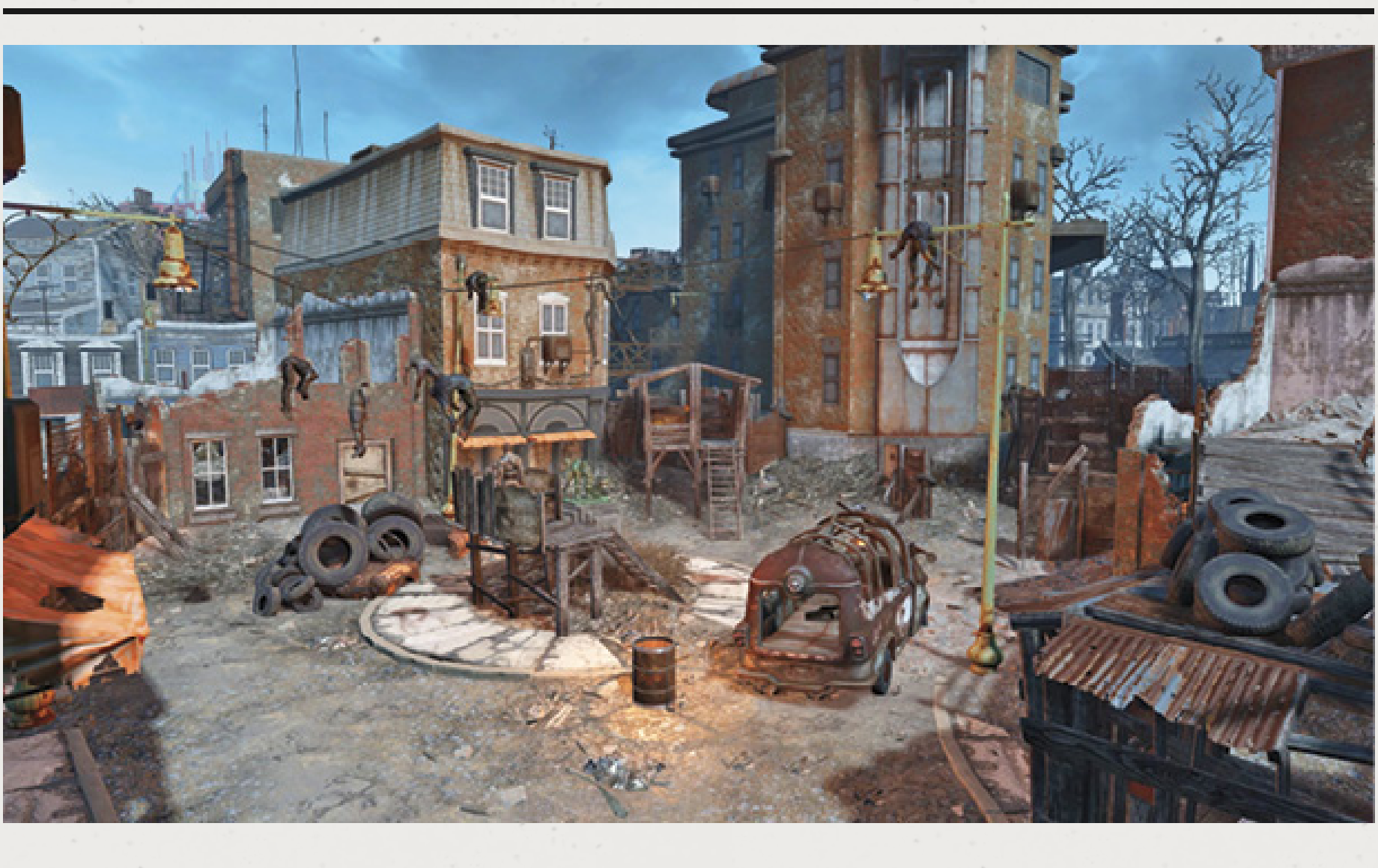
[18.07] ROOF GENERATOR (SOUTH BOSTON)



- **Armor** Part: Fusion Core

Climb the fire escape to the west in the alley to locate a generator with a Fusion Core to pry out.

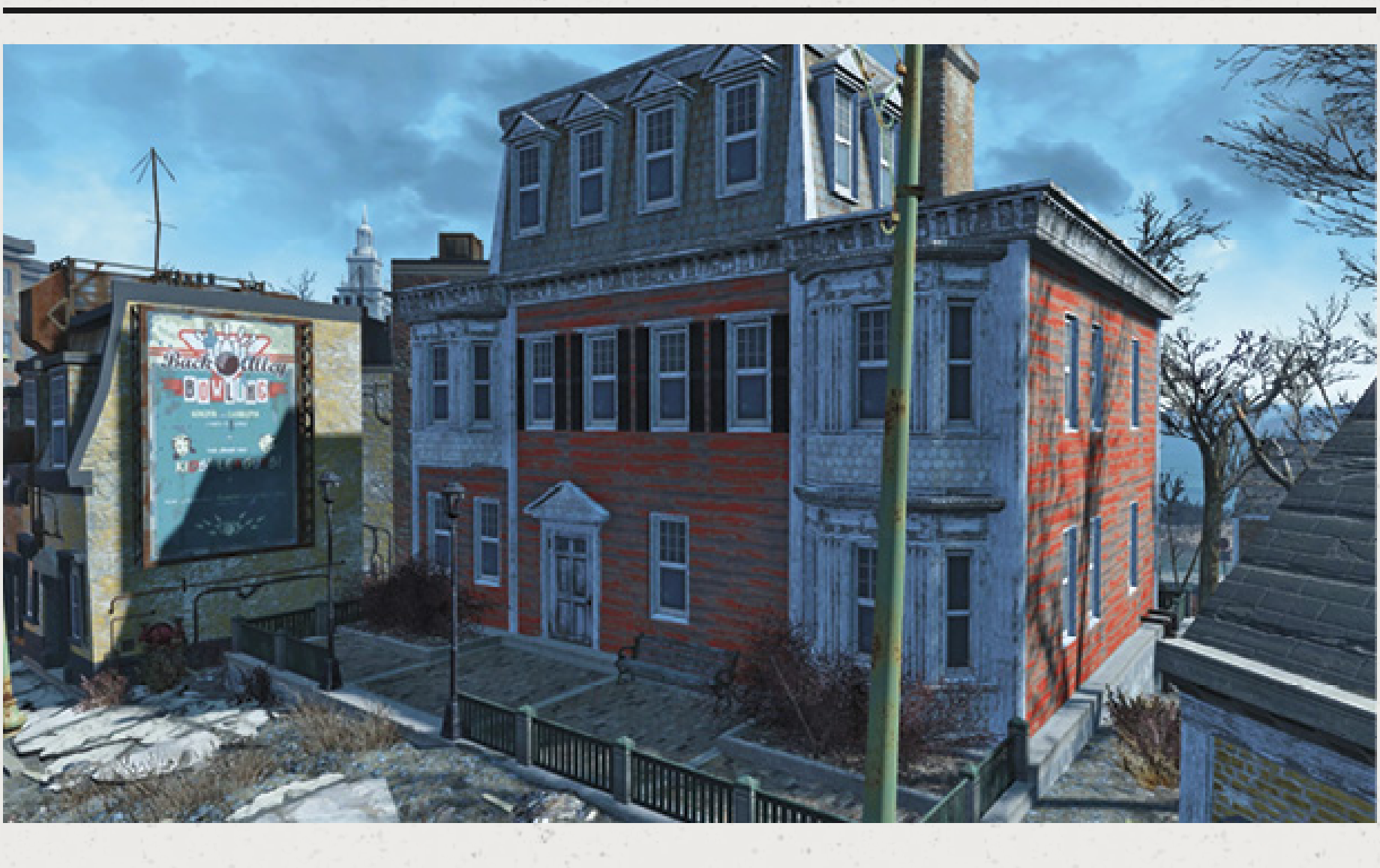
[18.08] ROUNDABOUT RAIDER CAMP



- Armaments and **Ammo**
- Faction: Raiders
- **Health or Chems**

A group of thugs has strung up a good view of corpses in this circular road junction. Scavenge for **ammo** after you've returned the favor.

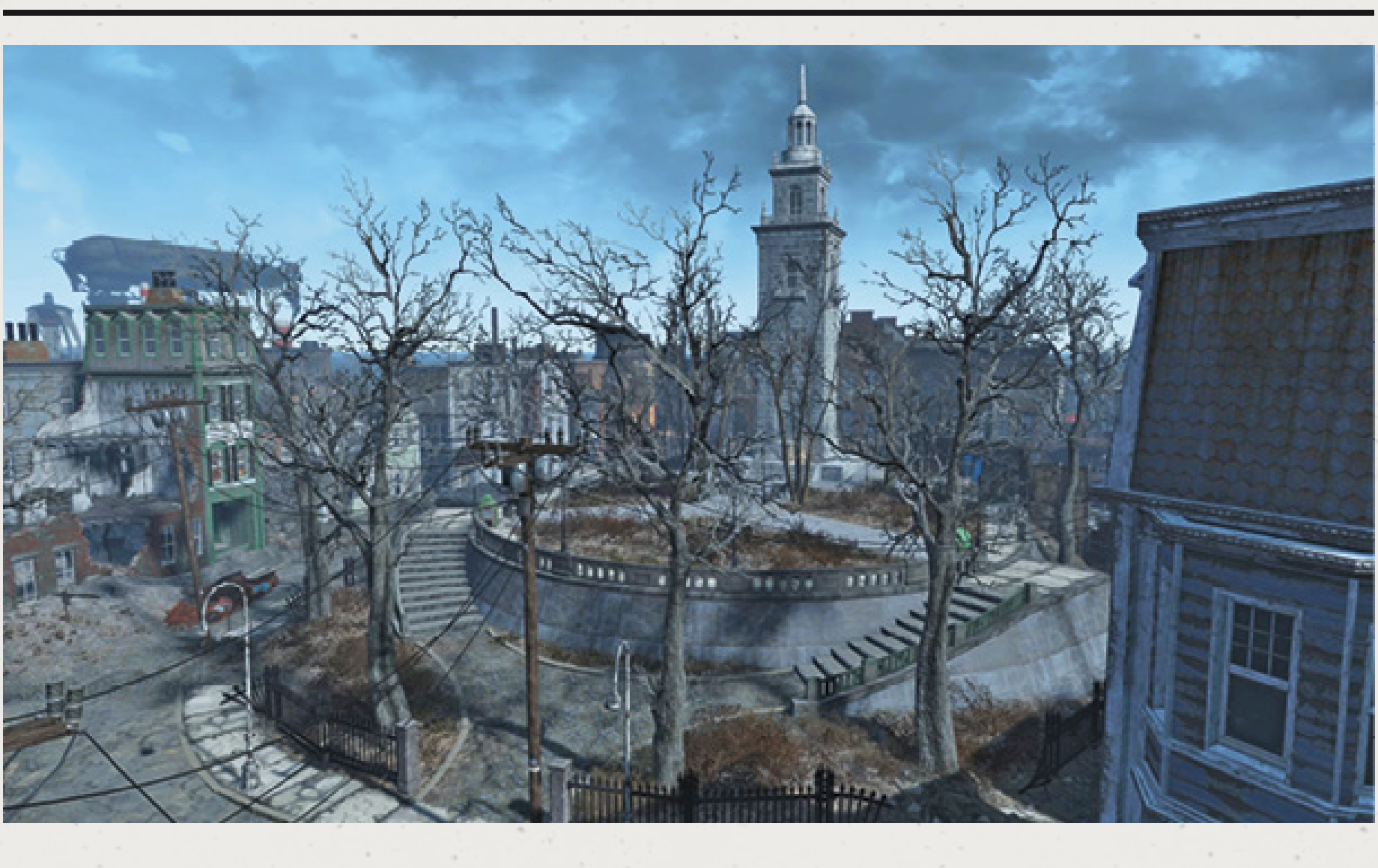
[18.09] HAWTHORNE ESTATE



- Quest Visit: Recruiting Hancock (Goodneighbor Freeform)

Enter this structure of faded grandeur to scrape together a few meager **items**. Bobbi No Nose makes her home here during the specified quest and installs a security system. Check the corner for a safe (Advanced).

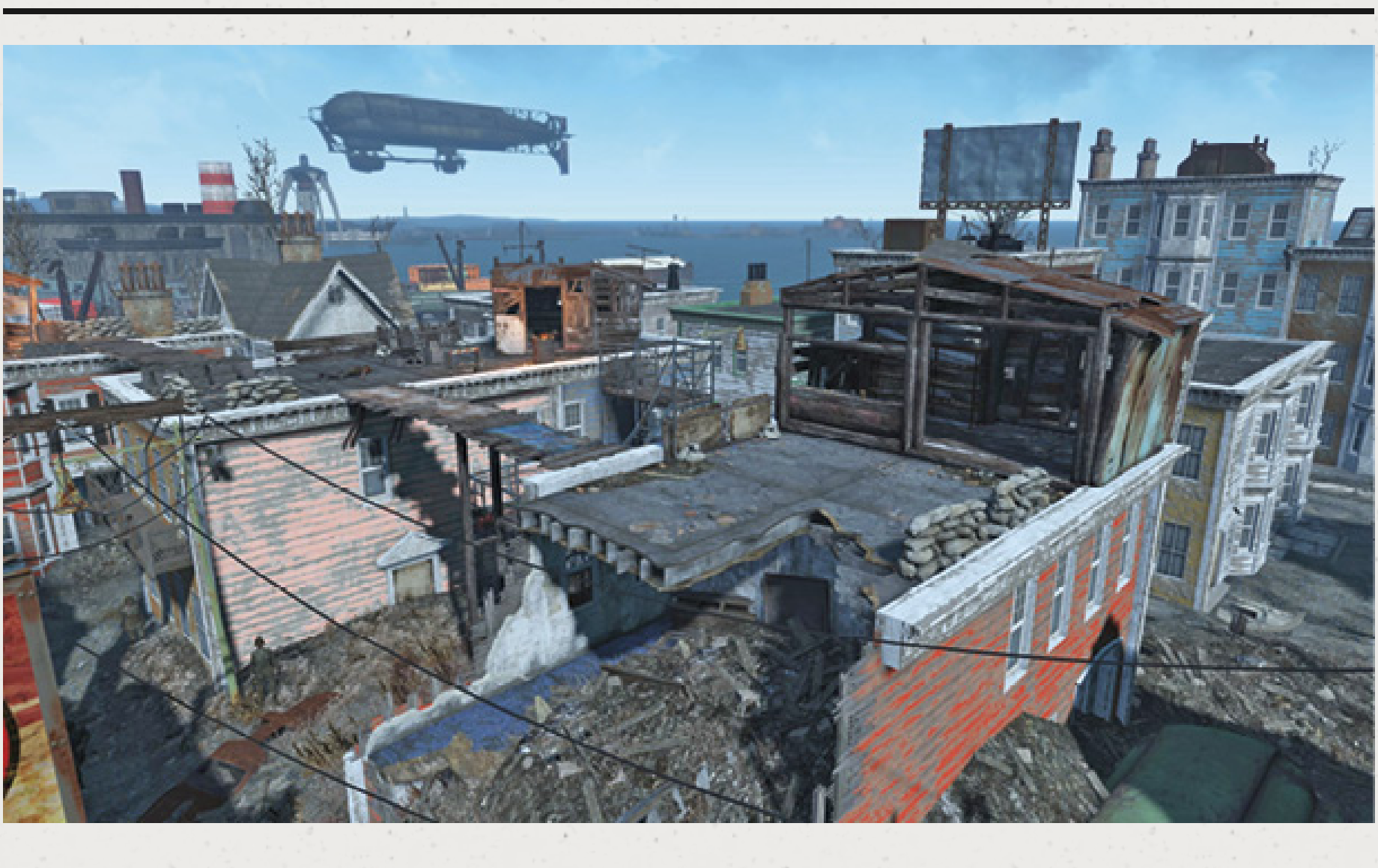
[18.10] DORCHESTER HEIGHT MONUMENT



- **Health or Chems**

Constructed on the raised oval park just west of South Boston High School, this monument is helpful to look for when attempting to navigate this neighborhood. Use it as a landmark.

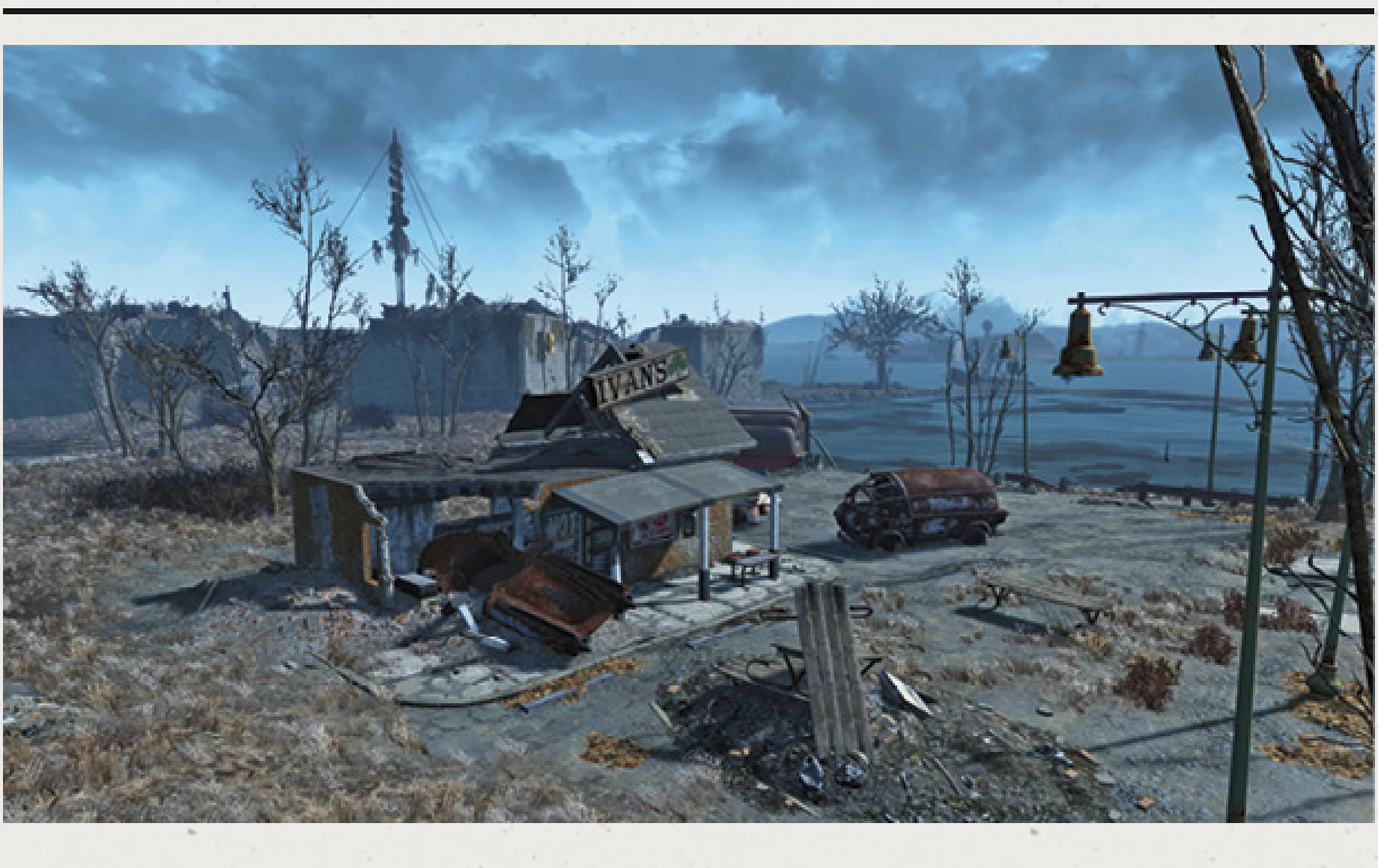
[18.11] ROOF CAMP (SOUTH BOSTON)



- Armaments and **Ammo**
- **Crafting**: Cooking Station
- **Health or Chems**

This settler camp offers access across three rooftops and reasonable protection from ground dwellers. Unfortunately, it's not bulletproof protection.

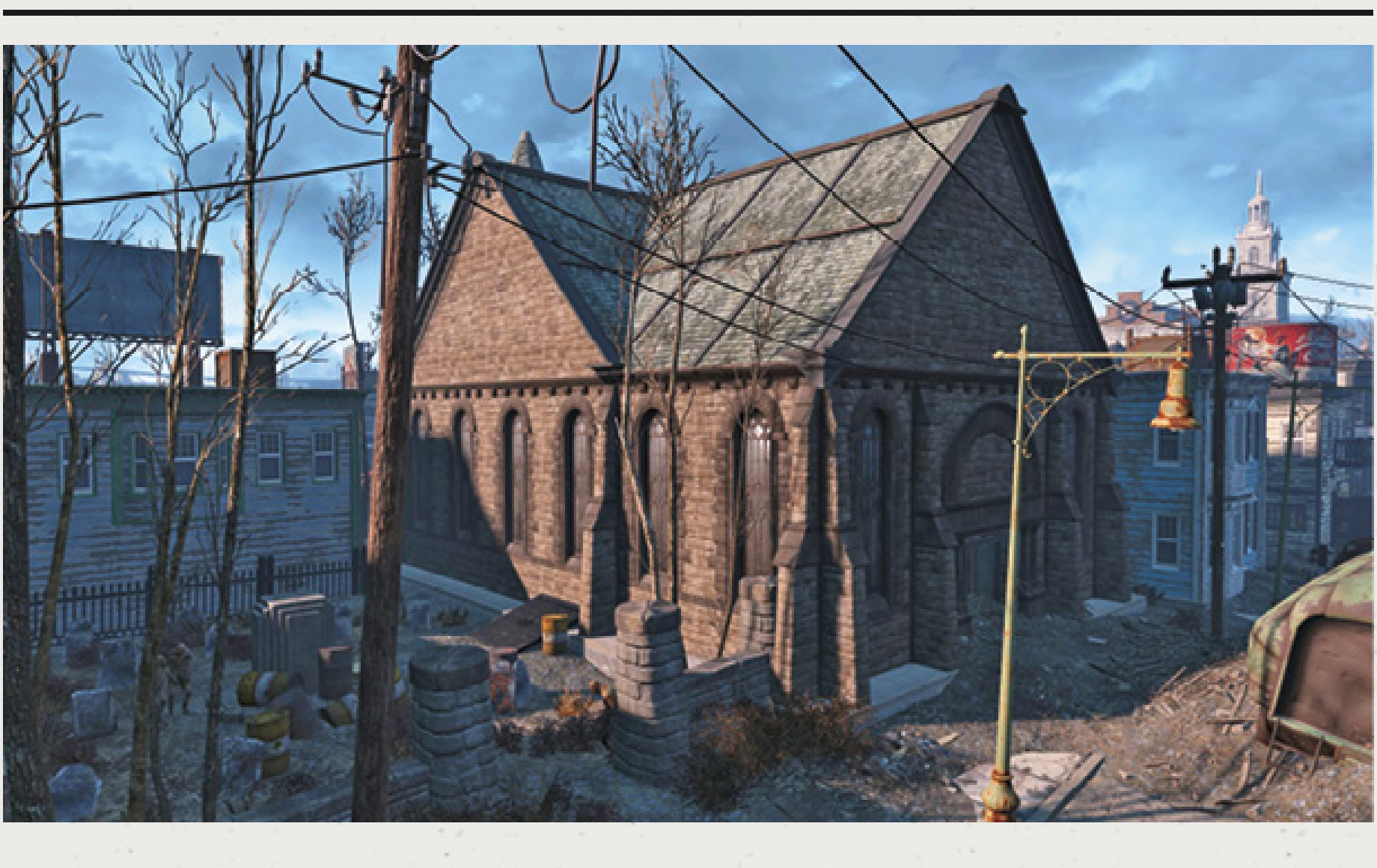
[18.12] THE CANDY SHOP



- Danger: Oil!
- Danger: Mines!
- Armaments and **Ammo**

Close to an old playground and on the western outskirts of the Castle is a small candy shop. Watch for the primed mine.

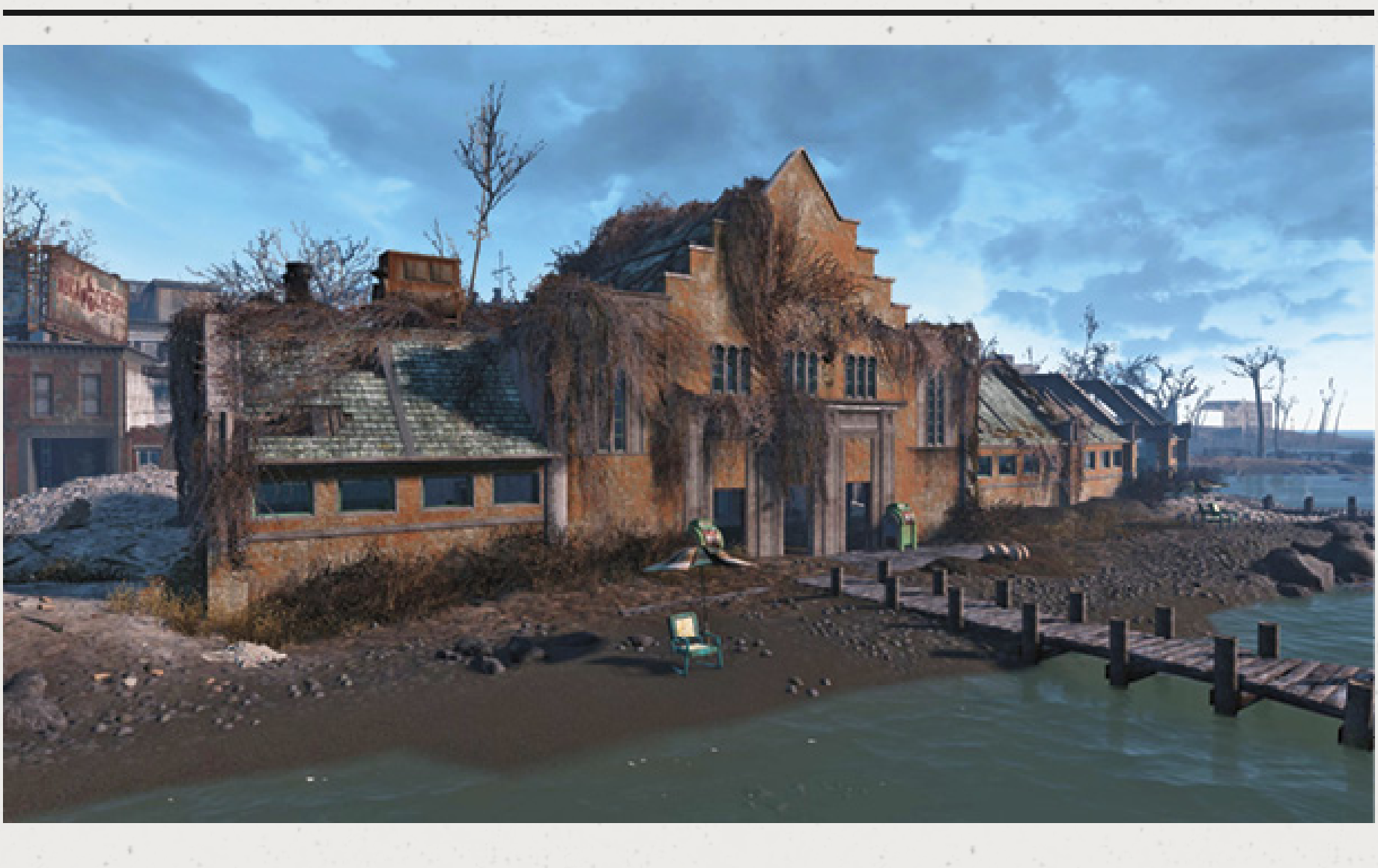
[18.13] SOUTH BOSTON CHURCH



- Danger: Radiation (Mild)!
- Faction: Feral Ghouls

An overgrown graveyard is home to ferals. A hatch allows access into the remains of the church cellar, where an altar to Mr. Tiddles and sacrificial dog meat can be found.

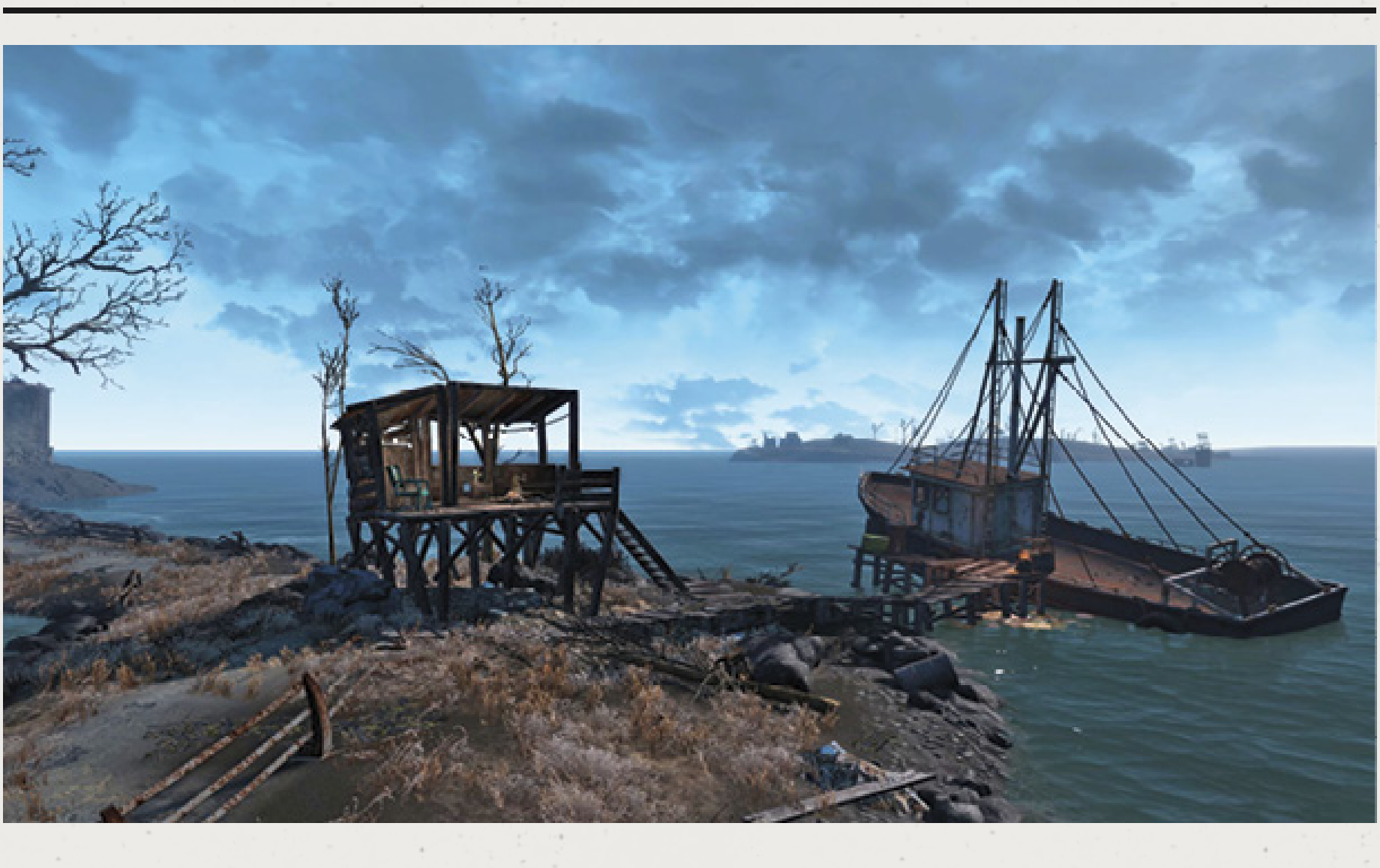
[18.14] SOUTH BOSTON WHARF AND RESTROOMS



- Danger: Radiation (Mild)!
- Health and **Chems**

Once known to locals as the L Street Bath House, the shell of this ornate wharfside facility is now cloaked in dead plant life and lightly irradiated water pools. Check the restrooms for a spot of health.

[18.15] RUSTING SHIP AND STILT CABIN



- Armaments and **Ammo**
- Danger: Radiation (Mild)!
- Faction: Mirelurks
- **Health or Chems**

This boat once ferried visitors to the mysterious Spectacle Island off the coast to the east. Now you need to swim there after collecting any loot you fancy.

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RADIO

A Collection of Appendices

The final chapter of this guide focuses on the most pertinent data of all—the gathering of the largest collection of highly desirable items, methods to claim the most impressive deeds, and knowledge of where a likely companion or two may reside.

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RADIO

Appendix I: Achievements and Trophies

Learn the tasks to undertake in order to set your claim to being a professional wasteland wanderer.

INDEX	ACHIEVEMENT	GAMER SCORE	TROPHIES	DESCRIPTION	NOTES
MAIN QUESTS					
1	**War Never Changes**	10	Bronze	Enter The Wasteland	Leave Vault 111.
2	**When Freedom Calls**	10	Bronze	Complete "**When Freedom Calls**"	
3	**Unlikely Valentine**	20	Bronze	Complete "**Unlikely Valentine**"	
4	**Reunions**	20	Bronze	Complete "**Reunions**"	
5	**Dangerous Minds**	20	Bronze	Complete "**Dangerous Minds**"	
6	**Hunter/Hunted**	20	Bronze	Complete "**Hunter/Hunted**"	
7	**The Molecular Level**	20	Bronze	Complete "**The Molecular Level**"	
8	The Nuclear Option	30	Silver	Complete "The Nuclear Option"	You can receive this OR The Institute's "**Nuclear Family**" achievement - not both (in a single playthrough).
INSTITUTE					
9	**Institutionalized**	10	Bronze	Complete "**Institutionalized**"	
10	Mankind-Redefined	10	Bronze	Complete "Mankind-Redefined"	
11	**Powering Up**	10	Bronze	Complete "**Powering Up**"	
12	Complete "**Nuclear Family**"	30	Silver	Complete "**Nuclear Family**"	You can receive this OR the other **factions**' "The Nuclear Option" achievement - not both.
MINUTEMEN					
13	The First Step	10	Bronze	Join the Minutemen	Complete "**When Freedom Calls**."
14	**Taking Independence**	10	Bronze	Complete "**Taking Independence**"	
15	**Old Guns**	30	Silver	Complete "**Old Guns**"	
BROTHERHOOD OF STEEL					
16	**Semper Invicta**	10	Bronze	Join the Brotherhood of Steel	Complete "**Shadow of Steel**."
17	**Blind Betrayal**	10	Bronze	Complete "**Blind Betrayal**"	
18	**Ad Victoriam**	30	Silver	Complete "**Ad Victoriam**"	
RAILROAD					
19	**Tradecraft**	10	Bronze	Join the Railroad	Complete "**Tradecraft**."
20	**Underground Undercover**	10	Bronze	Complete "**Underground Undercover**"	
21	Rockets' Red Glare	30	Silver	Complete "Rockets' Red Glare"	
WORKSHOP/SETTLEMENT					
22	Complete **Sanctuary**	20	Bronze	Complete "**Sanctuary**"	
23	Community Organizer	20	Bronze	Ally with 3 Settlements	
24	Benevolent Leader	20	Bronze	Reach Maximum Happiness in a Large Settlement	Consult the **Workshops** Chapter for strategies to complete this.
GENERAL					
25	Gun-For-Hire	20	Silver	Complete 10 **Side Quests**	Complete any quest flagged as "Side" in this guide.
26	Mercenary	30	Silver	Complete 50 **Misc**. Objectives	Complete any objective or quest flagged as "**Miscellaneous**" in this guide, with an Objective that appears on your Pip-Boy.
27	Scavver	20	Bronze	Gather 1000 **Resources** Used For **Crafting**	Consult the **Crafting** chapter for some interesting combinations to make, but this achievement simply requires searching the Commonwealth for **resources**.
28	What's Yours Is Mine	30	Silver	Pick 50 Locks	
29	RobCo's Worst Nightmare	30	Silver	Hack 50 Terminals	
30	Armed and Dangerous	30	Silver	Mod 50 **Weapons**	
31	Wasteland D.I.Y.	30	Silver	Craft 100 **Items**	
32	Never Go It Alone	20	Bronze	Recruit 5 Separate Companions	Consult the Companions section of the **STAT** chapter for locations of each.
33	Lovable	20	Bronze	Reach Maximum Relationship Level with a Companion	Consult the Companions section of the **STAT** chapter for methods of increasing your affinity with a Companion.
34	Fix-Er-Upper	20	Bronze	Build 100 Workshop **Items**	Consult the Workshop chapter for planning to complete this.
35	Future Retro	10	Bronze	Play a Holotape Game	Simply find the Holotape game in the Vault 111 Terminal before leaving for the first time, to complete this easily.
36	…The Harder They Fall	20	Bronze	Kill 5 Giant Creatures	Seek out Super Mutant Behemoths and Mirelurks Queens.
37	Ranger Corps	40	Silver	Discover 100 Locations	The **MAP** chapter is particularly helpful here.
38	Print's Not Dead	20	Bronze	Read 20 Magazines	Consult the Required Reading Appendix for locations of all magazines.
39	Prankster's Return	10	Bronze	Placed A Grenade Or Mine While Pickpocketing	You need Pickpocket Perk Rank 2 to attempt this.
40	Masshole	20	Bronze	Kill 300 People	This includes Raiders, Gunners, The Forged, and and any other humans, including those not hostile to you.
41	Animal Control	20	Bronze	Kill 300 Creatures	This includes Deathclaws, Feral Ghouls, Super Mutants, Mirelurks, any of the other irradiated wildlife, and anything not human.
42	Homerun!	10	Bronze	Get a Homerun	Run around the bases surrounding Diamond City Market.
43	Touchdown!	10	Bronze	Get a Touchdown	Have you fired your Fat Man at your feet again?
44	They're Not Dolls…	10	Bronze	Collect 10 Vault-Tec Bobbleheads	Consult the Bobblehead Appendix for locations of all of these.
45	…They're Action Figures	20	Silver	Collect 20 Vault-Tec Bobbleheads	Consult the Bobblehead Appendix for locations of all of these.
46	Born Survivor	5	Bronze	Reach Level 5	
47	Commonwealth Citizen	10	Bronze	Reach Level 10	
48	Unstoppable Wanderer	25	Silver	Reach Level 25	
49	Legend Of The Wastes	50	Silver	Reach Level 50	
50	Prepared for the Future	50	Gold	Decide the Fate of the Commonwealth	This is awarded once you completely finish one of the four main Faction Quest paths, working with the Brotherhood of Steel, Institute, Minutemen, or Railroad.

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Appendix II: Bobbleheads

Strictly limited edition, there are only 20 unique Bobbleheads in known existence. Sadly these have already been taken out of the packaging. But they do bestow a fancy improvement and look great on the display case in your hovel.

BOBBLEHEAD	LOCATION NAME	NOTES
Agility	**[6.30] Wreck of the FMS Northern Star**	On the very edge of the bow of the ship, on a rickety wooden platform past the deck huts.
Barter	[4.12] Longneck Lukowski's Cannery	Inside the metal catwalk hut, northwest upper area of the main cannery room.
Big **Guns**	**[5.15] Vault 95**	In the living quarters area, north most room, on a **radio**.
Charisma	**[2.07] Parsons State Insane Asylum**	Inside Jack Cabot's office, on his desk, close to the elevator, in the Administration area.
Endurance	**[6.28] Poseidon Energy**	On the metal desk with the magazine, near the steamer trunk, in the central metal catwalk hut.
Energy **Weapons**	[3.12] Fort Hagen	In the Command Center, southwest kitchens, on a small table between two fridges.
Explosives	**[2.19] Saugus Ironworks**	In the Blast Furnace area, with the magazine and steamer trunk, on the catwalk.
Intelligence	**[11.01] Boston Public Library**	On the computer bank, in the mechanical room, northwest corner of the Library.
Lock Picking	**[13.01] Pickman Gallery**	On the ground between the brick pillars in the last tunnel chamber, where you meet Pickman.
Luck	**[6.31] Spectacle Island**	In a locker by the steamer trunk, on the green boat moored south of the island.
Medicine	**[3.22] Vault 81**	In Secret Vault 81, in Curie's office, southeast corner of the Vault.
Melee	**[11.05] Trinity Tower**	In the cage where Rex and Strong are being held, at the very top of Trinity Tower.
Perception	[1.12] Museum of Freedom	In the chamber above the front **doors**, where Preston is holed up, on a metal desk.
Repair	**[3.06] Corvega Assembly Plant**	On the very end of the top exterior ganty, southwest roof section of the plant building.
Science	[2.23] Malden Middle School (Vault 75)	On the desk overlooking the subterranean "Diner" area, inside the vault building, Basement level 3.
Small **Guns**	**[6.17] Gunners Plaza**	On the broadcast desk in the on-air room, ground floor, west side of the building.
Sneak	**[4.03] Dunwich Borers**	On a small metal table by a lantern, right next to the metal post terminal for area #4.
Speech	**[14.05] Park Street Station (Vault 114)**	In the Overseer's office, where Nick Valentine is being held.
Strength	**[15.01] Mass Fusion Building**	On the metal wall sculpture high above the lobby desk.
Unarmed	**[6.27] Atom Cats Garage**	On the hood of the rusty car in the main **warehouse**.

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Appendix III: Required Reading: Magazines

There are 17 different magazine publications for you to collect, including five with a free Holotape game you simply must try! The following is a complete catalog. Alas, none of these could be categorized as being in mint condition.

ZONE	LOCATION NAME	NOTES
YOU'RE S.P.E.C.I.A.L.! & ASTOUNDINGLY AWESOME TALES		
[01]	**[1.02] Sanctuary**	You're **S.P.E.C.I.A.L.** magazine is inside your own home, where Codsworth is located.
[01]	**[2.01] Outpost Zimonja**	On the workshop.
[02]	**[2.10] Skylanes Flight 1981**	On the restroom toilet below the cockpit.
[03]	**[3.14] Boston Mayoral Shelter**	Lower level bedroom, southwest corner, on a small table.
[04]	**[4.03] Dunwich Borers**	At the bottom of the pit below terminal #3, on a table near the steamer trunk.
[05]	**[4.24] East Boston Preparatory School**	On a desk in the computer room, top floor, southeast corner.
[06]	**[5.24] Crater of Atom**	Top floor of the central metal shack built into the northern rocks.
[07]	**[5.31] Sentinel Site**	In the metal hut, at the very end of the tunnels, overlooking the stockpile chamber.
[08]	**[6.02] Coast Guard Pier**	On the toilet inside the locked cell by the secured storage room.
[09]	**[7.10] The Institute**	On the triangular table of the outside balcony, accessed via Holdren's quarters. North of atrium.
[10]	**[11.02] Trinity Plaza**	On the lecturn, by the steamer trunk at the east side of the church interior.
[11]	**[11.03] Hubris Comics**	Top floor, in the "star" restroom on a table, near the steamer trunk.
[12]	**[13.01] Pickman Gallery**	To the right of the steamer trunk in the last tunnel chamber, where you meet Pickman.
[13]	**[13.02] Old North Church**	Inside Railroad HQ, on a metal desk in the brick crypt area, west area of the room.
[14]	**[14.05] Park Street Station (Vault 114)**	In the living quarters area, on a container in the blocked corridor, under the "Laundry" sign.
GROGNAK THE BARBARIAN		
[01]	**Sanctuary**	On the kitchen table of your old house, where Codsworth resides.
[01]	**[1.09] Wicked Shipping Fleet Lockup**	East end of the main **warehouse** in the small office, on the desk with the key.
[02]	[2.23] Malden Middle School (Vault 75)	On the bed, inside the Overseer's office, top floor.
[03]	**[3.06] Corvega Assembly Plant**	Assembly level (top floor), in the Raider metal hut accessed via catwalk bridge, near Steamer Trunk.
[04]	**[3.21] Mass Pike Interchange**	On the toilet inside the Gunner camp, by the **Power Armor** Station.
[05]	**[3.22] Vault 81**	Given as a reward by Katy the teacher for completing **Miscellaneous** Quest: Short Stories in the Classroom.
[06]	[4.05] Museum of Witchcraft	On the table in the "dungeon" room, upper floor, south wall.
[07]	**[6.18] Hyde Park**	In the raider camp on the roof of the buildings south of the main drag.
[08]	[9.03] Back Street **Apparel**	On a living room table in the ruined upstairs apartment, near the TV and safe.
[09]	**[14.04] Boston Common**	In the bandstand, near the skeleton, close to Park Street Station entrance.
[10]	[18.01] Bus and Apartment Wreckage	On the bed of the comic book fan's apartment, with the bus crashed into it, close to Andrew Street Station.
GUNS AND BULLETS		
[01]	[3.12] Fort Hagen	On the oval table in the kitchen area, top floor, southeast area.
[02]	[4.08] Rook Family House	Inside Barney's bunker, on a metal desk near the lantern and filing cabinet.
[03]	**[6.10] South Boston Military Checkpoint**	Inside the checkpoint, on a metal desk, east wall.
[04]	**[6.17] Gunners Plaza**	Top floor lounge, in the table surrounded by sofas, south mezzanine offices.
[05]	[6.24] Quincy Ruins	On the desk with the terminal, elevated freeway Gunners camp, between the two big-rig trailers.
[06]	**[7.02] Cambridge Police Station**	In a locked safe in the station chief's office. Available only after Brotherhood reinforcements arrive at the station.
[07]	**[7.04] Fraternal Post 115**	On the lecturn in the stage area, by the American flag and sandbags.
[08]	[7.18] Ticonderoga Safehouse	On the desk of the corner office, northwest corner, top floor.
[09]	**[8.01] BADTFL Regional Office**	On a desk in the chief's office, bullpen room in the western part of the building.
[10]	**[18.08] The Castle**	On the **radio** operator's desk, in the middle of the Castle grounds, outside.
HOT RODDER		
[01]	**[1.04] Robotics Disposal Ground**	Inside the small concrete hut, on the desk with the terminal on it.
[02]	**[6.27] Atom Cats Garage**	On the bedside table in Zeke's trailer.
[03]	[6.13] West Roxbury: Parking Lot Funhouse	Inside the parking lot, to the west of the Hospital. Top floor sleeping quarters, near the prize cells.
LA COIFFE		
[01]	[6.12] Fallon's Department Store	In the upper floor octagonal room, by the Steamer Trunk, west side of the building near the roof exit.
[02]	[8.09] Charlestown Laundry	In a shopping basket on top of one of the washing machines.
LIVE & LOVE		
[01]	[3.15] Fiddler's Green Trailer Estates	Inside the caravan trailer, east side of the estates (and swimming pool).
[02]	**[4.16] Revere Beach Station**	On the concrete blocks by the cooking pot and steamer trunk, inside the promenade building, upper floor.
[03]	**[5.08] WRVR Broadcast Station**	On the table near the recording desk and wall computer.
[04]	**[7.01] College Square**	On the safe behind the counter, at the station entrance interior, before descending the stairs.
[05]	**[8.02] Bunker Hill**	At the top of the monument.
[06]	[9.08] Diamond City Schoolhouse	Inside the Schoolhouse bedroom, ground floor, on the bedside table.
[07]	**[15.05] Faneuil Hall**	On the small table, attic level, just after climbing the main staircase.
[08]	**[15.06] Goodneighbor**	On top of the toilet, The Third Rail restroom, entrance area (north).
[09]	**[15.06] Goodneighbor**	On the bar counter, just right of the entrance, in the lobby of Hotel Rexford.
MASSACHUSETTS SURGICAL JOURNAL		
[01]	**[2.07] Parsons State Insane Asylum**	Inside Lorenzo's living quarters, at the very bottom floor of the facility.
[02]	[2.20] Medford Memorial Hospital	In the filing and storage room, west side balcony above the main lobby, one floor up from the ground.
[03]	[2.24] Med-Tek Research	On the large central laboratory table, lowest floor of the sub-level, where the Prevent is located.
[04]	[3.13] Greater Mass Blood Clinic	In the analyst's room (accessed via the wall terminal), on the desk.
[05]	[4.06] Sandy Coves Convalescent Home	Behind the security door, next to the wall of safes, near the reception.
[06]	**[7.08] Cambridge Polymer Labs**	On the desk inside the Director's office, above the reception area.
[07]	**[7.11] Greenetech Genetics**	On the table between the two red sofas and dark carpet, in the long room mid-way up the north side of the building.
[08]	**[11.01] Boston Public Library**	In the overdue book vending machine (southeast area). Purchase with 50 Tokens via the terminal.
[09]	**[12.03] Cabot House**	Top floor bedroom, west side, on the wooden desk.
PICKET FENCES		
[01]	**[2.19] Saugus Ironworks**	Blast Furnace area, on the catwalk just below the steamer trunk and Bobblehead.
[02]	**[3.16] Weston Water Treatment Plant**	In the metal office overlooking the generator room, before descending to the main treatment chamber.
[03]	**[3.20] Beantown Brewery**	In the foreman's concrete wall office, upper walkways of the main vat room, near the steamer trunk.
[04]	**[9.10] Hardware Town**	In the upstairs office on the desk with the key, center of the building, near the steamer trunk.
[05]	**[16.01] Combat Zone**	On the formica table, ground level near the bar, in front of the main stage.
ROBCO FUN!		
[01]	**[1.01] Vault 111**	Inside the cafeteria terminal, northeast area. Only the game is available.
[02]	[1.12] Museum of Freedom	In the chamber above the front **doors**, where Preston is holed up, on Sturges' desk.
[03]	[3.12] Fort Hagen	Command Center, adjacent to Kellogg's Terminal, in the chamber where you speak with Kellogg.
[04]	**[9.08] Diamond City Market**: Valentine's Detective Agency	On a desk, inside the Valentine's Detective Agency.
[05]	**[15.06] Goodneighbor**	In the Memory Den, basement Memory Lounger area, on a metal desk against one of the brick walls.
TABOO TATTOOS		
[01]	**[1.05] Thicket Excavations**	In the metal trailer caravan on the marble edge (south) of the excavation area, close to two other trailers.
[02]	[1.11] Concord	Concord Civic Access, in the scavenger's sleeping area, close to the steamer trunk, western area near exit stairs.
[03]	**[2.30] Irish Pride Industries Shipyard**	On the metal bench, inside the docked ship, in the shipyard interior.
[04]	**[3.22] Vault 81**	Inside Horatio's barber's shop, main atrium area.
[05]	[6.03] and [6.04] Mass Pike Tunnel West and East	In the south central interior tunnels, by the skeletal corpse, close to the **power armor** station.
TALES OF A JUNKTOWN JERKY VENDOR		
[01]	**[1.19] Walden Pond**	On the barrel with the lantern on it, inside the pipe tunnel interior cave.
[02]	[1.20] Mystic Pines	On the sideboard table by the TV, west wall, inside the building, just north of the main entrance.
[03]	**[1.21] Super Duper Mart**	On the magazine stand, northwest wall, just right of the Milton General Hospital poster.
[04]	[4.12] Longneck Lukowski's Cannery	Inside the metal catwalk hut, northwest upper area of the main cannery room, with the Bobblehead.
[05]	[6.09] Big John's Salvage	On the small table with the lantern, inside the caravan perched atop the containers, adjacent to the steamer trunk.
[06]	**[6.30] Wreck of the FMS Northern Star**	Upper level, mid-deck, on the parasol table, north side of the ship.
[07]	**[18.01] Four Leaf Fishpacking Plant**	Basement locker room, on the bench, western side of the plant.
[08]	**[18.05] Gwinnett Brewery**	Catwalk metal hut, upper level, along the northwest wall. Climb the pipes and catwalks to reach it.
TESLA SCIENCE		
[01]	**[3.02] Arcjet Systems**	In the CEO's office on the second floor, next to his terminal.
[02]	**[4.02] Mahkra Fishpacking**	Lowest floor filleting room, on a small table, north east corner. Room below the one with the Steamer Trunk.
[03]	**[4.14] Reeb Marina**	On the wooden bench in the kitchen of the **warehouse**, near the birthday sweetroll.
[04]	[5.29] Rocky Cave (Virgil's Laboratory)	On a broken fridge, just left of Virgil's terminal.
[05]	**[6.28] Poseidon Energy**	On the metal desk with the Bobblehead near the steamer trunk, in the central metal catwalk hut.
[06]	**[10.02] HalluciGen, Inc.**	First floor, in the Weaponization Research lab, in the northeast corner.
[07]	**[15.01] Mass Fusion Building**	On the computer bank, southeast mezzanine room, upper offices above the glass floor.
[08]	**[18.02] General Atomics Factory**	In the upper floor office, on a metal desk against the east wall, directly above the entrance lobby.
[09]	**[18.09] University Point**	Top floor, northern computer room, northeast corner on a small table. Access via the open curtains.
TOTAL HACK		
[01]	**[2.09] Wildwood Cemetery**	Under the tree in the center of the cemetery.
[02]	**[3.08] Wattz Consumer Electronics**	Basement server room, on the terminal desk, north wall.
[03]	**[17.02] The Shamrock Taphouse**	Held by the female mannequin standing on the table in the "game" room with the checkers board.
TUMBLERS TODAY		
[01]	[2.21] Malden Center	Inside one of the cargo carriages at the station, in the Raider camp at the deepest part of this location.
[02]	[2.28] Poseiden Energy Turbine #18-F	In the metal control room, northwest corner of the facility, by the steamer trunk, on a metal shelf.
[03]	**[4.25] Easy City Downs**	On the side chest by the black sofa, in the commentator's area, southwest side of the racetrack
[04]	[6.14] West Roxbury Station	In the open locker, eastern platform maintenance room, next wall button.
[05]	**[9.06] Fens Street Sewer**	Next to the holotape on the metal drawers, inside the "cell" area of the sewers, northwest catwalks and tunnels.
U.S. COVERT OPERATIONS MANUAL		
[01]	**[1.06] USAF Satellite Station Olivia**	Inside the computer room unlocked by terminal (southeast interior), on the desk with the mini nuke.
[02]	[1.22] Lexington: Switchboard	On the desk by the terminal in the executive office above the open office and double stairwell area.
[03]	**[2.32] National Guard Training Yard**	On a table in the cafeteria of the Barracks, near a cooler.
[04]	**[2.34] Revere Satellite Array**	In the shanty hut atop the central satellite support (without the dish).
[05]	**[3.01] Federal Ration Stockpile**	On the main table in front of the sofa, in Red Tourette's base, southeast tunnels near exit.
[06]	[3.12] Fort Hagen	Command Center, on the side table of the bedroom and kitchenette room, just east of the armory.
[07]	**[4.17] Libertalia**	By the red chair on the main shanty ship, halfway up, same level as the white metal window wall.
[08]	**[4.29] Fort Strong**	On the desk of General Brock, southwest corner of the ground floor.
[09]	**[5.18] Abandoned Shack**	In the Federal Survival Center, deepest area, on the light blue metal computer bank, near the steamer trunk and terminal.
[10]	[8.03] USS Constitution	Ship interior, on a corner table inside the Captain's cabin.
UNSTOPPABLES		
[01]	**[6.01] Westing Estate**	On the shack closest to the river, with the lantern on the wooden floor near the mattress.
[02]	[6.15] Shaw High School	Library office on the lower level, with the Steamer Trunk. North area.
[03]	**[6.19] Suffolk County Charter School**	In the library room, upper floor, by the holotape and steamer trunk.
[04]	**[11.03] Hubris Comics**	On the shop counter, in front of the cheeky monkey and Grognak's Axe in the display case.
[05]	**[16.04] D.B. Technical High School**	Basement level swimming pool, northwest corner wall, on a table above a Fat Man and near the steamer trunk.
WASTELAND SURVIVAL GUIDE WASTELAND SURVIVAL GUIDE		
[01]	**[1.08] Ranger Cabin**	On the sideboard table in the cabin.
[02]	[1.14] Gorski Cabin	In the underground bunker, by the journal terminal, on a metal desk.
[03]	**[1.18] Sunshine Tidings Co-op**	In the locked cabin near the silos, on the floor near a mattress and steamer trunk.
[04]	**[2.05] Lynn Woods**	On the sleeping bag, inside the main shack with the steamer trunk.
[05]	**[2.14] Old Gullet Sinkhole**	On a concrete block inside the sinkhole, by the cooking pot station.
[06]	[4.09] Crater House	Western side of the crater, on the table, lower level of a stilt shack with a lantern and caps stash on a table.
[07]	**[4.22] Nahant Oceanological Society**	On the metal desk with the typewriter, entrance room area, ground floor.
[08]	**[6.11] Egret Tours Marina**	On the counter of the diner and coolant recharge station.
[09]	**[9.01] Wreck of the USS Riptide**	Inside the ship, on a table, under the bridge on the water's level.

VAULT-TEC RECOMMENDS

You may be hoping to figure out the best places to find overdue library books so you can trade them in for tokens. Don't swap those tokens for any old **junk**, though; use the library book terminal in the southeast corner of Boston Public Library to spend 50 tokens and receive a copy of the *Massachusetts Surgical Journal* to complete your magazine collection. So where should you rummage around to find overdue books? There are almost 100 to find across the Commonwealth. But go here to get a few in one place:

- **EAST BOSTON PREPARATORY SCHOOL (9 BOOKS)**
- **SHAW HIGH SCHOOL (8 BOOKS)**
- **BOSTON PUBLIC LIBRARY (6 BOOKS)**
- **SUFFOLK COUNTY CHARTER SCHOOL (5 BOOKS)**
- **COLLEGIATE ADMINISTRATION BUILDING (4 BOOKS)**
- **SANDY COVES CONVALESC**

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Appendix IV: Unique or Exceptional Items

There are many thousands of items to classify across the Commonwealth. We know, as our Mr. Handy author malfunctioned during the cataloging of every item and had to be forcibly dismantled. Fortunately, some of the earlier read-outs weren't mangled, and the following table details every item, whether it's an extremely rare or unique weapon, apparel piece, or even a house you can call home.

UNIQUE OR EXCEPTIONAL ITEM	LOCATION NAME	NOTES
2076 World Series Baseball Bat (Weapon)	**[6.16] Jamaica Plain**	Reward under Jamaica Plain City Hall. Sell it to Moe Cronin if you wish; he'll buy it at a premium.
Agatha's Dress (**Apparel**)	**[11.05] Trinity Tower**	Found at this location.
Alien Blaster Pistol (Weapon)	[3.21] Cave	Found once the nearby Crash Site has been investigated for Zetan activity.
Artillery Schematic (Item)	**[18.08] The Castle**	Found during your exploration of The Castle's tunnels during The Minutemen Quest: **Old Guns**.
Artillery Smoke Grenades (Weapon)	**[18.08] The Castle**	Found during your exploration of The Castle's tunnels during The Minutemen Quest: **Old Guns**.
Ashmaker (Weapon)	**[6.06] NH&M Freight Depot**	Reward for siding with (or killing) Farenheit at the end of Side Quest: **The Big Dig**.
Automatic Laser Musket (Weapon)	**[18.08] The Castle**	Given to you while talking to Sturges at the conclusion of The Minutemen Quest: The Nuclear Option.
Ballistic Weave Mk1-5 (**Apparel**)	**[13.02] Old North Church**	Sold by Tinker Tom once you complete The Railroad Radiant Quest: **Jackpot**.
Big Boy (Weapon)	**[9.08] Diamond City Market**: Commonwealth Weaponry (and Arturo's House)	Sold by this vendor.
Big Jim (Weapon)	**[1.19] Walden Pond**	Find this unique Pipe Wrench lying in Walden Pond.
Black Ops Chestpiece (**Apparel**)	**[8.02] Bunker Hill**	Sold by Deb.
Black Ops Right Shinguard (**Apparel**)	**[8.02] Bunker Hill**	Sold by Deb.
Broadsider (Weapon)	[8.03] USS Constitution	Reward as part of Side Quest: Last Voyage of the U.S.S. Constitution.
Captain Ironside's Hat (**Apparel**)	[8.03] USS Constitution	Reward as part of Side Quest: Last Voyage of the U.S.S. Constitution.
Champion Chestpiece (**Apparel**)	**[9.08] Diamond City Market**: Diamond City Surplus (and Myrna's House)	Sold by this vendor.
Champion Right Arm (**Apparel**)	**[9.08] Diamond City Market**: Fallon's Basement	Sold by this vendor.
Cryolator (Weapon)	**[1.01] Vault 111**	Found in Vault 111 under lock and key (Master) in the Overseer's office.
DB Tech Varsity Uniform (**Apparel**)	**[16.04] D.B. Technical High School**	Found at this location.
Death from Above (Weapon)	**[4.28] Prydwen**	Missile Launcher sold by Proctor Teagan once you reach the rank of Paladin.
Deathclaw Gauntlet (Weapon)	[2.05] Deathclaw Nest (Lynn Woods)	Reward for completing Side Quest: The Devil's Due.
Deliverer (Weapon)	**[13.02] Old North Church**	Reward after completing The Railroad Quest: **Tradecraft**.
Destroyer's Left Arm (**Apparel**)	**[8.02] Bunker Hill**	Sold by Deb.
Devastator's Chestpiece (**Apparel**)	**[15.06] Goodneighbor**	Sold by KL-E-0 at Kill or Be Killed.
Devastator's Right Greave (**Apparel**)	**[15.06] Goodneighbor**	Sold by KL-E-0 at Kill or Be Killed.
Drugged Water (Item)	**[10.02] HalluciGen, Inc.**	Found throughout this location.
Eddie's Peace (Weapon)	**[18.03] Andrew Station**	Reward for removing Eddie as a threat during Side Quest: Long Time Coming.
Exemplar's T-60c Torso	**[4.28] Prydwen**	Reward for Clarke turning himself in, during Brotherhood of Steel Quest: **Duty or Dishonor**.
Experiment 18-A (Weapon)	[6.10] The Institute	Sold by the Institute Requisition Vendor.
Experimental Serum (Item)	[6.10] The Institute	Found in the FEV Laboratory, as part of **Miscellaneous** Quest: Virgil's Cure.
Final Judgment (Weapon)	**[4.28] Prydwen**	Carried by Elder Maxson; remove it from him during Institute Quest: **Airship Down**, or The Railroad Quest: **Precipice of War**.
Food Paste (Item)	**[6.19] Suffolk County Charter School**	A disgusting foodstuff splattered all over this location.
Freefall **Armor** Left Leg (**Apparel**)	**[15.01] Mass Fusion Building**	In **Mass Fusion**, in the safe in Jack Rockford's office on the 28th floor. Keep ascending the interior of this structure to reach it (a Brotherhood of Steel Jet Pack is helpful here).
Freefall **Armor** Right Leg (**Apparel**)	**[15.01] Mass Fusion Building**	In **Mass Fusion**, in the safe in Jack Rockford's office on the 28th floor. Keep ascending the interior of this structure to reach it (a Brotherhood of Steel Jet Pack is helpful here).
Furious **Power** Fist (Weapon)	[14.03] Swan's Pond	Remove the threat of Swan in Boston Common.
Gamma Gun (Weapon)	**[2.07] Parsons State Insane Asylum**	Reward for completing Side Quest: **The Secret of Cabot House**.
General's Hat (**Apparel**)	**[18.08] The Castle**	Found during your exploration of The Castle's tunnels during The Minutemen Quest: **Old Guns**.
General's Wool Coat (**Apparel**)	**[18.08] The Castle**	Found during your exploration of The Castle's tunnels during The Minutemen Quest: **Old Guns**.
Giddyup Buttercup Parts	**[6.23] Wilson Atomatoys Factory**	In the sealed storage room; you'll need the Atomatoys ID Card to gain access. Your objective for **Miscellaneous** Quest: Arlen Glass (The Slog).
Good Intentions (Weapon)	[6.24] Quincy Ruins	Carried by the Gunner leader Clint on the elevated freeway camp.
Grandpa Savoldi's Hat (**Apparel**)	**[2.14] Old Gullet Sinkhole**	Found here if **Miscellaneous** Quest (Freeform Bunker Hill): Fallen Hero is active.
Grognak Costume (**Apparel**)	**[11.03] Hubris Comics**	In one of the open lockers on the fourth floor.
Grognak's Axe (Weapon)	**[11.03] Hubris Comics**	In the locked display case (Advanced) on the first floor.
HalluciGen Gas Canister (Item)	**[10.02] HalluciGen, Inc.**	Found in the basement laboratory at this location.
HalluciGen Gas Grenades (Weapon)	**[10.02] HalluciGen, Inc.**	Craft these grenades at a Chemistry Workbench. Requires a HalluciGen Gas Canister.
Home Plate (House)	**[9.09] Home Plate**	Purchased for 2,000 Caps at the Mayor's Office.
Homing Beacons (Item)	**[17.04] Yangtze**	Reward for completing Side Quest: **Here There Be Monsters**.
Honor (**Apparel**)	**[4.28] Prydwen**	**Armor** sold by Proctor Teagan once you reach the rank of Paladin.
Institute Beacon (Item)	[6.10] The Institute	Supplied by the Institute for your mission in The Institute Quest: **Airship Down**.
Junk Jet (Weapon)	**[3.02] Arcjet Systems**	In the utility room on the lower level of the Arcjet Engine Core, accessible during Brotherhood of Steel Quest: **Call to Arms**.
Kellogg's .44 Pistol (Weapon)	[3.12] Fort Hagen	Carried by Kellogg at this location.
Kremvh's Tooth (Weapon)	**[4.03] Dunwich Borers**	Found in the darkest depths of this location.
Le Fusil Terribles (Weapon)	**[4.17] Libertalia**	Found in the Captain's cabin area of this location.
Liam's Glasses (**Apparel**)	[6.10] The Institute	Reward for completing The Institute Quest: **Plugging a Leak**.
Lieutenant's Hat (**Apparel**)	[8.03] USS Constitution	Reward as part of Side Quest: Last Voyage of the U.S.S. Constitution.
Lorenzo's Artifact (Weapon)	**[2.07] Parsons State Insane Asylum**	Reward for completing Side Quest: **The Secret of Cabot House**.
Lorenzo's Suit (**Apparel**)	**[2.07] Parsons State Insane Asylum**	Reward for completing Side Quest: **The Secret of Cabot House**.
Mark 2 Synth Chest Piece (**Apparel**)	[6.10] The Institute	Sold by the Institute Requisition Vendor.
Mark 2 Synth Helmet (**Apparel**)	[6.10] The Institute	Sold by the Institute Requisition Vendor.
Mark 3 Right Arm (**Apparel**)	[6.10] The Institute	Sold by the Institute Requisition Vendor.
Mark 3 Synth Chest Piece (**Apparel**)	[6.10] The Institute	Sold by the Institute Requisition Vendor.
Mascot Head (**Apparel**)	**[16.04] D.B. Technical High School**	Found at this location.
Mysterious Serum (Item)	**[2.07] Parsons State Insane Asylum**	Reward for completing Side Quest: **The Secret of Cabot House**.
Old Faithful (Weapon)	**[9.08] Diamond City Market**: Commonwealth Weaponry (and Arturo's House)	Sold by this vendor.
Partystarter (Weapon)	**[15.06] Goodneighbor**	Sold by KL-E-0 at Kill or Be Killed.
Peizoneucleic **Power Armor** Chest (**Apparel**)	**[7.08] Cambridge Polymer Labs**	Complete the **Miscellaneous** Quest: Cambridge Polymer Labs quest.
Pickman's Blade	**[13.01] Pickman Gallery**	Reward if you side with Pickman.
Prevent (Item)	[2.24] Med-Tek Research	Found at the sub-level laboratory, as part of Side Companion Quest: **Long Road Ahead**.
Protector's Left Armguard (**Apparel**)	**[9.08] Diamond City Market**: Commonwealth Weaponry (and Arturo's House)	Sold by this vendor.
Protector's Right Armguard (**Apparel**)	**[9.08] Diamond City Market**: Commonwealth Weaponry (and Arturo's House)	Sold by this vendor.
Prototype PA77 (Weapon)	**[18.09] University Point**	In the locked safe (Master) inside the University Credit Union.
Railroad Stealth Boy (Item)	**[13.02] Old North Church**	Reward after completing The Railroad Quest: **Memory Interrupted**.
Railway Rifle (Weapon)	**[13.02] Old North Church**	Reward after completing The Railroad Quest: **Underground Undercover**.
Reba (Weapon)	[4.08] Rook Family House	Carried by Barney Rook.
Reba II (Weapon)	[4.08] Rook Family House	Reward for helping Barney during **Miscellaneous** Quest: Barney Rook.
Reginald's Suit (**Apparel**)	**[11.05] Trinity Tower**	Found at this location.
Righteous Authority (Weapon)	**[3.02] Arcjet Systems**	A reward for completing Brotherhood of Steel Quest: **Call to Arms**.
Rockville Slugger (Weapon)	**[9.08] Diamond City Market**: Swatters	Sold by this vendor.
Sentinel's Plasmacaster (Weapon)	**[4.28] Prydwen**	Plasma Rifle sold by Proctor Teagan once you reach the rank of Sentinel.
Shem Drowne's Sword (Weapon)	[13.02] North End Graveyard	Reward after completing Side Quest: The Gilded Grasshopper.
Shishkebab (Weapon)	**[2.19] Saugus Ironworks**	Found in the Blast Furnace, carried by Slag.
Short Syringer Rifle (Weapon)	**[3.22] Vault 81**	Reward for completing Side Quest: Hole in the Wall.
Signed Baseball	**[6.01] Westing Estate**	Found here, and sold to Moe Cronin at Swatters in Diamond City (Freeform Quest: Out in Left Field).
Signed Baseball Card	**[6.01] Westing Estate**	Found here, and sold to Moe Cronin at Swatters in Diamond City (Freeform Quest: Out in Left Field).
Signed Catcher's Mitt	**[6.01] Westing Estate**	Found here, and sold to Moe Cronin at Swatters in Diamond City (Freeform Quest: Out in Left Field).
Silver Shroud Costume (**Apparel**)	**[11.03] Hubris Comics**	Found at this location.
Silver Shroud Hat (**Apparel**)	**[11.03] Hubris Comics**	Found at this location.
Silver Shroud Photo (Item)	**[11.03] Hubris Comics**	Found at this location.
Silver Submachine Gun Prop (Item)	**[11.03] Hubris Comics**	On the fourth floor, on a crate behind the TV set backdrop.
Silver Shroud Script	**[11.03] Hubris Comics**	On the third floor, in the locked office.
Slocum's BuzzBites Recipe (Item)	[2.22] Slocum's Joe Corporate HQ	Found inside the safe (Advanced).
Steadfast BOS **Combat Armor** Chest Piece (**Apparel**)	**[4.28] Prydwen**	Reward for completing Brotherhood of Steel Quest: **The Lost Patrol**, if you turn the quest in to Captain Kells.
Survivor's Special (Weapon)	**[2.04] Recon Bunker Theta**	Kill Paladin Brandis, steal it from him, or receive it from him as a reward if you convince him to rejoin the Brotherhood, as part of Brotherhood of Steel Quest: **The Lost Patrol**.
T-60 Medic Pump (**Apparel**)	**[4.28] Prydwen**	Reward for completing Brotherhood of Steel Quest: **Liberty Reprimed**.
Tessa's Fist (**Apparel**)	[6.25] Quincy Police Station	Carried by Tessa.
The Gainer (Weapon)	[4.12] Vitale Pumphouse	Solve the number puzzle and this .44 Pistol is in the room with the steamer trunk.
The Gilded Grasshopper (Item)	**[15.05] Faneuil Hall**	Found atop this structure, on the roof.
Toy Buttercup (Item)	**[2.18] The Slog**	Reward for completing **Miscellaneous** Quest: Arlen Glass.
Vault Room (House)	**[3.22] Vault 81**	Reward for completing Side Quest: Hole in the Wall.
Vengeance (**Apparel**)	**[4.28] Prydwen**	**Armor** sold by Proctor Teagan once you reach the rank of Sentinel.
Vertibird Signal Grenades (Weapon)	**[4.28] Prydwen**	Reward for completing Brotherhood of Steel Quest: **Show No Mercy**. Also available from either the Railroad or Preston Garvey (Minutemen) after the removal of the Prydwen, if allied to either of those **factions**.
Virgil's Rifle (Weapon)	[5.29] Rocky Cave (Virgil's Laboratory)	Kill Virgil or steal it from him.
Visionary's T-60c Helm (**Apparel**)	**[4.28] Prydwen**	Reward after completing Brotherhood of Steel Quest: **A Loose End**.
Wastelander's Chest Piece (**Apparel**)	**[9.08] Diamond City Market**: Fallon's Basement	Sold by this vendor.
Wastelander's Friend (Weapon)	**[8.02] Bunker Hill**	Sold by Deb.
Wazer Wifle	[6.10] The Institute	Reward for completing Shaun's three quests once the Main and Faction quests are over.
X-01 Helmet (**Apparel**)	**[4.28] Prydwen**	Sometimes seen behind the counter at Proctor Teagan's store.
Your Quarters (Brotherhood of Steel House)	**[4.28] Prydwen**: Your Quarters	Reward for completing Brotherhood of Steel: **Tour of Duty**.
Your Quarters (Institute House)	[4.28] The Institute: Your Quarters	Reward for completing The Institute Quest: **Synth Retention**.
Zeke's Jacket and Jeans (**Apparel**)	**[6.27] Atom Cats Garage**	Reward for helping the Atom Cats repel some Gunner scum.

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Appendix V: The Commonwealth Collection

Although the Map chapter allows quick access to every location in the Commonwealth, sometimes you need to look up information on a location in alphabetical order. This is the chart to use. It comes with the following parcels of information:

- Location Name, Page #, and Location #: The name of the location, page in the MAP chapter where it appears, and the Zone code for the location, so you can look it up in the MAP Chapter. For example, [1.15] Abandoned Shack is the fifteenth Primary Location in Zone 05. Primary locations are listed in red. Secondary locations are listed in green.
- ARMAMENTS AND AMMO: If the location has a good supply of ammo and weapons, Mini Nukes and/or Fat Men, and Steamer Trunks, it is noted.
- Fusion Cores and Power Armor: Complete your Power Armor scavenging by quickly ascertaining if a location has any parts you might need.
- Bottlecaps: Does the location have a plentiful supply? Check here.
- Collectibles: Notes for Bobbleheads, Nuka Cherry, and Nuka Cola Quantums and any required reading magazines are here.
- COMPANIONS: If a particularly friendly or helpful individual resides here, it is noted.
- Faction: Who lives here? It's important to know what kind of faction has set up home at each location so you can plan your visit accordingly.
- HEALTH OR CHEMS: If this location has a plentiful supply of life-sustaining goodies, these are flagged.
- Traders, workshops, and radios: If a location has someone to barter with, it is noted. If the location can be turned into a settlement with a workshop, check here. Finally, if a radio signal emanates from a location, you'll find out here.
- UNIQUE ITEM: Does this location have one or more unique items, weapons, or exceptional equipment? If it does, cross-reference it to the earlier Appendix to find out the exact nature of the equipment available.

LOCATION NAME	AMMO	MINI NUKE OR FAT MAN	TRUNK	FUSION CORE	POWER ARMOR	BOTTLECAPS	BOBBLEHEAD	NUKA CHERRY	NUKA COLA QUANTUM	RI RI
[15.10] 35 Court	x	—	—	—	x	—	—	—	—	—
[1.21] A Cooking Spot	x	—	—	—	—	—	—	—	—	—
[1.14] Abandoned Caravan	x	—	—	—	—	—	—	—	—	—
[8.06] Abandoned House	x	—	x	—	—	—	—	—	—	—
[2.23] Abandoned Raider Camp (Elevated Freeway)	x	—	—	—	—	—	—	—	—	—
[5.18] Abandoned Shack	x	x	x	—	x	—	—	—	—	U.S. Ope Man
[9.08] Abbot's House (Diamond City)	—	—	—	—	—	—	—	—	—	—
[1.10] Abernathy Farm	x	—	—	—	—	—	—	—	—	—
[9.08] All Faiths Chapel (Diamond City)	—	—	—	—	—	—	—	—	—	—
[18.03] Andrew Station	x+	—	x	—	—	x+	—	x (2)	—	—
[9.04] Anna's Café	—	—	—	—	—	—	—	—	—	—
[3.19] Arcjet Engine Transport	—	—	—	—	—	—	—	—	—	—
[3.02] Arcjet Systems	x++	—	x (2)	x	—	x	—	—	—	—
[5.19] Atlantic Offices	—	—	—	x	—	—	—	—	—	—
[6.27] Atom Cats Garage	x	—	—	x	x	—	Unarmed	—	—	Hot
[8.02] Back Alley Scaffold Steps	x	—	x	x	—	—	—	—	—	—
[9.03] Back Street Apparel	x	—	x	—	—	x+	—	—	—	Grog Bart
[8.01] BADTFL Regional Office	x++	x (2)	x	—	—	x	—	—	—	Gun Bull
[6.22] Barge Platform	—	—	—	—	—	—	—	—	—	—
[10.03] Barricade and Rooftops	x	—	—	—	—	—	—	—	—	—
[12.01] Beacon Hill Apartments	x	—	x	—	—	—	—	—	—	—
[3.20] Beantown Brewery	x	—	x	—	—	x	—	—	—	Pick
[1.13] Bedford Station	x	—	x	—	—	—	—	—	—	—
[6.09] Big John's Salvage	x+	x	x	x	—	x	—	—	—	Tale Junk Vend
[13.14] Billboard Alley	—	—	x	—	—	—	—	—	—	—
[2.08] Billboard Scavenger Shack	—	—	—	—	—	—	—	—	—	—
[2.07] Bloatfly Camp	x	—	—	—	—	—	—	—	—	—
[6.36] Boat Graveyard	x	—	—	—	—	x	—	—	—	—
[6.20] Boating Platforms	—	—	—	—	—	—	—	—	—	—
[15.06] Bobbi's Place (The Big Dig)	x	—	x	x (3)	x	—	—	—	x (2)	—
[4.27] Boston Airport	x+++	x (2)	x (3)	x (2)	—	—	x+	—	—	—
[12.02] Boston Bugle Building	x	—	—	—	—	—	—	x	—	—
[14.04] Boston Common	—	—	—	—	—	—	—	—	—	Grog Bart
[3.14] Boston Mayoral Shelter	x++	x (2)	—	x	—	x	—	x (2)	—	Asto Awe
[6.05] Boston Police Rationing Site	x	—	x	—	—	—	—	—	—	—
[11.01] Boston Public Library	x	—	x	—	—	x	Intelligence	—	—	Mas Surg
[13.12] Boxing Gym	x	—	—	—	—	—	—	—	—	—
[14.06] Boylston Club	x	—	—	—	—	—	—	—	—	—
[2.16] Breakheart Banks	x	—	x	—	—	x	—	—	x	—
[3.12] Bridge (South of Arcjet Systems)	x	—	—	—	—	—	—	—	—	—
[7.01] Bridge Den (Cambridge)	x	—	—	—	—	—	—	—	—	—
[9.07] Bridgeway Garage	—	—	—	—	—	—	—	—	—	—
[9.06] Bridgeway Trust	x	—	—	—	—	x+++	—	—	—	—
[2.21] Brotherhood of Steel Battle Site	x	—	—	—	—	—	—	—	—	—
[5.15] Buckled Freeway	x	—	—	—	—	x	—	—	—	—
[8.02] Bunker Hill	x+++	x	—	—	—	x	—	—	—	Live
[5.14] Buried House	—	—	—	—	—	—	—	—	—	—
[5.09] Buried Mansion	—	—	—	—	—	—	—	—	—	—
[18.01] Bus and Apartment Wreckage	x	—	—	—	—	—	—	—	—	Grog Bart
[1.29] Bus Ramp	—	—	—	—	—	—	—	—	—	—
[15.03] Bus Wreckage	—	—	—	—	—	—	—	—	—	—
[7.09] C.I.T. Ruins	x	x	x	—	—	—	—	—	—	—
[12.03] Cabot House	x+	x (2)	x (2)	—	—	—	—	x	—	Mas Surg
[7.05] Cambridge Campus Diner	—	—	—	—	—	—	—	—	—	—
[7.12] Cambridge Crater	x	—	x	—	—	—	—	—	—	—
[7.10] Cambridge Park and Old Covered Alley	x	—	—	—	—	—	—	x	—	—
[7.02] Cambridge Police Station	x	x	—	—	—	x	—	—	—	Gun Bull
[7.08] Cambridge Polymer Labs	x	—	—	x	x	—	—	—	x	Mas Surg
[7.06] Campus Law Offices	—	—	—	—	—	—	—	—	—	—
[7.15] Campus Office and Covered Bridge	—	—	x	—	—	—	—	—	—	—
[3.10] Canister Launch Shack	—	—	—	—	—	—	—	—	—	—
[5.20] Capsized Factory	—	—	—	—	—	—	—	—	—	—
[2.03] Car Tree Camp	x	—	—	—	—	x+	—	—	—	—
[3.01] Car Wreckage	x	—	—	—	—	—	—	—	—	—
[2.19] Caravan Crossroads	x	—	—	—	—	x	—	—	—	—
[3.05] Carriage Den	x	—	—	—	—	—	—	—	—	—
[9.08] Cathy & John's Super Salon (Diamond City)	x	—	—	—	—	—	—	—	—	—
[3.21] Cave	—	—	—	—	—	—	—	—	—	—
[5.21] Cave (Red Rocket Filling Station)	—	—	—	—	—	—	—	—	—	—
[5.25] Cave (Super Duper Mart)	x	—	x (2)	x	x	—	—	—	—	—
[7.02] Charles River Boathouse	—	—	x	—	—	—	—	—	—	—
[10.01] Charles View Amphitheater	x	x	—	—	—	—	—	—	—	—
[8.09] Charlestown Laundry	—	—	—	—	—	—	—	—	x	La C
[9.08] Chem-I-Care (Diamond City)	—	—	—	—	—	—	—	—	—	—
[3.23] Chestnut Hillock Reservoir	x	—	x	—	—	x	—	—	x	—
[9.08] Choice Chops (Diamond City)	—	—	—	—	—	—	—	—	—	—
[6.02] Coast Guard Pier	x+	x	x	—	—	x	—	x	—	Asto Awe
[4.01] Coastal Cottage	—	—	—	—	—	—	—	x	—	—
[4.04] Coastal Hideout	—	—	—	x	—	—	—	—	—	—
[4.03] Coastal Vacationers	—	—	—	—	—	—	—	—	—	—
[9.08] Codman Residence (Diamond City)	—	—	—	—	—	—	—	—	—	—
[5.08] Collapsed Billboard (Glowing Sea)	—	—	—	—	—	—	—	—	—	—
[7.01] College Square	x++	—	x (2)	—	—	x++	—	x (2)	—	Live
[7.03] Collegiate Administration Building	—	—	—	—	—	—	—	—	—	—
[9.08] Colonial Taphouse (Diamond City)	x	—	—	—	—	—	—	—	—	—
[16.01] Combat Zone	x	x	—	—	—	—	—	x	—	Pick
[10.08] Commonwealth Avenue	—	—	—	—	—	—	—	—	—	—
[15.04] Commonwealth Bank	x	—	—	—	—	—	—	—	—	—
[9.08] Commonwealth Weaponry (and Arturo's House) (Diamond City)	x+++	x	—	—	—	—	—	—	—	—
[1.11] Concord	x+	—	x (2)	—	—	x++	—	—	—	Tabo
[1.18] Concord Campfire	—	—	—	—	—	—	—	—	—	—
[1.17] Concord Outskirts Ruined House	—	—	—	—	—	—	—	—	x	—
[15.02] Congress Street Garage	x	—	—	—	—	—	—	—	—	—
[3.16] Construction Lift	—	—	—	—	—	—	—	—	—	—
[1.23] Construction Lift to Gunners' Den	x	—	x	—	—	—	—	—	—	—
[18.06] Construction Yard	x	—	—	—	—	—	—	—	—	—
[4.19] Container Crates Stash	x	—	—	—	—	—	—	—	—	—
[2.01] Container Truck Camp	x	—	—	—	—	—	—	—	—	—
[9.08] Cooke Residence (Diamond City)	x	—	—	—	—	—	—	—	x (2)	—
[2.26] Cooling Vats	x	—	—	—	—	—	—	—	—	—
[3.06] Corvega Assembly Plant	x+	—	x	—	—	—	Repair	x	—	Grog Bart
[2.33] County Crossing	—	—	—	—	—	—	—	—	—	—
[2.25] Covenant	x	—	x	x	—	x++	—	—	—	—
[3.22] Crash Site	—	—	—	—	—	—	—	—	—	—
[2.14] Crashed Vertibird (Covenant Lake)	—	—	—	—	x	—	—	—	—	—
[3.15] Crashed Vertibird (Elevated Freeway)	x	—	x	—	x	—	—	—	—	—
[6.29] Crashed Vertibird (Marshland)	—	—	x (2)	—	x	—	—	—	—	—
[13.06] Crashed Vertibird (Military Barge)	—	—	x	x	x	—	—	—	—	—
[1.07] Crashed Vertibird (Near Robotics Disposal Ground)	—	—	x	—	x	—	—	—	—	—
[6.03] Crater and Shack	—	—	—	—	—	—	—	—	—	—
[4.09] Crater House	x	—	x	—	—	—	—	—	—	Was Surv
[5.24] Crater of Atom	x	—	—	—	—	—	—	—	—	Asto Awe
[4.20] Croup Manor	x	x	x	—	—	x	—	—	—	—
[17.01] Custom House Tower	x	—	—	—	—	—	—	—	—	—
[17.02] Custom House Tower Courtyard	x	—	—	—	—	—	—	—	—	—
[5.12] Cutler Bend	x	—	x (2)	x	—	x	—	—	—	—
[16.04] D.B. Technical High School	x	x (2)	x	x	—	x	—	x	—	Unst
[2.12] Dark Hollow Pond	—	—	—	—	—	—	—	—	—	—
[11.06] Dartmouth Professional Building	—	—	—	—	—	x	—	—	—	—
[2.05] Deathclaw Nest (Lynn Woods)	—	—	—	—	—	—	—	—	—	—
[5.22] Decayed Reactor Site	—	—	—	—	—	—	—	—	—	—
[5.23] Decrepit Factory	—	—	—	—	—	—	—	—	—	—
[6.23] Deep Trench Wreckage	—	—	—	—	—	—	—	—	—	—
[12.02] Demolished Apartment Tower (Beacon Hill)	—	—	—	—	—	—	—	—	—	—
[5.13] Derelict Bus	—	—	x	—	—	—	—	—	—	—
[2.24] Derelict Mansion	x	—	—	—	—	—	—	—	—	—
[6.10] Deserted Camp (Elevated Freeway)	—	—	—	x	—	x	—	—	—	—
[2.04] Deserted Picnic Area	—	—	—	—	—	—	—	—	—	—
[17.11] Desolate Promenade	—	—	—	—	—	—	—	—	—	—
[12.05] Destroyed Tenement (Beacon Hill)	—	—	—	—	—	—	—	—	—	—
[9.07] Diamond City	—	x	—	—	—	—	—	—	—	—
[9.08] Diamond City Market	—	—	—	—	—	—	—	—	—	—
[9.08] Diamond City Radio (Diamond City)	x	—	—	—	—	—	—	—	—	—
[9.12] Diamond City Scrap	x	—	—	—	—	—	—	—	—	—
[9.08] Diamond City Surplus (and Myrna's House) (Diamond City)	x	—	—	—	—	—	—	x	—	—
[1.22] Dilapidated Trailer Shack	x	—	—	—	—	—	—	—	—	—
[9.08] Diner and Apartments (The Fens)	x	—	—	—	—	—	—	—	—	—
[9.08] Doc Crocker's House (Diamond City)	x	—	—	—	—	—	—	x	—	—
[18.03] Dockside Warehouse (South Boston)	x	—	—	—	—	—	—	—	—	—
[9.08] Doctor Sun's House (Diamond City)	—	—	—	—	—	—	—	—	—	—
[6.08] Dog's Dinner	—	—	—	—	—	—	—	—	—	—
[4.22] Doomed Airlines Flight	—	—	x	—	—	—	—	—	—	—
[18.10] Dorchester Height Monument	—	—	—	—	—	—	—	—	—	—
[8.04] Drug Den	—	—	x	—	—	—	—	—	—	—
[1.15] Drumlin Diner	—	—	—	—	—	x	—	—	—	—
[4.16] Drumlin Diner (East Boston)	x	—	—	—	—	—	—	—	—	—
[1.01] Dry Creek Bed	—	—	—	—	—	—	—	—	x	—
[1.15] Dry Creek Shack	—	—	—	—	—	—	—	—	—	—
[9.08] Dugout Inn (Diamond City)	x	—	—	—	—	—	—	x (3)	—	—
[4.03] Dunwich Borers	x+	x (3)	x	—	—	—	Sneak	—	—	Asto Awe
[9.08] Earl Sterling's House (Diamond City)	x+	—	—	—	—	—	—	—	—	—
[4.18] East Boston Garage	x	—	x	—	—	—	—	—	—	—
[4.23] East Boston Police Station	—	—	—	—	—	—	—	—	—	—
[4.24] East Boston Preparatory School	x+	x	x	—	—	x++	—	—	—	Asto Awe
[4.25] Easy City Downs	x+	—	x	—	—	x+	—	—	—	Tum
[5.13] Edge of the Glowing Sea	x	—	—	—	—	—	—	—	—	—
[6.11] Egret Tours Marina	x	—	x	—	—	x	—	—	x	Was Surv
[5.07] Electrical Hobbyist's Club	—	—	—	—	—	—	—	—	—	—
[3.13] Elevated Freeway Access	—	—	—	—	—	—	—	—	—	—
[1.36] Elevated Freeway Access (Lexington)	—	—	—	—	—	—	—	—	—	—
[1.39] Elevated Freeway Access (Lexington)	—	—	—	—	—	—	—	—	—	—
[1.10] Elevated Freeway Access (North Wilderness)	x	—	—	—	—	—	—	—	—	—
[1.35] Elevated Freeway: Derelict Bus	—	—	—	—	—	—	—	—	x	—
[2.13] Elevated Freeway: Elevated Trailer	—	—	x	—	—	—	—	—	—	—
[2.09] Elevated Gunner Camp	x	—	—	—	—	—	—	—	—	—
[1.27] Elevated Gunners' Den	x	—	—	—	—	—	—	—	—	—
[1.40] Elevated Jumping-Off Point	—	—	—	—	—	—	—	—	—	—
[15.06], [15.07], and [15.08] Elevated Road (West Access), Elevated Raider Camp (Financial District), and Elevated Road (Central Access)	x	—	—	—	—	—	—	—	—	—
[18.04] Factory (South Boston)	—	—	—	x	—	—	—	—	—	—
[6.07] Fairline Hill Estates	x+	—	x	—	—	—	—	—	—	—
[15.07] Fallen Skybridge	x	—	x	—	—	—	—	—	—	—
[9.08] Fallon's Basement (Diamond City)	—	—	—	—	—	—	—	—	—	—
[6.12] Fallon's Department Store	x	—	x	x	—	x+++	—	—	—	La C
[15.05] Faneuil Hall	x	—	—	x	—	—	—	—	—	Live
[3.01] Federal Ration Stockpile	x	x (2)	x	x	x	x	—	x	x (2)	U.S. Ope Man
[5.09] Federal Supply Cache 84NE	x	—	—	—	—	—	—	x	—	—
[9.06] Fens Street Sewer	x	—	x	—	—	x	—	—	—	Tum
[9.01] Fens Subway Station (Outskirts)	x	—	—	—	—	—	—	—	—	—
[9.02] Fens Tunnel Entrance	x	—	—	—	—	—	—	—	—	—
[3.15] Fiddler's Green Trailer Estates	x	—	x	—	x	x	—	—	—	Live
[2.35] Finch Farm	—	—	—	—	—	x+	—	—	—	—
[5.06] Fishing Cabin	—	—	—	—	—	—	—	—	—	—
[4.23] Floating Barge	—	—	—	—	—	—	—	—	—	—
[6.34] Floating Barge	—	—	—	—	—	—	—	—	—	—
[10.01] Footbridge (Esplanade)	x	—	—	—	—	—	—	—	—	—
[3.17] Forest Grove Marsh	x+	—	x	—	—	—	—	—	—	—
[5.17] Forgotten Church	x	—	x	—	—	—	—	—	—	—
[3.12] Fort Hagen	x+++	x (2)	x (2)	x	—	x	Energy Weapons	—	x	Gun Bull FUN Pipt U.S. Ope Man
[3.11] Fort Hagen Filling Station	—	—	—	—	—	—	—	—	—	—
[3.09] Fort Hagen Satellite Array	x	—	—	—	—	—	—	—	—	—
[4.29] Fort Strong	x++	x (4)	x	x	x	x	—	—	—	U.S. Ope Man
[18.05] Four Leaf Fishpacking Container Yard	x	—	—	—	—	—	—	—	—	—
[18.01] Four Leaf Fishpacking Plant	x	—	x	x (3)	—	x	—	—	x	Tale Junk Vend
[7.04] Fraternal Post 115	x	—	x	—	—	x	—	—	x	Gun Bull
[4.20] Freeway Rooftops	x	—	—	—	—	—	—	—	—	—
[1.37] Freeway Shack and Cage	—	—	—	—	—	x	—	—	—	—
[15.04] Garden Terrace	x+	—	—	—	—	—	—	—	x	—
[18.02] General Atomics Factory	x	—	x	—	—	x	—	x	x	Tesl
[2.11] General Atomics Galleria	x	—	—	—	—	x	—	—	—	—
[4.15] Gibson Point Pier	x	—	x	—	—	—	—	x	x	—
[15.06] Goodneighbor	x+++	x (2)	x (3)	—	—	x+++	—	x	x	Live Robo (and The Gam
[1.14] Gorski Cabin	x	—	—	—	—	—	—	—	—	Was Surv
[3.04] Graygarden	—	—	—	—	—	x+	—	—	—	—
[3.13] Greater Mass Blood Clinic	x	—	x	—	—	x	—	—	—	Mas Surg
[8.03] Green Awning Mansion	—	—	x	—	—	—	—	—	—	—
[7.11] Greenetech Genetics	x++	x (2)	—	x (3)	—	x+	—	x	—	Mas Surg
[9.08] Greenhouse (Diamond City)	—	—	—	—	—	—	—	—	—	—
[2.15] Greentop Nursery	—	—	—	—	—	—	—	—	—	—
[10.07] Gun Shop Garage	—	—	—	—	—	—	—	—	—	—
[4.01] Gunner Camp (Parsons Elevated Freeway)	x	—	—	—	—	—	—	—	—	—
[3.03] Gunner Camp On-ramp	x	—	—	—	—	—	—	—	—	—
[6.17] Gunners Plaza	x+++	x (3)	x (2)	x	—	x	Small Guns	x	x	Gun Bull
[18.05] Gwinnett Brewery	x	—	x	—	—	—	—	—	—	Tale Junk Vend
[1.16] Half-Buried Stash	—	—	x	—	—	—	—	—	—	—
[11.02] Half-Demolished Apartment (Back Bay)	—	—	—	—	—	—	—	—	—	—
[10.02] HalluciGen, Inc.	x	—	x	—	—	—	—	—	x	Tesl
[9.02] Hangman's Alley	x	—	x	—	—	—	—	—	—	—
[17.03] Harbormaster Hotel	x	—	—	—	—	x	—	x	—	—
[7.05] Hardware Store (Cambridge)	x	—	—	—	—	—	—	—	—	—
[9.10] Hardware Town	x	—	x	—	—	x	—	—	—	Pick
[18.09] Hawthorne Estate	—	—	—	—	—	—	—	—	—	—
[9.08] Hawthorne Residence (Diamond City)	x	—	—	—	—	—	—	—	—	—
[15.03] Haymarket Mall	x	—	—	—	—	x	—	—	—	—
[16.05] Hester's Consumer Robotics	x	—	x	—	—	x	—	—	—	—
[2.02] Hilltop Hut	—	—	—	—	—	—	—	—	—	—
[10.02] Holy Mission Congregation Church	x	—	—	—	—	—	—	—	—	—
[9.09] Home Plate	x	—	—	—	—	—	—	—	—	—
[5.27] Hopesmarch Pentecostal Church	x	—	x	—	—	—	—	—	—	—
[13.05] Hot Pizza Pie Shop	—	—	—	—	—	—	—	—	—	—
[16.01] Hub 360	x	—	x	—	—	—	—	—	—	—
[4.10] Hub City Auto Wreckers	x	—	x	—	—	x	—	—	—	—
[11.03] Hubris Comics	x	—	x	—	—	x	—	—	x	Asto Awe Unst
[4.04] Hugo's Hole	x	—	x	—	—	x	—	—	—	—
[6.18] Hyde Park	x	—	x	—	—	x	—	—	—	Grog Bart
[2.30] Irish Pride Industries Shipyard	x	—	x	—	—	x	—	—	—	Tabo
[6.12] Island Cabin	x	—	—	—	—	—	—	—	—	—
[3.05] Jalbert Brothers Disposal	x	x	x	—	—	x	—	—	—	—
[6.16] Jamaica Plain	x+	—	—	—	—	x	—	—	—	—
[6.16] Jamaica Plain Pond	x	—	—	—	—	x	—	—	—	—
[18.02] Joe's Spuckies (Southie Speakeasy)	—	—	—	—	—	—	—	—	—	—
[3.26] Joe's Spuckies Coffee Shop (Fens Outskirts)	—	—	—	—	—	—	—	—	—	—
[9.08] Kellogg's House (Diamond City)	x+	—	—	—	—	—	—	x (3)	x (2)	—
[7.07] Kendall Hospital	x+	—	x	x	—	x	—	—	—	—
[7.16] Kendall Parking	x	—	—	—	—	—	—	x	—	—
[7.17] Kendall Raider Apartments	x	—	x	—	—	—	—	—	—	—
[4.13] Kingsport Lighthouse	—	x	x	—	—	x	—	—	—	—
[4.09] Kingsport Restrooms	—	—	—	—	—	—	—	—	—	—
[9.08] Klean Watur (Sheng Kawolski's House) (Diamond City)	—	—	—	—	—	—	—	—	x	—
[5.05] Lake Cochituate	x	—	x (2)	—	—	—	—	—	—	—
[2.02] Lake Quannapowitt	x	—	x	—	—	—	—	—	—	—
[9.08] Latimer Residence (Diamond City)	—	—	—	—	—	—	—	—	—	—
[11.07] Layton Towers	x	—	x	x	—	x	—	—	—	—
[6.02] Layton Towers Underpass Entrance	—	—	—	—	—	—	—	—	—	—
[1.22] Lexington	x	x	x	—	—	—	—	—	—	—
[1.23] Lexington Apartments	x	—	—	—	—	x	—	—	—	—
[1.22] Lexington: Switchboard	x	x	x	x (2)	—	x	—	—	—	U.S. Ope Man
[4.17] Libertalia	x++	x	x	—	—	x	—	—	—	U.S. Ope Man
[2.17] Listening Post Bravo	x	—	x	—	—	—	—	—	—	—
[17.07] Locked Diner	—	—	—	—	—	—	—	—	—	—
[1.17] Lonely Chapel	—	—	—	—	—	—	—	—	—	—
[4.12] Longneck Lukowski's Cannery	x	—	x	x	—	x	Barter	x	—	Tale Junk Vend
[4.11] Lynn Pier Parking	—	—	—	—	—	—	—	—	—	—
[2.05] Lynn Woods	x	—	x	—	—	x	—	—	—	Was Surv
[4.02] Mahkra Fishpacking	x	—	x	—	—	x	—	x (2)	x	Tesl
[17.06] Main Boathouse (Waterfront)	—	—	—	—	—	—	—	—	—	—
[10.05] Malborough House	x	—	—	—	—	—	—	—	—	—
[2.21] Malden Center	x+	x (2)	x	x	—	x+	—	x	—	Tum
[2.20] Malden Drainage	—	—	—	—	—	—	—	—	—	—
[2.23] Malden Middle School (Vault 75)	x+++	—	x	—	—	x	Science	—	—	Grog Bart
[16.03] Mass Bay Medical Center	x	—	—	—	x	—	—	—	—	—
[7.11] Mass Chemical	x	—	x	—	—	—	—	—	—	—
[15.01] Mass Fusion Building	x+	x	x (4)	x	—	x	Strength	x	—	Tesl
[2.13] Mass Fusion Containment Shed	x	—	—	x	—	—	—	—	—	—
[5.06] Mass Fusion Disposal Site	x	x (2)	—	—	—	—	—	—	—	—
[3.07] Mass Gravel & Sand	—	—	—	—	—	—	—	—	—	—
[3.21] Mass Pike Interchange	x	—	x	x	x	x	—	—	—	Grog Bart
[6.03] and [04] Mass Pike Tunnel West and East	x	x	x	x	—	x	—	—	x (2)	Tabo
[14.01] Massachusetts State House	x	x	x	x	x	x	—	x	—	—
[13.10] Mean Pastries	—	—	—	—	—	—	—	—	—	—
[2.24] Med-Tek Research	x++	—	x	x	—	x	—	x	—	Mas Surg
[2.20] Medford Memorial Hospital	x	—	x (2)	x	—	x	—	—	x	Mas Surg
[16.02] Medical Center Metro	x	—	—	x	—	x	—	—	x (2)	—
[9.08] Mega Surgery (Diamond City)	—	—	—	—	—	—	—	—	—	—
[1.13] Military APC (Sanctuary Lake)	—	—	—	—	—	—	—	—	—	—
[2.25] Military APCs	—	—	—	—	x	—	—	—	—	—
[1.33] Military Armor Transport (Lexington)	x	—	x	x	x	—	—	—	—	—
[1.11] Military Armor Transport (North Wilderness)	—	—	—	x	x	—	—	—	—	—
[6.19] Military Barge (University Point)	x	—	x	—	—	—	—	—	—	—
[3.17] Military Checkpoint (Cambridge Outskirts)	x	—	x	—	x	—	—	—	—	—
[3.23] Military Checkpoint (Commie Devil Billboard)	x	—	x	—	x	—	—	—	—	—
[5.04] Military Checkpoint (Lake Cochituate)	x	—	x	—	x	—	—	—	—	—
[1.38] Military Checkpoint (Lexington)	x	—	x	—	—	—	—	—	—	—
[6.09] Military Checkpoint (West Roxbury)	x	—	x	—	x	—	—	—	—	—
[2.12] Military Convoy (APCs and Trailer)	x	—	x	—	—	—	—	—	—	—
[6.17] Military Convoy (Elevated Freeway)	—	—	x	—	x	—	—	—	—	—
[2.22] Military Convoy (Training Yard)	x	—	x	—	x	—	—	—	—	—
[5.11] Military Pillbox (Somerville)	x	—	x	—	—	—	—	—	—	—
[1.30] Military Pillbox (Walden)	x	—	—	—	—	—	—	—	—	—
[6.30] Military Pillboxes	—	—	—	—	—	—	—	—	—	—
[4.02] Milton General Billboard	—	—	—	—	—	x	—	—	—	—
[6.13] Milton General Hospital	x	—	x	—	—	—	—	—	x	—
[3.09] Mirelurk Pond	—	—	—	—	—	—	—	—	—	—
[7.13] Monsignor Plaza	x	—	x	—	—	—	—	—	—	—
[6.14] Moonshiner's Cabin	—	—	—	—	—	x	—	—	—	—
[6.20] Murkwater Construction Site	—	—	—	—	—	—	—	—	—	—
[1.12] Museum of Freedom	x	—	—	x	x	x	Perception	—	—	Robo (and Com Gam
[4.05] Museum of Witchcraft	x	—	x	—	—	—	—	—	—	Grog Bart
[1.20] Mystic Pines	—	—	—	x	—	—	—	x	x	Tale Junk Vend
[4.21] Nahant Chapel	x	—	x	—	—	—	—	—	—	—
[4.22] Nahant Oceanological Society	x	—	x (2)	—	—	—	—	—	—	Was Surv
[4.15] Nahant Pier Restaurant	—	—	x	—	—	—	—	x	—	—
[4.19] Nahant Sheriff's Department	x	—	—	—	—	x	—	—	—	—
[4.18] Nahant Wharf	x	—	—	—	—	—	—	x	—	—
[5.03] Natick Banks	x	—	x	—	—	—	—	x	—	—
[5.02] Natick Hillside Home	x	—	—	—	—	—	—	—	—	—
[5.04] Natick Police Department	—	—	—	—	—	—	—	—	—	—
[5.01] Natick Power Station	x	—	—	—	—	—	—	—	—	—
[2.32] National Guard Training Yard	x+	—	x	x (2)	x	—	—	—	—	U.S. Ope Man
[6.22] Neponset Park	x	—	—	—	—	—	—	—	—	—
[6.06] NH&M Freight Depot	x	—	—	x (2)	—	x	—	x	—	—
[4.26] Nordhagen Beach	—	—	—	—	—	—	—	—	—	—
[13.02] North End Graveyard	—	—	—	—	—	—	—	—	—	—
[5.30] O'Neill Family Manufacturing	x	—	—	—	—	x	—	—	—	—
[3.19] Oberland Station	—	—	—	—	—	—	—	—	—	—
[4.10] Ocean Fishing Shack	x	—	—	—	—	—	—	—	—	—
[4.13] Ocean Raft	—	—	—	—	—	—	—	—	—	—
[2.17] Old Caravan Trailer	—	—	—	—	—	x	—	—	—	—
[15.02] Old Corner Bookstore	x	—	x	—	—	x	—	—	x	—
[1.03] Old Firing Range	x	—	—	—	—	—	—	—	—	—
[14.02] Old Granary Burying Ground	x	—	—	—	—	—	—	—	—	—
[2.14] Old Gullet Sinkhole	x	—	x	—	—	x	—	—	—	Was Surv
[6.31] Old Military Monument	x	—	—	—	—	—	—	—	—	—
[13.02] Old North Church	x+++	—	—	x	—	—	—	x (2)	—	Asto Awe
[16.12] Old Sniper Camp	—	—	—	—	—	—	—	—	—	—
[1.28] On-Ramp Gunners' Den	—	—	—	—	—	—	—	—	—	—
[2.01] Outpost Zimonja	x	x	—	—	—	—	—	—	—	Asto Awe
[6.32] Overflow Outlet Camp (Atomatoys Factory)	x	—	—	—	—	x	—	—	—	—
[14.05] Park Street Station (Vault 114)	x	—	—	—	—	x++	Speech	—	x	Asto Awe
[16.05] Parking Garage (Theater District)	x	—	—	—	—	—	—	—	—	—
[15.13] Parking Garage and Raider Rooftops	x	—	x	—	—	—	—	—	—	—
[9.05] Parkview Apartments	x+	—	x	—	—	x	—	—	—	—
[2.06] Parsons Creamery	x	—	—	—	—	—	—	—	—	—
[2.07] Parsons State Insane Asylum	x	—	—	—	—	x	Charisma	—	—	Mas Surg
[13.17] Paul Revere's House	—	—	—	—	—	—	—	—	—	—
[6.26] Peabody House	x	—	—	—	—	—	—	—	x	—
[16.02] Pearwood Residences	x	—	—	—	—	—	—	—	—	—
[15.12] Pedestrian Underpass	—	—	—	—	—	—	—	—	—	—
[17.08] Pedestrian Walkway (Waterfront)	x	—	—	—	—	—	—	—	—	—
[9.08] Pembroke Residence (Diamond City)	—	—	—	—	—	—	—	—	—	—
[13.01] Pickman Gallery	x	—	x	—	—	x	Lock Picking	—	x (2)	Asto Awe
[13.11] Pickman's Exit	—	—	—	—	—	—	—	—	—	—
[12.03] Playground Garage	—	—	—	—	—	—	—	—	—	—
[7.06] Plumber's Secret	—	—	—	—	—	—	—	—	—	—
[9.04] Police Precinct 8	—	—	—	—	—	—	—	—	—	—
[1.09] Pond and Freeway Shack	x	—	—	—	—	—	—	—	—	—
[2.28] Poseidon Energy Turbine #18-F	—	—	x	—	—	—	—	—	—	Tum
[2.26] Poseidon Energy	x++	—	—	—	x	x+	Endurance	x (2)	—	Tesl
[5.01] Poseidon Reservoir	x	—	x	—	—	—	—	—	—	—
[15.08] Postal Square	x++	—	x	—	—	x+	—	—	—	—
[3.18] Power Armor Warehouse	x	—	—	—	x	—	—	—	—	—
[9.08] Power Noodles (Diamond City)	—	—	—	—	—	—	—	—	x (2)	—
[14.02] Prost Bar	—	—	x	—	—	—	—	—	—	—
[2.28] Protectron Trailer	—	—	—	—	—	—	—	—	—	—
[4.28] Prydwen	x+++	x (5+)	x	x	x	x+++	—	—	x	—
[7.19] Public Works Maintenance Area	—	—	x	x	—	—	—	—	x	—
[9.08] Publick Occurrences (Diamond City)	x	—	—	—	—	—	—	—	—	—
[3.14] Pulowski Preservation Shelter Cluster	x	—	—	—	—	—	—	—	—	—
[6.37] Quincy Lighthouse	—	—	—	—	—	—	—	—	—	—
[6.25] Quincy Police Station	x	—	—	x	x	—	—	—	—	—
[6.21] Quincy Quarries	x++	—	x	—	—	x++	—	—	—	—
[6.24] Quincy Ruins	x++	x (2)	x	x	x	x	—	—	x	Gun Bull
[5.10] Radiation Lake	—	—	—	—	—	—	—	—	—	—
[2.03] Radio Tower 3SM-U81	—	—	—	—	—	—	—	—	—	—
[1.20] Radroach Outhouse	—	—	—	—	—	—	—	—	—	—
[9.05] Raider Back-Alley Camp (The Fens)	x	—	—	—	—	—	—	—	—	—
[11.09] Raider Blockade (Southeast Back Bay)	x	—	—	—	—	—	—	—	—	—
[7.07] Raider Bonfire Camp	—	—	x	—	—	—	—	—	—	—
[7.09] Raider Camp (Narrow Yard)	x	—	—	—	—	—	—	—	—	—
[6.11] Raider Camp (University Point Outskirts)	x	—	—	—	—	—	—	—	—	—
[1.25] Raider Chem Lab Shack	x	—	—	—	—	—	—	—	—	—
[13.04] Raider Courtyard (North End)	—	—	—	—	—	x	—	—	—	—
[9.10] Raider Cul-de-Sac (The Fens)	x	—	x	—	—	—	—	—	—	—
[3.04] Raider Graves	—	—	—	—	—	—	—	—	—	—
[1.06] Raider Hilltop Den	—	—	—	—	—	—	—	—	—	—
[10.06] Raider Lookout (Esplanade)	x	—	—	—	—	—	—	—	—	—
[3.27] Raider Lookout Camp (Elevated Freeway)	—	—	—	—	—	—	—	—	—	—
[7.13] Raider Platforms (Cambridge)	x	—	—	—	—	—	—	—	—	—
[7.14] Raider Rooftop Apartments (Cambridge)	x	—	x	—	—	—	—	—	—	—
[11.07] Raider Rooftops (Back Bay)	x	—	x	—	—	—	—	—	—	—
[1.02] Raider Shack	x	—	—	—	—	—	—	—	—	—
[4.08] Raider Shack (Salem Outskirts)	x	—	—	—	—	—	—	—	—	—
[16.10] Railroad Dead Drop (Theater District)	x	—	—	—	—	—	—	—	—	—
[15.09] Railroad Hideout (Financial District)	x	—	—	—	—	—	—	—	—	—
[13.03] Railroad HQ Escape Tunnel Exit	—	—	—	—	—	—	—	—	—	—
[6.06] Railroad Maintenance Shed	x	—	—	—	—	—	—	—	—	—
[1.08] Ranger Cabin	—	—	—	—	—	—	—	—	—	Was Surv
[2.04] Recon Bunker Theta	x	—	x	x	—	x	—	—	—	—
[6.04] Red Rocket Filling Station (Big John's Salvage)	—	—	—	—	—	—	—	—	—	—
[7.03] Red Rocket Filling Station (College Square)	x	—	—	—	—	—	—	—	—	—
[6.01] Red Rocket Filling Station (Mass Pike East)	—	—	—	—	—	—	—	—	—	—
[7.08] Red Rocket Filling Station (North Central Cambridge)	x	—	—	—	—	—	—	—	—	—
[1.03] Red Rocket Truck Stop	x	—	—	x	—	x	—	—	—	—
[4.14] Reeb Marina	x	—	x	—	—	—	—	—	—	Tesl
[3.10] Relay Tower 0BB-915	—	—	—	—	—	—	—	—	—	—
[5.28] Relay Tower 0DB-521	—	—	—	—	—	—	—	—	—	—
[6.08] Relay Tower 0SC-527	x	—	—	—	—	x	—	—	—	—
[3.18] Relay Tower 1DL-109	—	—	—	—	—	—	—	—	—	—
[2.31] Relay Tower 0MC-810	—	—	—	—	—	—	—	—	—	—
[4.16] Revere Beach Station	x	—	x (2)	x	—	x+	—	x (2)	—	Live
[2.34] Revere Satellite Array	x+	x (2)	x	—	x	—	—	—	—	U.S. Ope Man
[2.27] River's End Shack	—	—	—	—	—	—	—	—	—	—
[2.29] River's End Warehouse	—	—	—	—	—	—	—	—	—	—
[5.02] Roadside Pines Motel	x	—	x	x	x	—	—	—	—	—
[3.25] Roadside Store	—	—	—	—	—	—	—	x	—	—
[1.04] Robotics Disposal Ground	x+	x (2)	x	—	—	—	—	—	—	Hot
[5.10] Robotics Pioneer Park	x	—	x	—	—	—	—	—	—	—
[5.29] Rocky Cave (Virgil's Laboratory)	x	x	x	—	—	x	—	—	—	Tesl
[3.03] Rocky Narrows Park	x	—	x	—	—	—	—	—	—	—
[18.11] Roof Camp (South Boston)	x	—	—	—	—	—	—	—	—	—
[18.07] Roof Generator (South Boston)	—	—	—	x	—	—	—	—	—	—
[13.01] Rooftop Apartment (North End)	x	—	—	—	—	—	—	—	—	—
[10.04] Rooftop Den (Esplanade)	—	—	—	—	—	—	—	—	—	—
[12.04] Rooftop Generator (Beacon Hill)	—	—	—	x	—	—	—	—	—	—
[15.11] Rooftop Hideaway (Financial District)	—	—	—	—	—	—	—	—	—	—
[13.08] Rooftop Lounger	—	—	—	—	—	—	—	—	—	—
[4.08] Rook Family House	x	—	—	—	—	x	—	—	—	Gun Bull
[2.08] Rotten Landfill	x	—	x	—	—	—	—	—	—	—
[18.08] Roundabout Raider Camp	x	—	—	—	—	—	—	—	—	—
[12.06] Rubble Overlook	—	—	—	—	—	—	—	—	—	—
[13.15] Ruined Brick Apartment (North End)	—	—	—	—	—	—	—	—	—	—
[3.06] Ruined Brick Warehouse	x	—	—	—	—	—	—	—	x	—
[6.27] Ruined Grove Estates	x	—	—	—	—	—	—	—	—	—
[8.01] Ruined Tavern (Charlestown)	—	—	—	—	—	—	—	—	—	—
[3.08] Rusting APC	x	—	—	—	—	—	—	—	—	—
[18.15] Rusting Ship and Stilt Cabin	x	—	—	—	—	—	—	—	—	—
[2.16] Rusty Tractor	—	—	—	—	—	x	—	—	—	—
[2.06] Rusty Trailer	—	—	x	—	—	—	—	—	—	—
[4.07] Salem	x+	x (2)	—	—	—	x+	—	—	—	—
[4.07] Salem Coastal Diner and Dock	x	—	—	—	—	—	—	—	—	—
[1.02] Sanctuary	x	—	—	—	—	x	—	x (2)	—	Grog Bart You' S.P.E
[4.06] Sandy Coves Convalescent Home	x	—	x	—	—	x	—	—	—	Mas Surg
[2.19] Saugus Ironworks	x+	—	x	—	—	—	Explosives	x	—	Pick
[9.11] Scaffold Bridge (The Fens)	—	—	—	—	—	—	—	—	—	—
[13.12] Scaffold Stairs (North End)	—	—	—	—	—	—	—	—	—	—
[2.11] Scavenger Camp	x	—	—	—	—	—	—	—	—	—
[8.07] Scavenger Camp (Charlestown)	x	—	—	—	—	—	—	—	—	—
[9.13] Scavenger's Rest (The Fens)	—	—	—	—	—	—	—	—	—	—
[1.08] Scavenger's Shack	x	—	—	—	—	—	—	—	—	—
[3.07] Scavenger's Trailer	—	—	—	—	—	—	—	—	—	—
[17.04] Scavengers' Rooftops (Waterfront)	x	—	—	—	—	—	—	—	—	—
[3.11] Schoolt Propane Store	x	—	—	—	—	—	—	—	—	—
[9.08] Schoolhouse (Diamond City)	—	—	—	—	—	—	—	—	—	Live
[7.20] Science Center Gift Shop	—	—	—	—	—	—	—	—	—	—
[9.08] Science! Center (Diamond City)	—	—	—	—	—	—	—	—	—	—
[3.20] Scrap Merchant	—	—	—	—	—	—	—	—	—	—
[17.10] Scrap Metal Barge	—	—	—	—	—	—	—	—	—	—
[5.11] Scrap Palace	x	—	x	—	—	x	—	—	—	—
[6.33] Scuppered Boat	x	—	—	—	—	—	—	—	—	—
[9.08] Security Office (Diamond City)	—	—	—	—	—	—	—	—	—	—
[5.31] Sentinel Site	x++	x	—	—	—	—	—	—	—	Asto Awe
[5.03] Settler Campsite (Natick Outskirts)	—	—	—	—	—	—	—	—	—	—
[9.09] Settler's Stop (The Fens)	—	—	—	—	—	x	—	—	—	—
[1.24] Settlers' Tent	—	—	—	—	—	—	—	—	—	—
[4.06] Shanty Store	x	—	—	—	—	—	—	—	—	—
[6.15] Shaw High School	x	—	x	—	—	x	—	—	x (2)	Unst
[8.08] Shelled-Out Building	—	—	—	—	—	—	—	—	x	—
[11.04] Shenley's Oyster Bar	x	—	x	—	—	—	—	—	—	—
[1.19] Shopping Cart of Goodies	—	—	—	—	—	—	—	x	—	—
[5.32] Skylanes Flight 1665	x	—	x	—	—	—	—	—	—	—
[2.10] Skylanes Flight 1981	x	—	x	—	—	x++	—	—	—	Asto Awe
[6.35] Skylines Flight Salvage	—	—	—	—	—	—	—	—	—	—
[15.05] Skyscraper Stash	—	—	—	—	—	—	—	—	—	—
[13.09] Skytram (North End Elevated Freeway)	—	—	x	—	—	—	—	—	—	—
[2.22] Slocum's Joe Corporate HQ	x	—	x	—	—	x	—	—	—	—
[1.26] Small Trading Shack	—	—	—	—	—	—	—	—	—	—
[6.25] Sniper's Hideout	x	—	—	—	—	—	—	—	—	—
[5.16] Somerville Place	—	—	—	—	—	—	—	—	—	—
[8.05] South Alley and Garage	—	—	—	—	—	—	—	—	x	—
[8.10] South Apartments (Charlestown)	x	—	—	—	—	—	—	—	—	—
[18.13] South Boston Church	—	—	—	—	—	—	—	—	—	—
[18.07] South Boston High School	x	—	—	—	—	—	—	—	—	—
[6.10] South Boston Military Checkpoint	x	x (2)	x	x	x	—	—	—	—	Gun Bull
[18.04] South Boston Police Department	x	—	—	—	—	—	—	—	—	—
[18.14] South Boston Wharf and Restrooms	—	—	—	—	—	—	—	—	—	—
[6.31] Spectacle Island	x	x (2)	x	—	—	x+	Luck	—	—	—
[1.16] Starlight Drive In	x	—	—	x	—	—	—	x	x	—
[16.11] Street Corner (Theater District)	—	—	—	x	—	—	—	—	—	—
[13.16] Subway Station (North End)	—	—	—	—	—	x	—	—	—	—
[6.19] Suffolk County Charter School	x	—	x	x	—	x	—	—	—	Unst
[4.11] Sunken Fishing Boat	—	—	x	—	—	—	—	—	—	—
[6.21] Sunken Fishing Boat (Spectacle Island)	—	—	x	—	—	—	—	—	—	—
[1.04] Sunken Rowboat Stash	—	—	x	—	—	—	—	—	—	—
[6.24] Sunken Supertanker	x	—	—	—	—	—	—	—	—	—
[1.18] Sunshine Tidings Co-op	—	—	x	—	—	x	—	—	—	Was Surv
[1.21] Super Duper Mart	x+	—	x	x	—	x	—	x (3)	x (2)	Tale Junk Vend
[9.03] Super Mutant Alley Apartments	x	—	x	—	—	—	—	—	—	—
[7.12] Super Mutant High Rise	—	—	x (3)	—	—	—	—	—	—	—
[14.01] Super Mutant Hotel Shell	x	—	x	—	—	—	—	—	—	—
[14.03] Swan's Pond	x	—	x	—	—	x	—	—	—	—
[9.08] Swatters (Diamond City)	x	—	—	—	—	x++	—	—	—	—
[1.34] Switchboard Entrance (Sewer)	—	—	—	—	—	—	—	—	—	—
[2.26] Taffington Boat House	x	—	x (2)	x	—	x+	—	—	—	—
[1.07] Tenpines Bluff	—	—	—	—	—	—	—	—	—	—
[18.12] The Candy Shop	x	—	—	—	—	—	—	—	—	—
[18.08] The Castle	x+++	x (2)	—	x	—	—	—	—	—	Gun Bull
[11.01] The Corner of Mass and Newbury	—	—	—	—	—	—	—	—	—	—
[2.15] The Fishing Spot (Covenant Compound)	—	—	—	—	—	—	—	—	—	—
[6.18] The Fridge	—	—	—	—	—	—	—	—	—	—
[18.06] The Gwinnett Restaurant	x	—	—	—	—	x	—	x	x	—
[6.15] The Hanging Tree	x	—	—	—	—	—	—	—	—	—
[7.10] The Institute	x++	—	—	x	—	x+++	—	x (2)	x	Asto Awe
[2.18] The Locked Trailer	x	—	—	—	—	—	—	—	—	—
[5.05] The Mausoleum	x	—	—	—	—	—	—	—	—	—
[9.08] The Mayor's Box (Diamond City)	—	—	—	—	—	—	—	—	—	—
[16.09] The On-Ramp (Theater District)	—	—	—	—	—	—	—	—	—	—
[11.05] The Patriot's Sleep Shack	—	—	—	—	—	—	—	—	—	—
[16.03] and [16.04] The Plank Walk (Theater District) and Gunner Encampment (Theater District)	x	—	—	—	—	—	—	—	—	—
[17.02] The Shamrock Taphouse	x	x	x	—	—	x	—	x	x (2)	Tota
[2.18] The Slog	—	—	—	—	—	x+++	—	—	—	—
[6.28] The Small Dig	—	—	x	—	—	x	—	—	—	—
[5.12] The Splintered Statue	x	—	x	—	—	—	—	—	—	—
[4.05] The Sunken Bathtub	—	—	x	—	—	—	—	—	—	—
[6.07] The Trading Post	x	—	—	—	—	—	—	—	—	—
[9.08] The Wall (Diamond City)	—	—	—	—	—	—	—	—	—	—
[1.05] Thicket Excavations	x+	—	x	—	—	x+	—	—	—	Tabo
[16.06] and [16.07] Ticker Tape Lounge (Northwest and Southeast)	x	—	—	—	—	—	—	—	—	—
[7.18] Ticonderoga Safehouse	x	x (2)	x	—	—	—	—	—	x (2)	Gun Bull
[17.05] Tinkerer's Boathouse (Waterfront)	—	—	—	—	—	—	—	—	—	—
[3.02] Tractor Warehouse	—	—	—	x	—	—	—	—	—	—
[11.06] Trader Rooftop (Back Bay)	—	—	—	—	—	—	—	—	—	—
[1.12] Trader's Shack (West of Ranger Cabin)	—	—	—	—	—	—	—	—	—	—
[11.02] Trinity Plaza	x	—	x	—	—	—	—	—	—	Asto Awe
[11.03] Trinity Plaza Parking	—	—	—	—	—	—	—	—	—	—
[11.05] Trinity Tower	x	—	—	—	—	x++	Melee	—	—	—
[2.27] Tucker Memorial Bridge	—	—	—	—	—	—	—	—	—	—
[5.07] Two Cabins and an Outhouse	—	—	x	—	—	—	—	—	—	—
[16.08] Under the On-Ramp: Camp and Garage	x	—	—	—	—	—	—	—	—	—
[6.38] Undersea Hatch Pipe	—	—	x	—	—	—	—	—	—	—
[7.04] Union's Hope Cathedral	x	—	—	—	—	—	—	—	—	—
[18.09] University Point	x	x	x	—	—	x	—	x	—	Tesl
[4.14] Unloading Barge	x	—	—	—	x	—	—	—	—	—
[4.21] Upside Down Rowboat	—	—	x	—	—	—	—	—	—	—
[1.06] USAF Satellite Station Olivia	x+	x	x	x	—	—	—	—	—	U.S. Ope Man
[8.03] USS Constitution	x+	—	x (2)	—	—	x+++	—	—	—	U.S. Ope Man
[9.08] Valentine's Detective Agency (Diamond City)	x	—	—	—	—	—	—	—	—	Robo (and Inva
[1.01] Vault 111	x	—	—	—	—	—	—	—	—	Red Gam Mag
[11.04] Vault 114 (Exit)	—	—	—	—	—	—	—	—	—	—
[3.22] Vault 81	x++	x	x	—	—	x+++	Medicine	x (4)	—	Grog Bart Tabo
[5.15] Vault 95	x+	—	x	—	—	x	Big Guns	x	—	—
[12.01] Vault-Tec Regional HQ	x	x	x	—	—	—	—	—	—	—
[1.31] Vending Machine Truck Transport	—	—	—	—	—	—	—	—	x	—
[5.26] Vertibird Wreckage	—	—	—	—	—	—	—	—	—	—
[4.12] Vitale Pumphouse	—	—	x	x	—	—	—	—	—	—
[1.19] Walden Pond	x	—	—	—	—	x	—	—	—	Tale Junk Vend
[9.08] Warehouse (Diamond City)	x+	—	x	—	—	—	—	—	—	—
[17.03] Warehouse and Wharf	x	—	—	—	—	—	—	—	—	—
[11.08] Warren Theater	—	—	—	—	—	—	—	—	—	—
[6.29] Warwick Homestead	x	x	x	—	—	x	—	—	—	—
[1.05] Water Filtration Caps Stash	—	—	—	—	—	x+	—	—	—	—
[15.14] Water Street Apartments	x	—	—	—	—	x	—	—	—	—
[17.09] Waterfront Cabin	—	—	—	—	—	—	—	—	—	—
[17.01] Waterfront Park	—	—	—	—	—	—	—	—	—	—
[4.17] Waterfront Warehouse	—	—	—	—	—	—	—	—	—	—
[3.08] Wattz Consumer Electronics	x	x	x	—	—	—	—	—	—	Tota
[5.14] Waypoint Echo	—	—	—	—	—	—	—	—	—	—
[3.24] Waystation	x	—	—	—	—	—	—	—	—	—
[6.26] Waystation (Gunners' Plaza)	x	—	—	—	—	—	—	—	—	—
[6.13] Waystation(West Roxbury)	—	—	—	—	—	—	—	—	—	—
[15.01] Weatherby Investment Trust	x	—	—	—	—	—	—	—	—	—
[2.29] West Everett Estates	x	—	x (2)	—	—	x	—	—	x (2)	—
[6.14] West Roxbury Station	x	—	x	—	—	x	—	x	—	Tum
[6.15] West Roxbury: Parking Lot Funhouse	x+++	x	x (2)	x (4)	—	x	—	—	—	Hot
[6.01] Westing Estate	x	—	—	—	—	—	—	—	—	Unst
[3.16] Weston Water Treatment Plant	x	—	x	—	—	—	—	—	—	Pick
[13.07] Wharfside Cottage	x	—	—	—	—	—	—	—	—	—
[1.32] Wicked Shipping Container Truck #2	—	—	x	—	—	—	—	—	—	—
[2.10] Wicked Shipping Container Truck #3	x	—	x	—	—	—	—	—	—	—
[6.05] Wicked Shipping Container Truck #4	x	—	x	—	—	x	—	—	—	—
[1.09] Wicked Shipping Fleet Lockup	x+	—	x	—	—	—	—	—	—	Grog Bart
[2.09] Wildwood Cemetery	x	—	—	—	—	—	—	—	—	Tota
[11.08] Wilson Atomatoys Corporate HQ	x	—	x	x	—	x	—	x	x	—
[6.23] Wilson Atomatoys Factory	x	—	x (2)	x	—	—	—	—	—	—
[6.30] Wreck of the FMS Northern Star	x	x	x	x	—	x	Agility	—	—	Tale Junk Vend
[9.01] Wreck of the USS Riptide	x	x	x	—	x	—	—	—	—	Was Surv
[5.08] WRVR Broadcast Station	x	—	—	—	—	x	—	—	—	Live
[17.04] Yangtze	x+	x	—	x	—	x	—	x	x	—

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Fallout 4 G.O.T.Y.
GAME OF THE YEAR EDITION

Fallout 4

Written by David S. J. Hodgson and Nick von Esmarch

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Nick Von Esmarch

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Of course, I thank every member of my family (whether bound by blood or by choice). Too many names to list, but the folks, siblings, in-laws, little ones, and super-best friends mean everything. Extra-special thanks to Kurt and Damien for putting up with my nonsense and providing a bit of their own. Nonsense is important.

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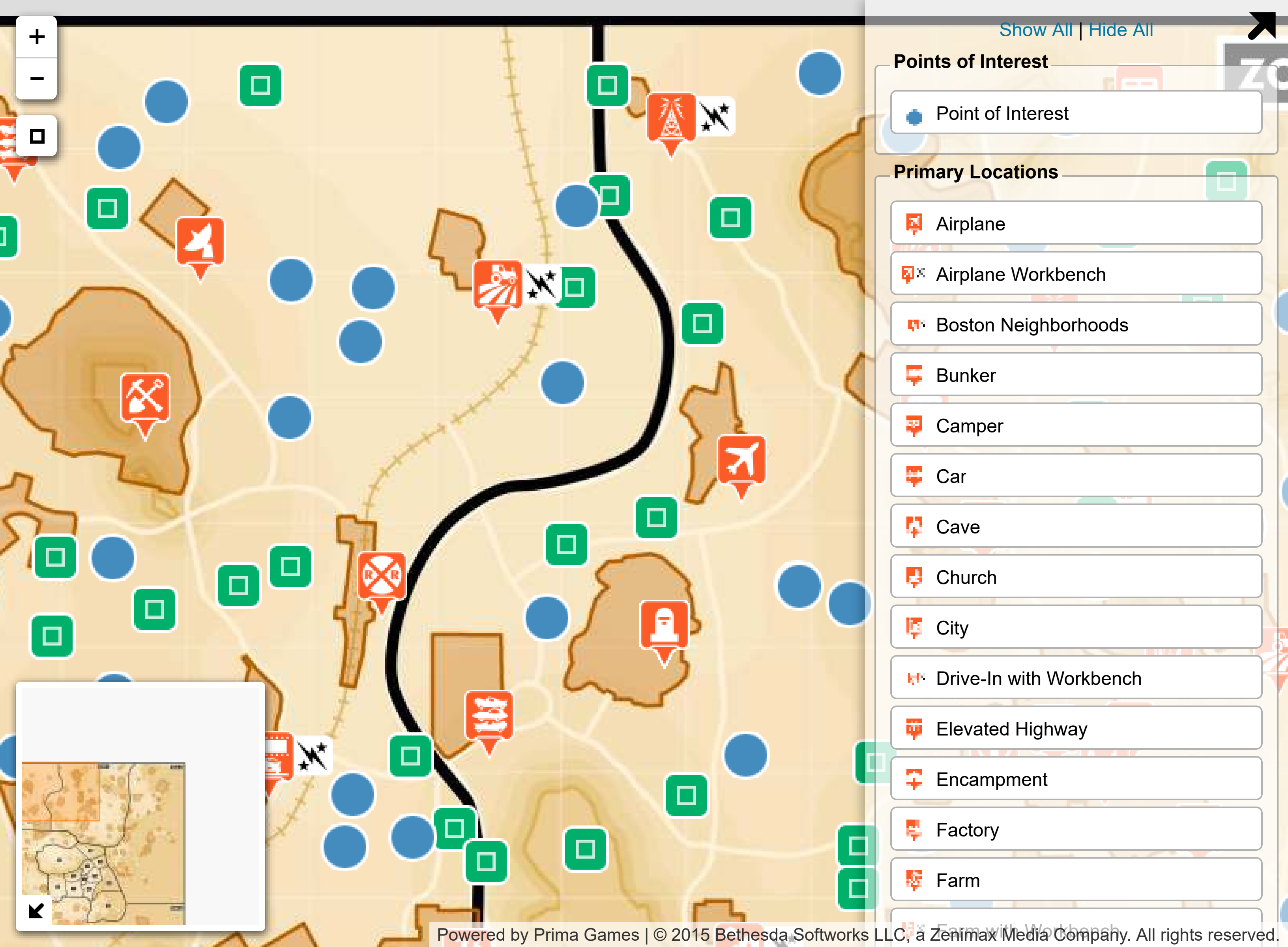

Show All | Hide All

Points of Interest

- Point of Interest

Primary Locations

- Airplane
- Airplane Workbench
- Boston Neighborhoods
- Bunker
- Camper
- Car
- Cave
- Church
- City
- Drive-In with Workbench
- Elevated Highway
- Encampment
- Factory
- Farm
- Farm with Workbench

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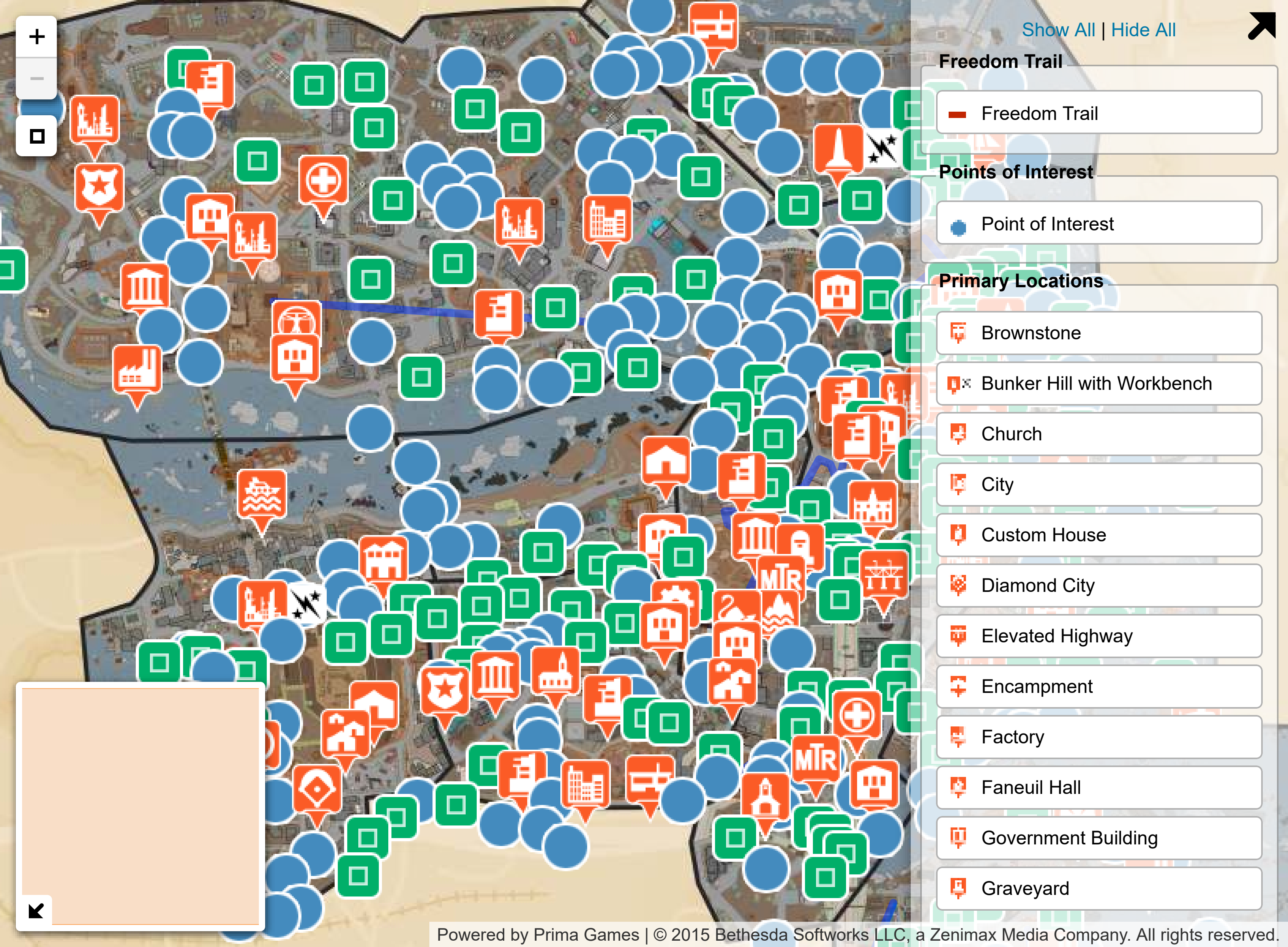

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Freedom Trail

🟥 Freedom Trail

Points of Interest

● Point of Interest

Primary Locations

- Brownstone
- Bunker Hill with Workbench
- Church
- City
- Custom House
- Diamond City
- Elevated Highway
- Encampment
- Factory
- Faneuil Hall
- Government Building
- Graveyard

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Ammo, Health, Mods & Collectibles
Ammo
Ammo (Master: Locked)
Door
Door (Terminal Required to Unlock)
Health or Chems
Holotape
Terminal
Points of Interest
Point of Interest

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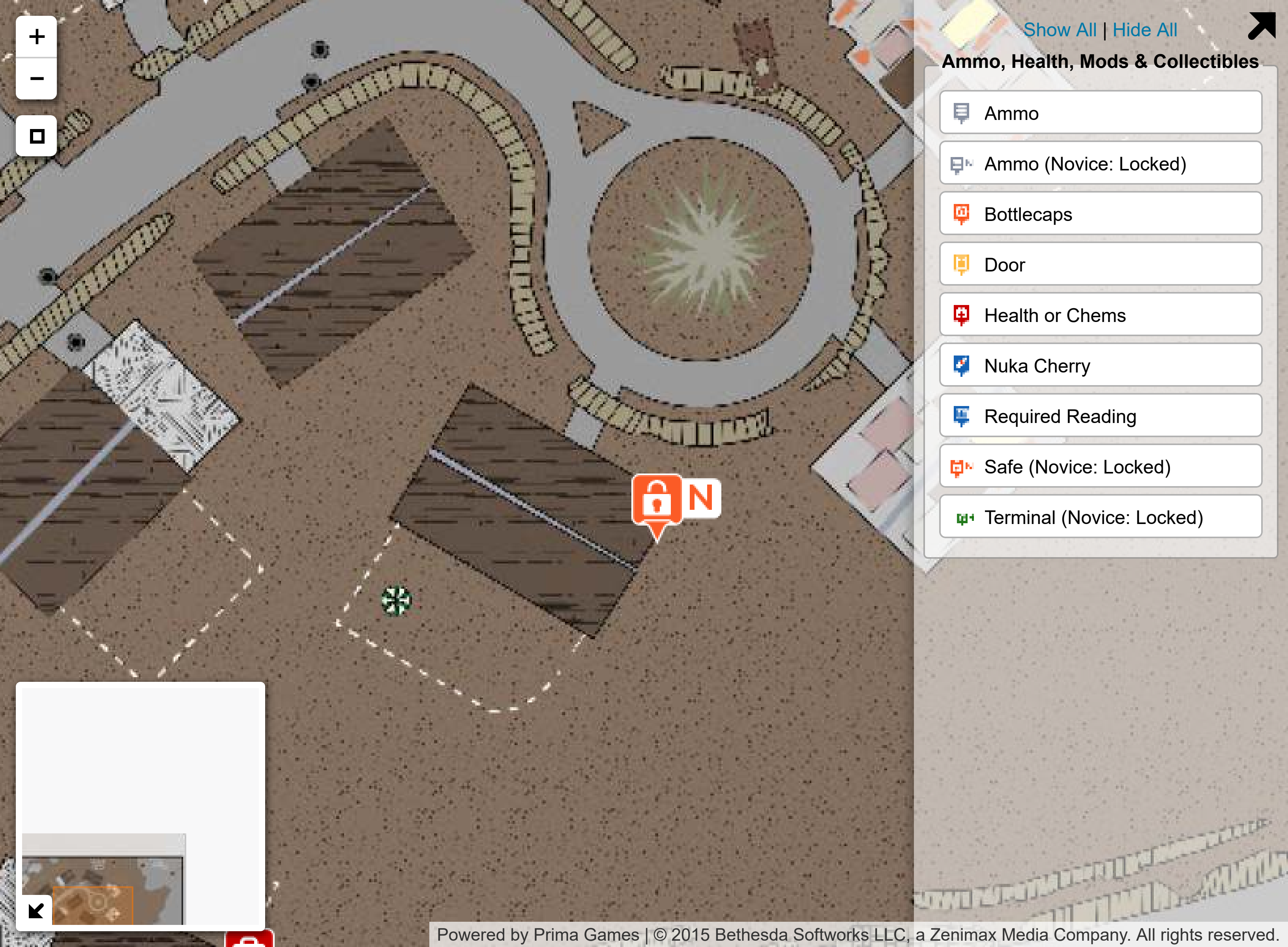
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Bottlecaps
Door
Health or Chems
Nuka Cherry
Required Reading
Safe (Novice: Locked)
Terminal (Novice: Locked)
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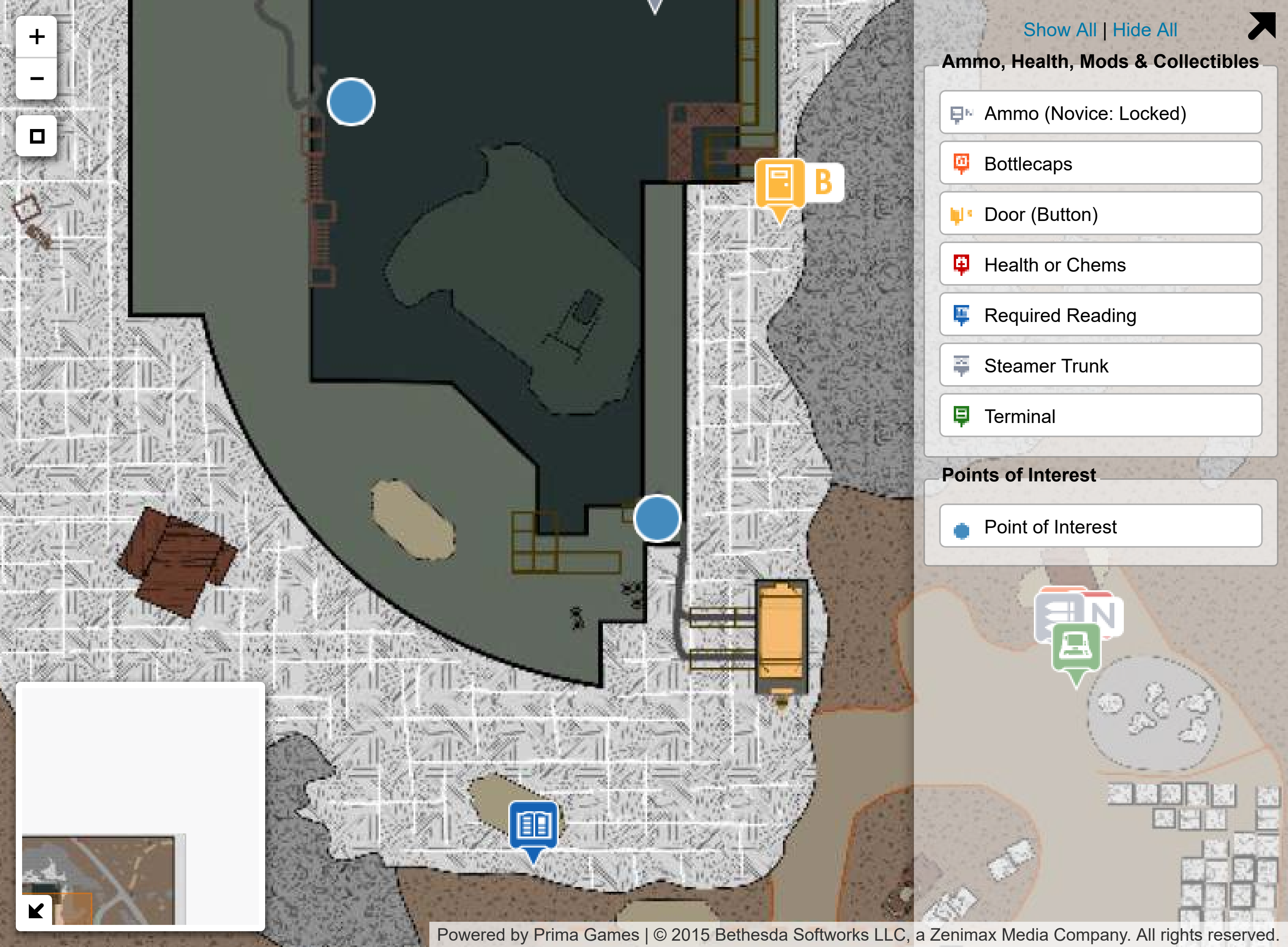
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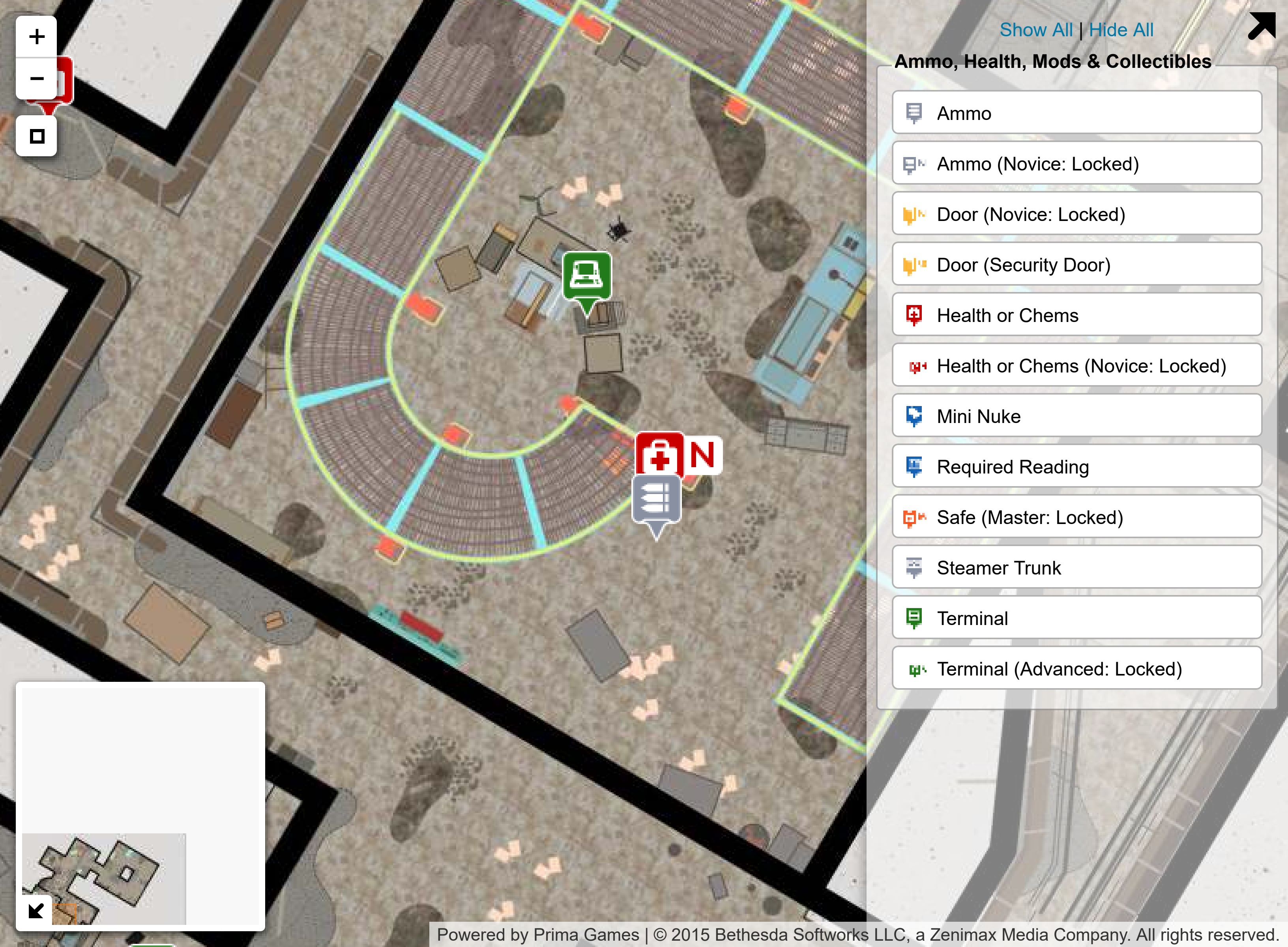
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Door (Novice: Locked)
Door (Security Door)
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Health or Chems (Novice: Locked)
Mini Nuke
Required Reading
Safe (Master: Locked)
Steamer Trunk
Terminal
Terminal (Advanced: Locked)
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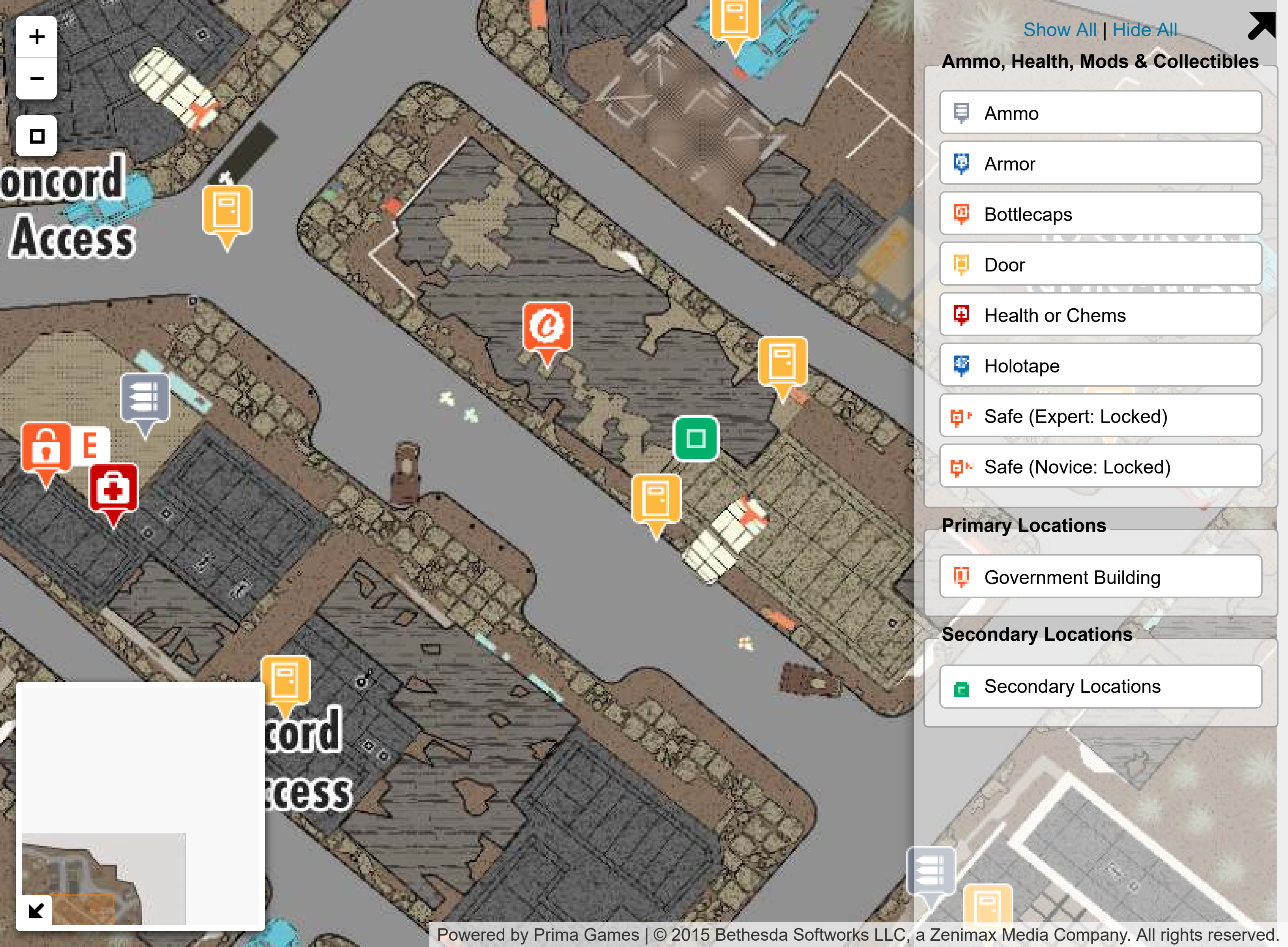
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Armor
Bottlecaps
Door
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Holotape
Safe (Expert: Locked)
Safe (Novice: Locked)
Primary Locations
Government Building
Secondary Locations
Secondary Locations

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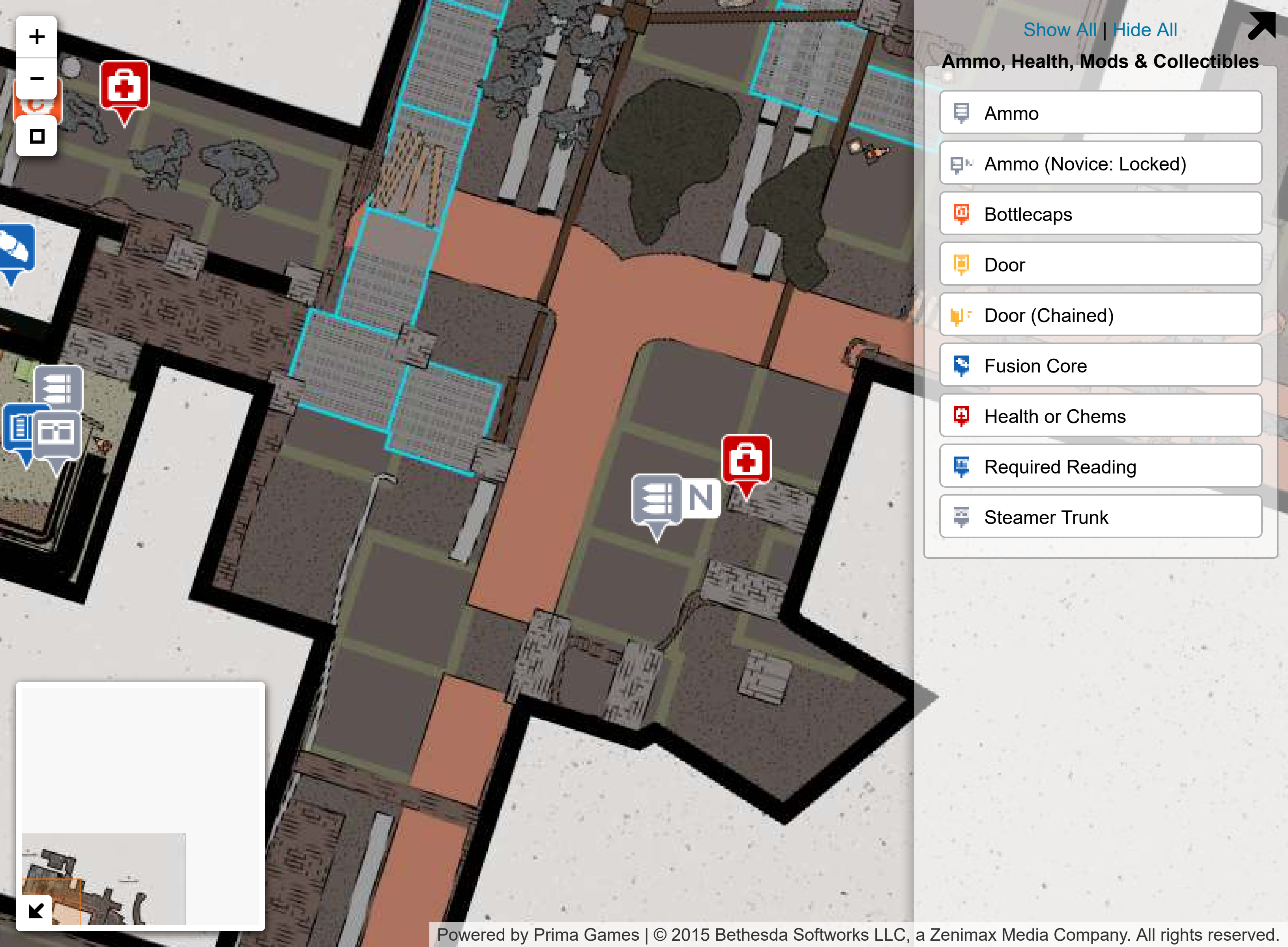

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Ammo, Health, Mods & Collectibles

- Ammo
- Ammo (Novice: Locked)
- Bottlecaps
- Door
- Door (Chained)
- Fusion Core
- Health or Chems
- Required Reading
- Steamer Trunk

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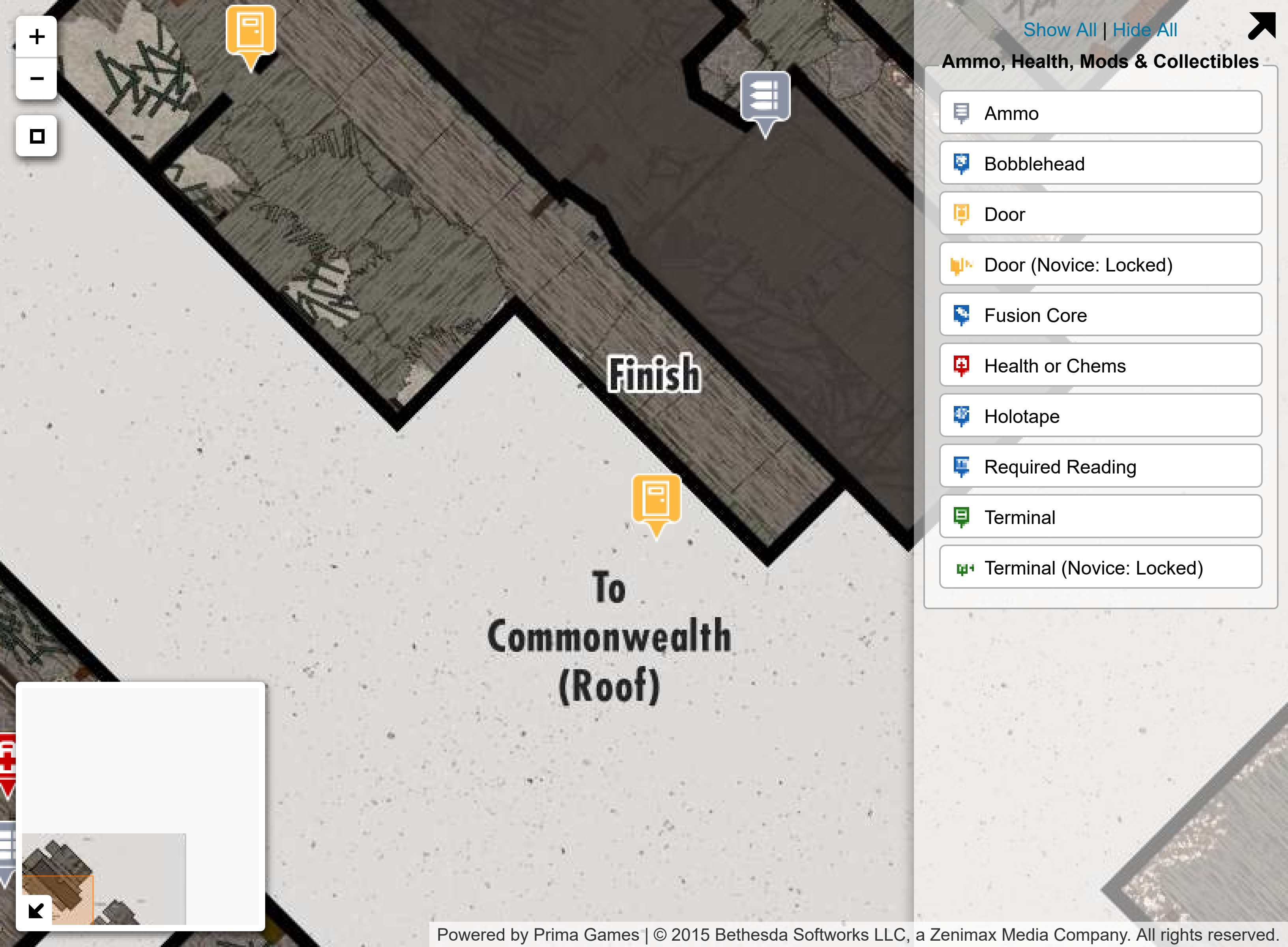
Finish
To Commonwealth (Roof)
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Ammo, Health, Mods & Collectibles
Ammo
Bobblehead
Door
Door (Novice: Locked)
Fusion Core
Health or Chems
Holotape
Required Reading
Terminal
Terminal (Novice: Locked)

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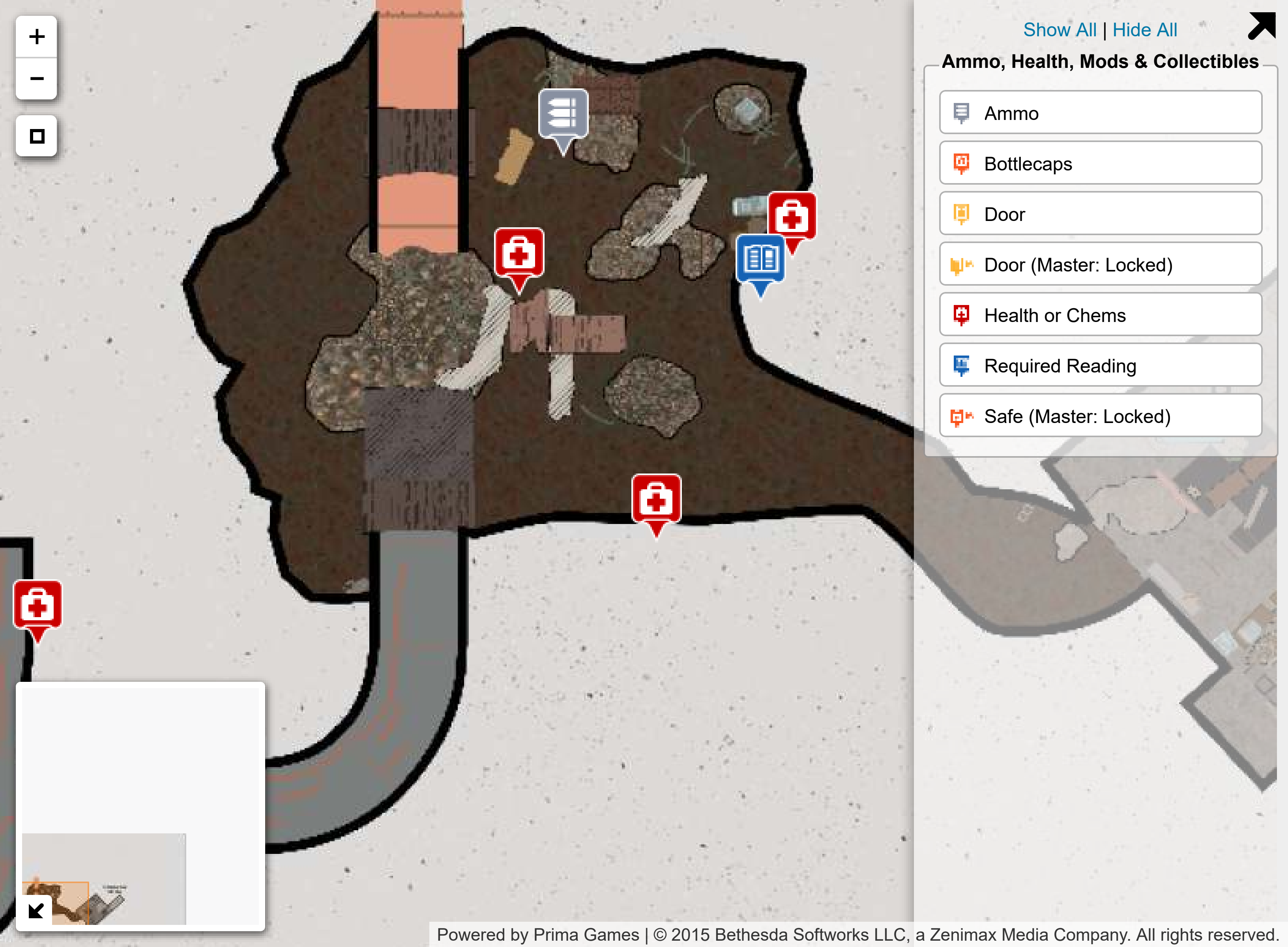

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Required Reading
Safe (Master: Locked)

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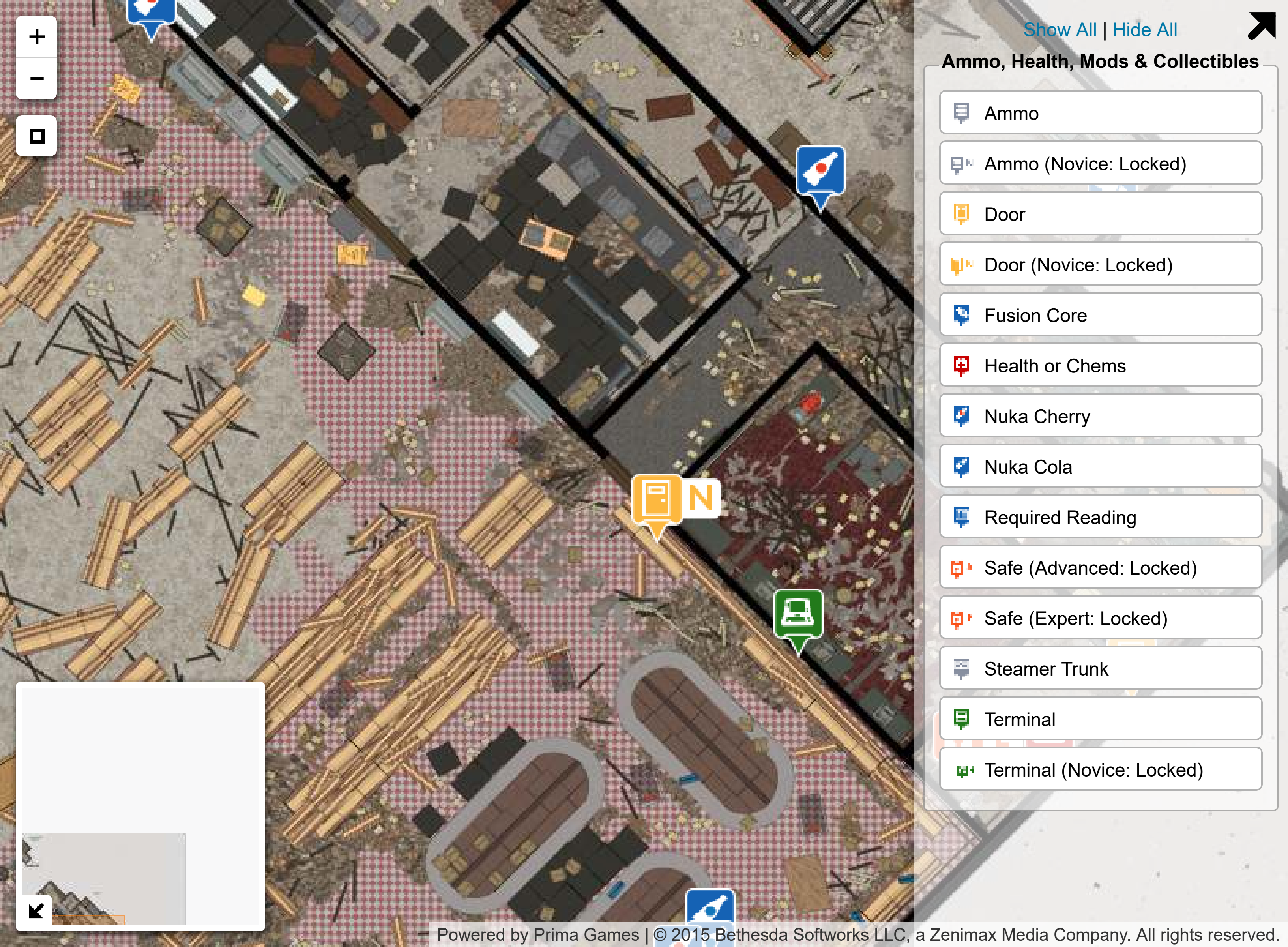
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Door
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Fusion Core
Health or Chems
Nuka Cherry
Nuka Cola
Required Reading
Safe (Advanced: Locked)
Safe (Expert: Locked)
Steamer Trunk
Terminal
Terminal (Novice: Locked)
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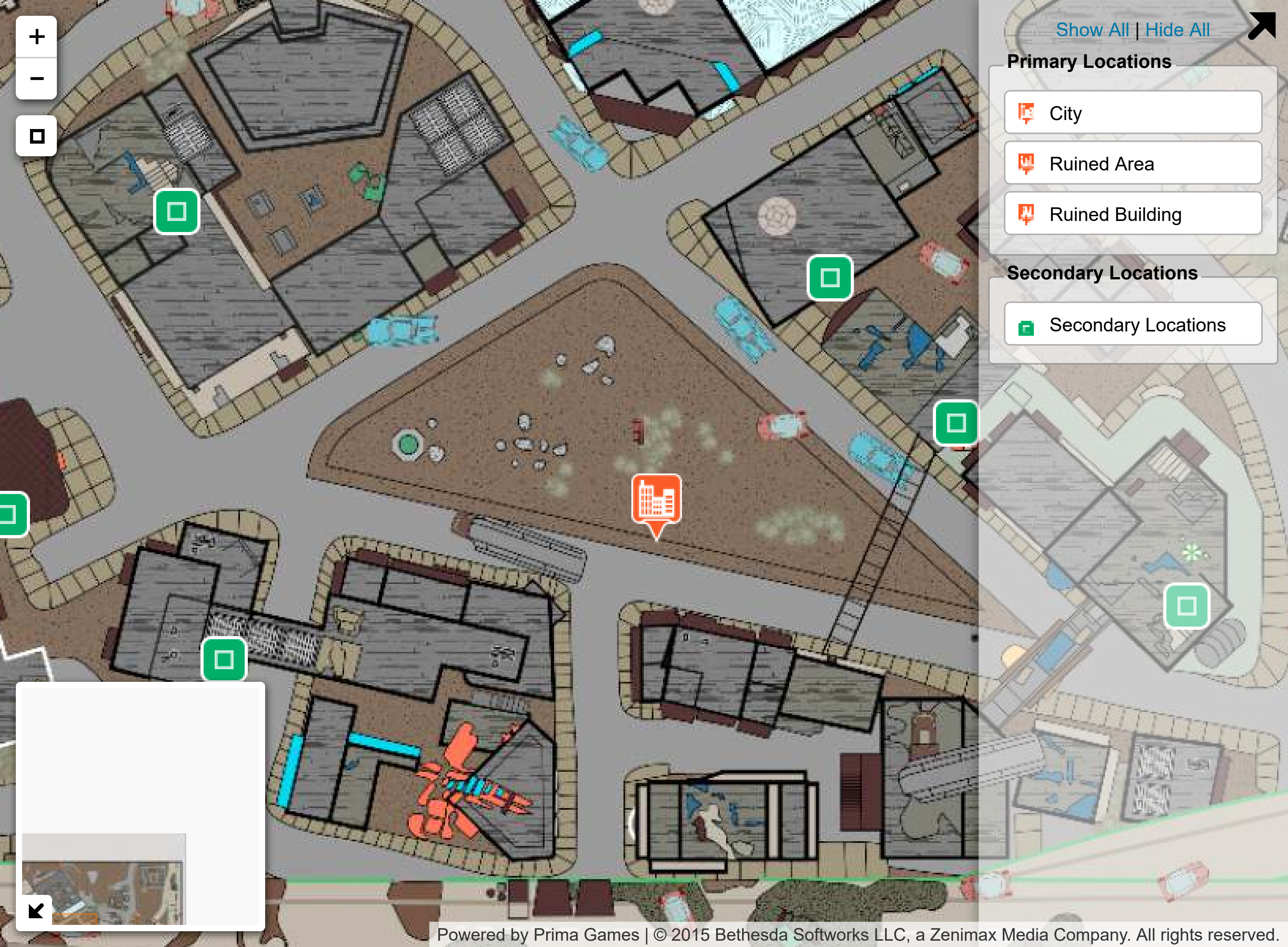
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Primary Locations
City
Ruined Area
Ruined Building
Secondary Locations
Secondary Locations
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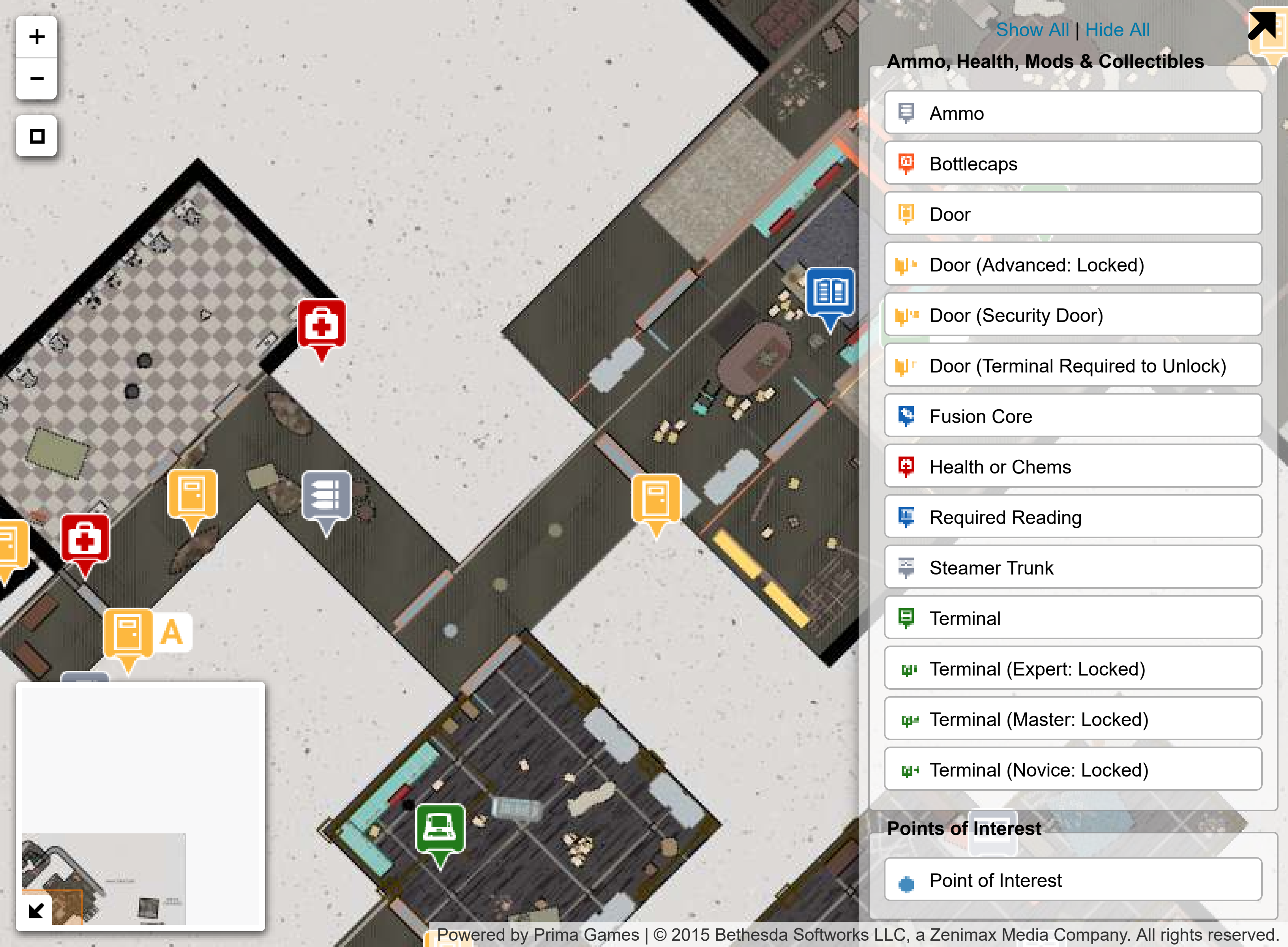
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Ammo, Health, Mods & Collectibles
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Door (Security Door)
Door (Terminal Required to Unlock)
Fusion Core
Health or Chems
Required Reading
Steamer Trunk
Terminal
Terminal (Expert: Locked)
Terminal (Master: Locked)
Terminal (Novice: Locked)
Points of Interest
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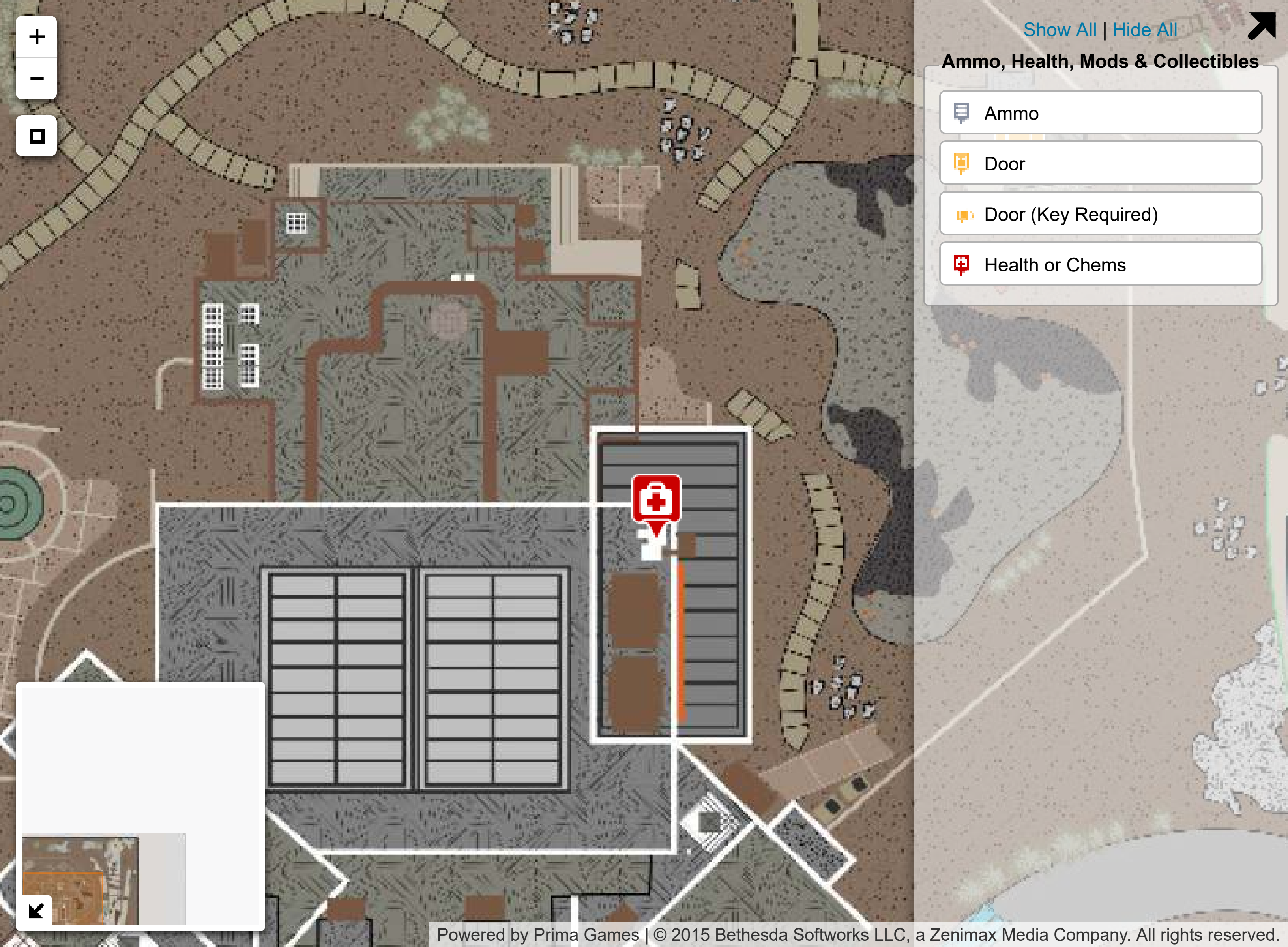
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Health or Chems

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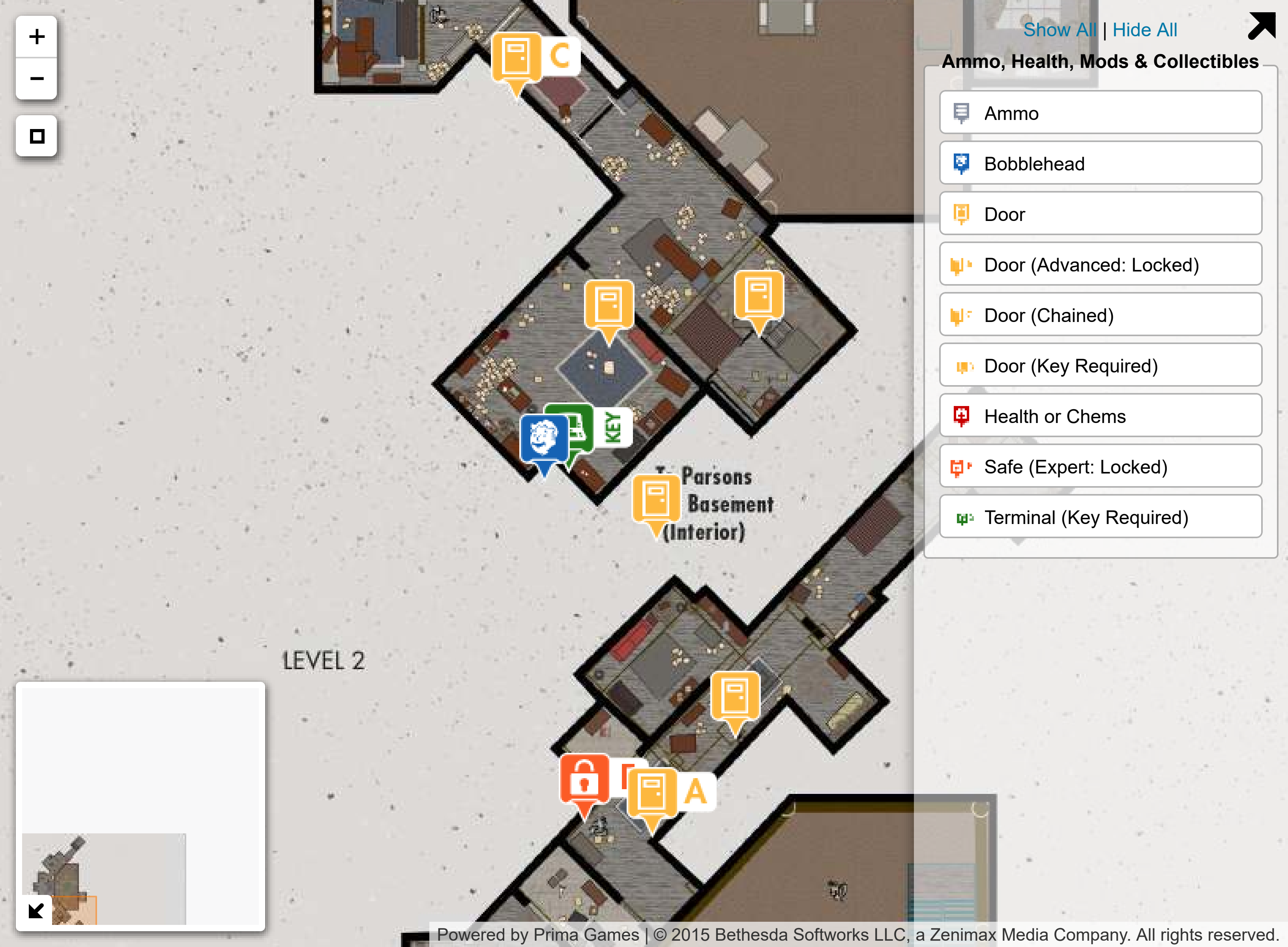
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Door (Key Required)
Health or Chems
Safe (Expert: Locked)
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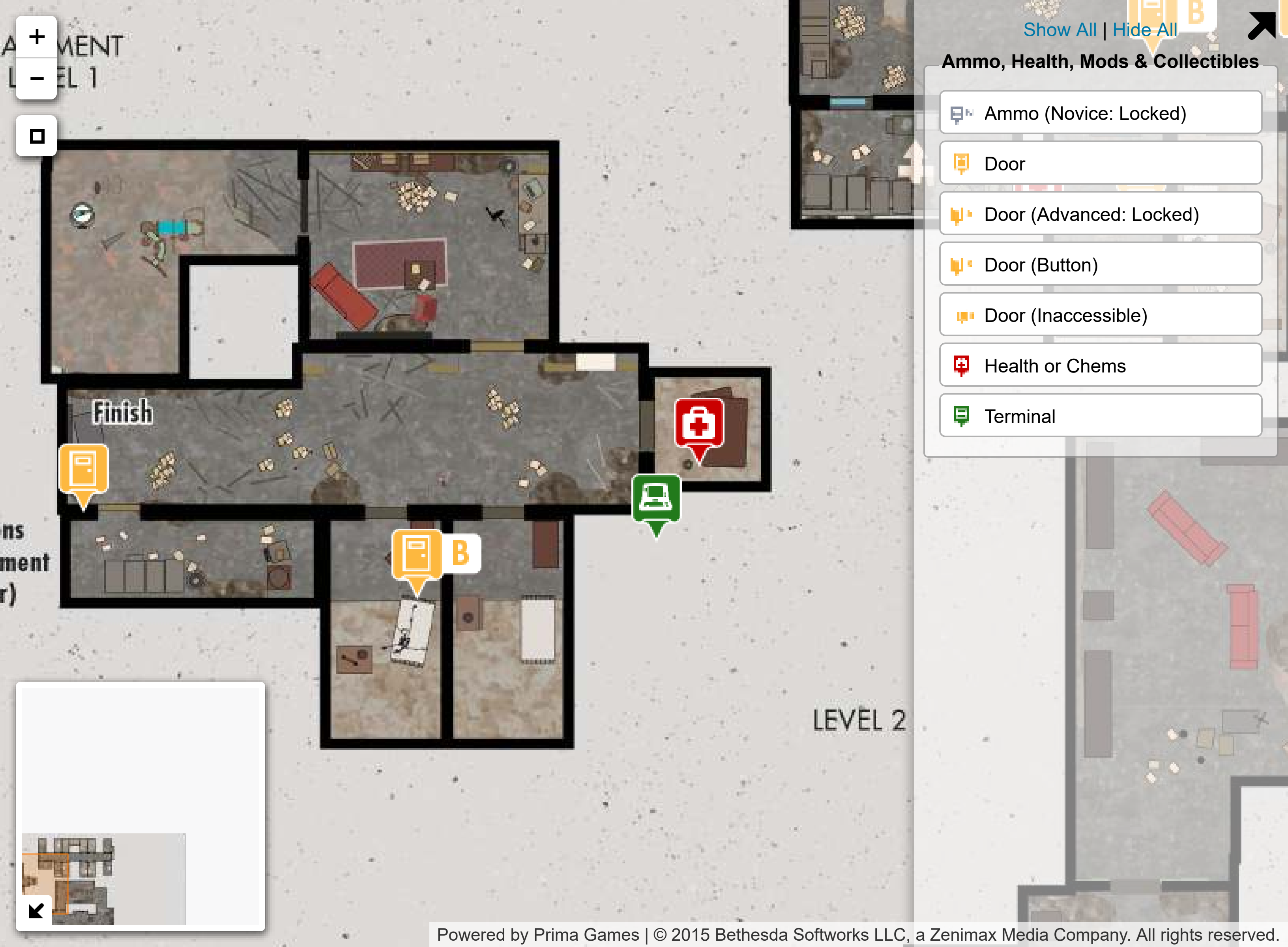
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Ammo, Health, Mods & Collectibles

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- Door
- Door (Advanced: Locked)
- Door (Button)
- Door (Inaccessible)
- Health or Chems
- Terminal

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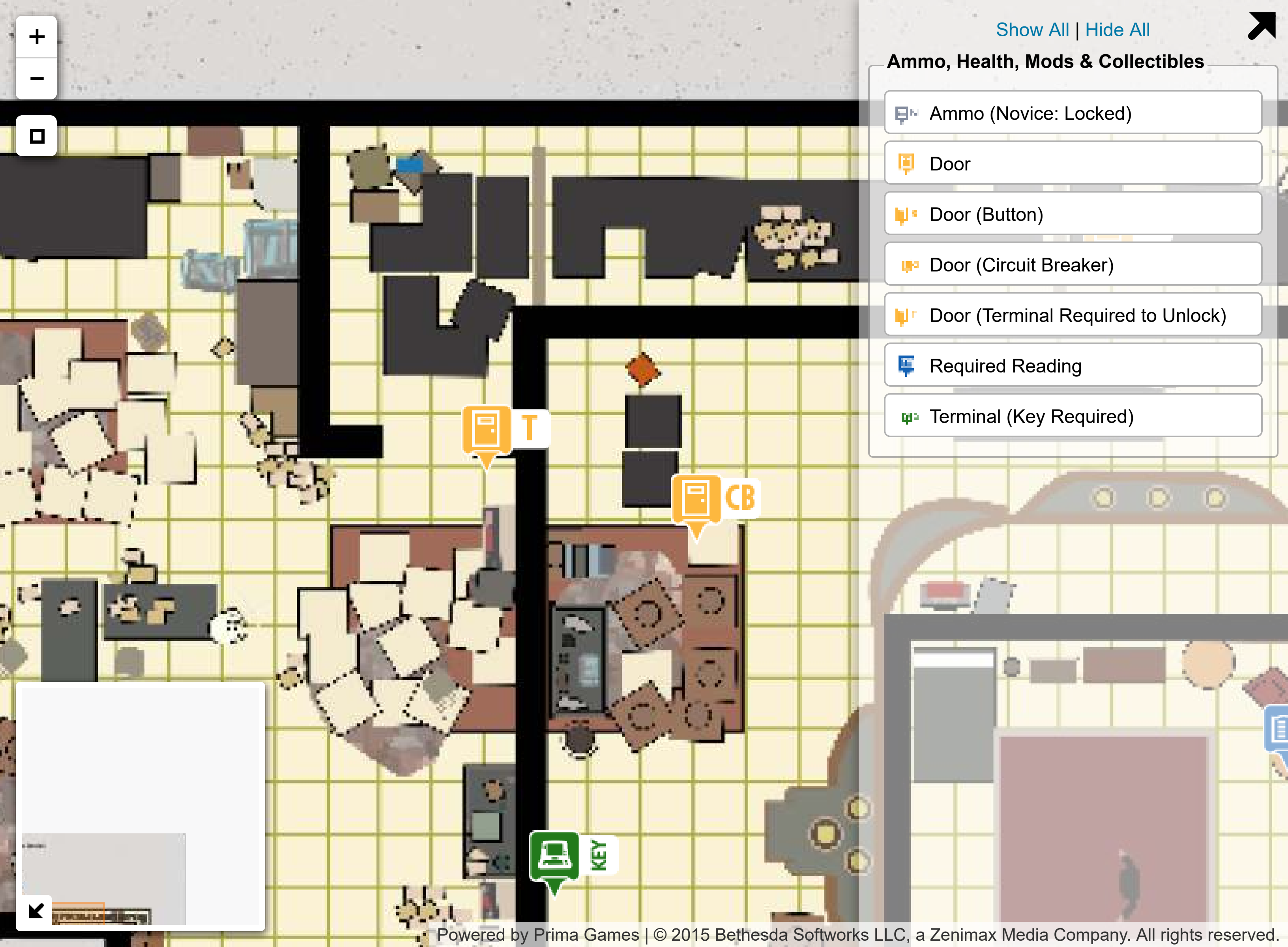
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Ammo, Health, Mods & Collectibles
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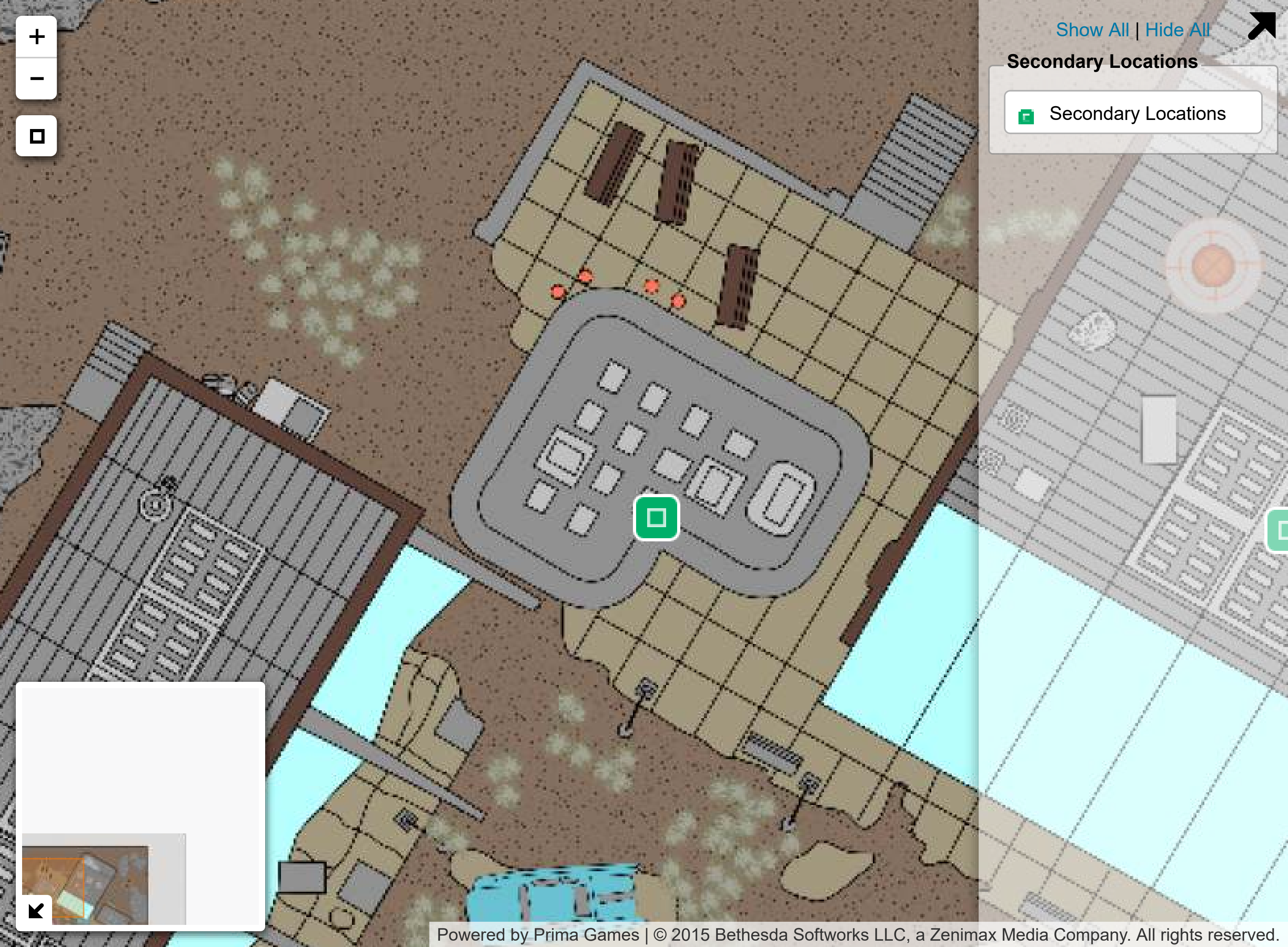
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Secondary Locations
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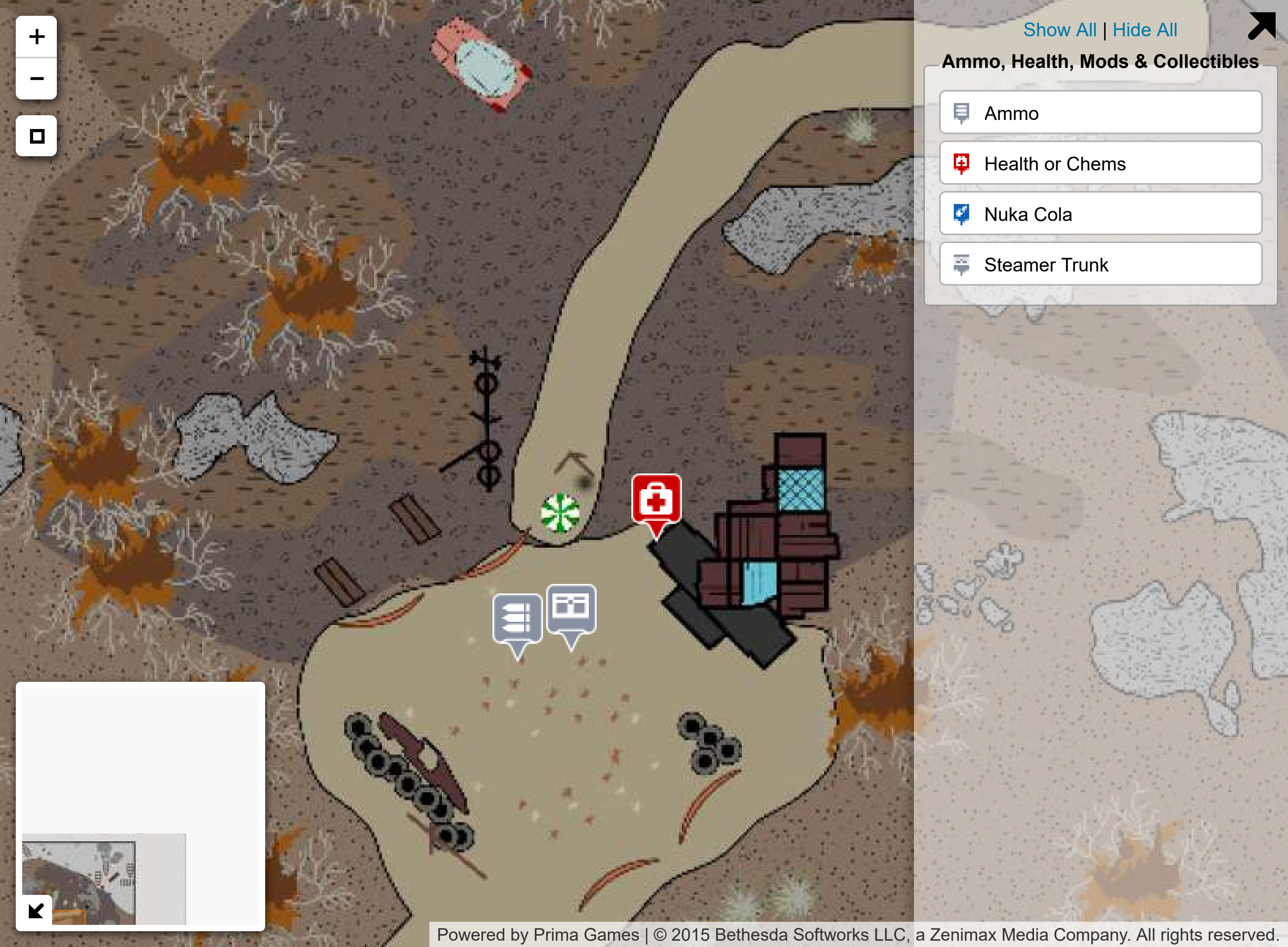
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Ammo, Health, Mods & Collectibles
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Health or Chems
Nuka Cola
Steamer Trunk

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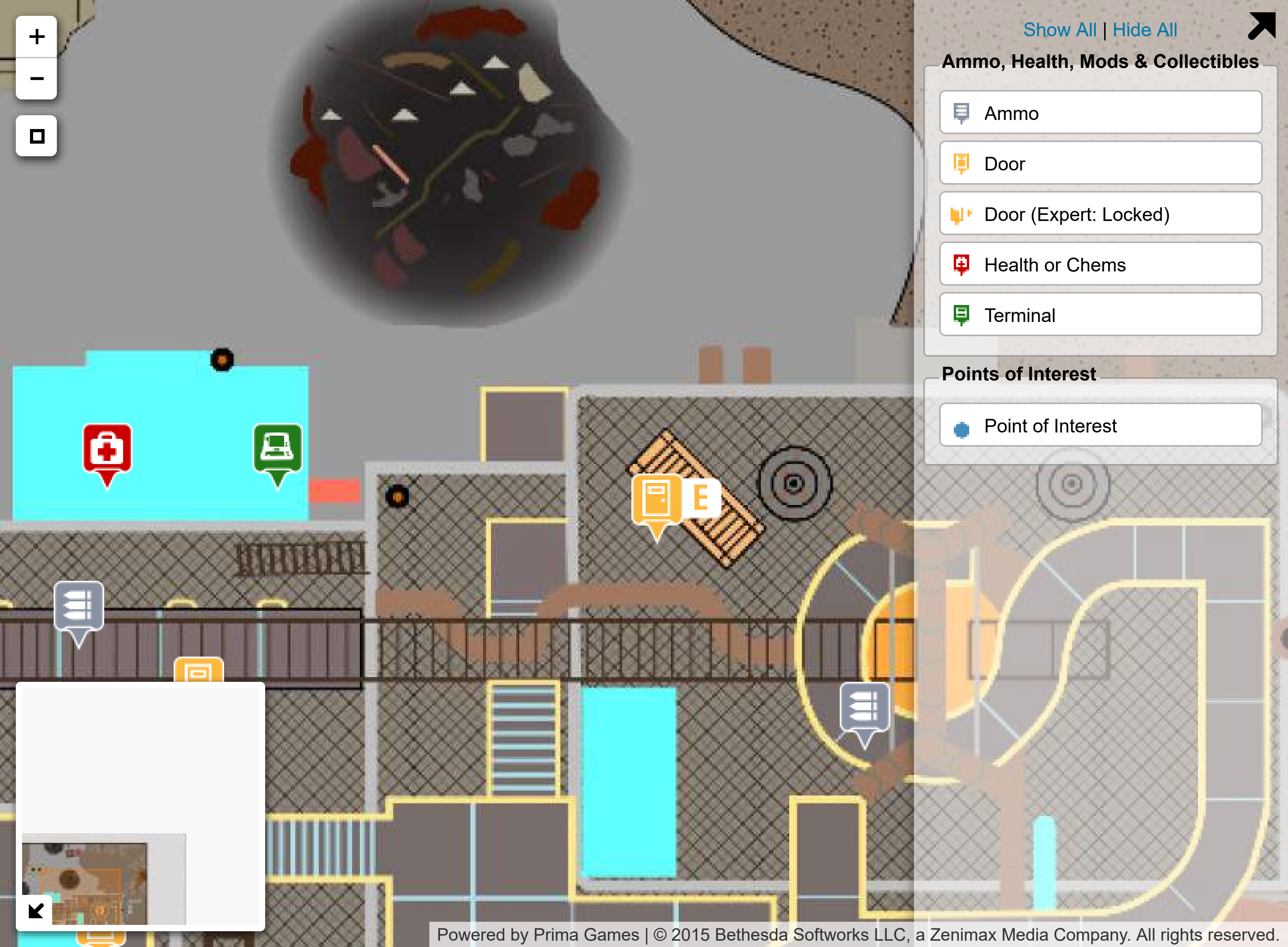
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Ammo, Health, Mods & Collectibles
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Door (Expert: Locked)
Health or Chems
Terminal
Points of Interest
Point of Interest
E

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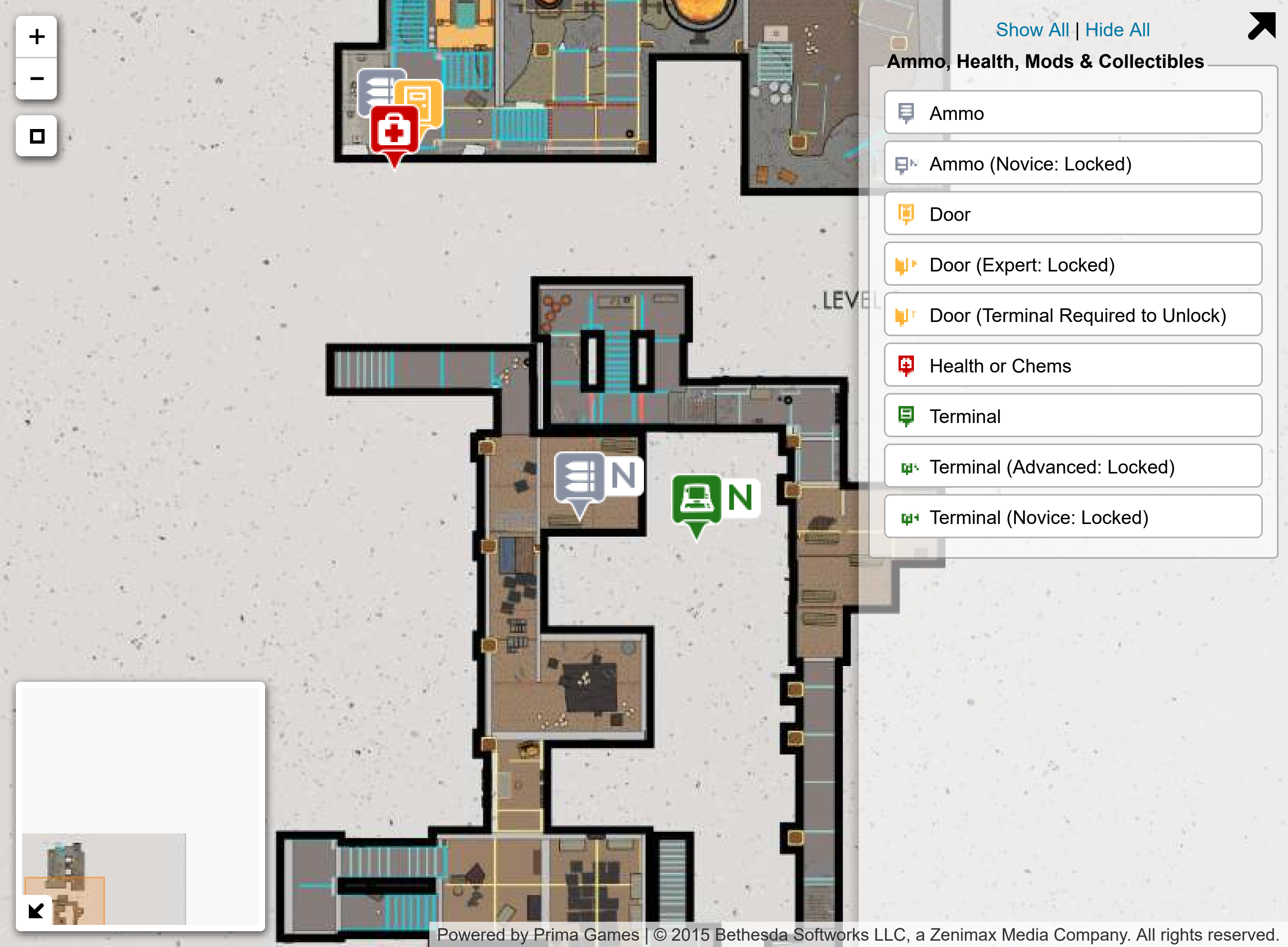
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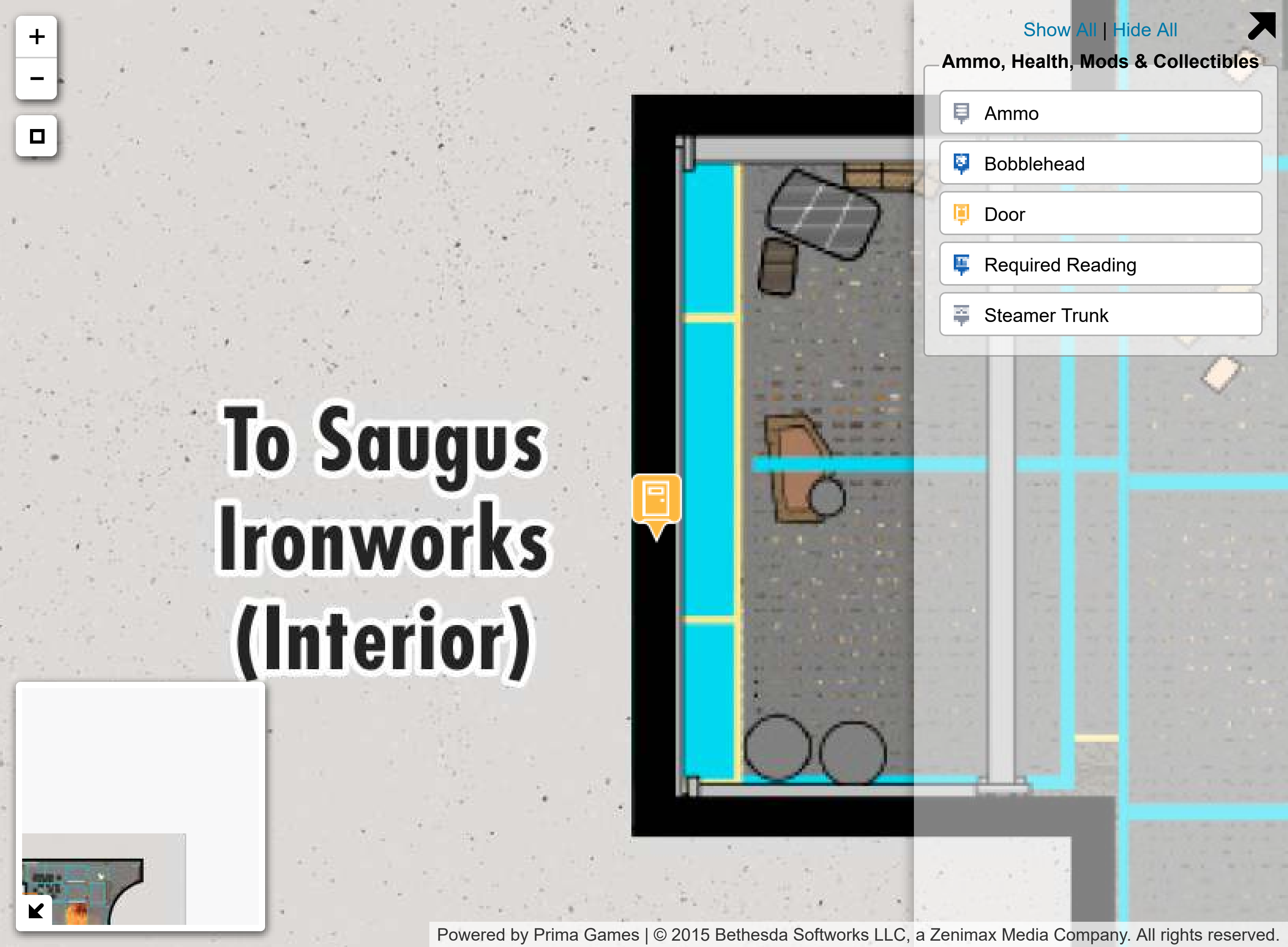
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Ammo, Health, Mods & Collectibles
Ammo
Bobblehead
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Required Reading
Steamer Trunk
To Saugus Ironworks (Interior)

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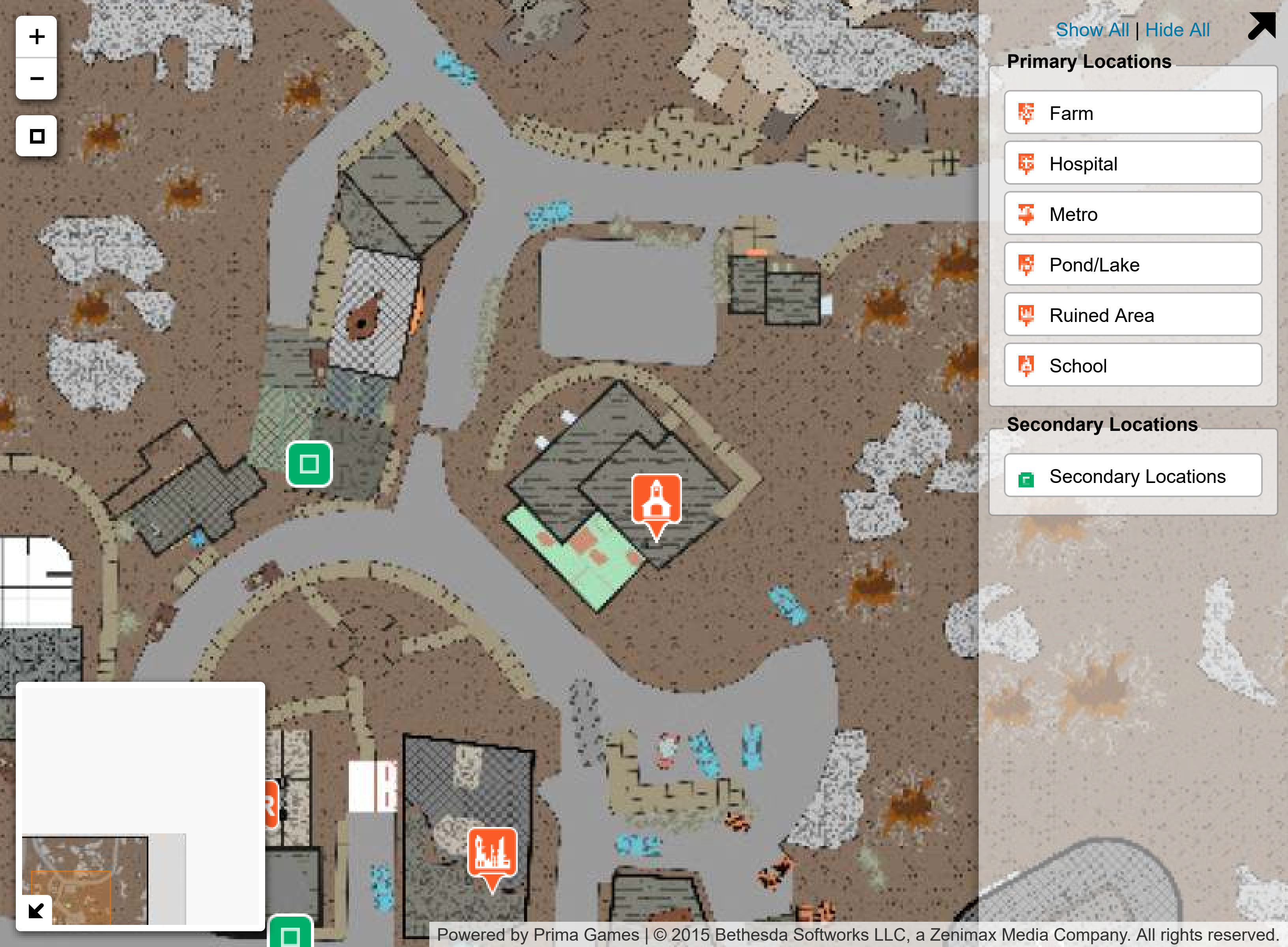
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Primary Locations
Farm
Hospital
Metro
Pond/Lake
Ruined Area
School
Secondary Locations
Secondary Locations

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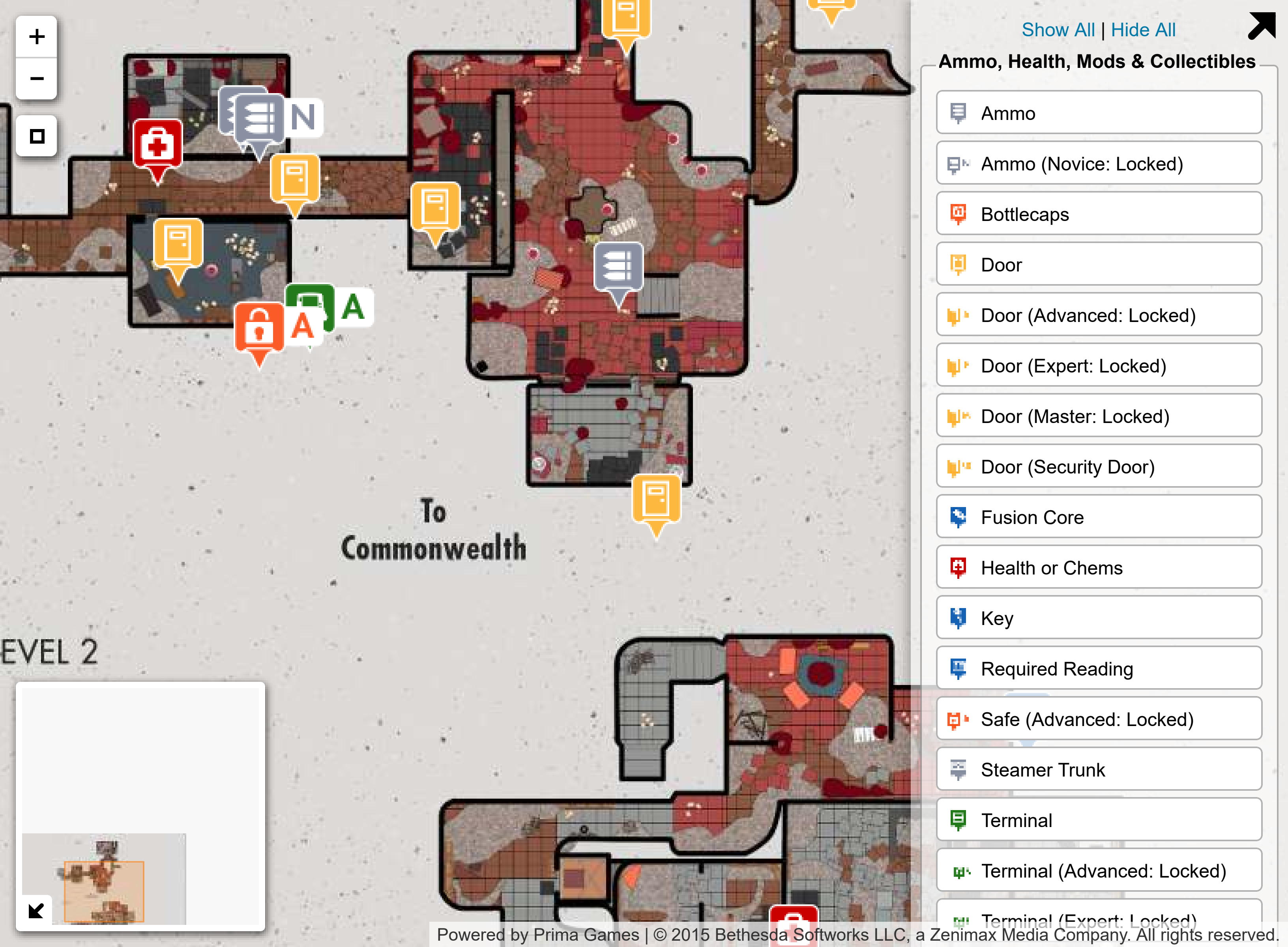
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To Commonwealth
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Ammo, Health, Mods & Collectibles
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Door (Advanced: Locked)
Door (Expert: Locked)
Door (Master: Locked)
Door (Security Door)
Fusion Core
Health or Chems
Key
Required Reading
Safe (Advanced: Locked)
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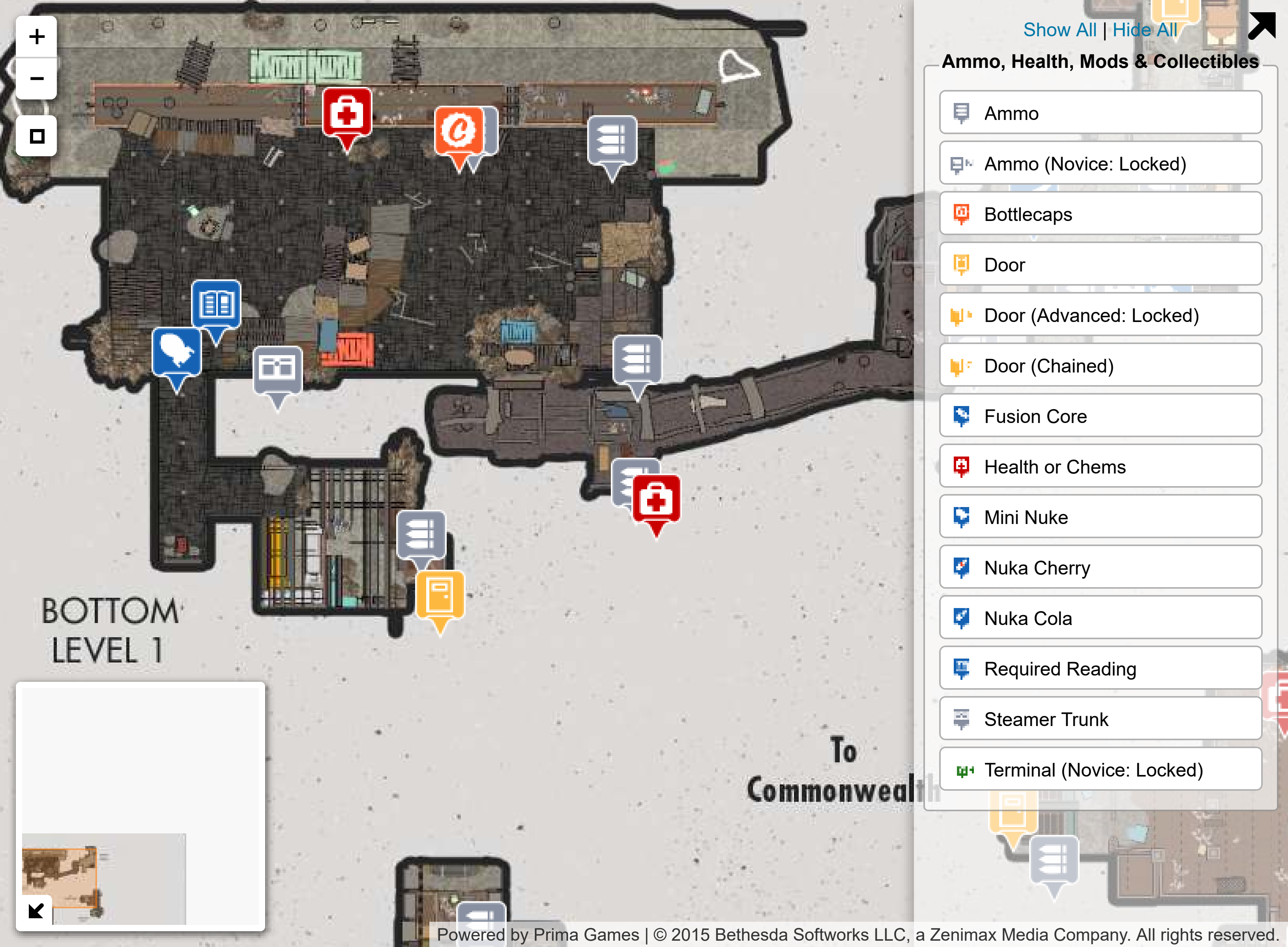
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Door (Chained)
Fusion Core
Health or Chems
Mini Nuke
Nuka Cherry
Nuka Cola
Required Reading
Steamer Trunk
Terminal (Novice: Locked)
BOTTOM LEVEL 1
To Commonwealth

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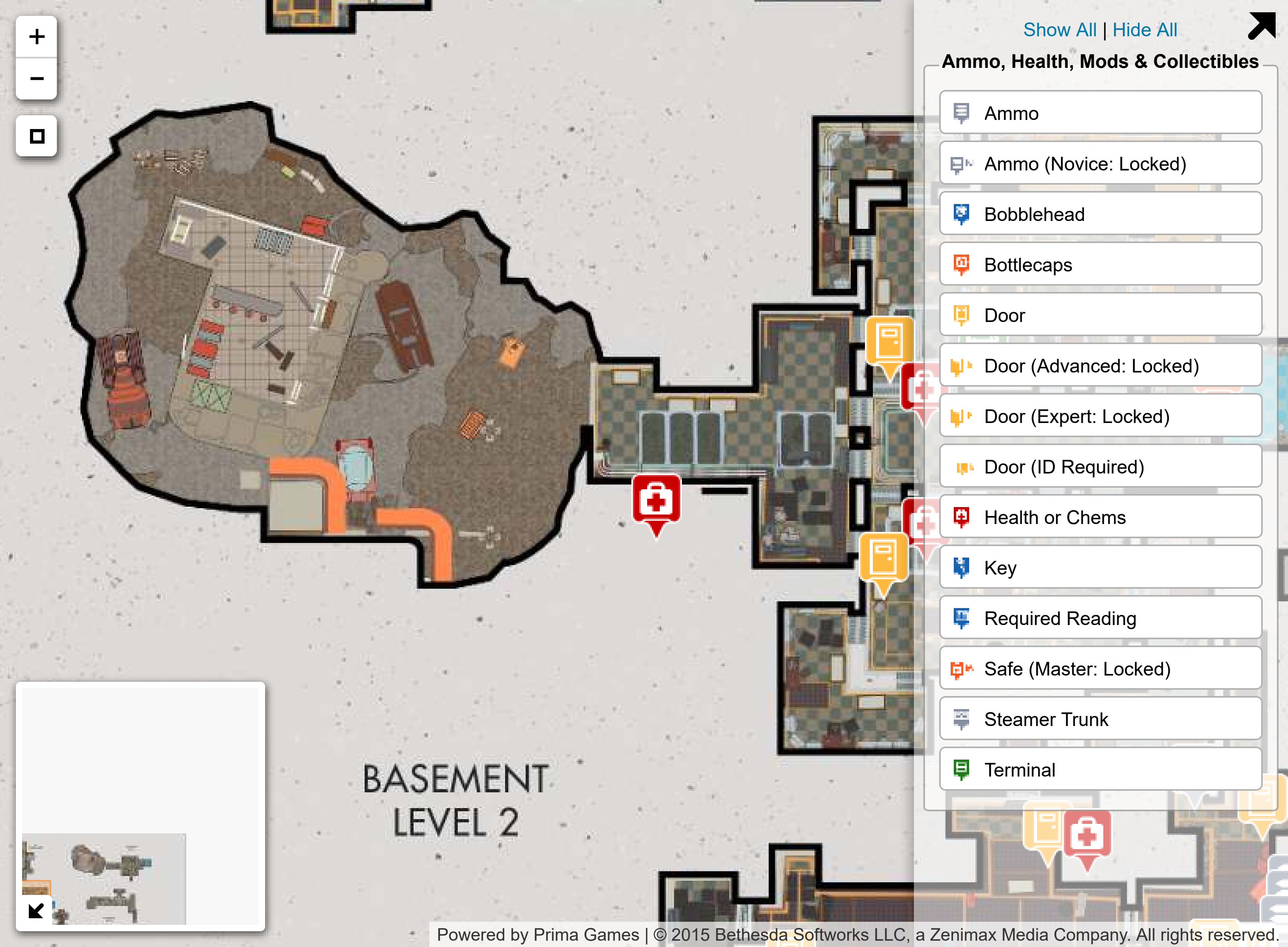
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Door (Expert: Locked)
Door (ID Required)
Health or Chems
Key
Required Reading
Safe (Master: Locked)
Steamer Trunk
Terminal
BASEMENT
LEVEL 2

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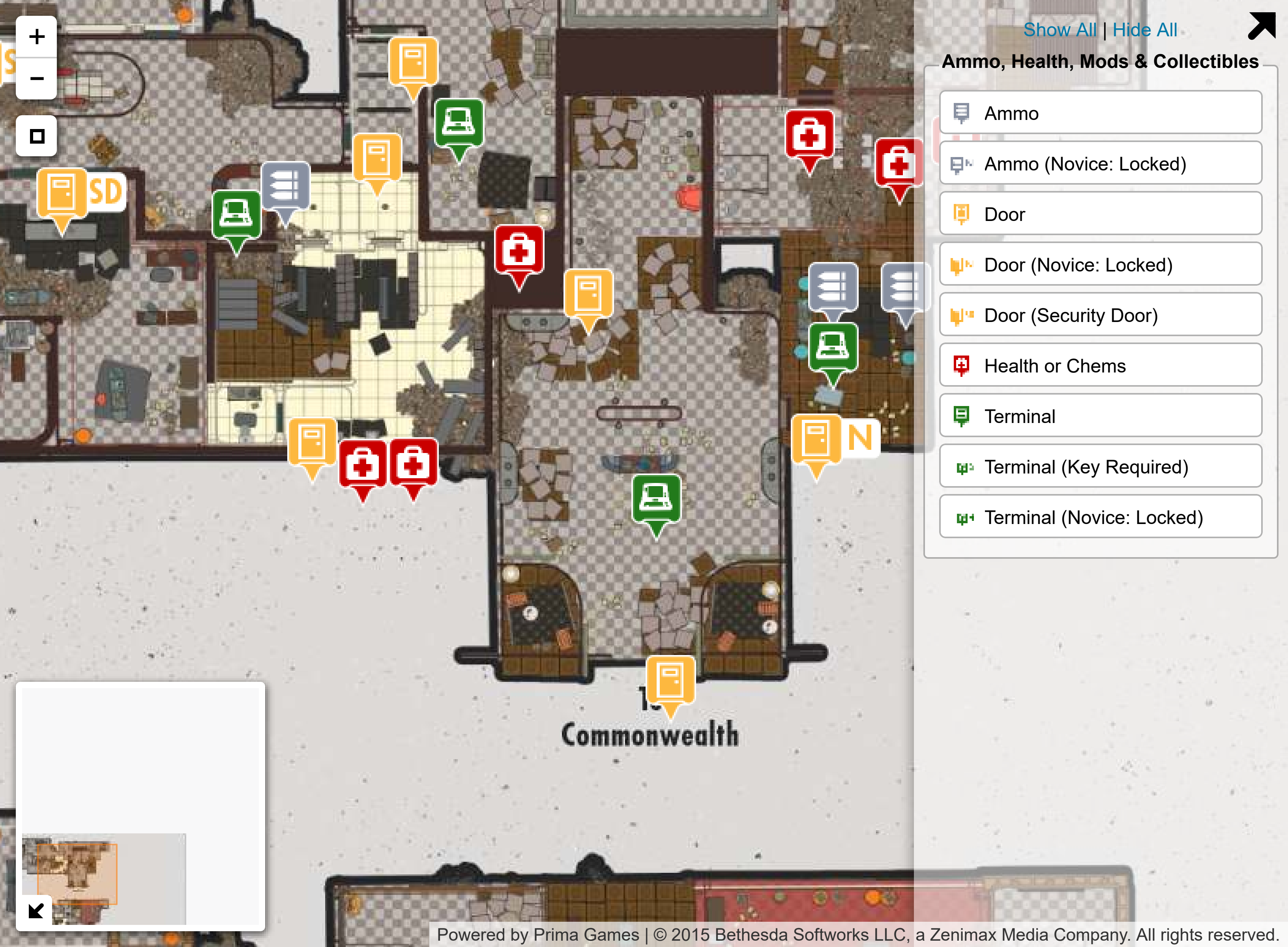
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Door (Security Door)
Health or Chems
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Terminal (Novice: Locked)
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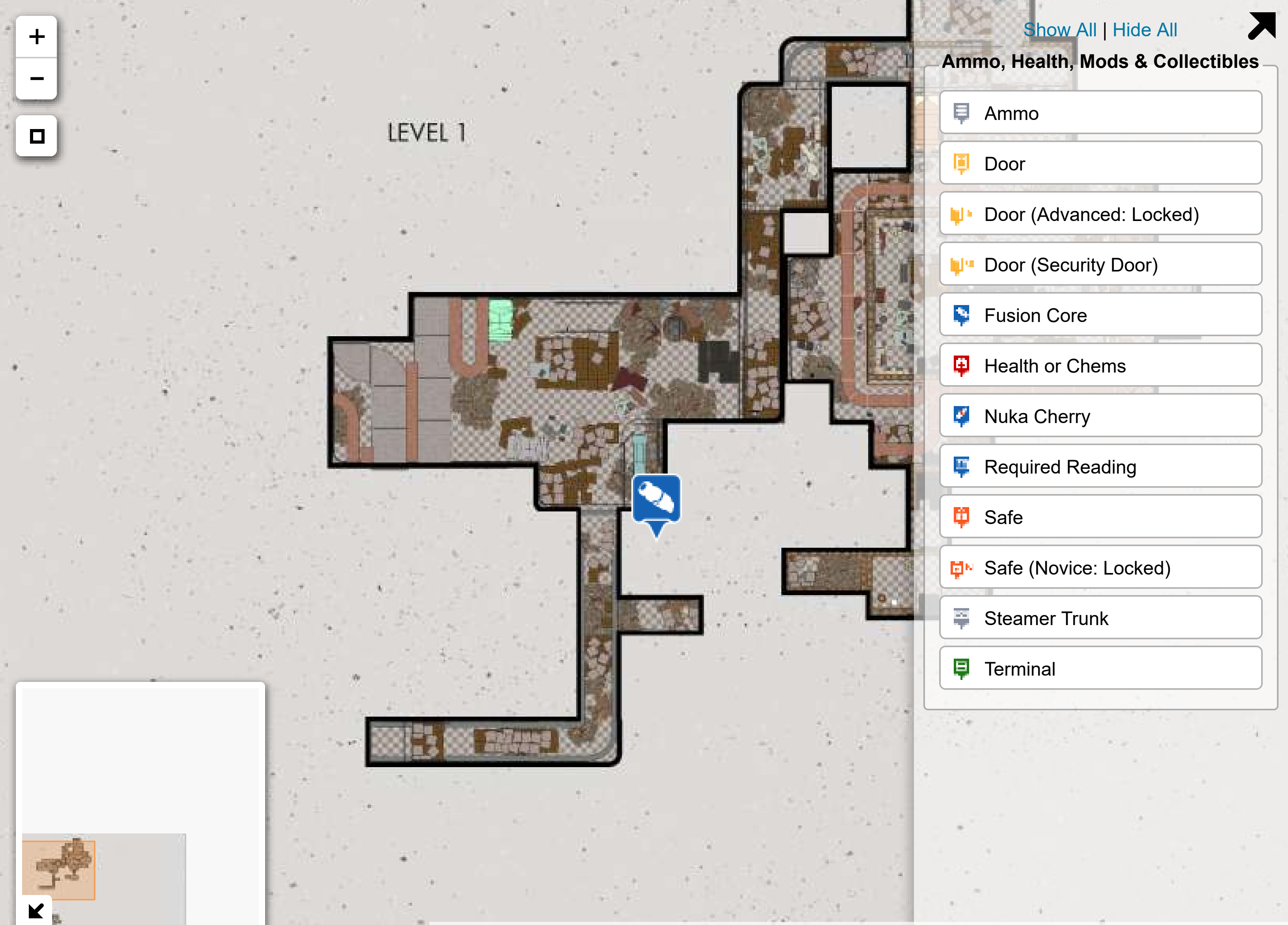
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Door (Security Door)
Fusion Core
Health or Chems
Nuka Cherry
Required Reading
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Safe (Novice: Locked)
Steamer Trunk
Terminal

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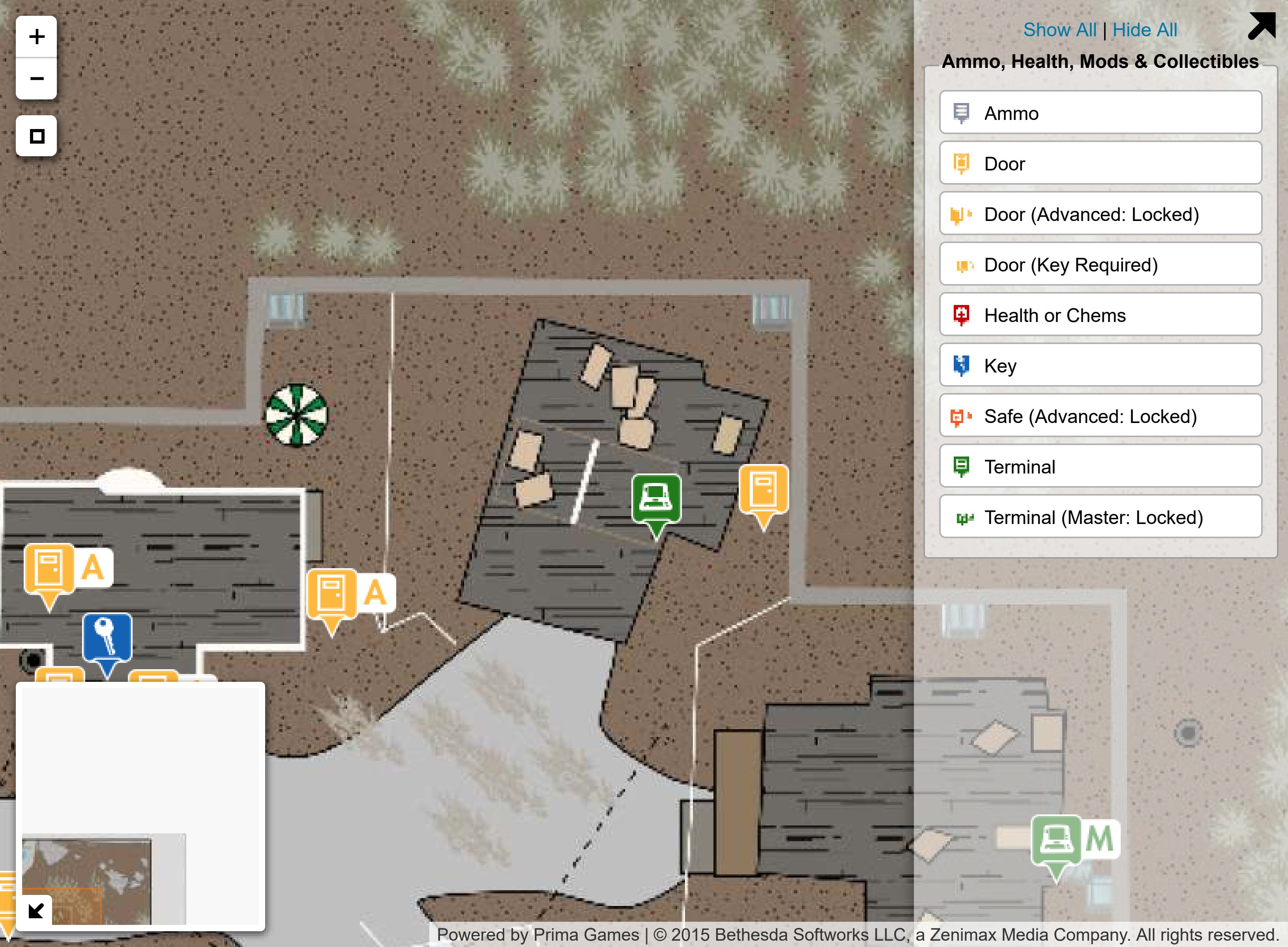
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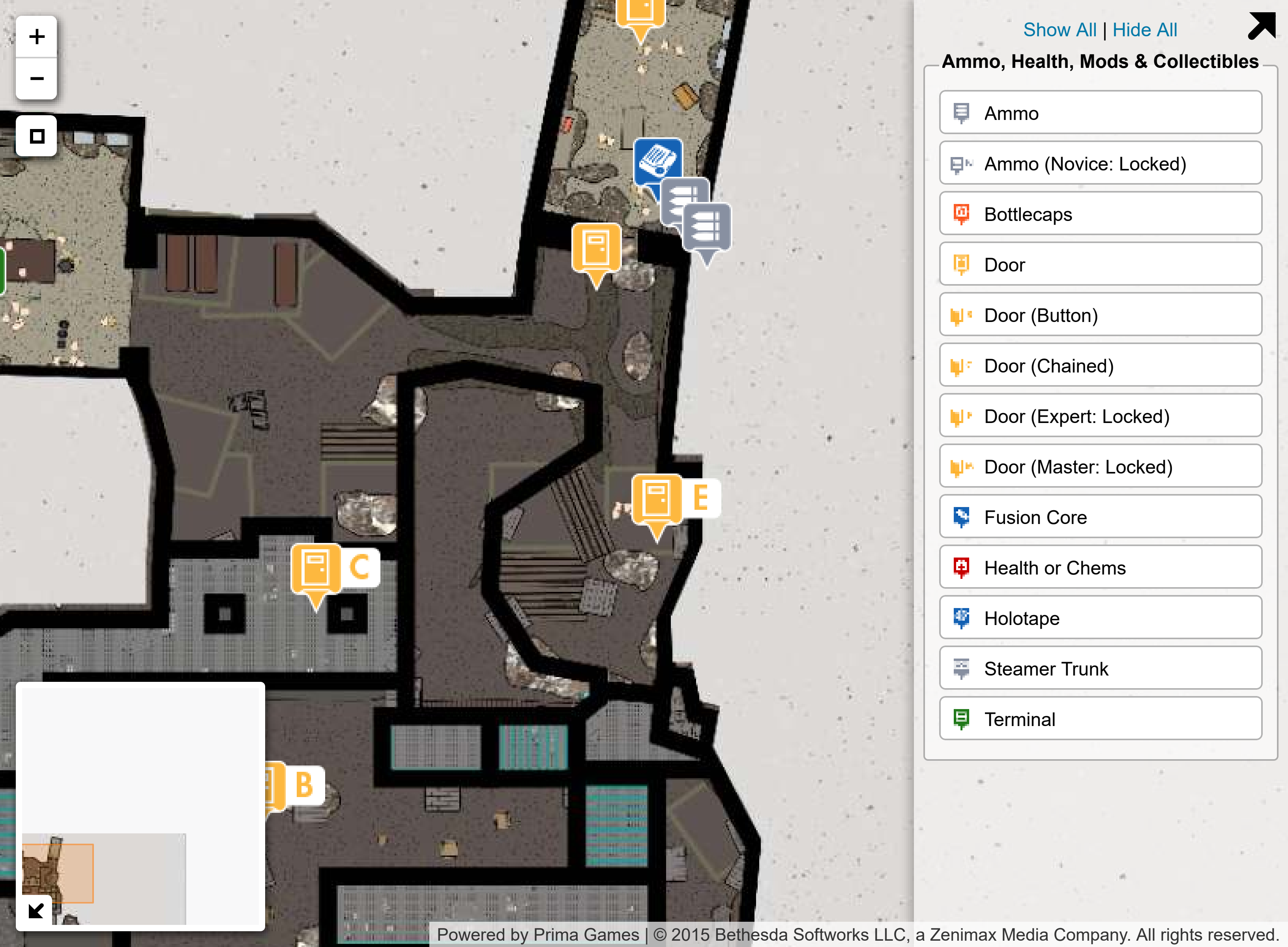
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Ammo, Health, Mods & Collectibles
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Door (Master: Locked)
Fusion Core
Health or Chems
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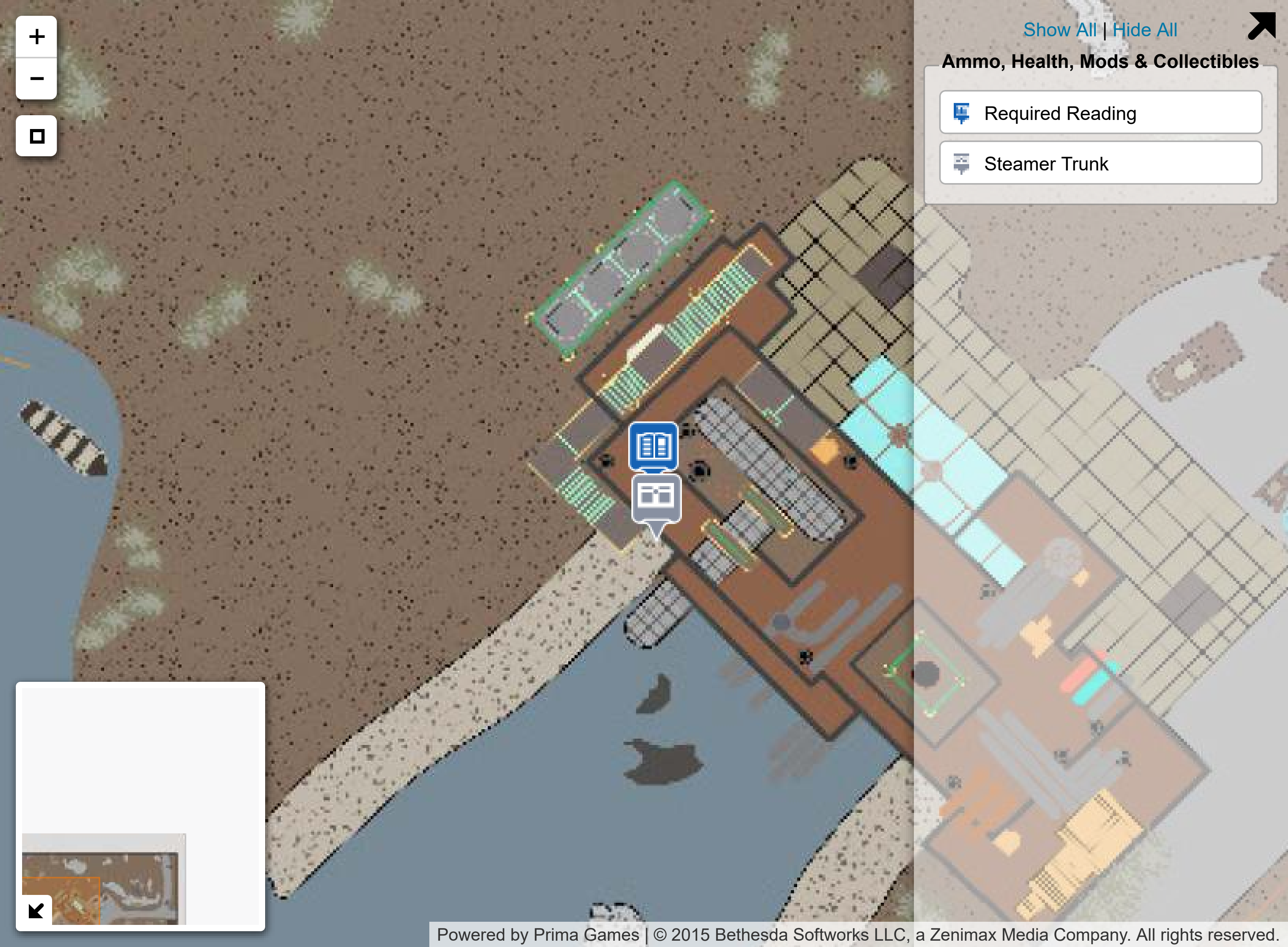
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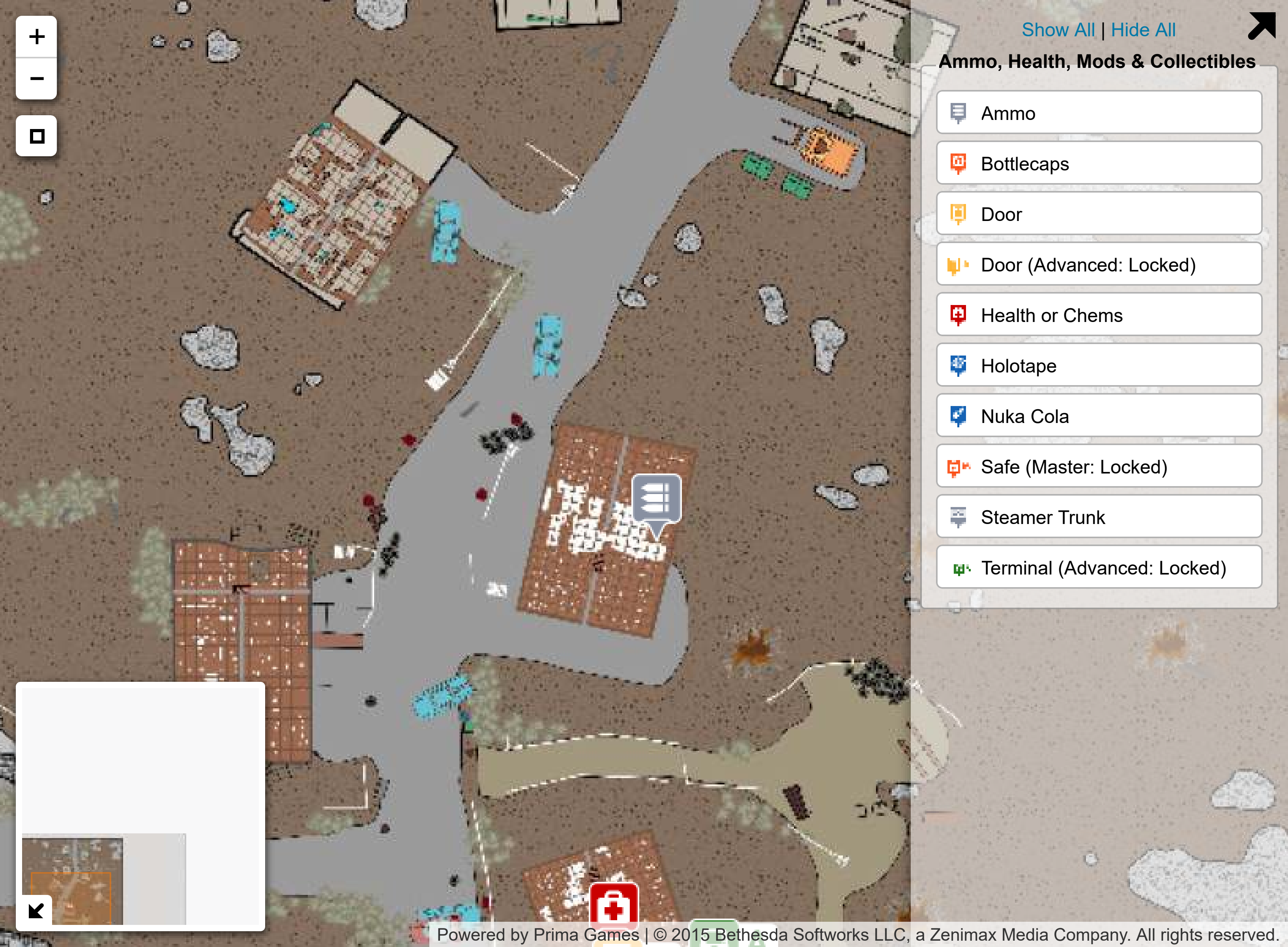
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Ammo, Health, Mods & Collectibles
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Bottlecaps
Door
Door (Advanced: Locked)
Health or Chems
Holotape
Nuka Cola
Safe (Master: Locked)
Steamer Trunk
Terminal (Advanced: Locked)

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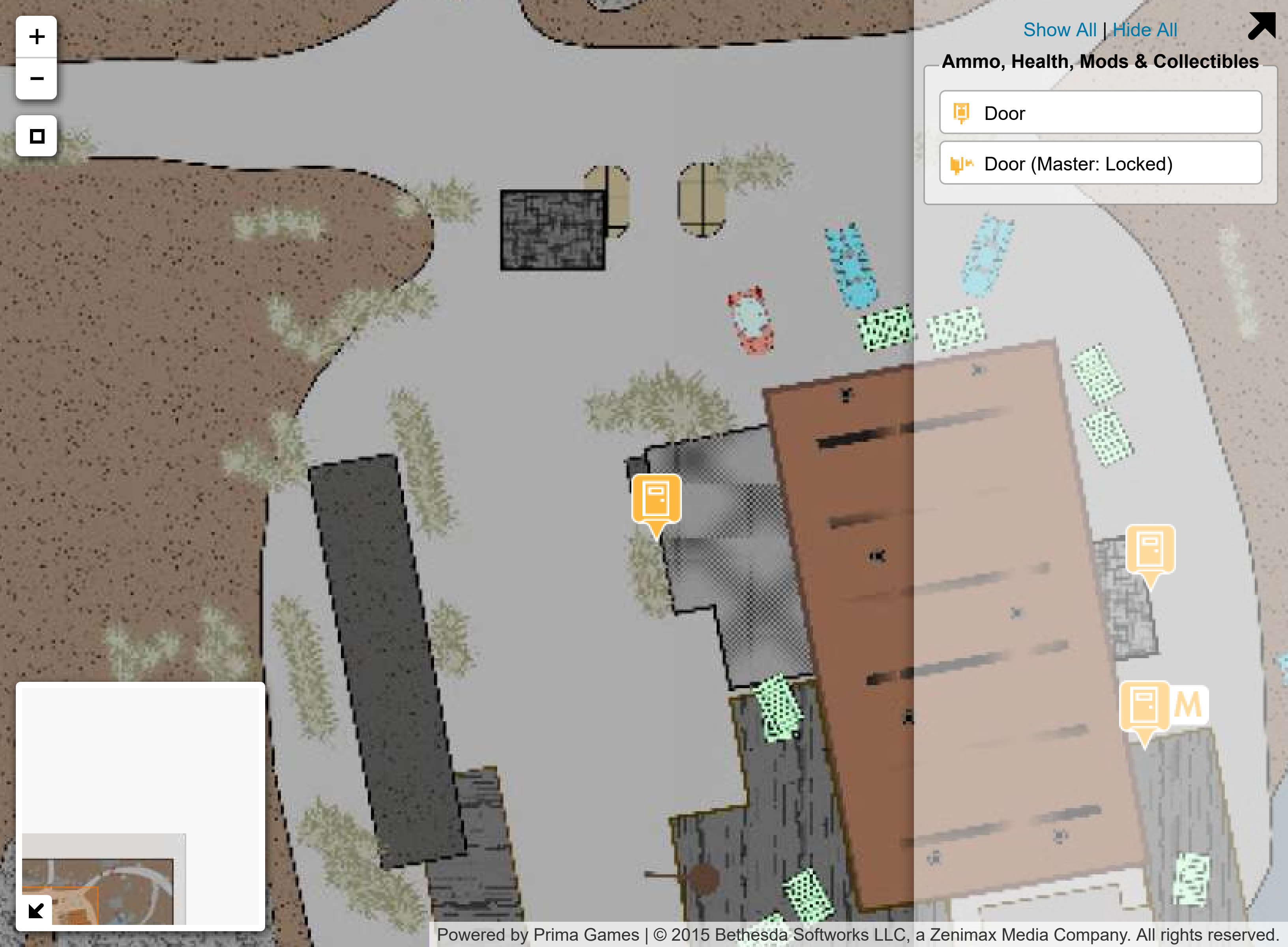
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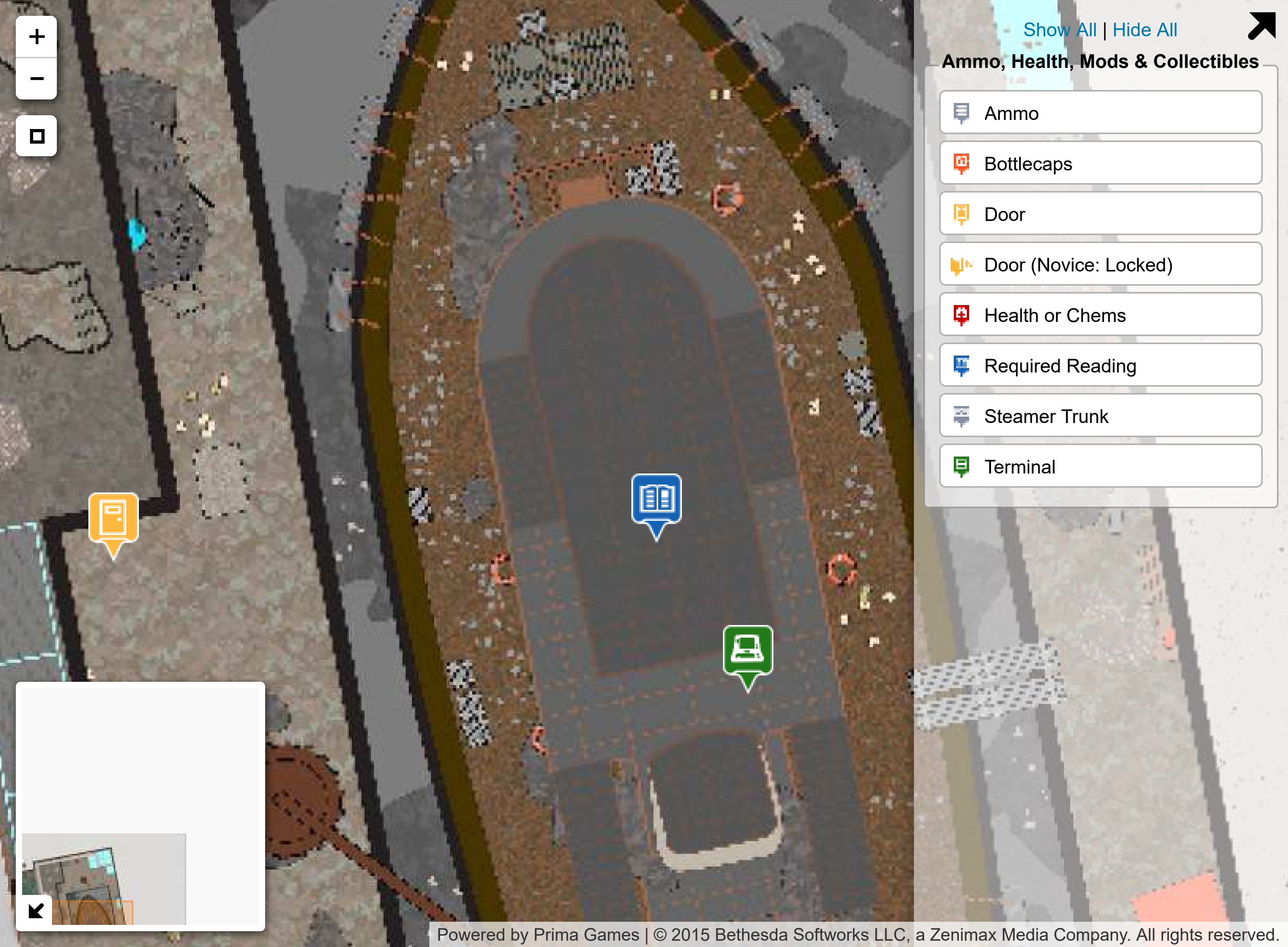
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Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Bottlecaps
Door
Door (Novice: Locked)
Health or Chems
Required Reading
Steamer Trunk
Terminal

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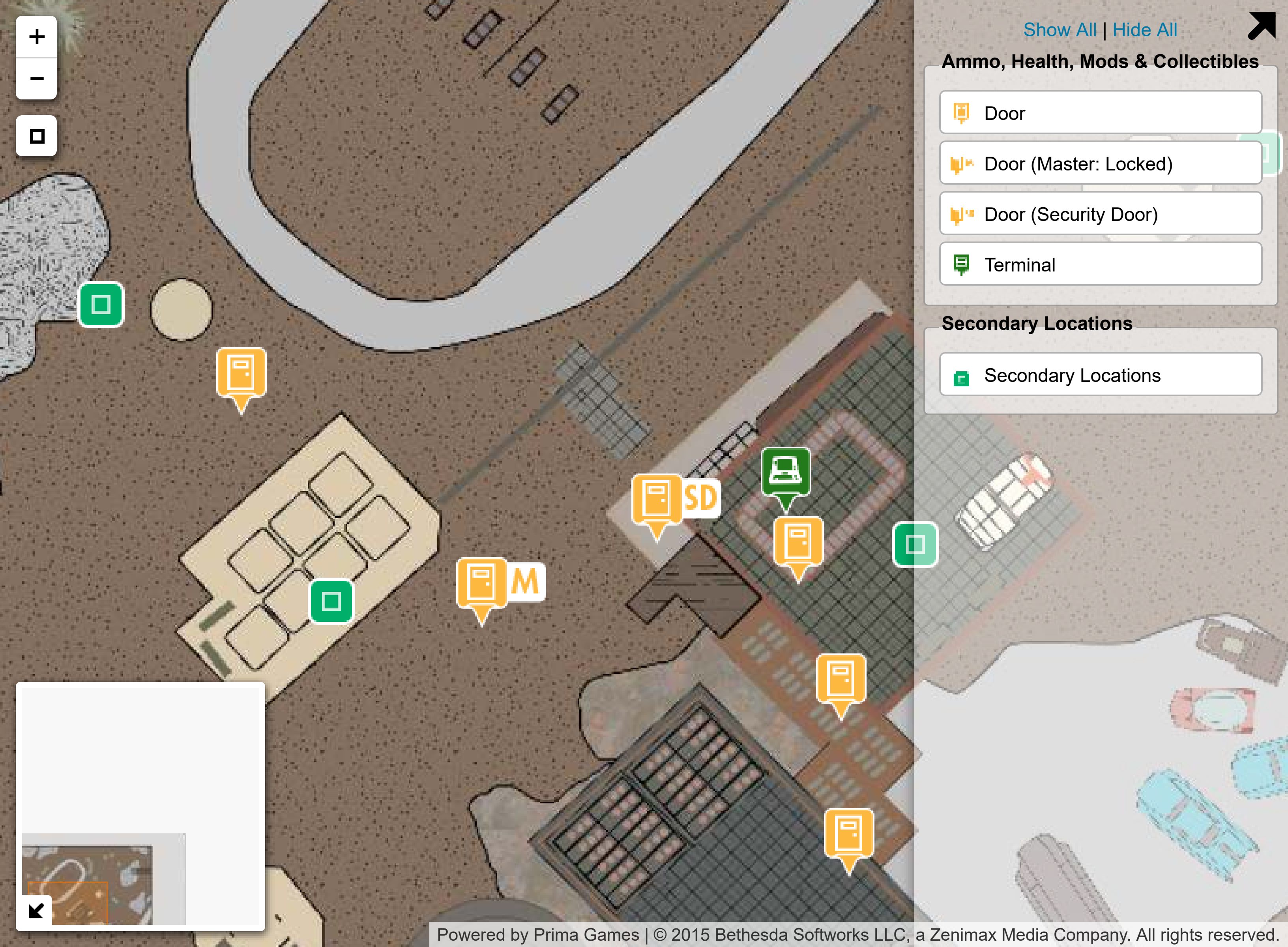
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Ammo, Health, Mods & Collectibles
Door
Door (Master: Locked)
Door (Security Door)
Terminal
Secondary Locations
Secondary Locations
SD
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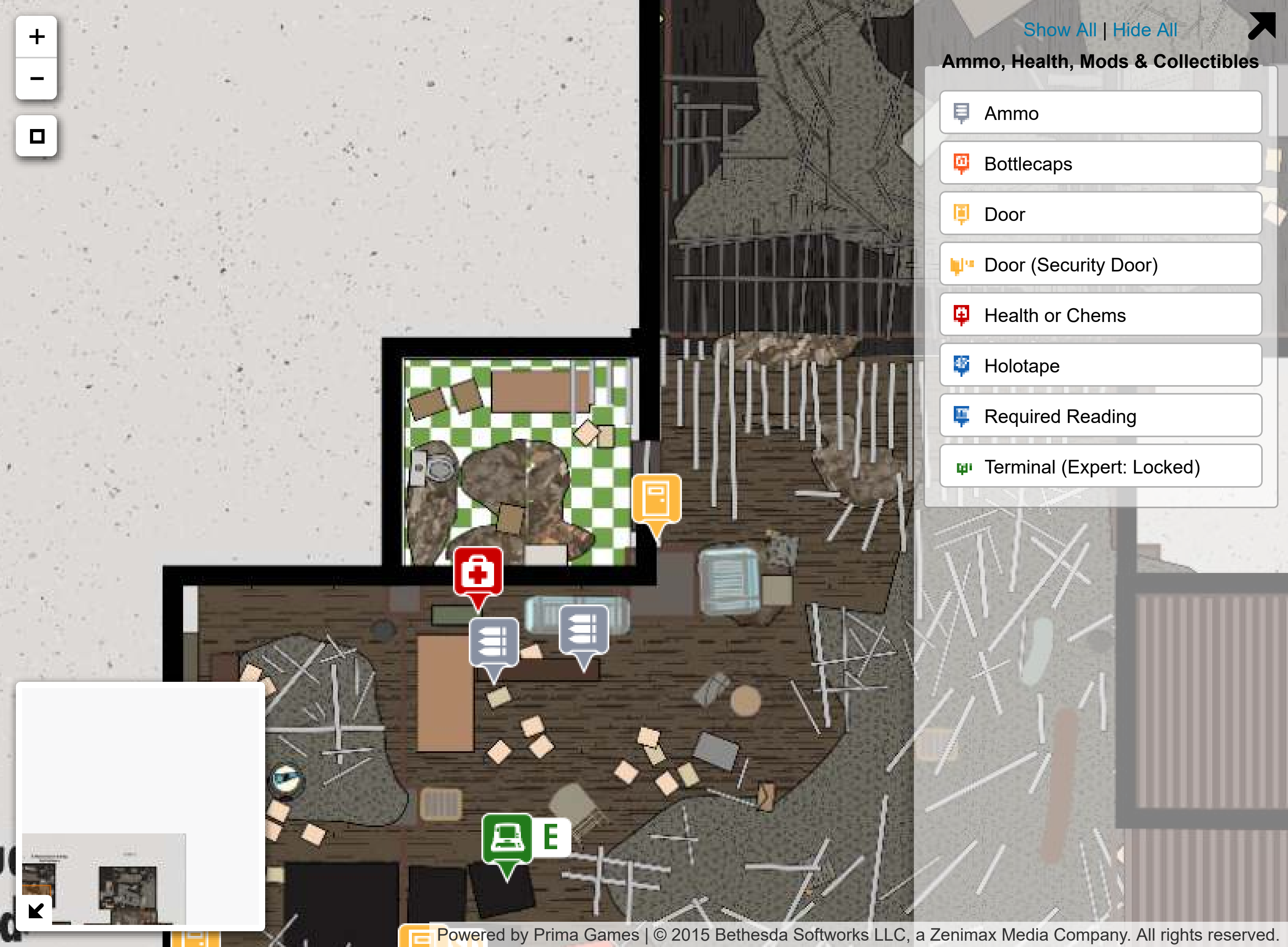
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Ammo, Health, Mods & Collectibles
Ammo
Bottlecaps
Door
Door (Security Door)
Health or Chems
Holotape
Required Reading
Terminal (Expert: Locked)
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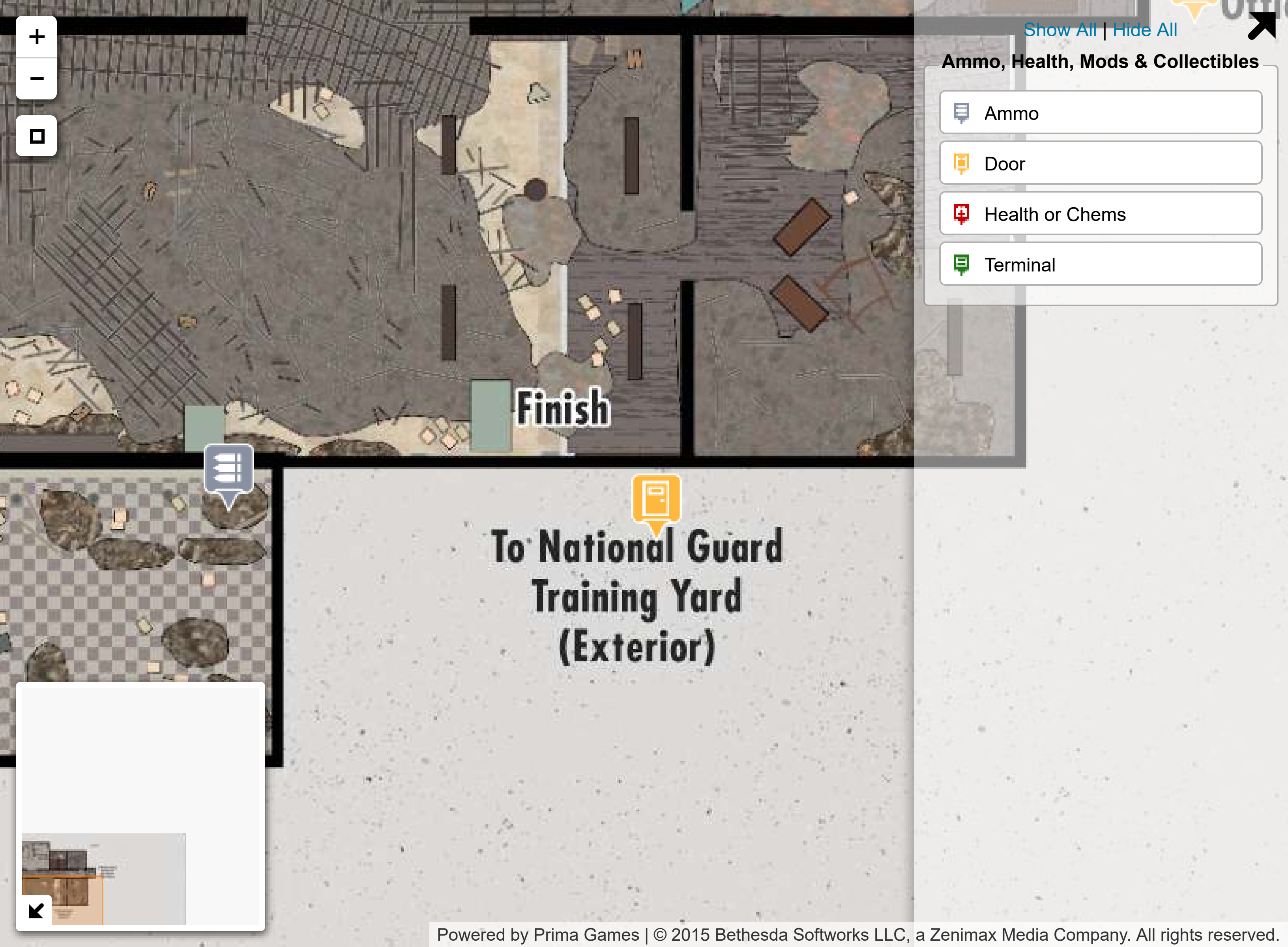
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Ammo, Health, Mods & Collectibles
Ammo
Door
Health or Chems
Terminal
Finish
To National Guard Training Yard (Exterior)

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Ammo, Health, Mods & Collectibles
Ammo
Ammo (Novice: Locked)
Door
Door (Security Door)
Steamer Trunk
Terminal (Novice: Locked)
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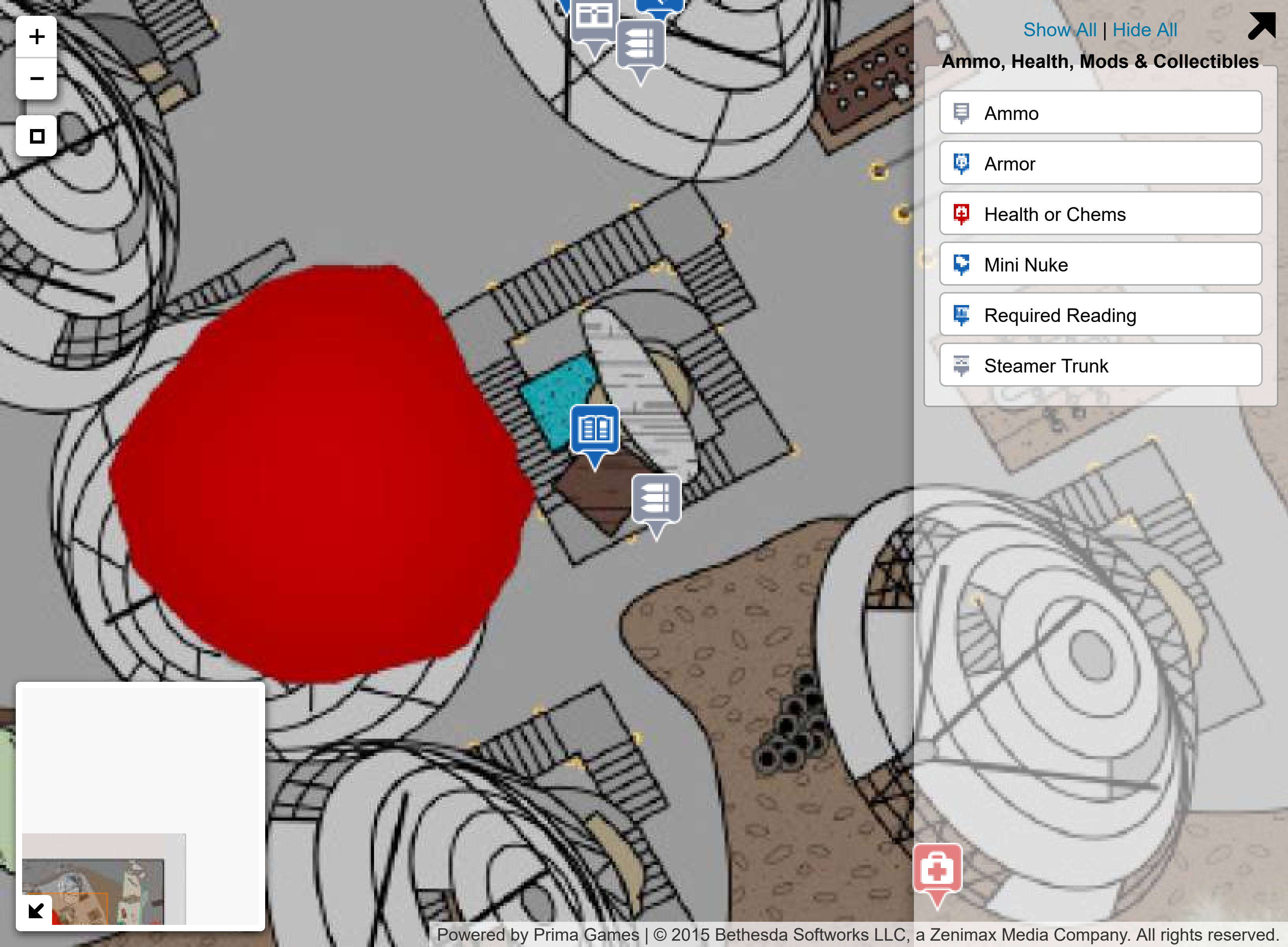
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Ammo, Health, Mods & Collectibles
Ammo
Armor
Health or Chems
Mini Nuke
Required Reading
Steamer Trunk

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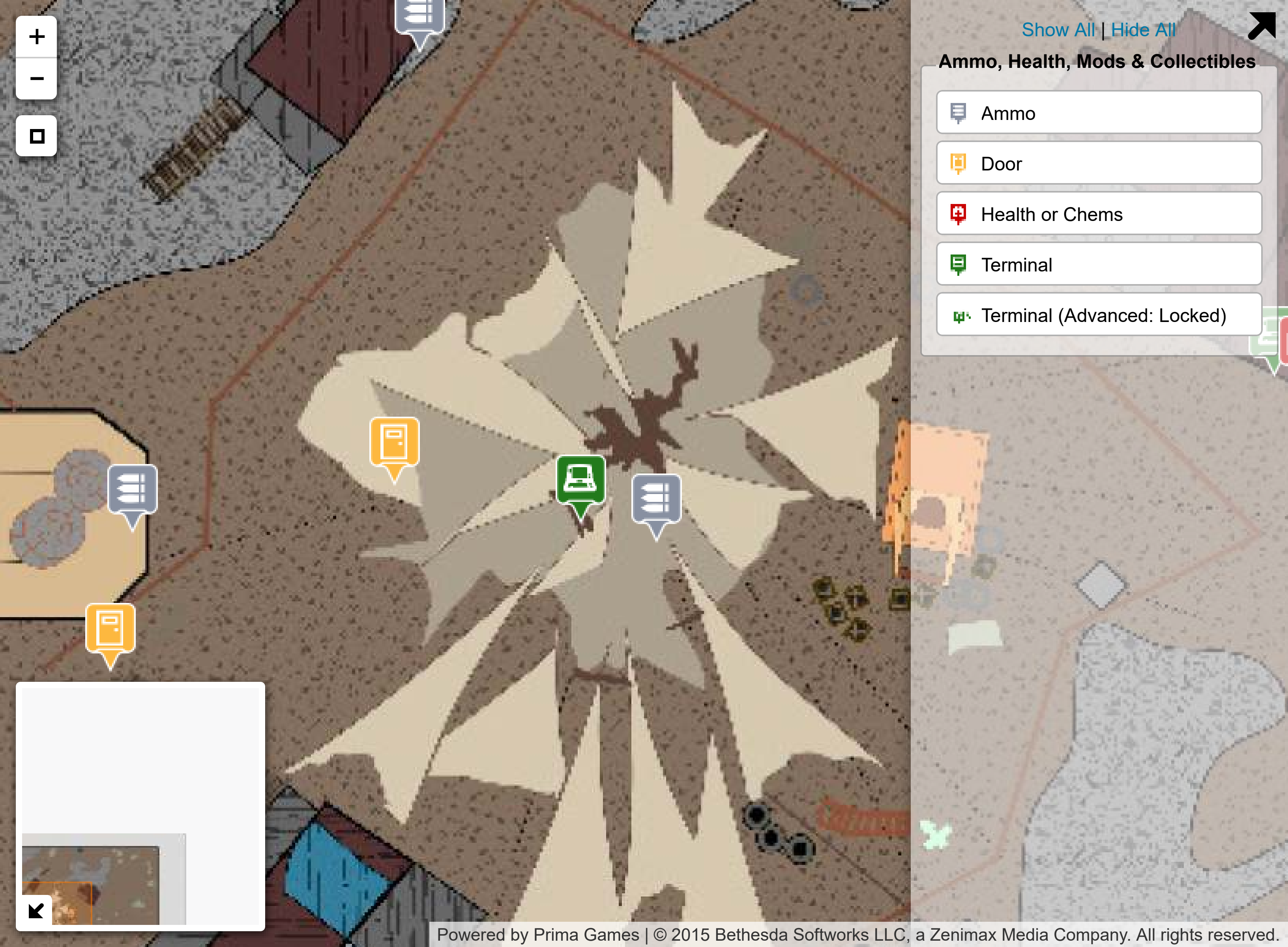
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Health or Chems
Terminal
Terminal (Advanced: Locked)
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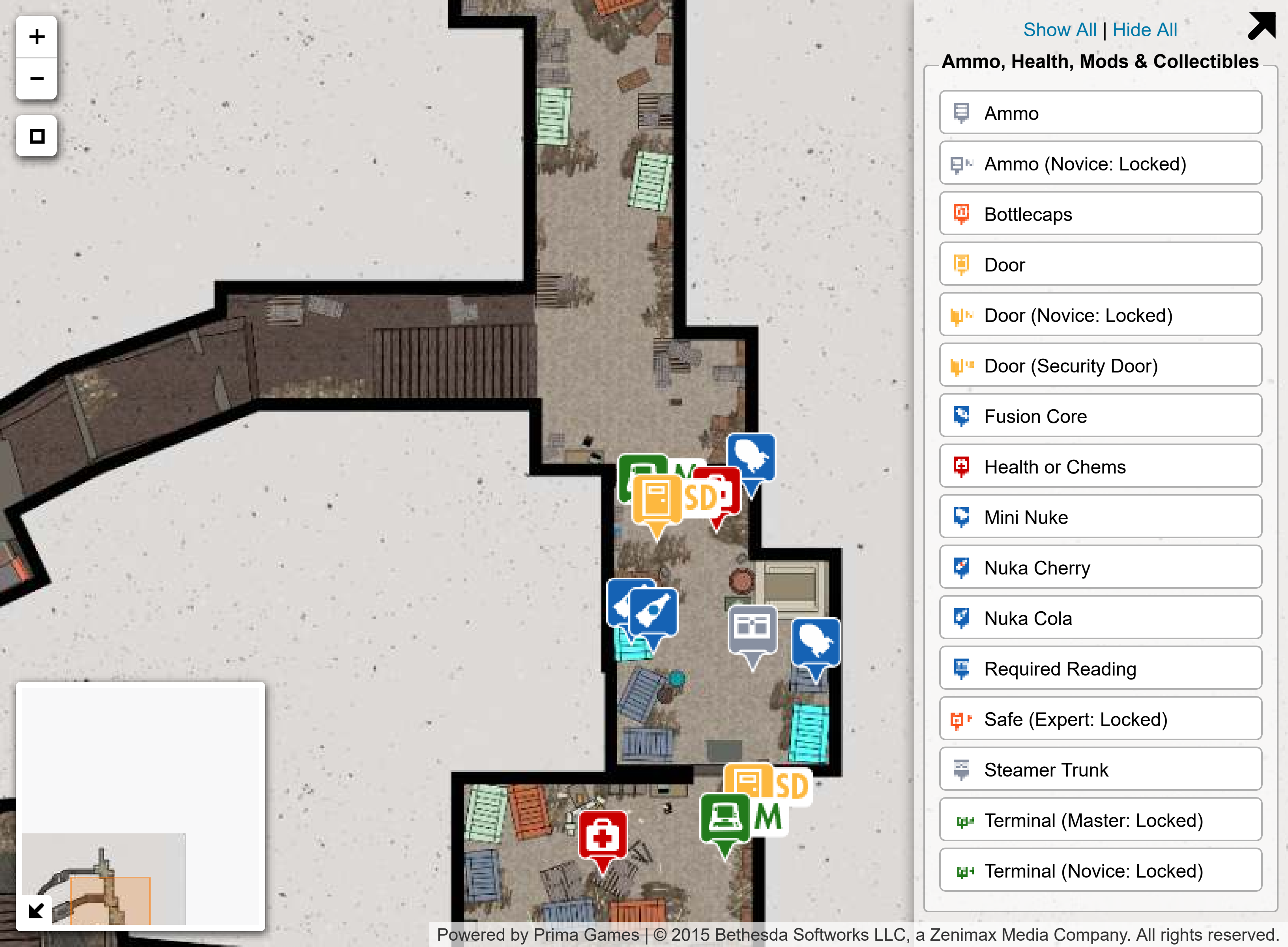

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Ammo, Health, Mods & Collectibles

- Ammo
- Ammo (Novice: Locked)
- Bottlecaps
- Door
- Door (Novice: Locked)
- Door (Security Door)
- Fusion Core
- Health or Chems
- Mini Nuke
- Nuka Cherry
- Nuka Cola
- Required Reading
- Safe (Expert: Locked)
- Steamer Trunk
- Terminal (Master: Locked)
- Terminal (Novice: Locked)

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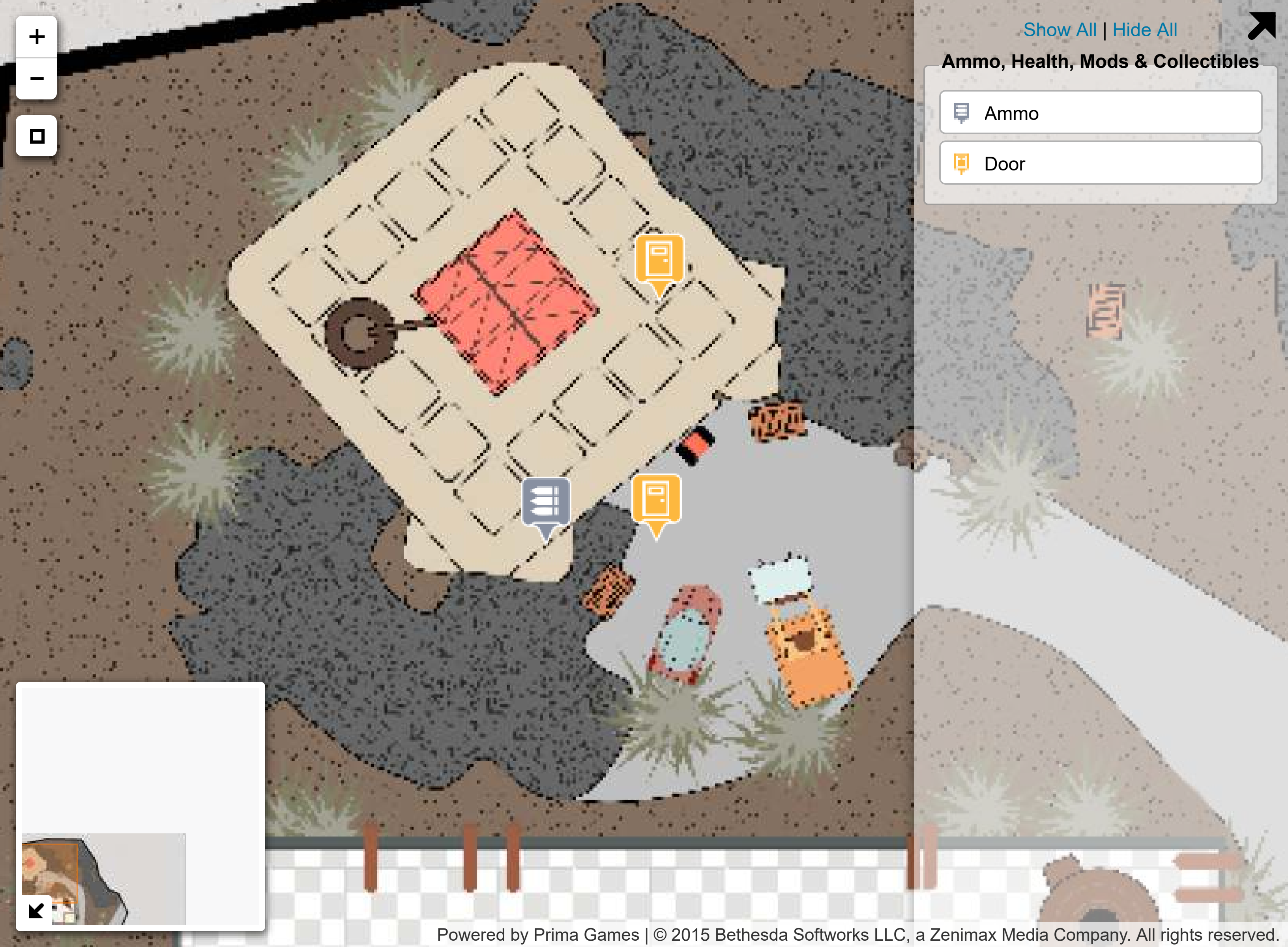
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Ammo, Health, Mods & Collectibles
Ammo
Door

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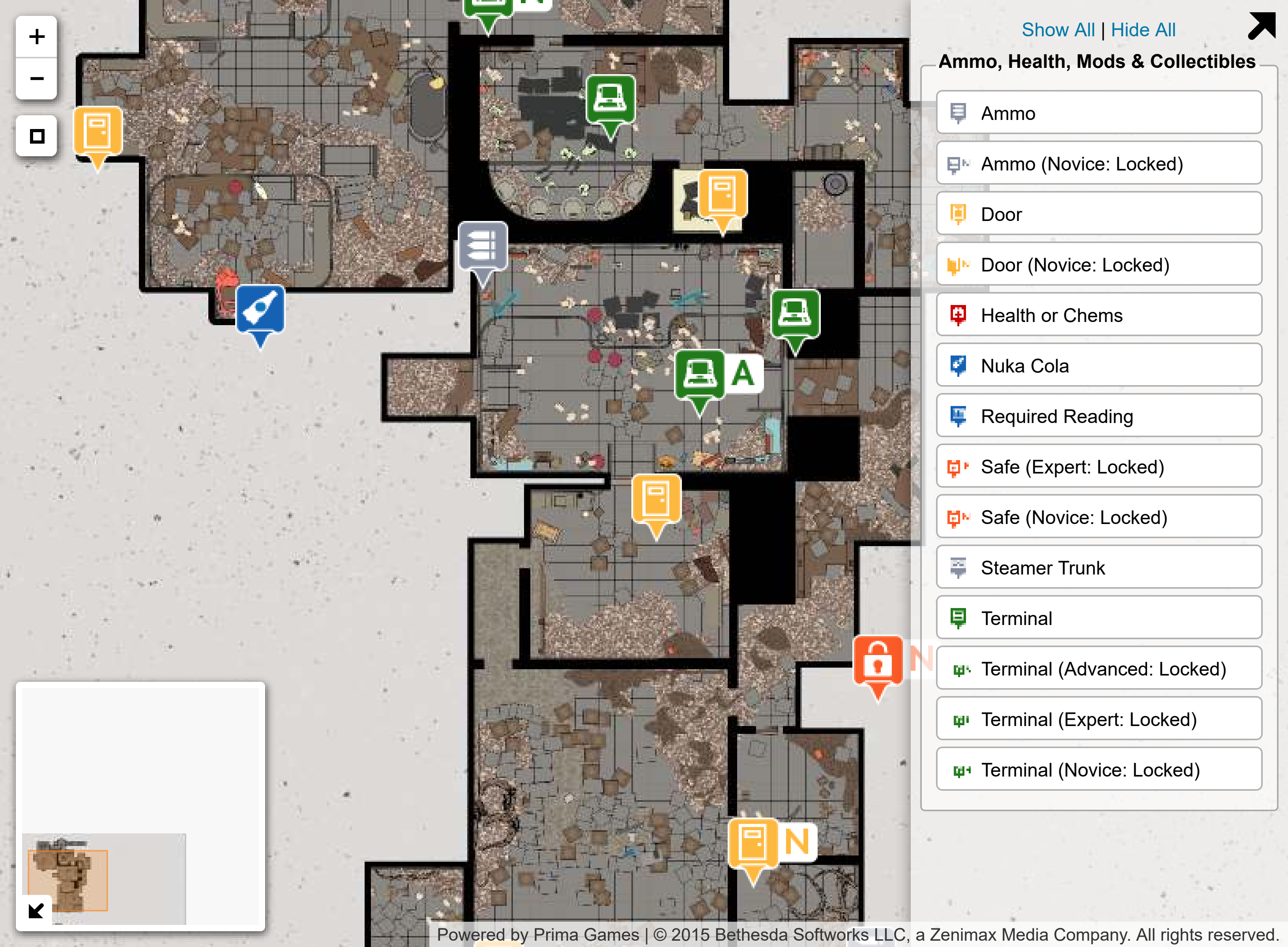
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Door
Door (Novice: Locked)
Health or Chems
Nuka Cola
Required Reading
Safe (Expert: Locked)
Safe (Novice: Locked)
Steamer Trunk
Terminal
Terminal (Advanced: Locked)
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Terminal (Novice: Locked)

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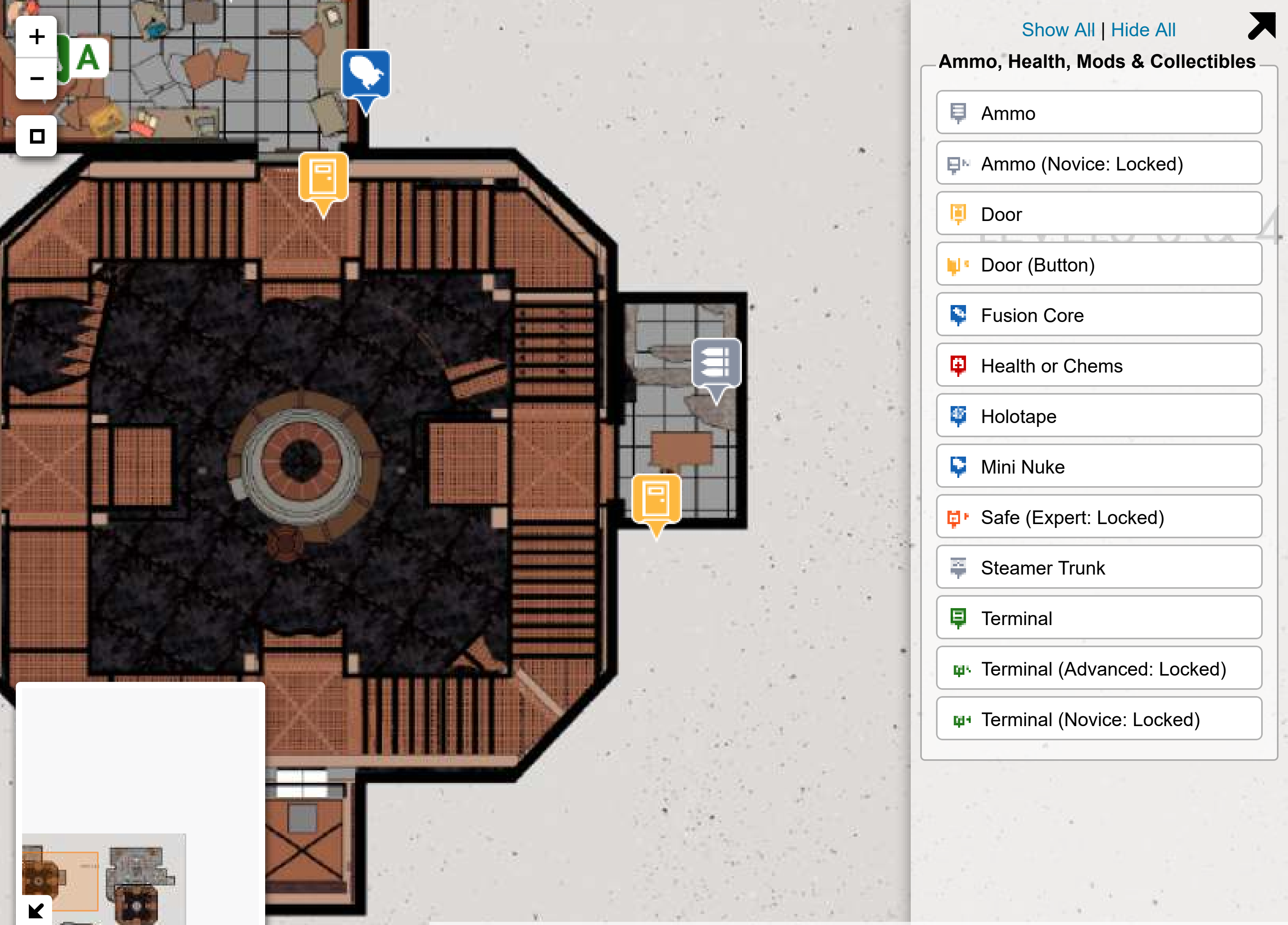

Show All | Hide All

Ammo, Health, Mods & Collectibles

- Ammo
- Ammo (Novice: Locked)
- Door
- Door (Button)
- Fusion Core
- Health or Chems
- Holotape
- Mini Nuke
- Safe (Expert: Locked)
- Steamer Trunk
- Terminal
- Terminal (Advanced: Locked)
- Terminal (Novice: Locked)

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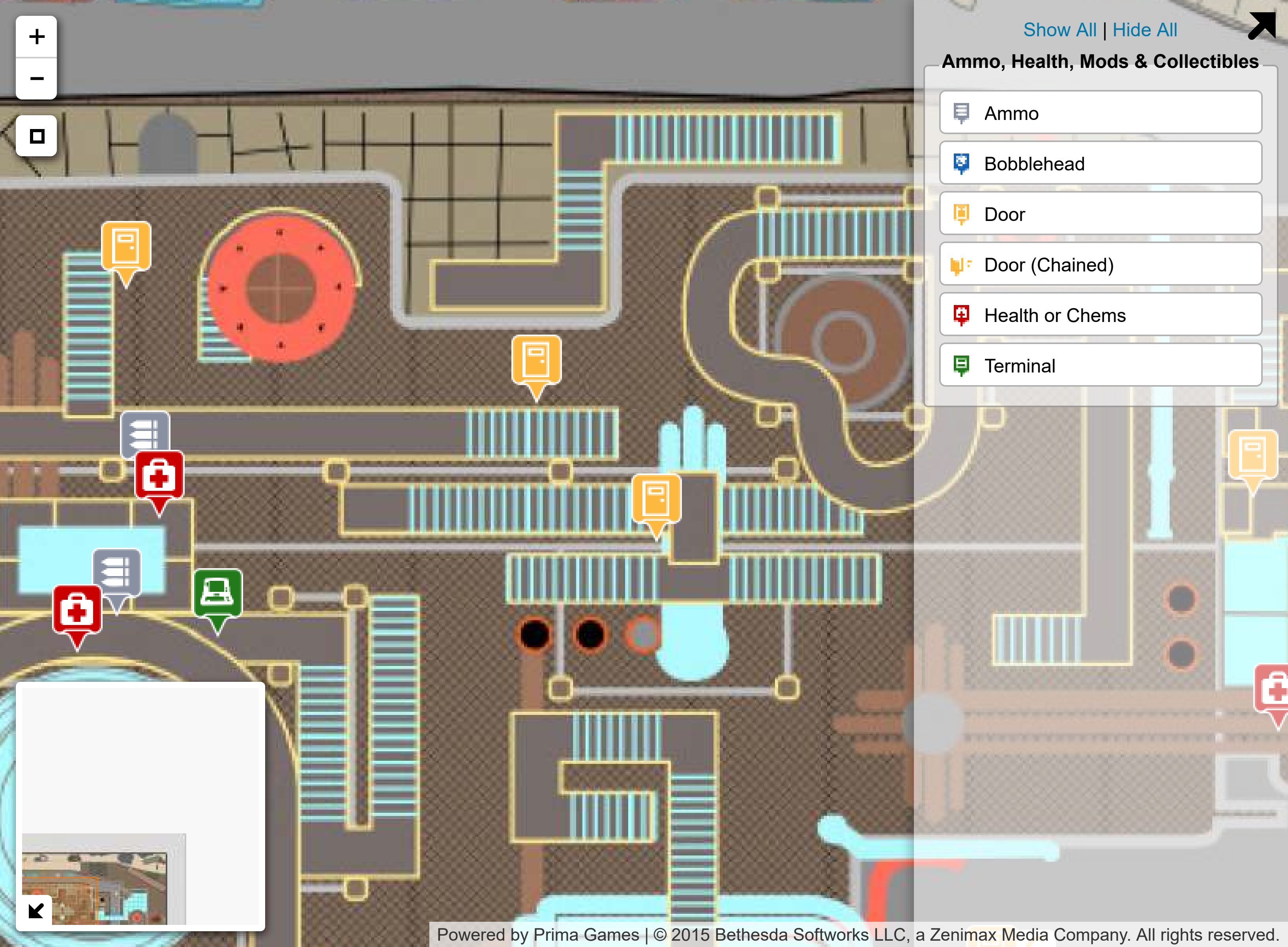
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Ammo, Health, Mods & Collectibles
Ammo
Bobblehead
Door
Door (Chained)
Health or Chems
Terminal

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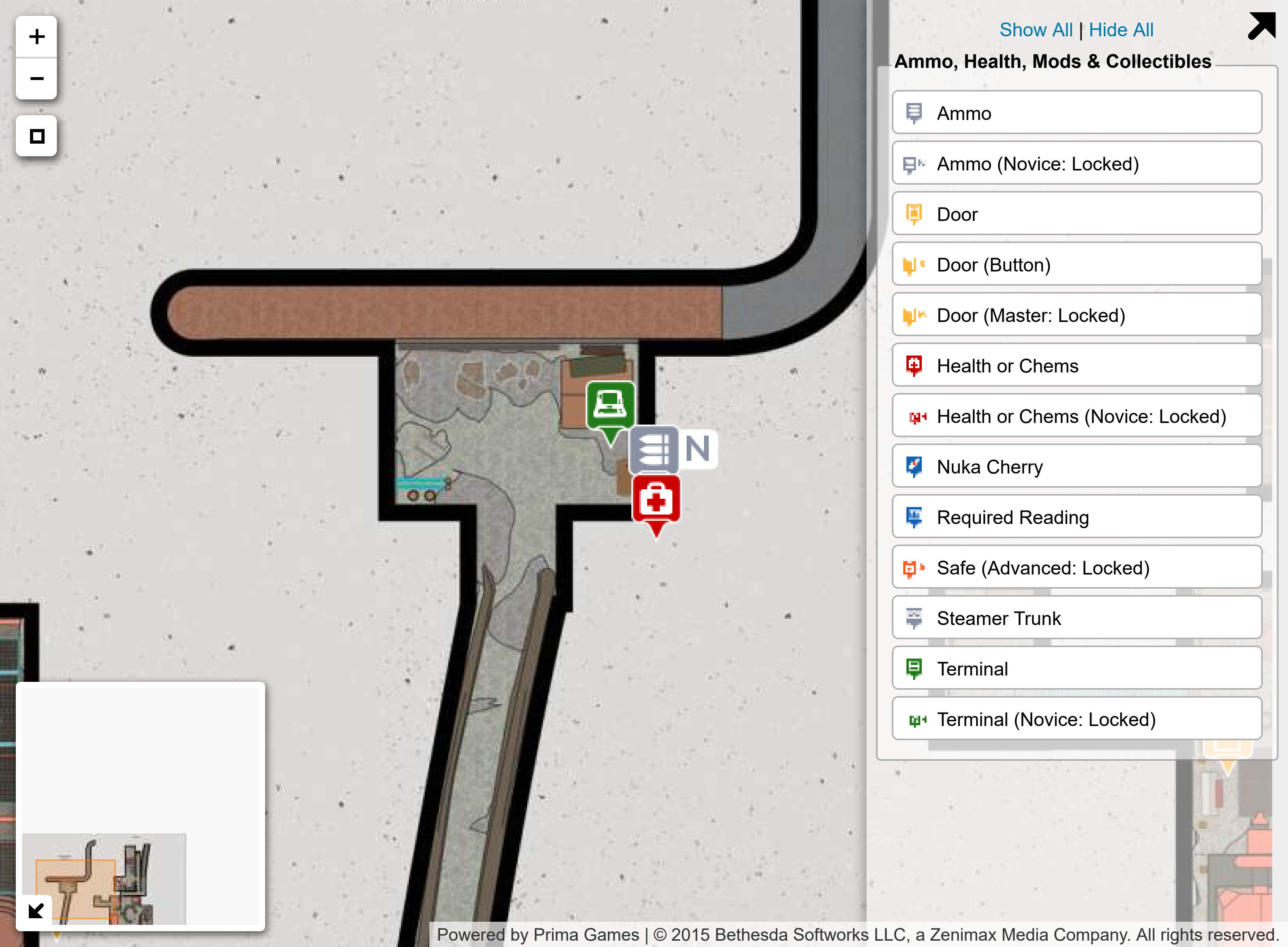
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Door
Door (Button)
Door (Master: Locked)
Health or Chems
Health or Chems (Novice: Locked)
Nuka Cherry
Required Reading
Safe (Advanced: Locked)
Steamer Trunk
Terminal
Terminal (Novice: Locked)
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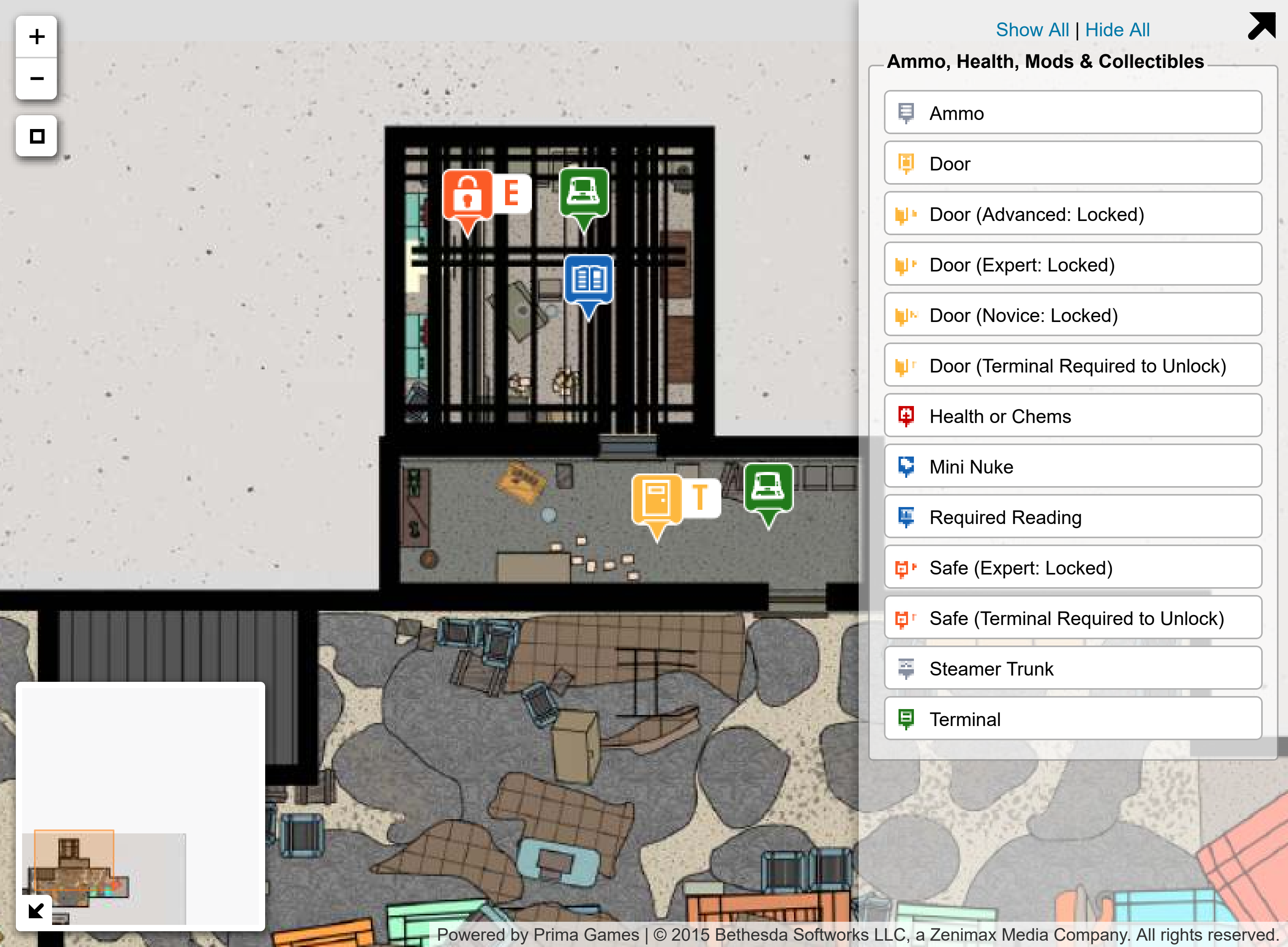
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Ammo, Health, Mods & Collectibles
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Door (Advanced: Locked)
Door (Expert: Locked)
Door (Novice: Locked)
Door (Terminal Required to Unlock)
Health or Chems
Mini Nuke
Required Reading
Safe (Expert: Locked)
Safe (Terminal Required to Unlock)
Steamer Trunk
Terminal
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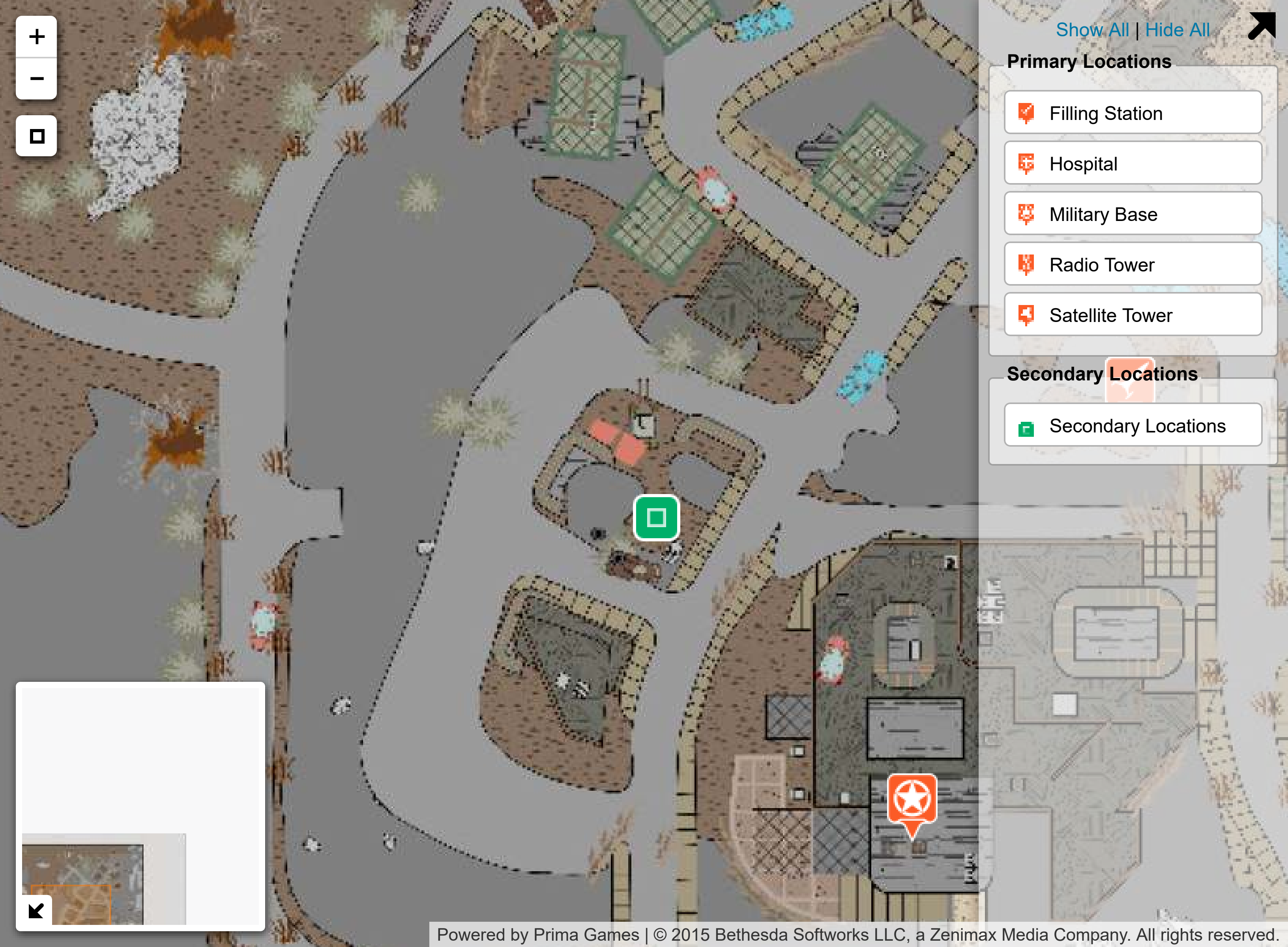
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Show All | Hide All
Primary Locations
Filling Station
Hospital
Military Base
Radio Tower
Satellite Tower
Secondary Locations
Secondary Locations
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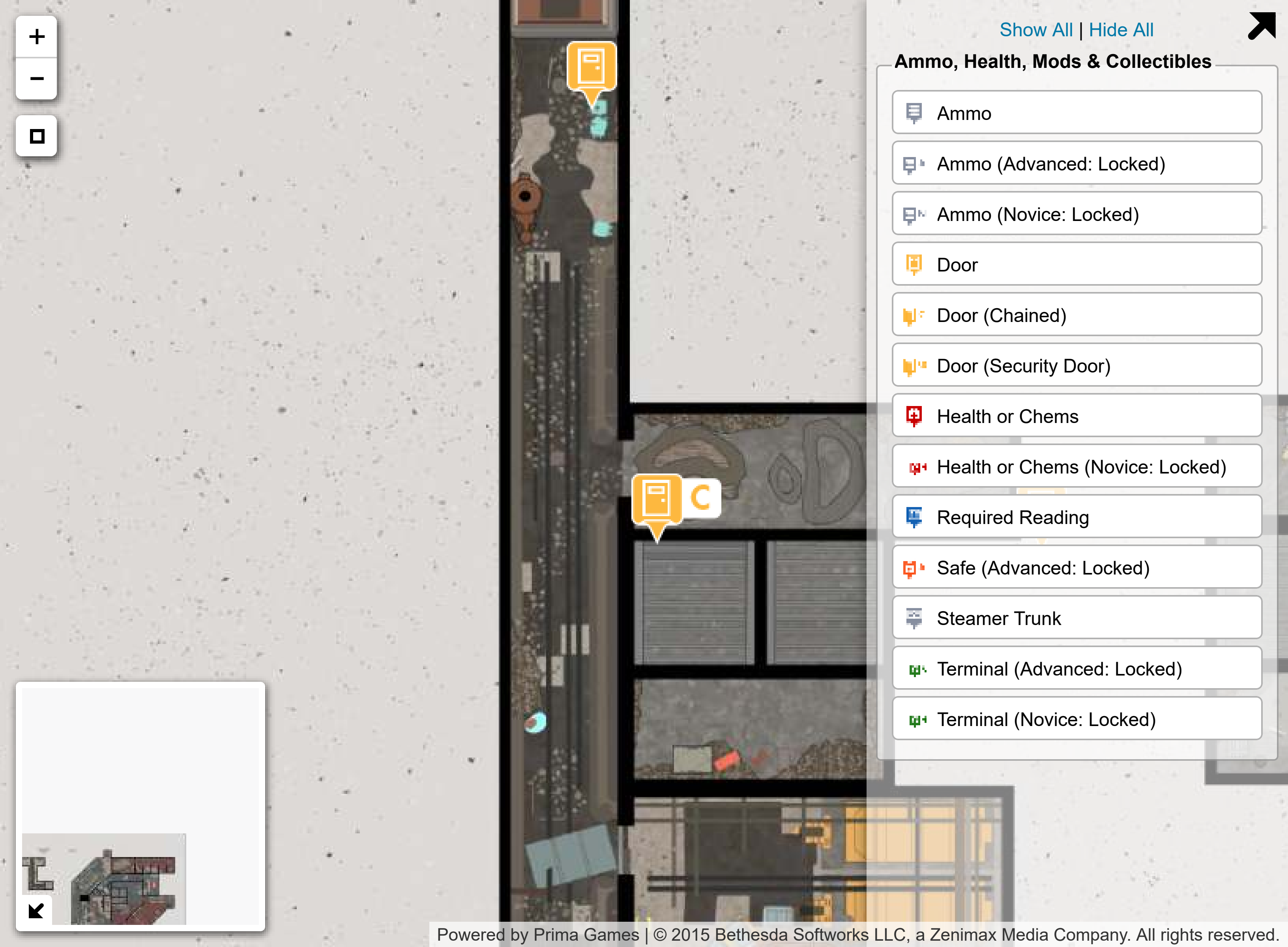

Show All | Hide All

Ammo, Health, Mods & Collectibles

- Ammo
- Ammo (Advanced: Locked)
- Ammo (Novice: Locked)
- Door
- Door (Chained)
- Door (Security Door)
- Health or Chems
- Health or Chems (Novice: Locked)
- Required Reading
- Safe (Advanced: Locked)
- Steamer Trunk
- Terminal (Advanced: Locked)
- Terminal (Novice: Locked)

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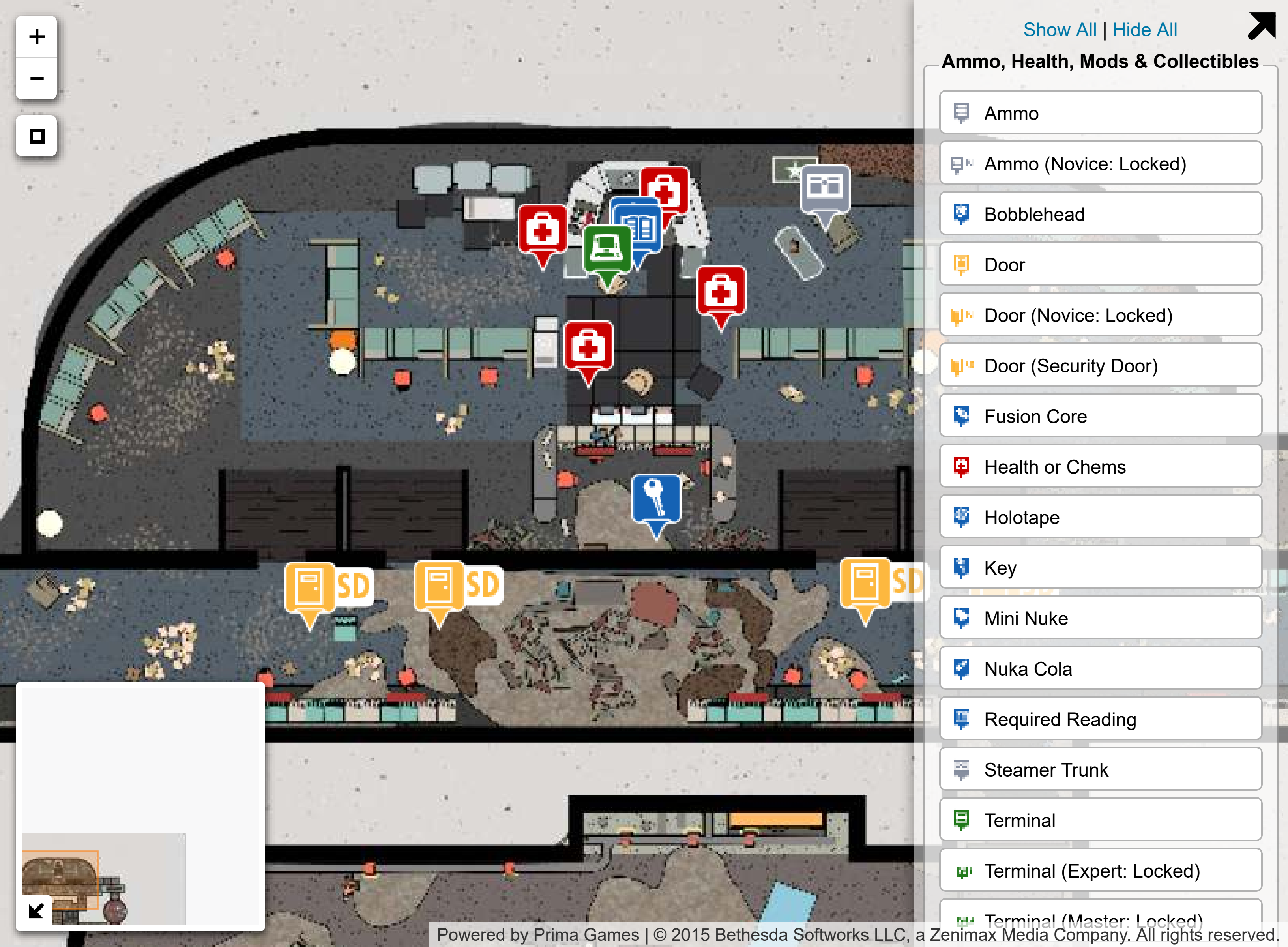
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Bobblehead
Door
Door (Novice: Locked)
Door (Security Door)
Fusion Core
Health or Chems
Holotape
Key
Mini Nuke
Nuka Cola
Required Reading
Steamer Trunk
Terminal
Terminal (Expert: Locked)
Terminal (Master: Locked)
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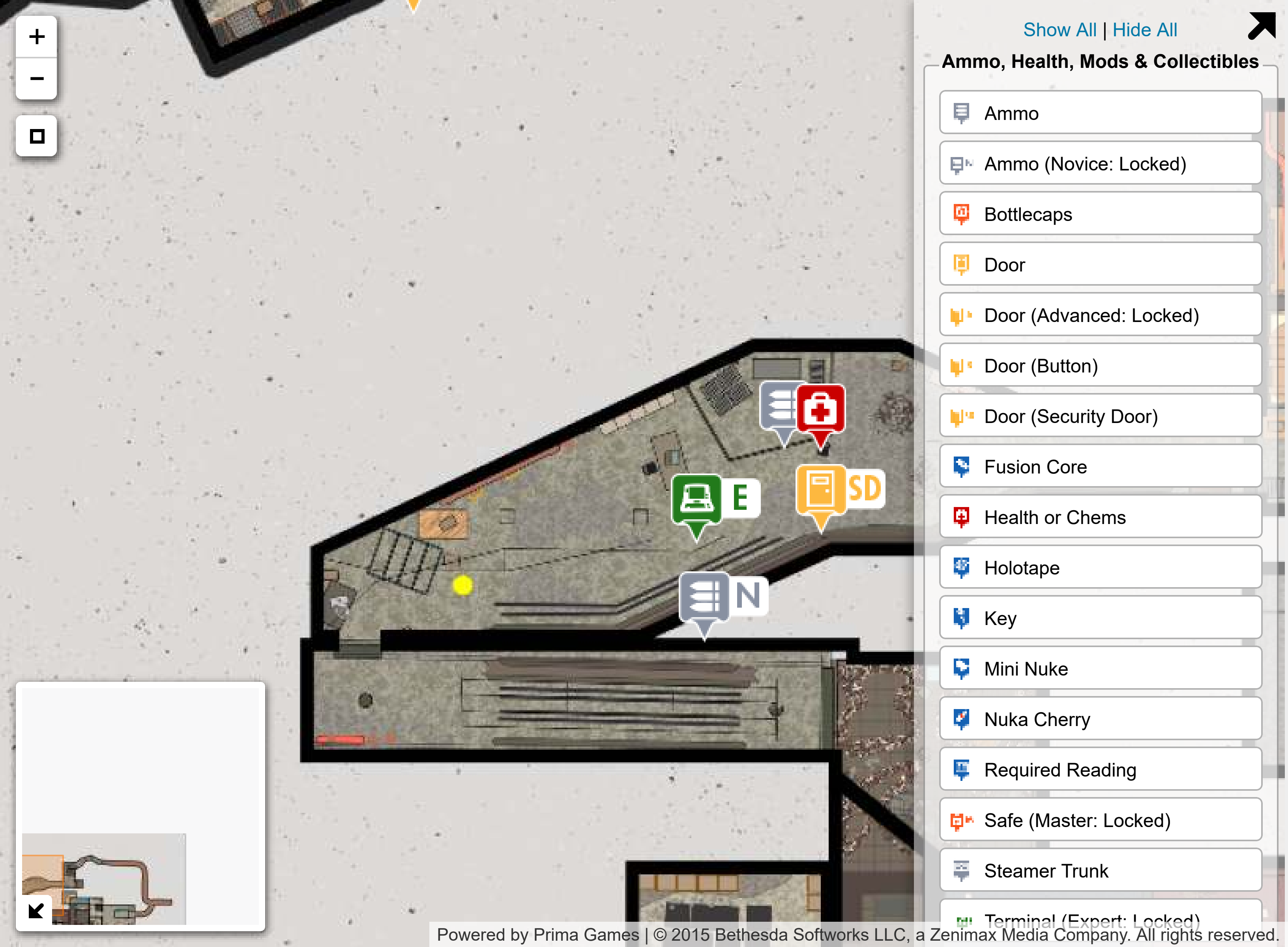

Ammo, Health, Mods & Collectibles

- Ammo
- Ammo (Novice: Locked)
- Bottlecaps
- Door
- Door (Advanced: Locked)
- Door (Button)
- Door (Security Door)
- Fusion Core
- Health or Chems
- Holotape
- Key
- Mini Nuke
- Nuka Cherry
- Required Reading
- Safe (Master: Locked)
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- Terminal (Expert: Locked)

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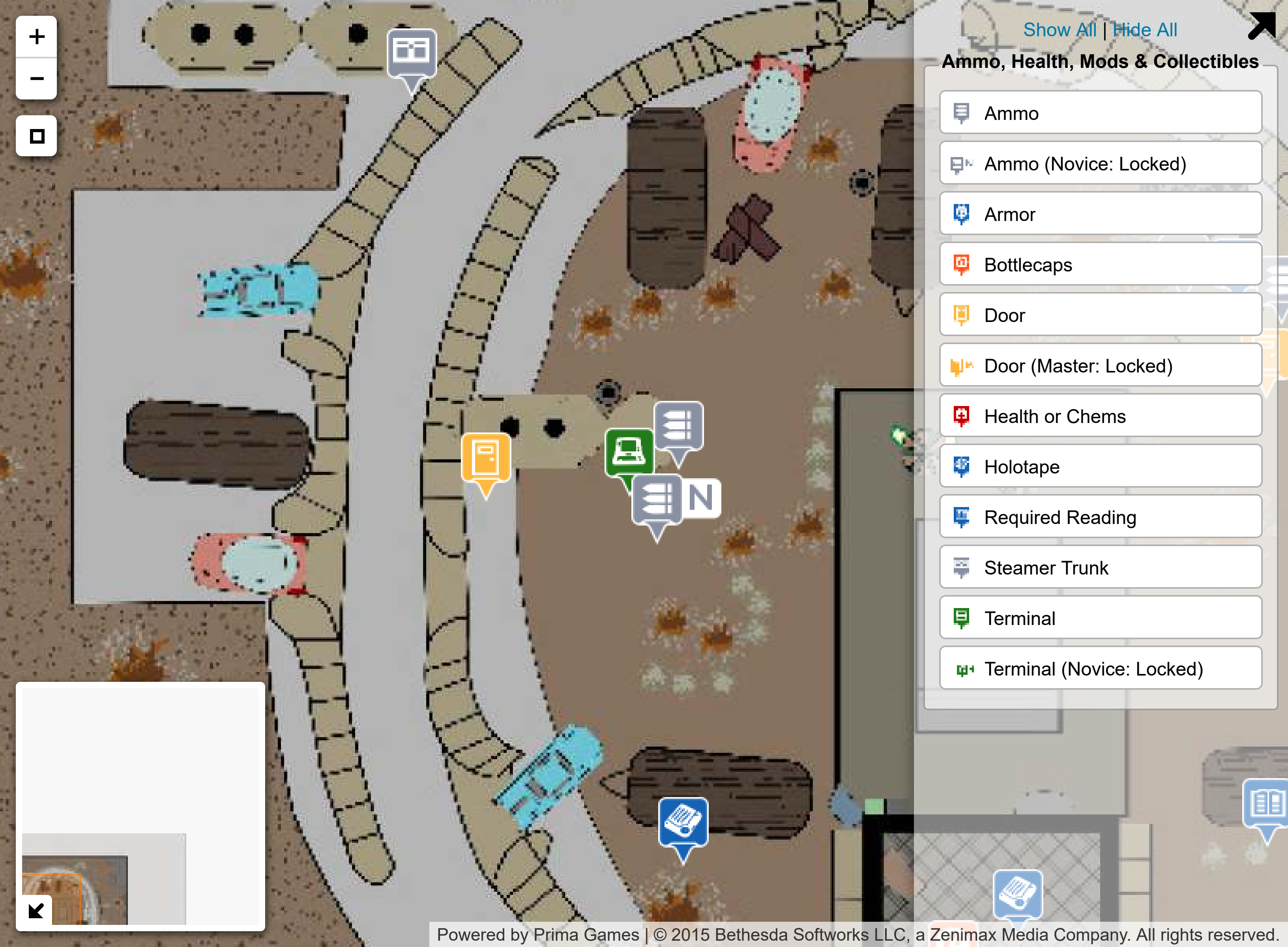
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Ammo, Health, Mods & Collectibles
Ammo
Ammo (Novice: Locked)
Armor
Bottlecaps
Door
Door (Master: Locked)
Health or Chems
Holotape
Required Reading
Steamer Trunk
Terminal
Terminal (Novice: Locked)
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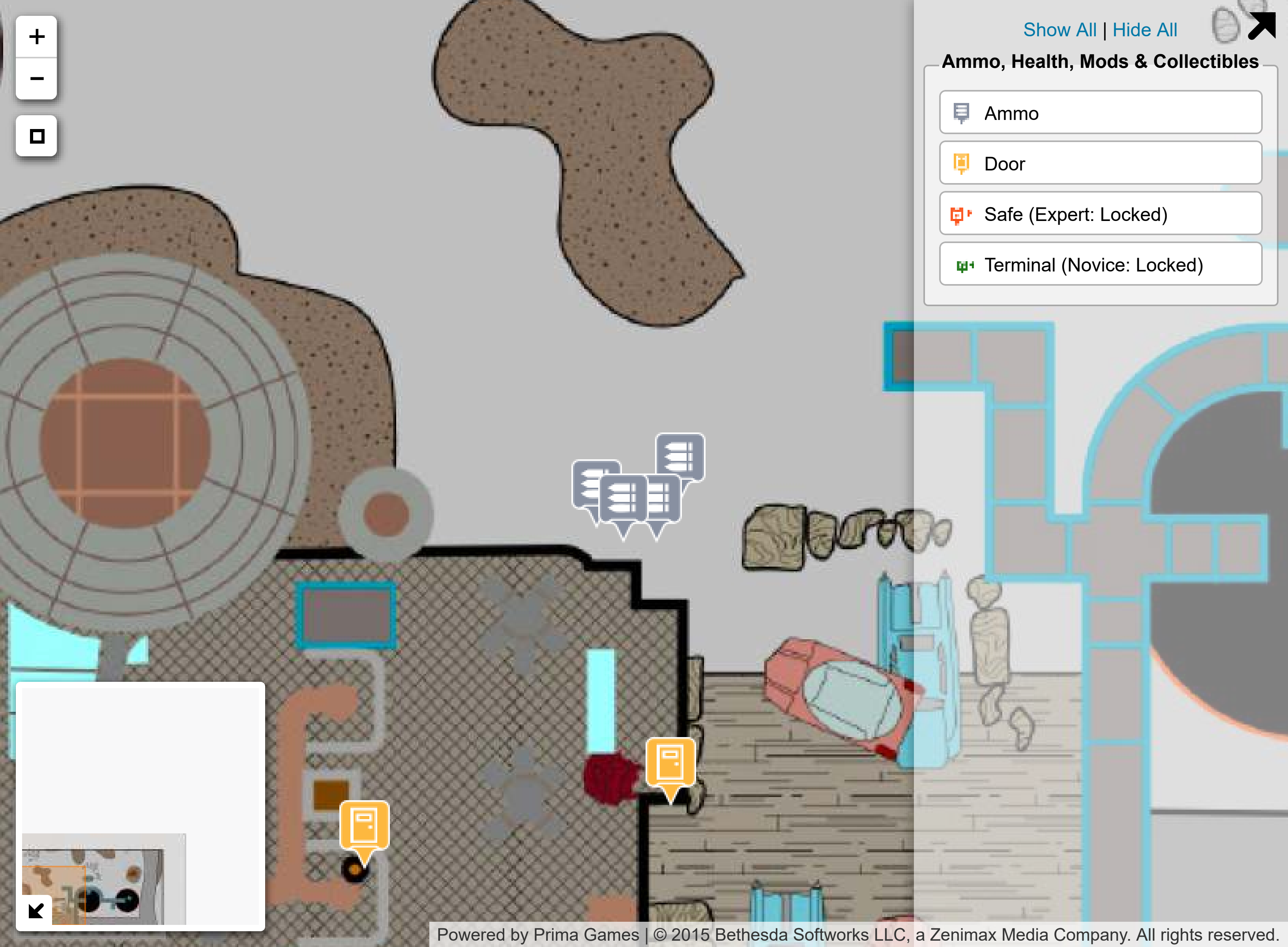
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Ammo, Health, Mods & Collectibles
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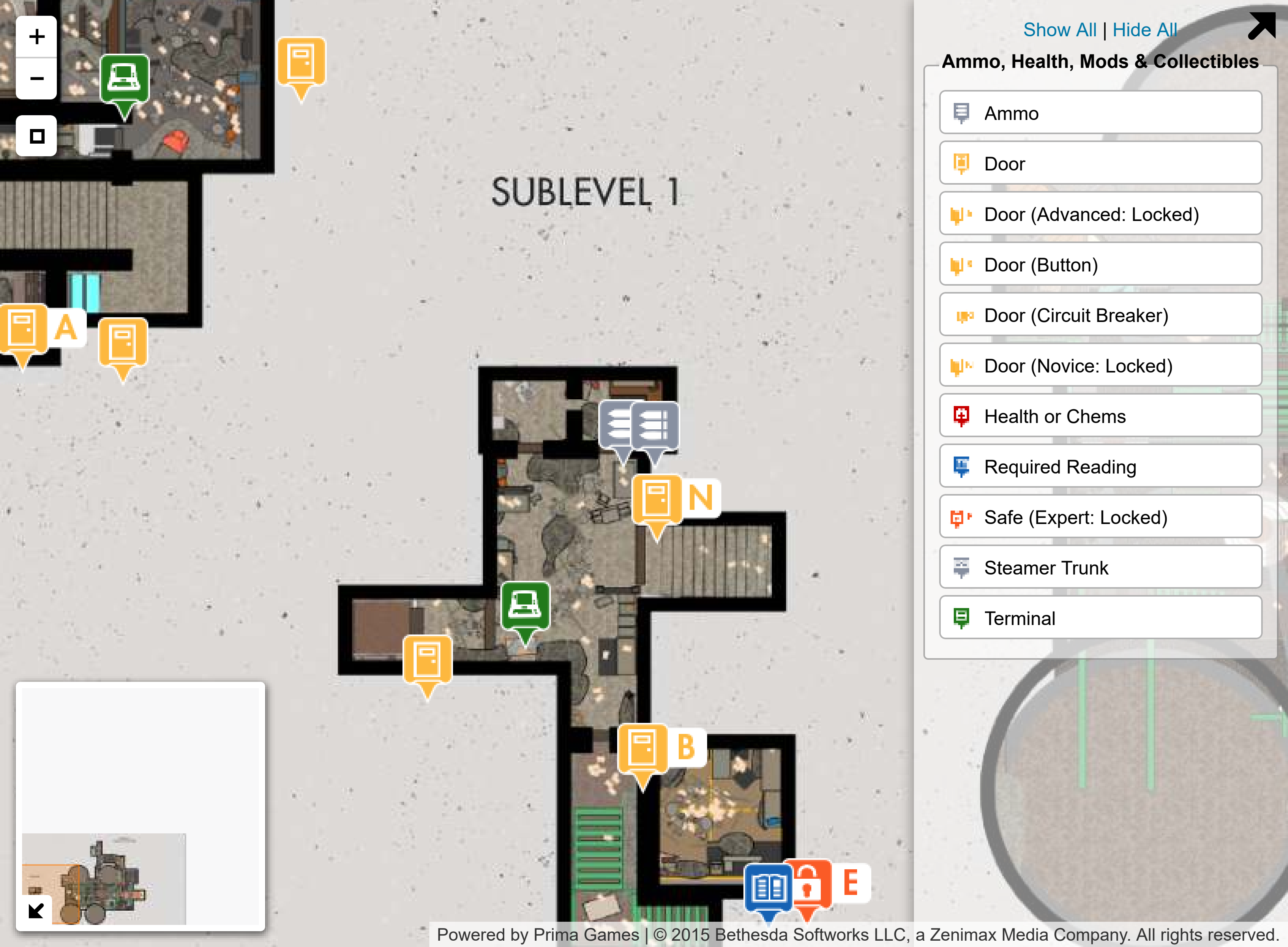

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Ammo, Health, Mods & Collectibles

- Ammo
- Door
- Door (Advanced: Locked)
- Door (Button)
- Door (Circuit Breaker)
- Door (Novice: Locked)
- Health or Chems
- Required Reading
- Safe (Expert: Locked)
- Steamer Trunk
- Terminal

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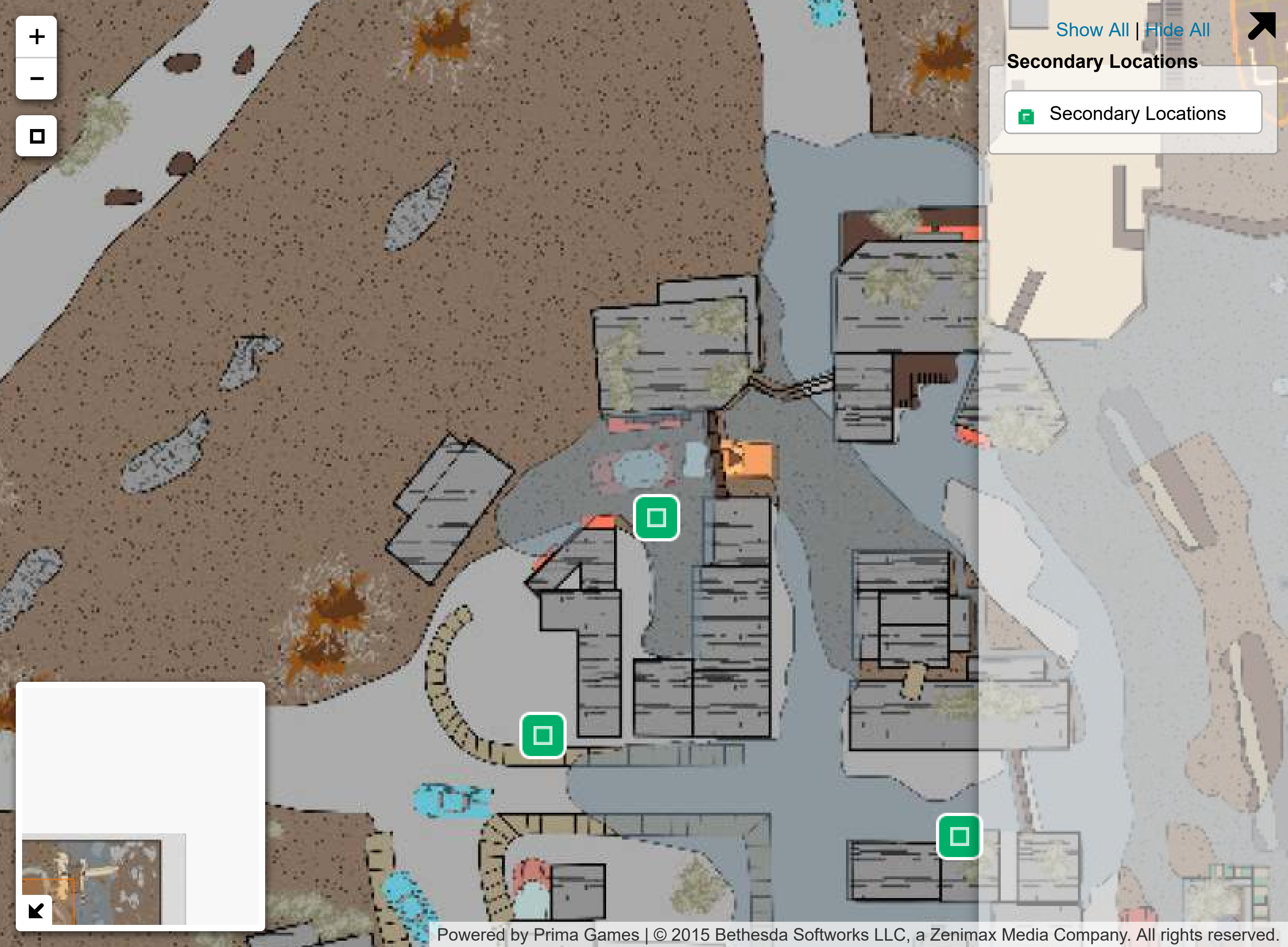
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Secondary Locations
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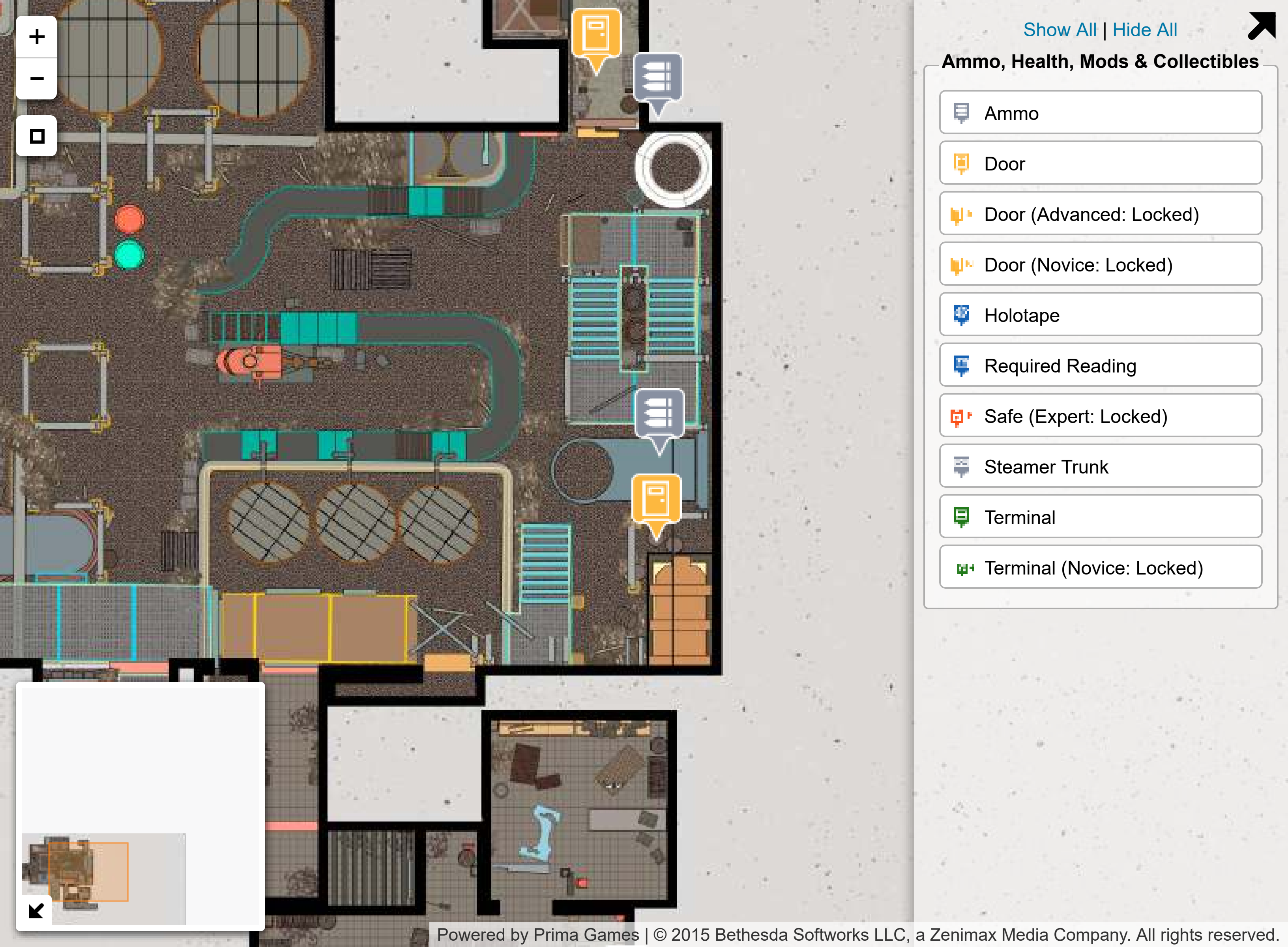
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Ammo, Health, Mods & Collectibles
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Door (Novice: Locked)
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Required Reading
Safe (Expert: Locked)
Steamer Trunk
Terminal
Terminal (Novice: Locked)

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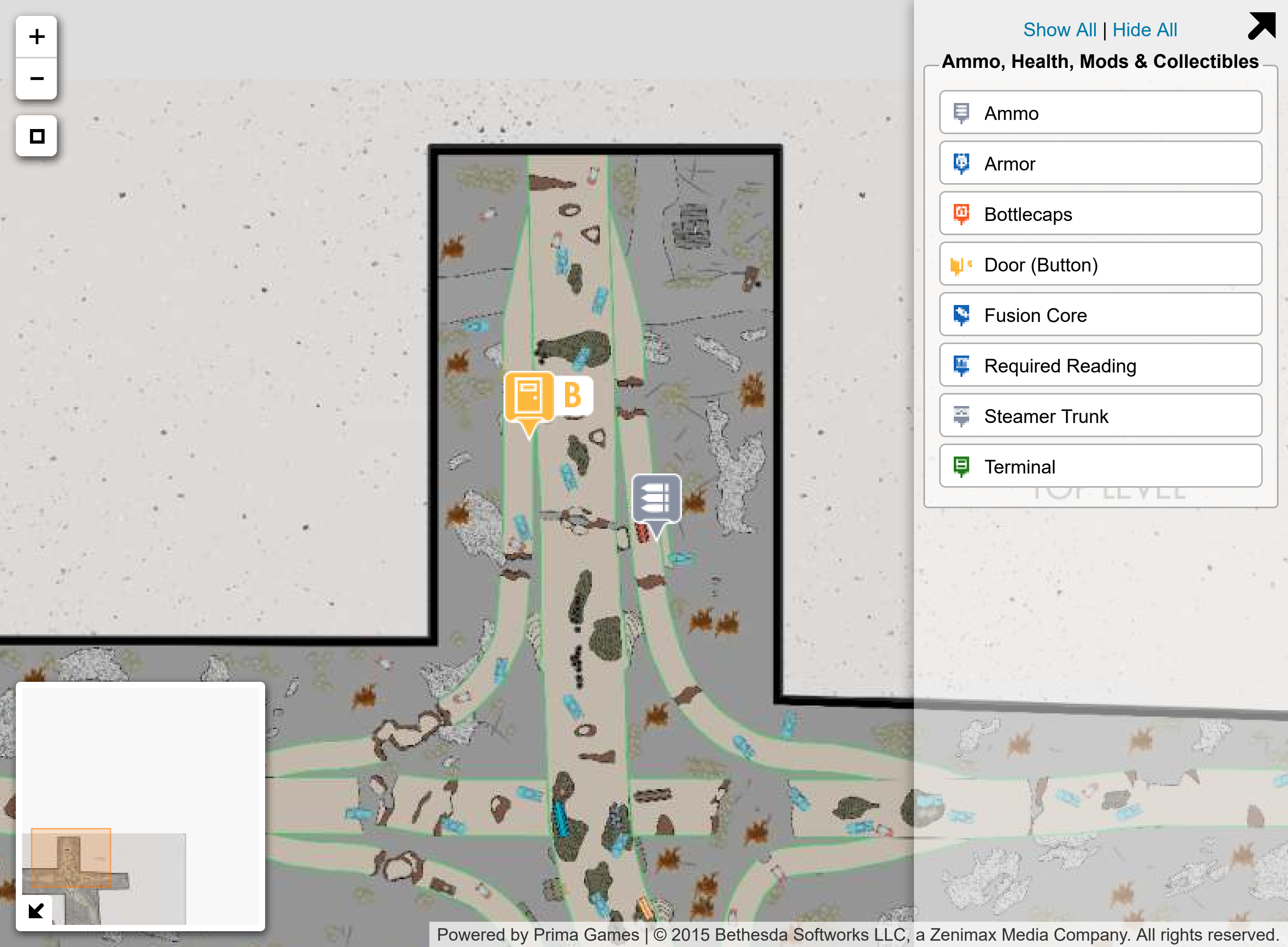
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Ammo, Health, Mods & Collectibles
Ammo
Armor
Bottlecaps
Door (Button)
Fusion Core
Required Reading
Steamer Trunk
Terminal
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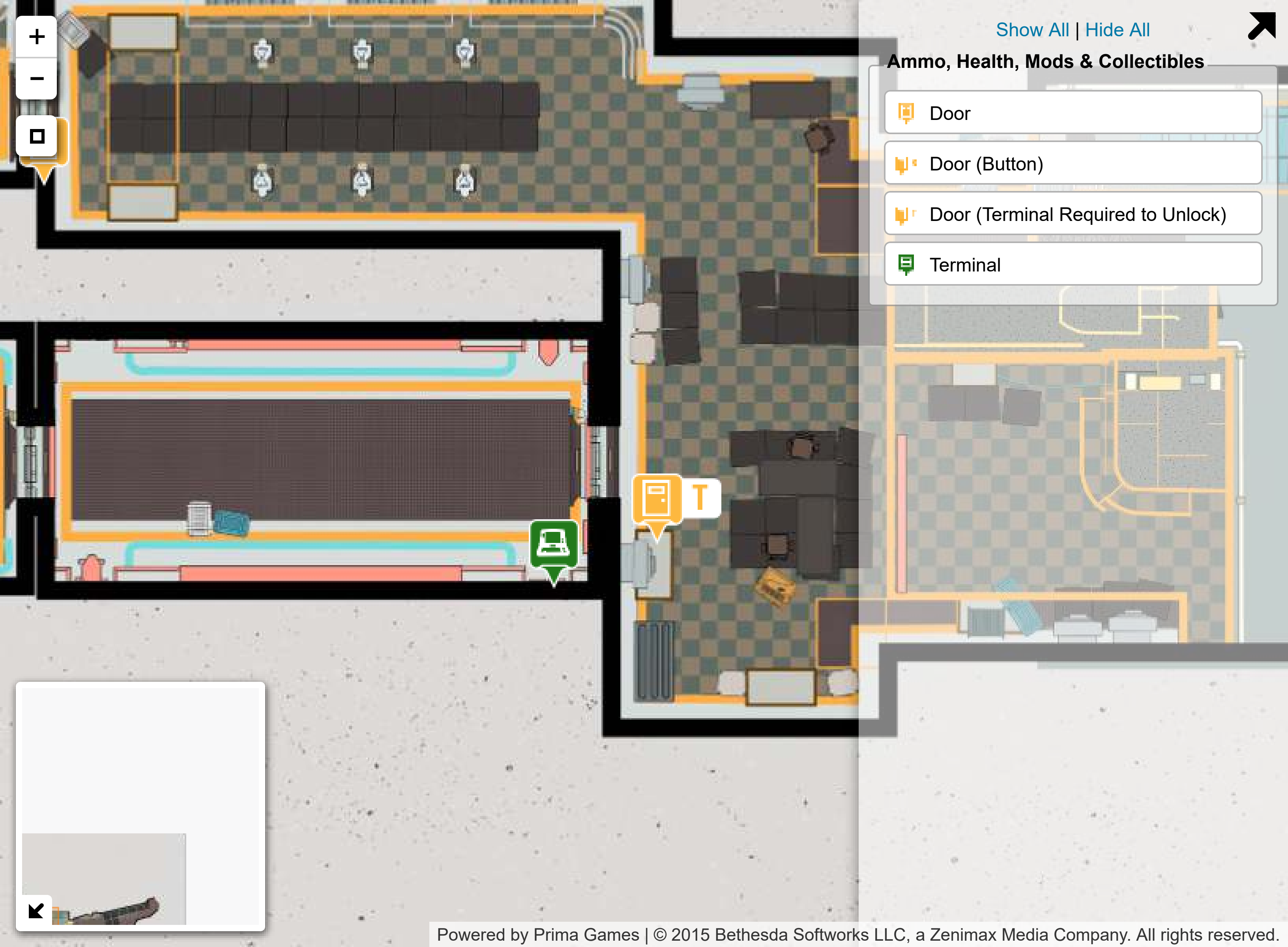
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Ammo, Health, Mods & Collectibles
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Door (Terminal Required to Unlock)
Terminal
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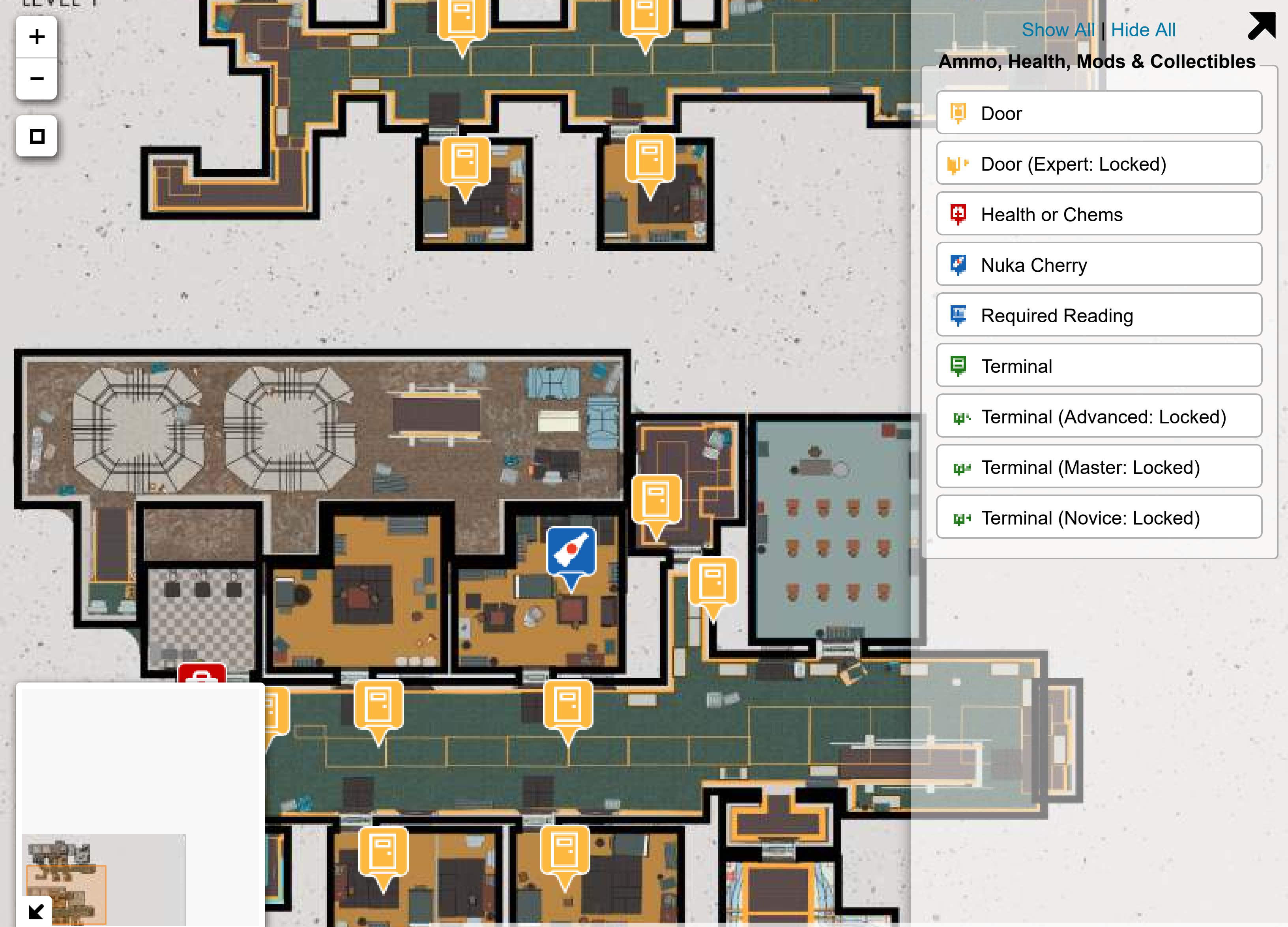
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Ammo, Health, Mods & Collectibles
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Health or Chems
Nuka Cherry
Required Reading
Terminal
Terminal (Advanced: Locked)
Terminal (Master: Locked)
Terminal (Novice: Locked)

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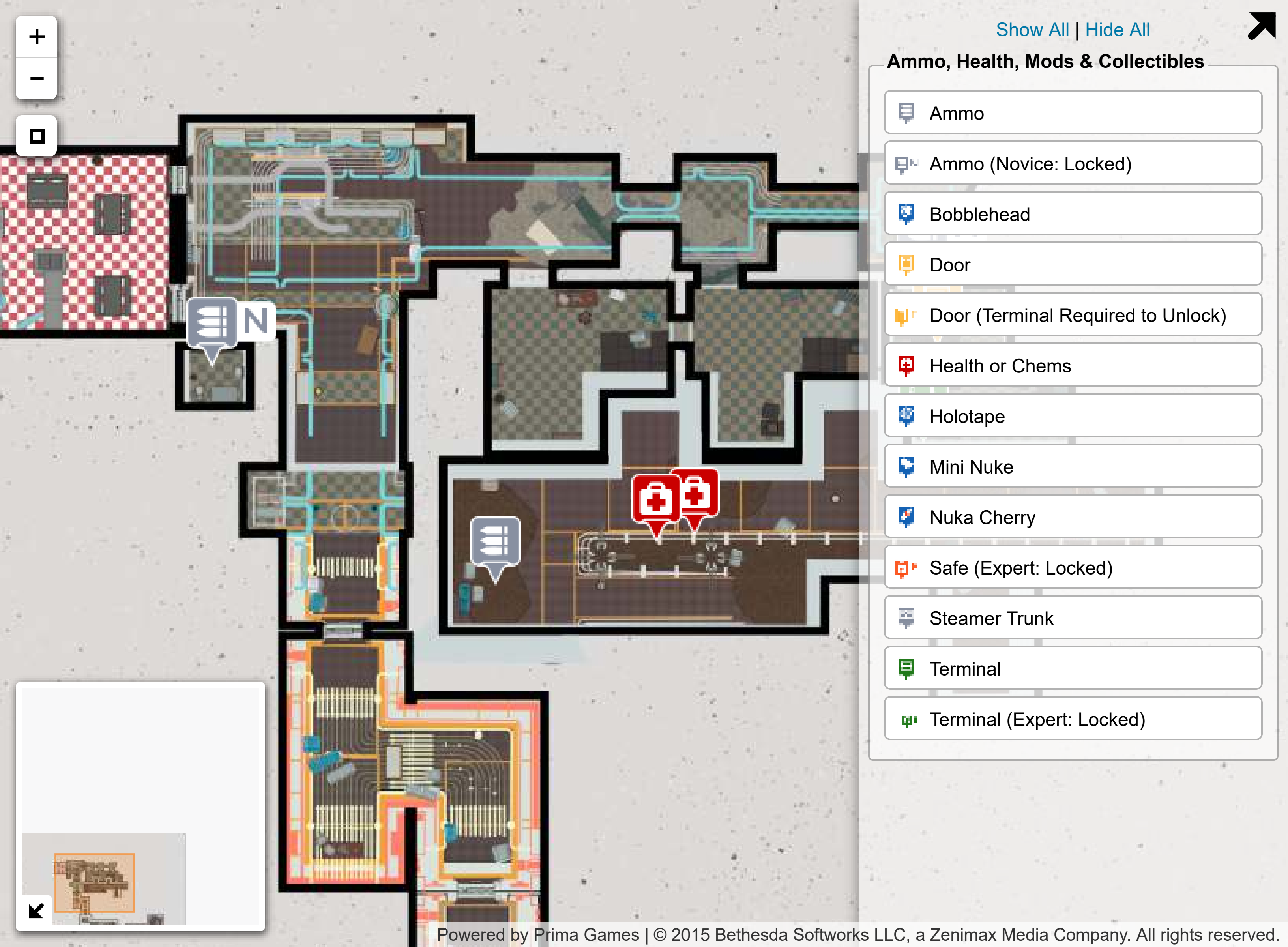
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Ammo, Health, Mods & Collectibles
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Door (Terminal Required to Unlock)
Health or Chems
Holotape
Mini Nuke
Nuka Cherry
Safe (Expert: Locked)
Steamer Trunk
Terminal
Terminal (Expert: Locked)

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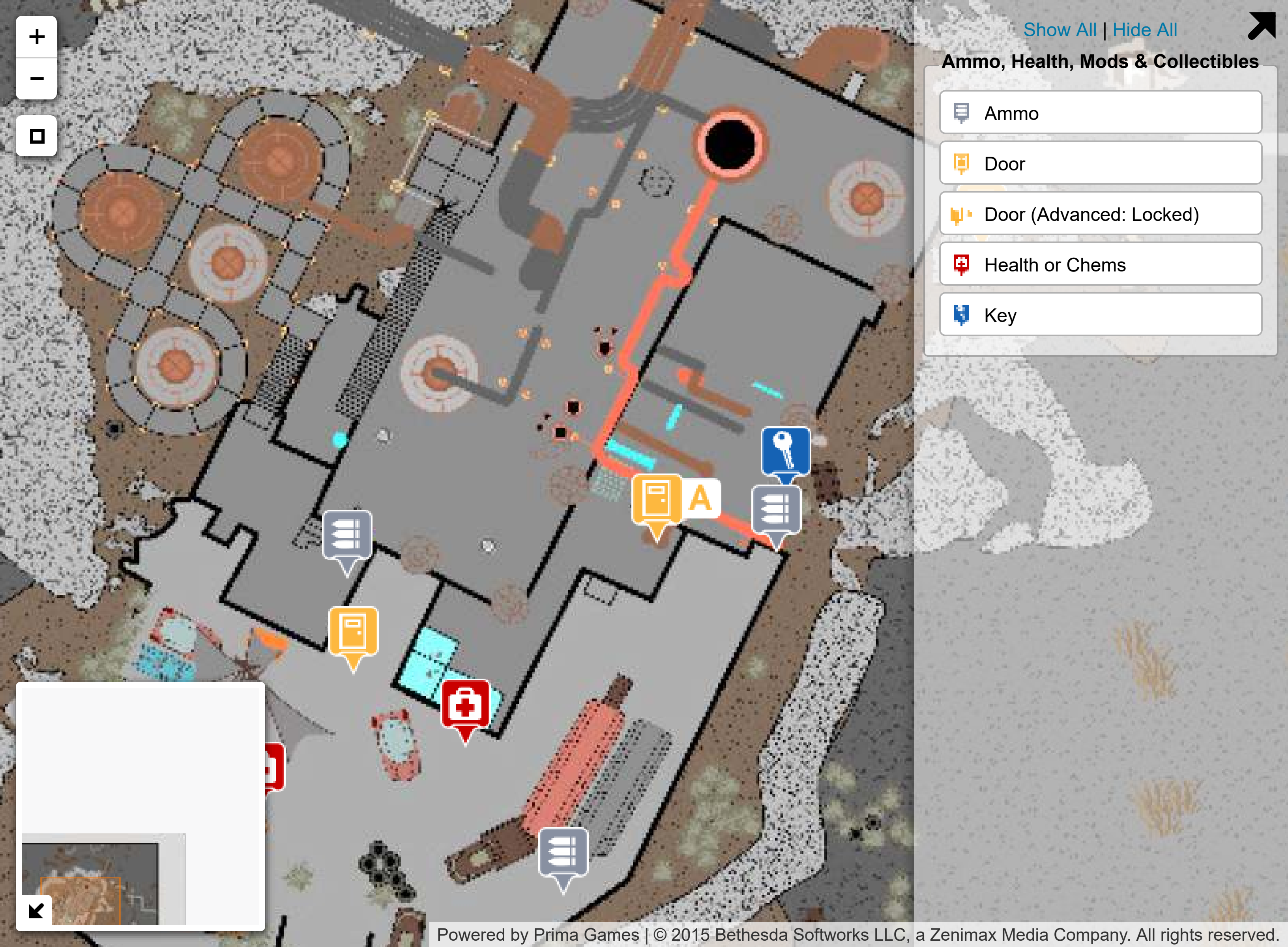
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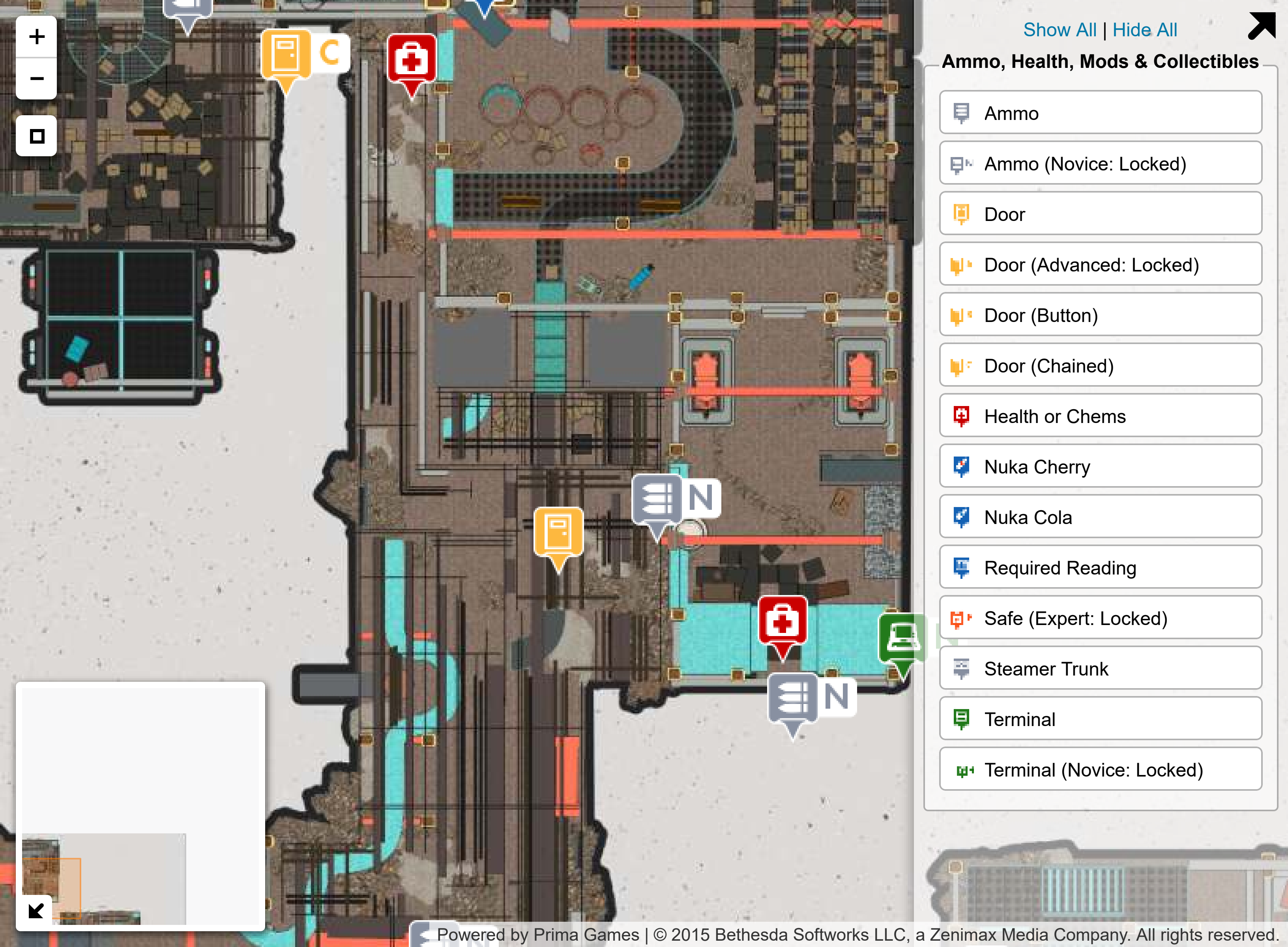

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Ammo, Health, Mods & Collectibles

- Ammo
- Ammo (Novice: Locked)
- Door
- Door (Advanced: Locked)
- Door (Button)
- Door (Chained)
- Health or Chems
- Nuka Cherry
- Nuka Cola
- Required Reading
- Safe (Expert: Locked)
- Steamer Trunk
- Terminal
- Terminal (Novice: Locked)

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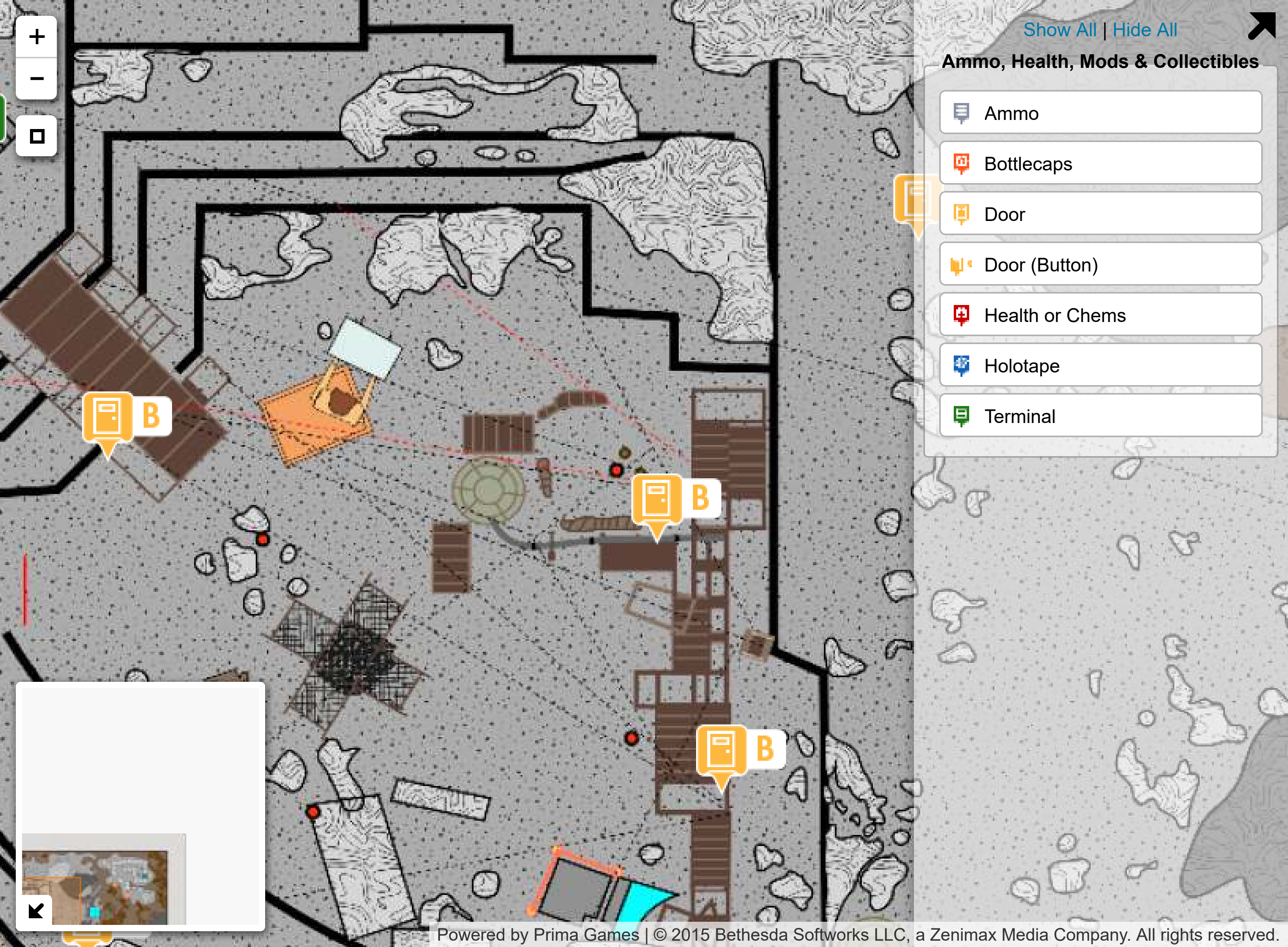
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Ammo, Health, Mods & Collectibles
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Bottlecaps
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Door (Button)
Health or Chems
Holotape
Terminal
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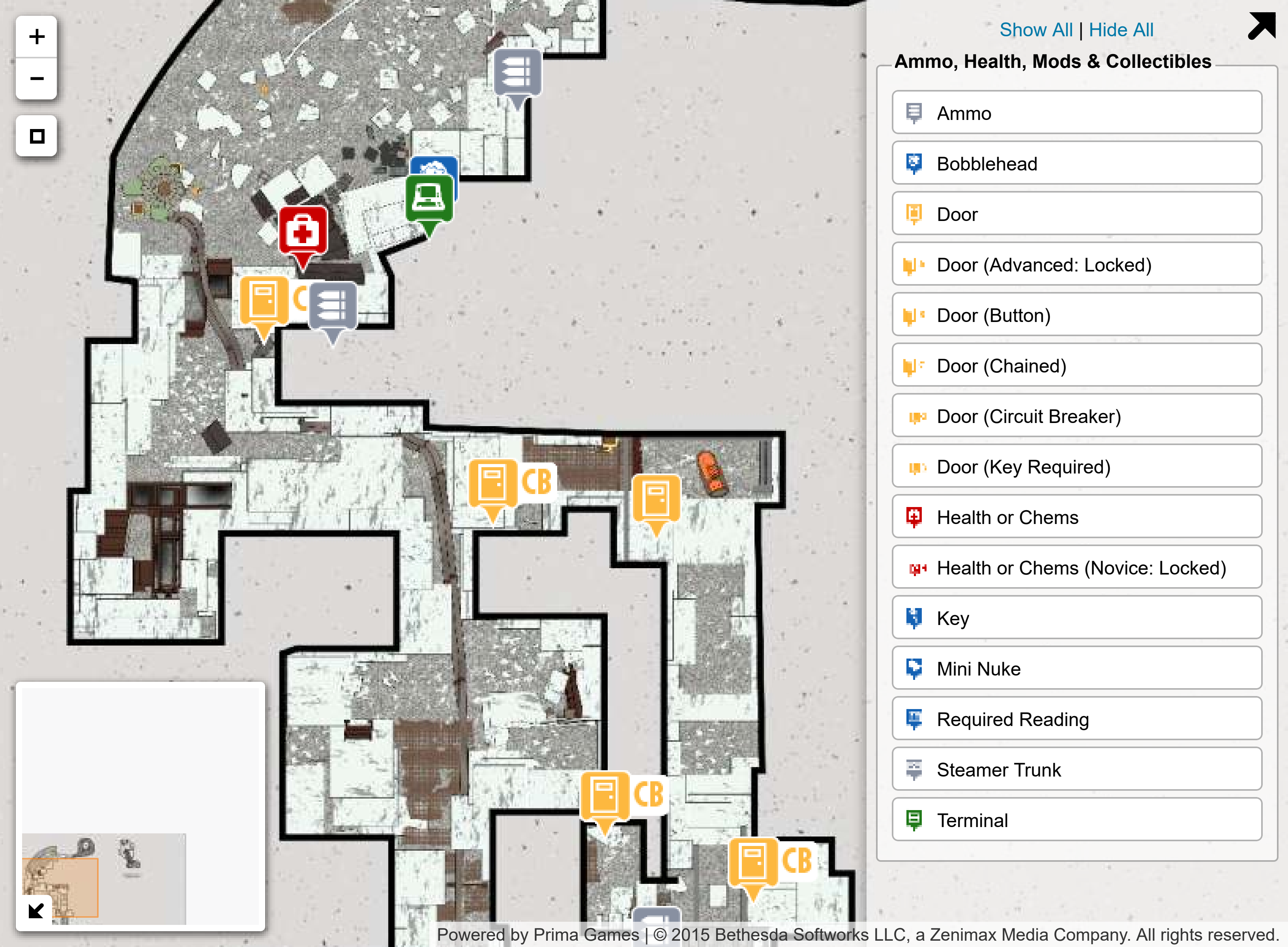

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Ammo, Health, Mods & Collectibles

- Ammo
- Bobblehead
- Door
- Door (Advanced: Locked)
- Door (Button)
- Door (Chained)
- Door (Circuit Breaker)
- Door (Key Required)
- Health or Chems
- Health or Chems (Novice: Locked)
- Key
- Mini Nuke
- Required Reading
- Steamer Trunk
- Terminal

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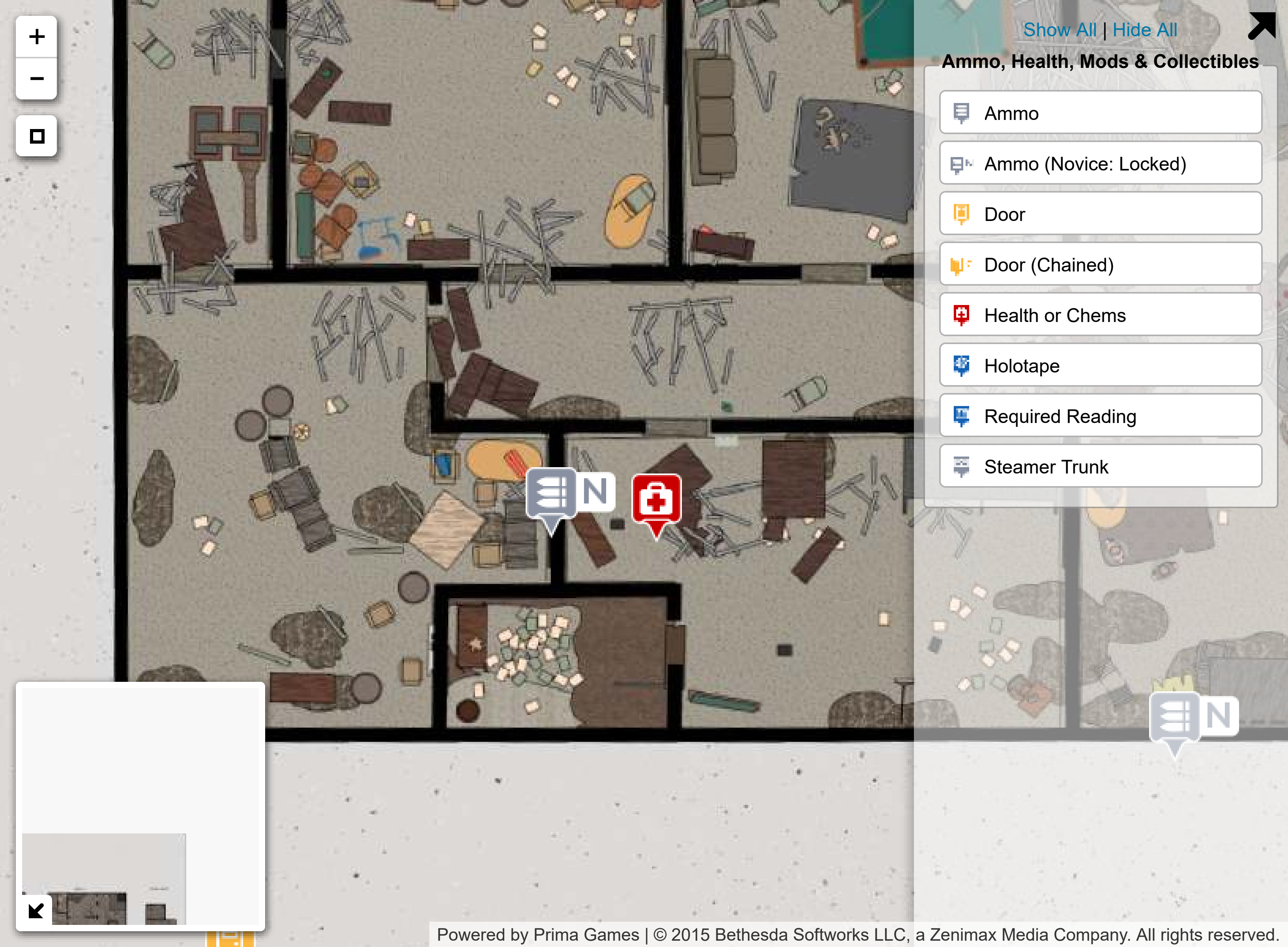
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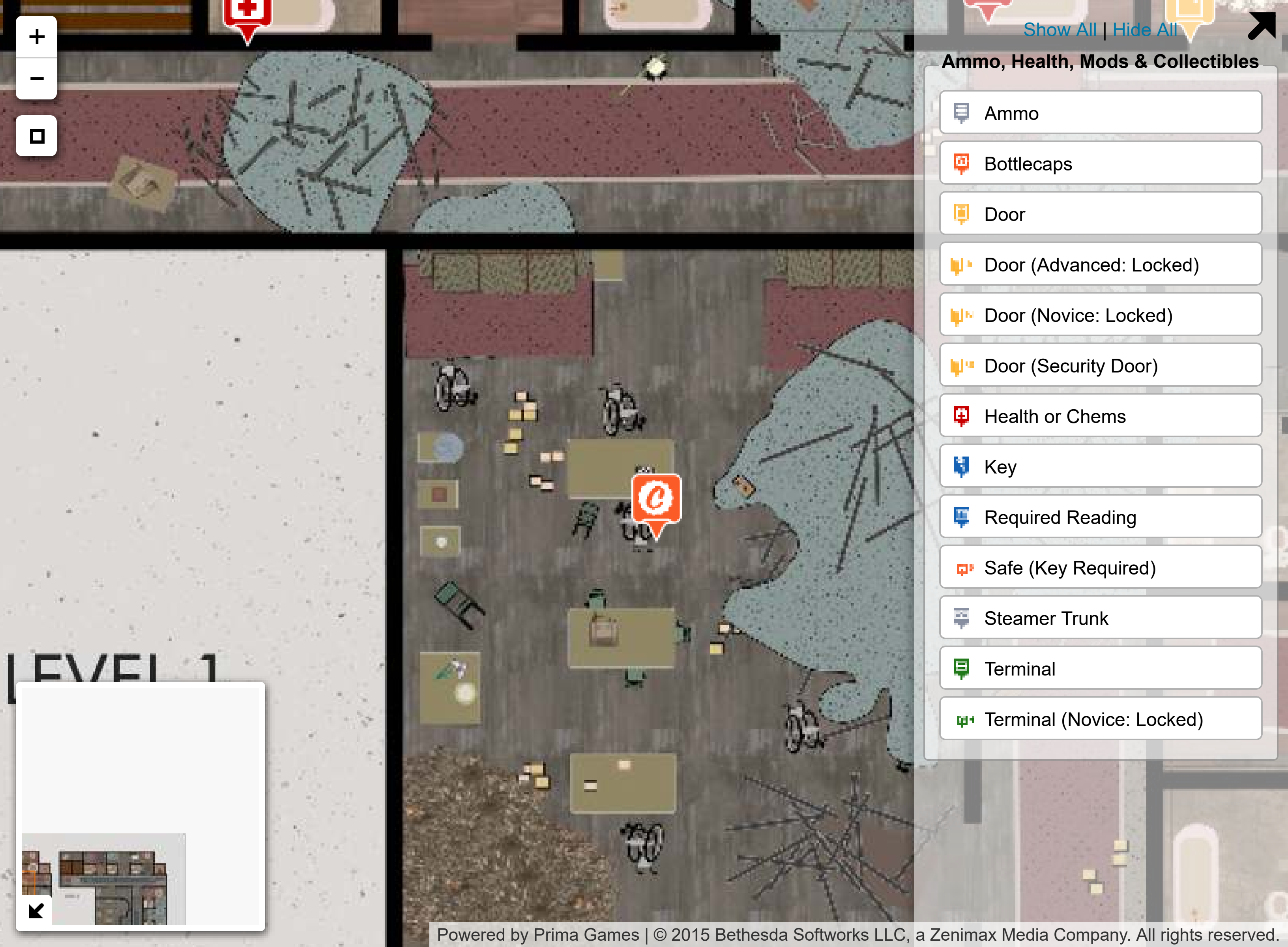

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Ammo, Health, Mods & Collectibles

- Ammo
- Bottlecaps
- Door
- Door (Advanced: Locked)
- Door (Novice: Locked)
- Door (Security Door)
- Health or Chems
- Key
- Required Reading
- Safe (Key Required)
- Steamer Trunk
- Terminal
- Terminal (Novice: Locked)

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Primary Locations
Hospital
Office
Radioactive Area
Ruined Building
Salem
Secondary Locations
Secondary Locations
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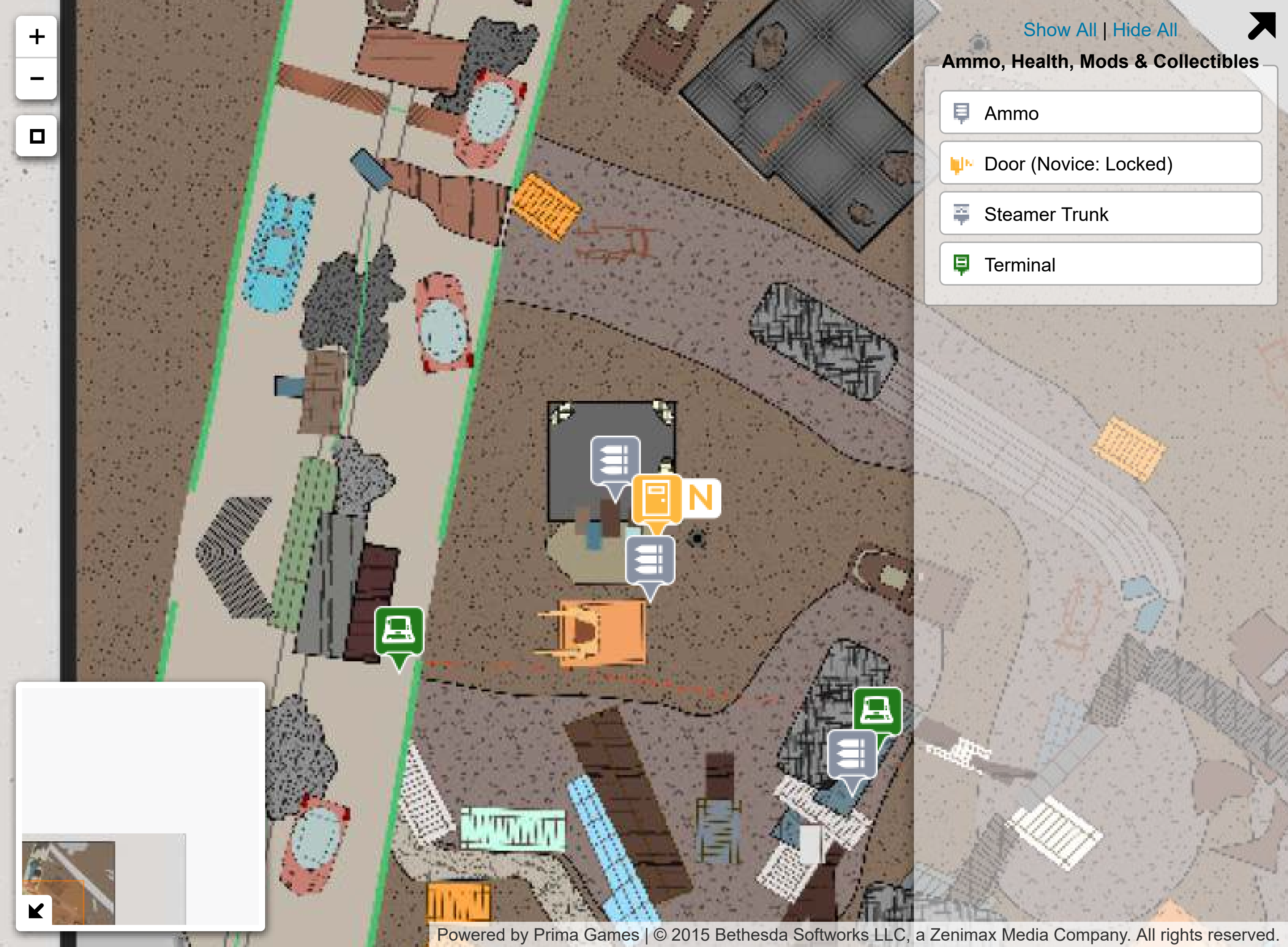
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Ammo, Health, Mods & Collectibles
Ammo
Door (Novice: Locked)
Steamer Trunk
Terminal
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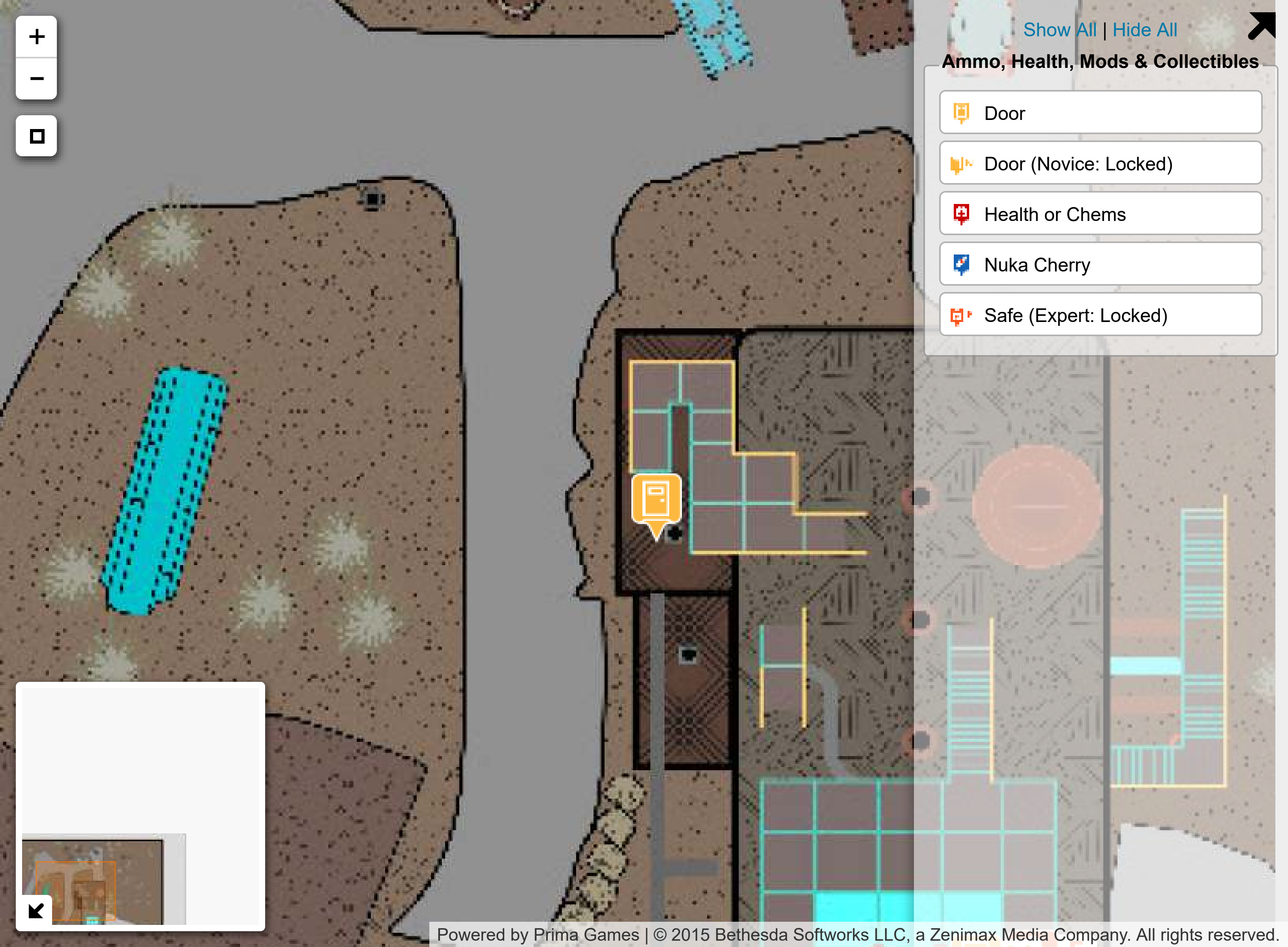
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Ammo, Health, Mods & Collectibles
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Door (Novice: Locked)
Health or Chems
Nuka Cherry
Safe (Expert: Locked)

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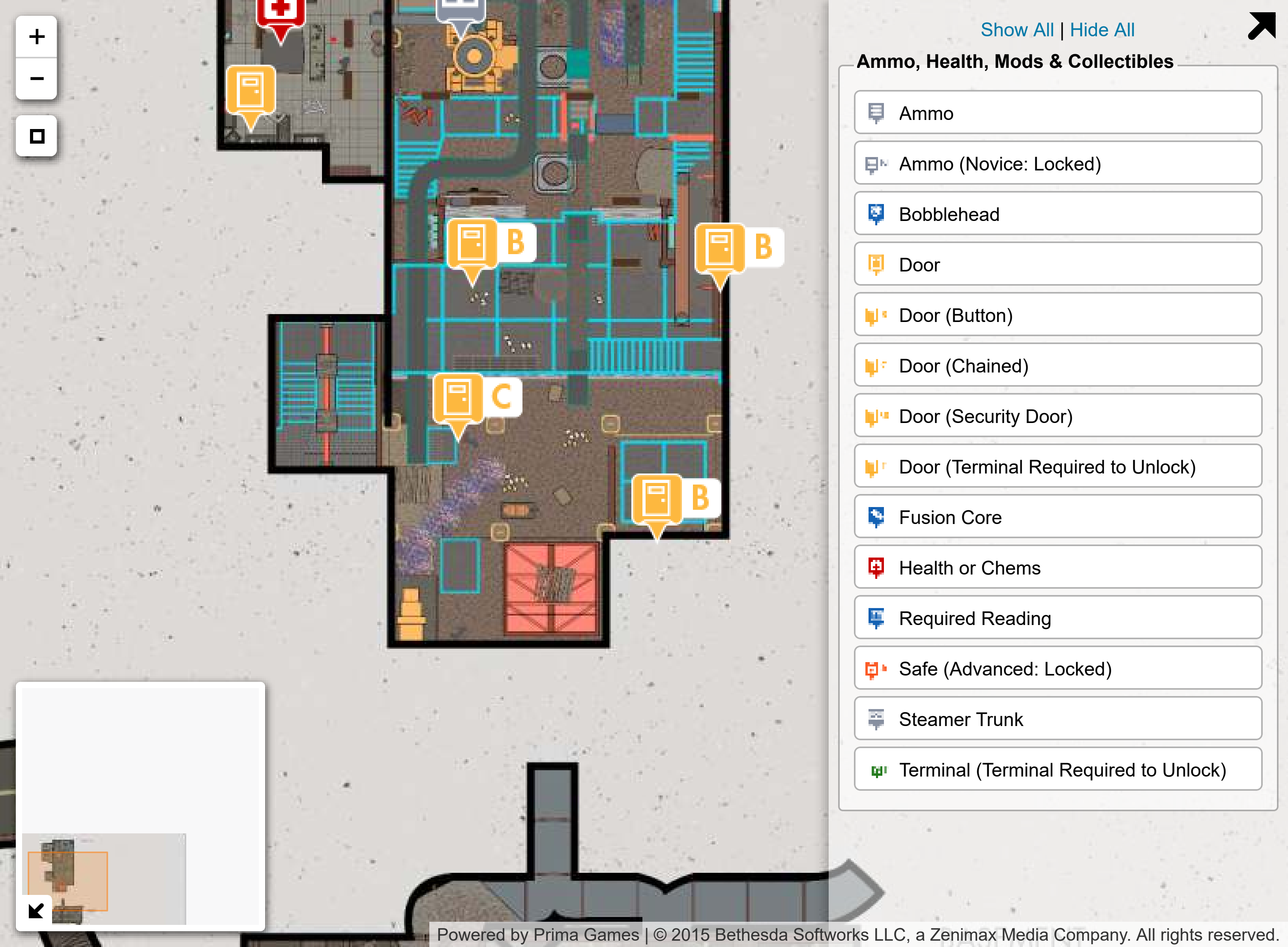
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Ammo, Health, Mods & Collectibles
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Ammo (Novice: Locked)
Bobblehead
Door
Door (Button)
Door (Chained)
Door (Security Door)
Door (Terminal Required to Unlock)
Fusion Core
Health or Chems
Required Reading
Safe (Advanced: Locked)
Steamer Trunk
Terminal (Terminal Required to Unlock)

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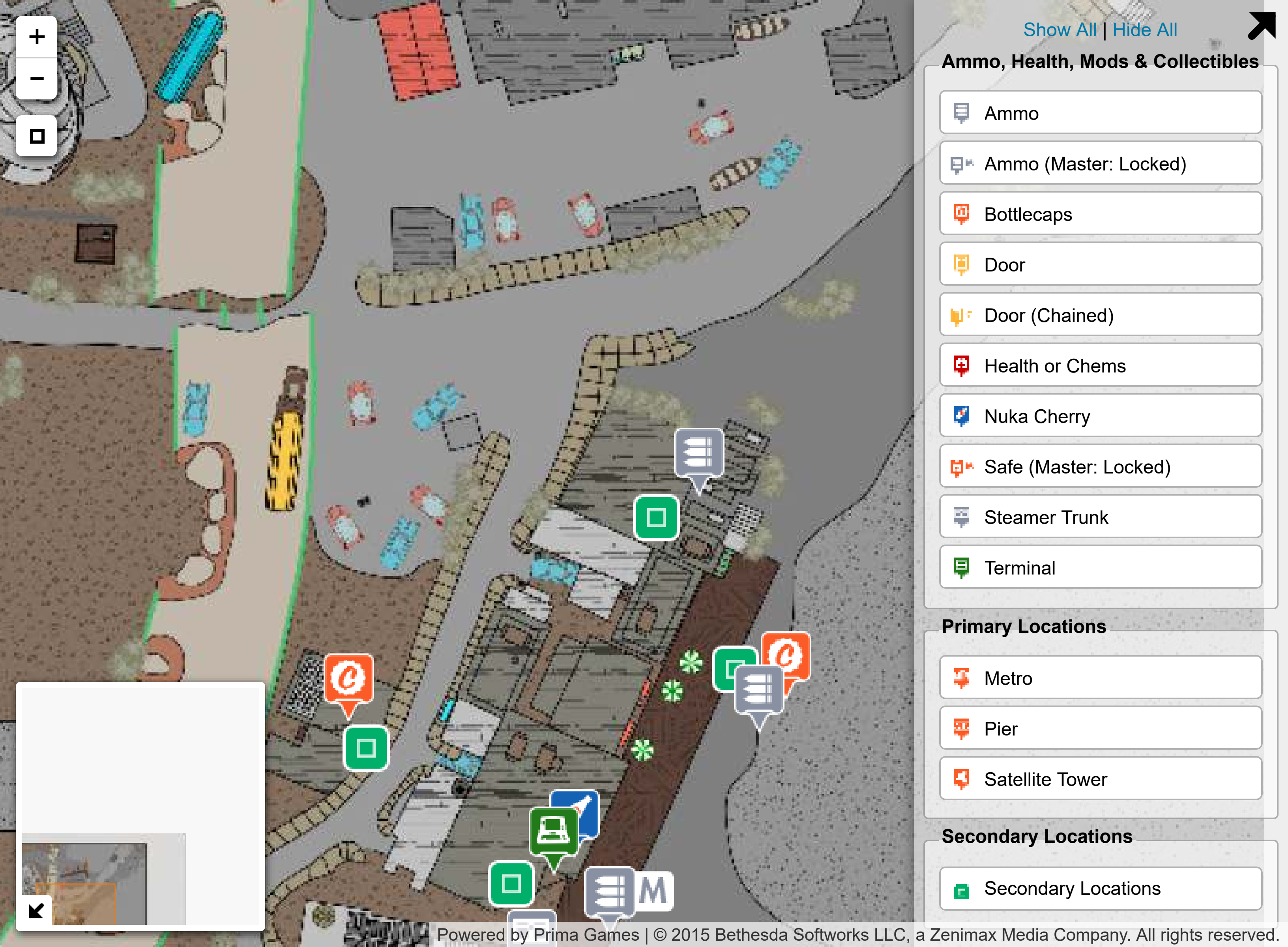
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Ammo, Health, Mods & Collectibles
Ammo
Ammo (Master: Locked)
Bottlecaps
Door
Door (Chained)
Health or Chems
Nuka Cherry
Safe (Master: Locked)
Steamer Trunk
Terminal
Primary Locations
Metro
Pier
Satellite Tower
Secondary Locations
Secondary Locations
M
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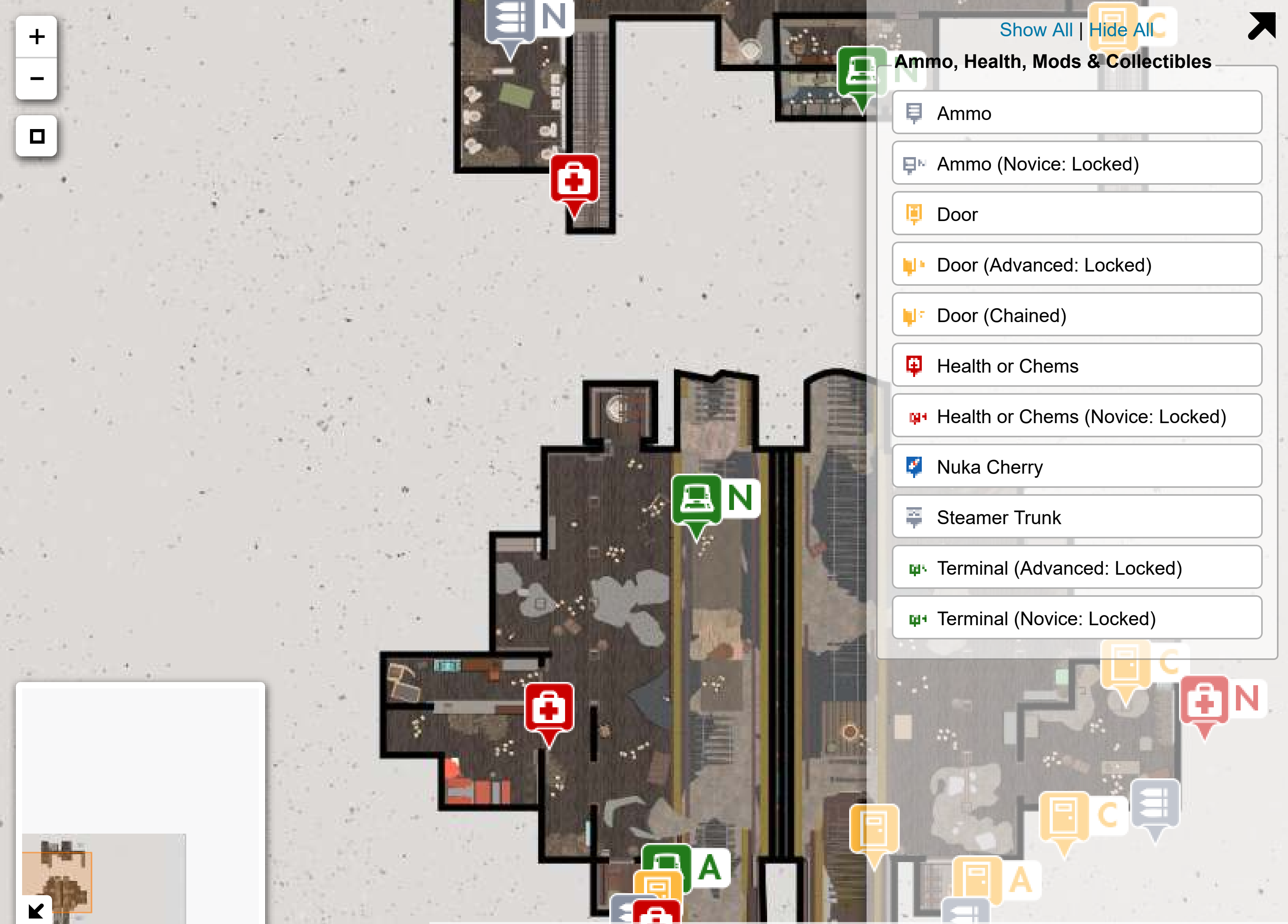
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Ammo, Health, Mods & Collectibles
Ammo
Ammo (Novice: Locked)
Door
Door (Advanced: Locked)
Door (Chained)
Health or Chems
Health or Chems (Novice: Locked)
Nuka Cherry
Steamer Trunk
Terminal (Advanced: Locked)
Terminal (Novice: Locked)
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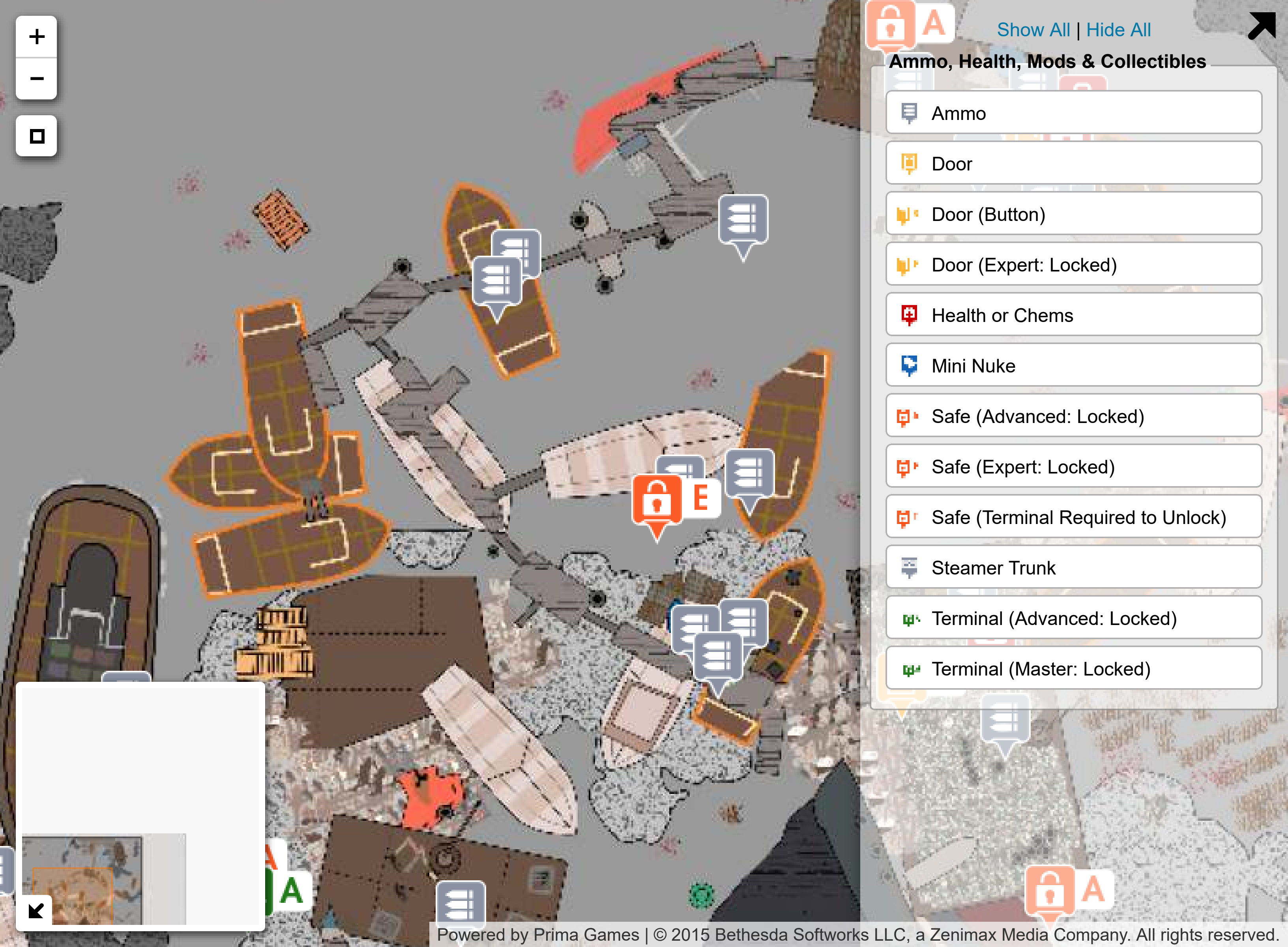
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A
A
Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Door
Door (Button)
Door (Expert: Locked)
Health or Chems
Mini Nuke
Safe (Advanced: Locked)
Safe (Expert: Locked)
Safe (Terminal Required to Unlock)
Steamer Trunk
Terminal (Advanced: Locked)
Terminal (Master: Locked)
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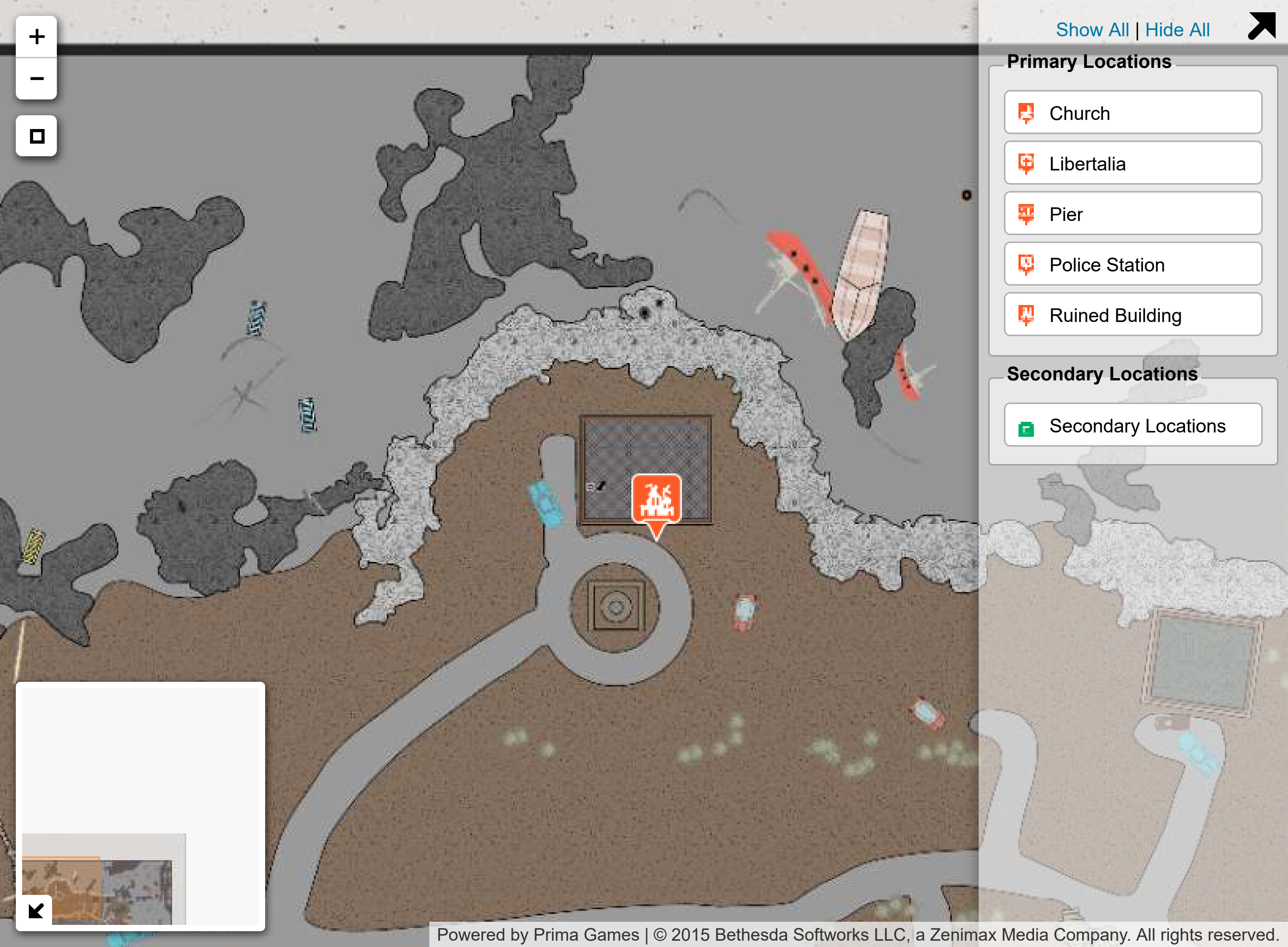
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Show All | Hide All
Primary Locations
Church
Libertalia
Pier
Police Station
Ruined Building
Secondary Locations
Secondary Locations

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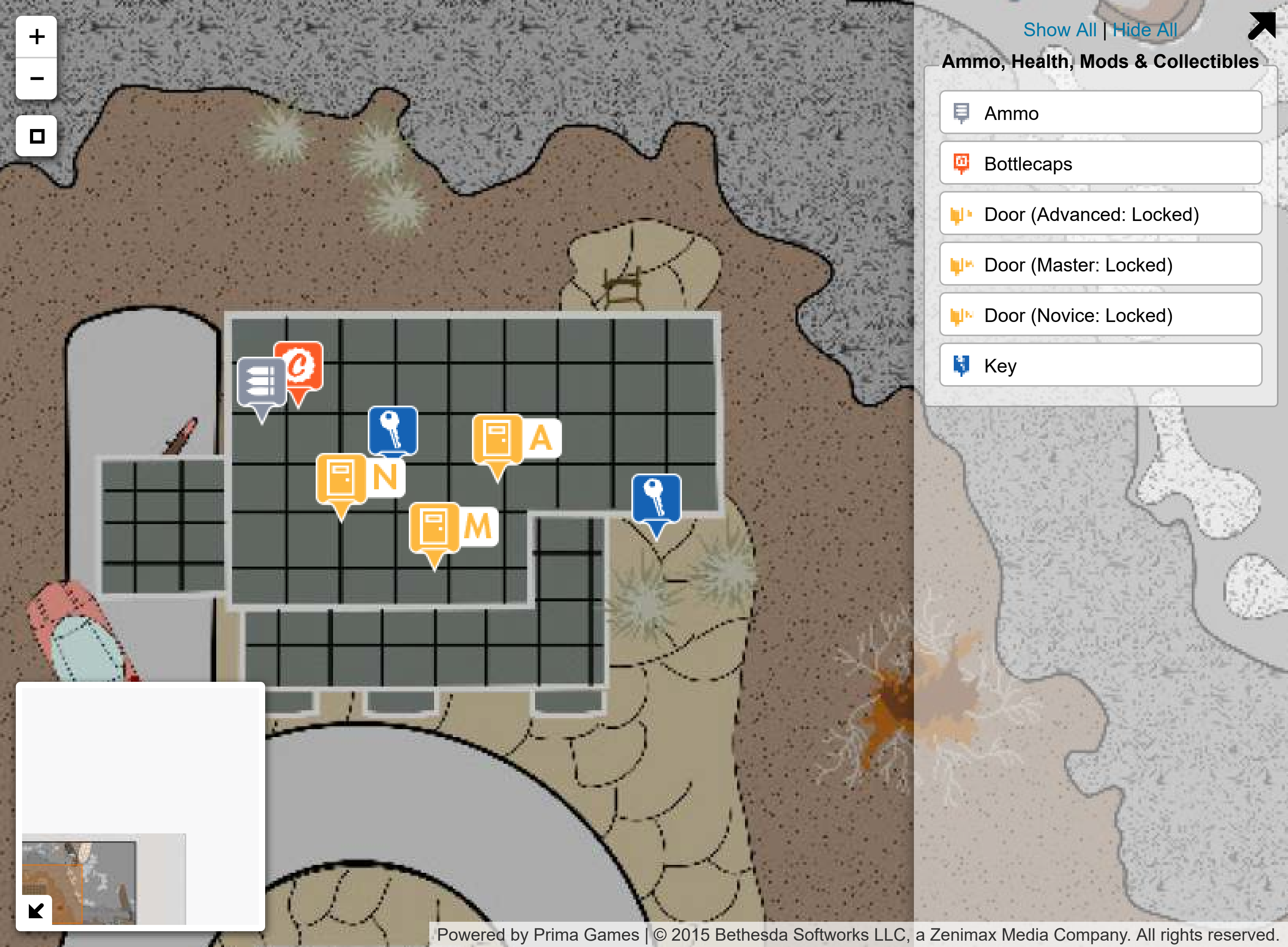

Show All | Hide All

Ammo, Health, Mods & Collectibles

- Ammo
- Bottlecaps
- Door (Advanced: Locked)
- Door (Master: Locked)
- Door (Novice: Locked)
- Key

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Show All | Hide All
Ammo, Health, Mods & Collectibles
Door (Master: Locked)
Safe (Advanced: Locked)
Steamer Trunk
Terminal (Master: Locked)

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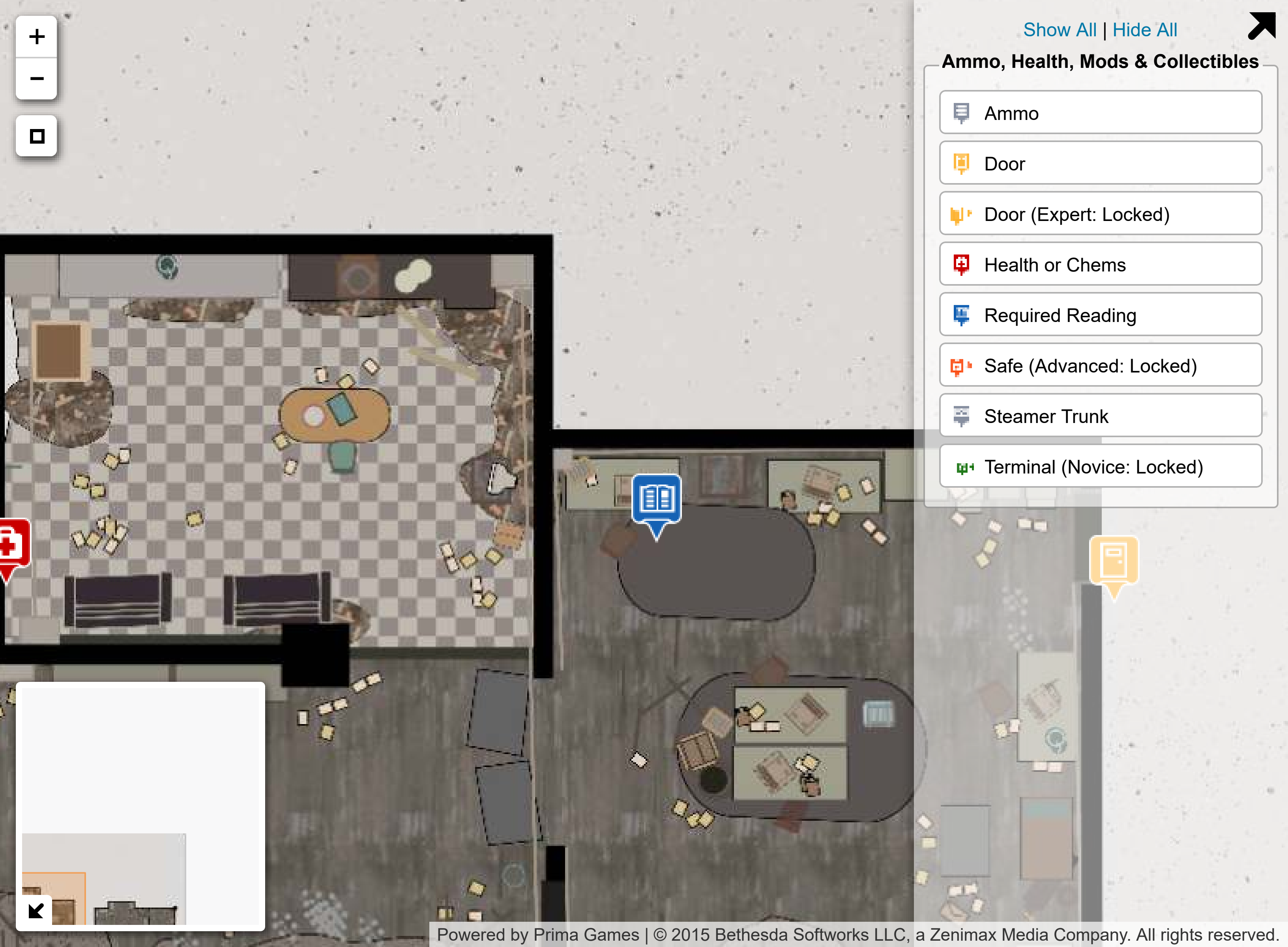
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Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Door
Door (Expert: Locked)
Health or Chems
Required Reading
Safe (Advanced: Locked)
Steamer Trunk
Terminal (Novice: Locked)

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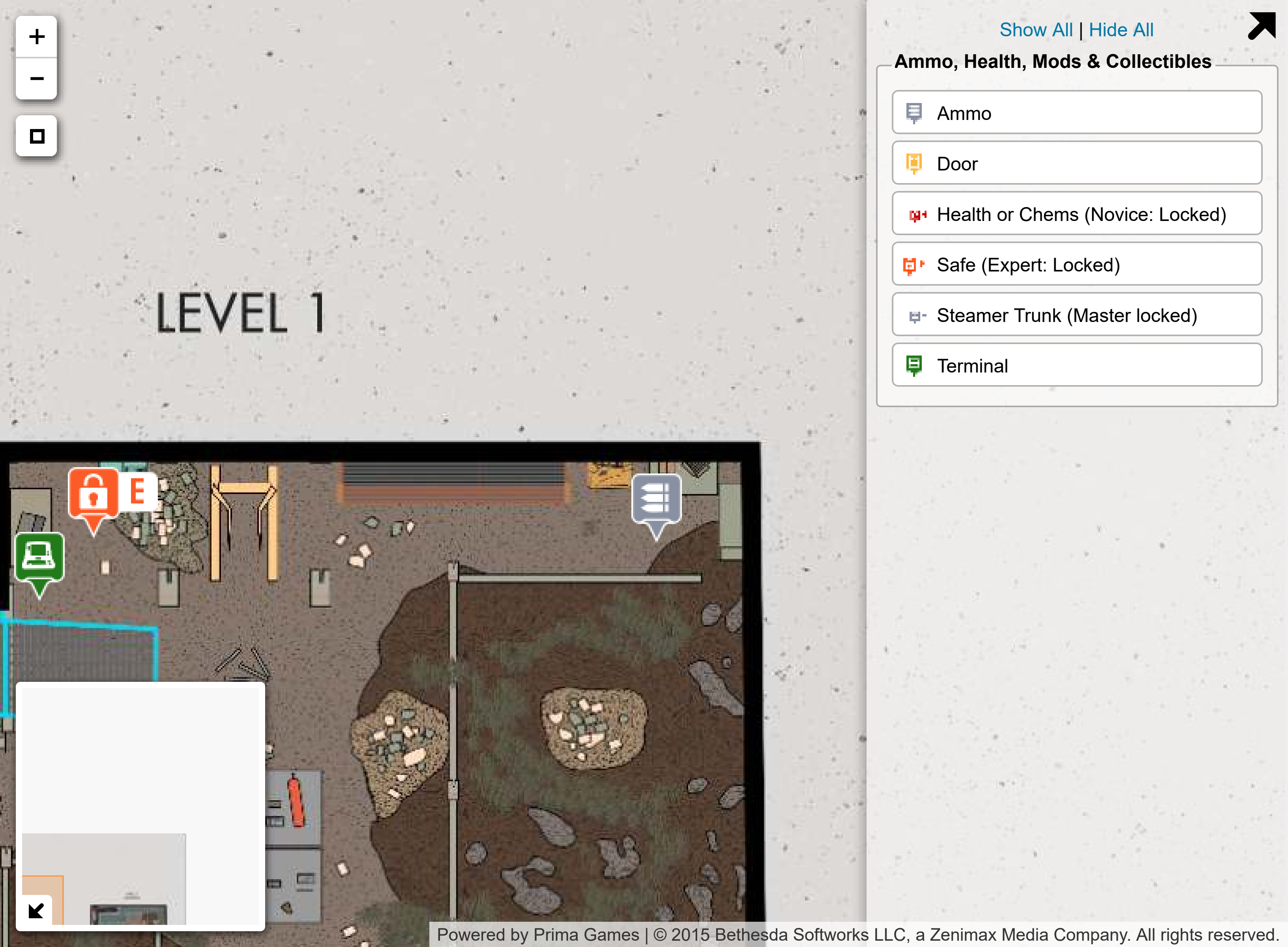

LEVEL 1

Show All | Hide All

Ammo, Health, Mods & Collectibles

- Ammo
- Door
- Health or Chems (Novice: Locked)
- Safe (Expert: Locked)
- Steamer Trunk (Master locked)
- Terminal

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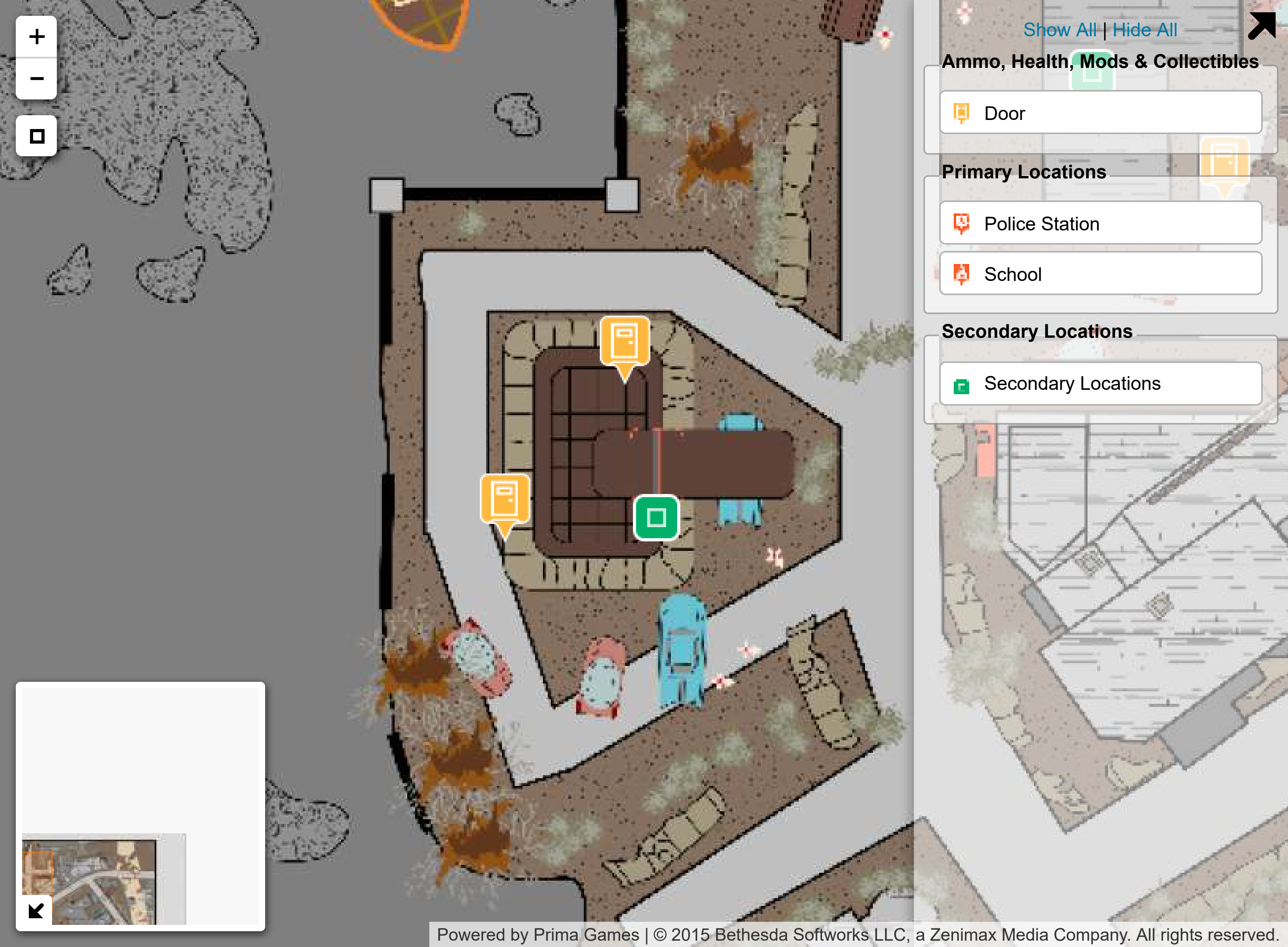
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Show All | Hide All
Ammo, Health, Mods & Collectibles
Door
Primary Locations
Police Station
School
Secondary Locations
Secondary Locations

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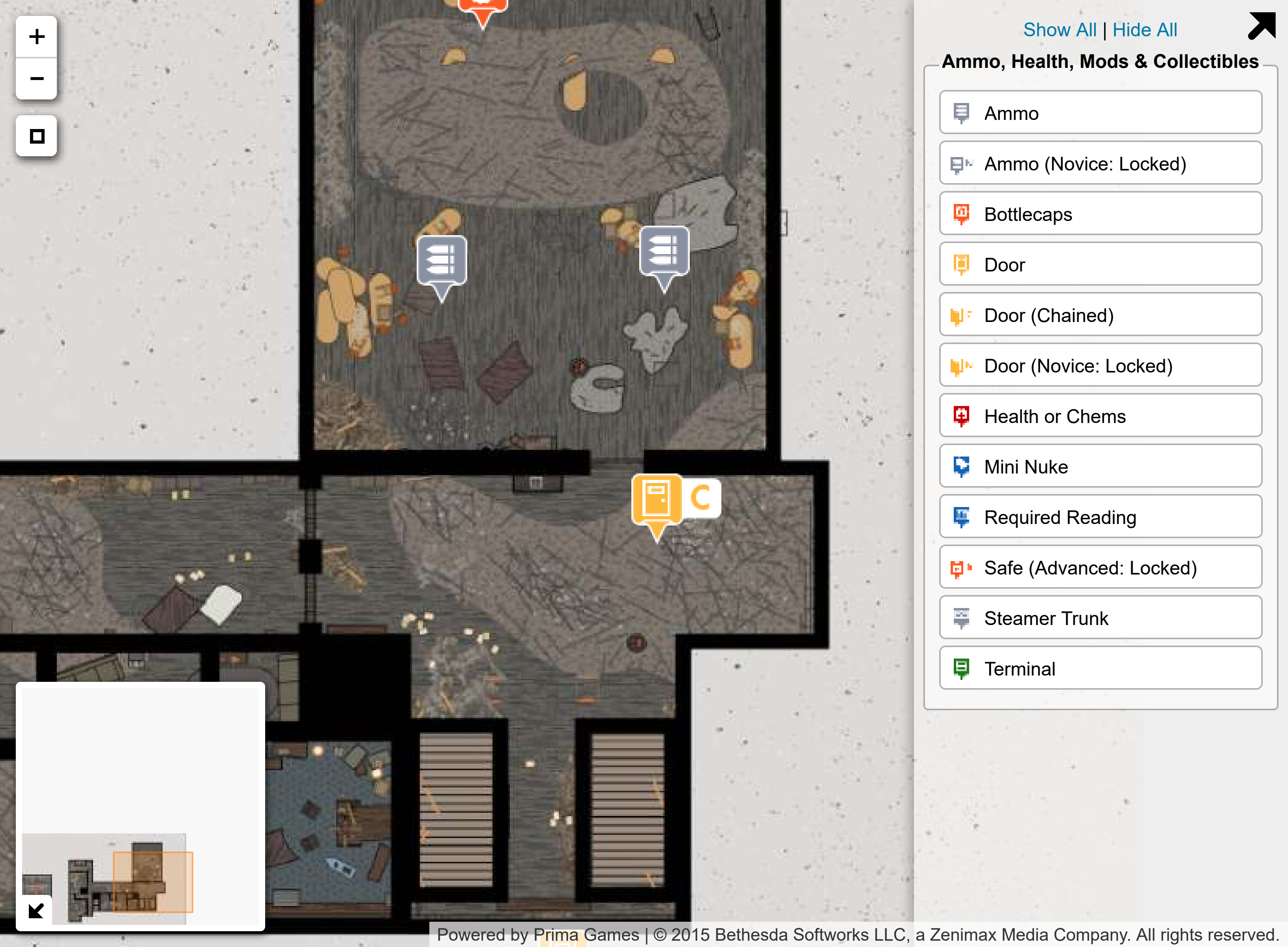
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Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Ammo (Novice: Locked)
Bottlecaps
Door
Door (Chained)
Door (Novice: Locked)
Health or Chems
Mini Nuke
Required Reading
Safe (Advanced: Locked)
Steamer Trunk
Terminal
C

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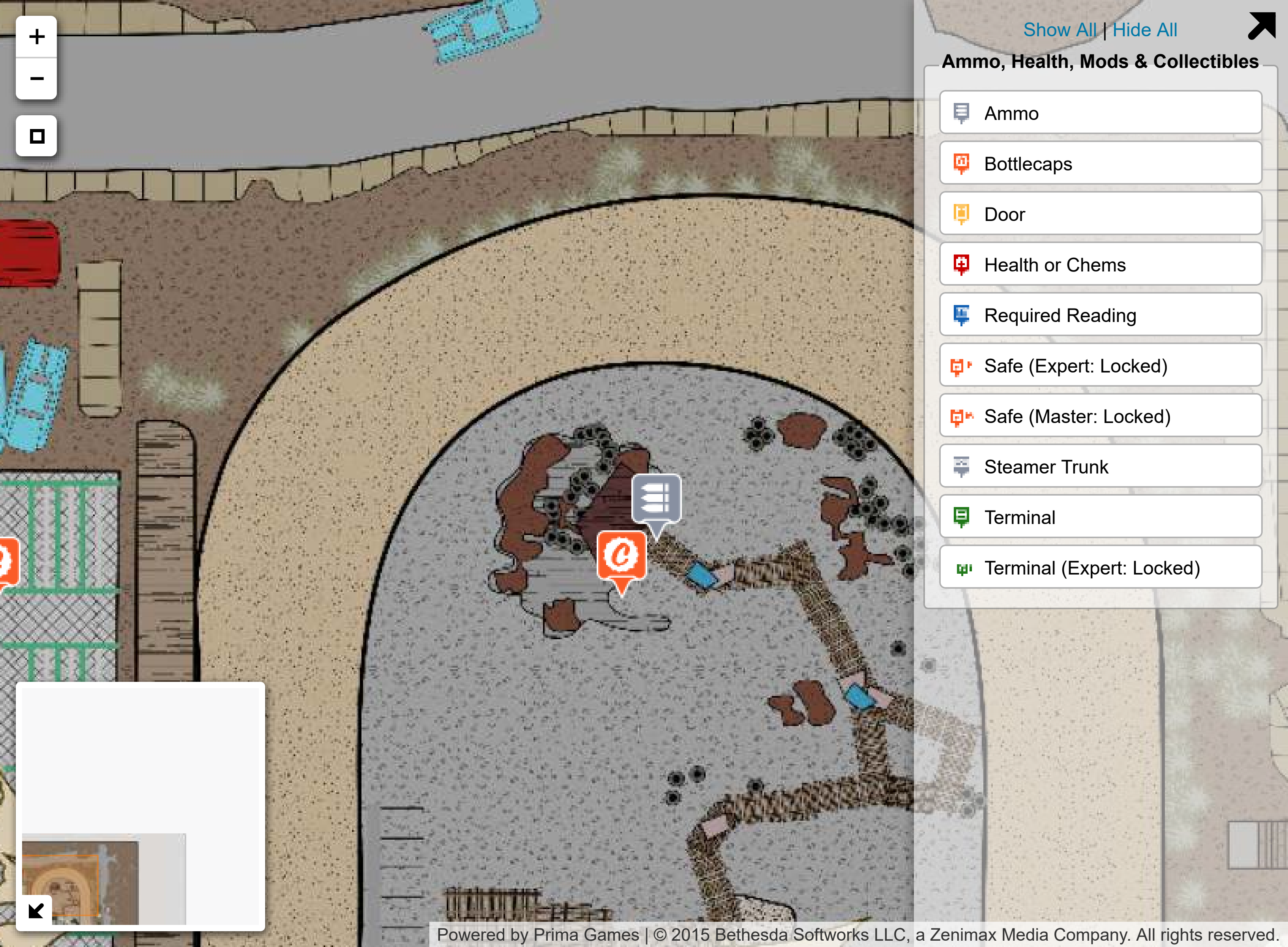
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Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Bottlecaps
Door
Health or Chems
Required Reading
Safe (Expert: Locked)
Safe (Master: Locked)
Steamer Trunk
Terminal
Terminal (Expert: Locked)
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Show All | Hide All
Secondary Locations
🟩 Secondary Locations

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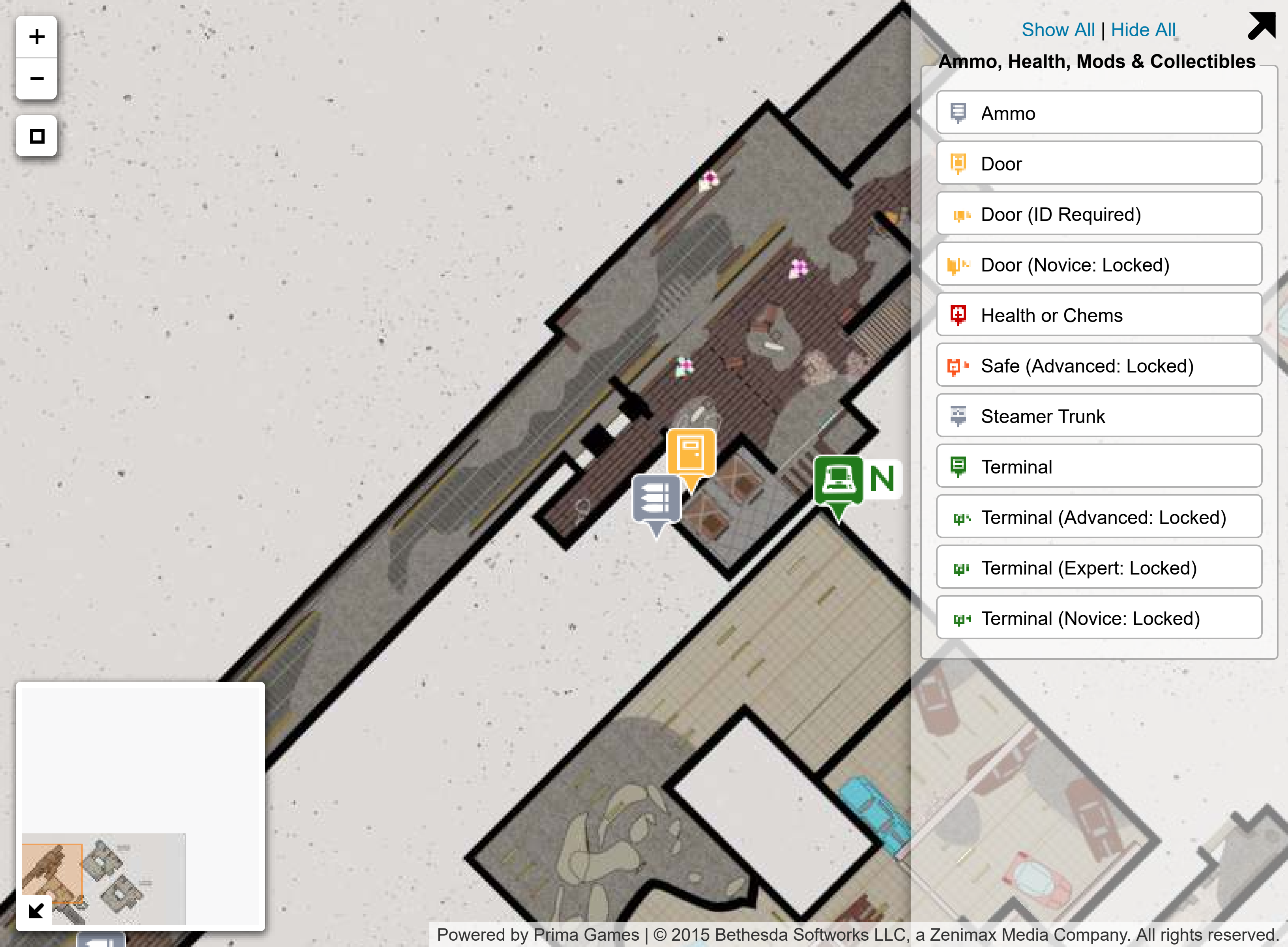
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Ammo, Health, Mods & Collectibles
Ammo
Door
Door (ID Required)
Door (Novice: Locked)
Health or Chems
Safe (Advanced: Locked)
Steamer Trunk
Terminal
Terminal (Advanced: Locked)
Terminal (Expert: Locked)
Terminal (Novice: Locked)
N

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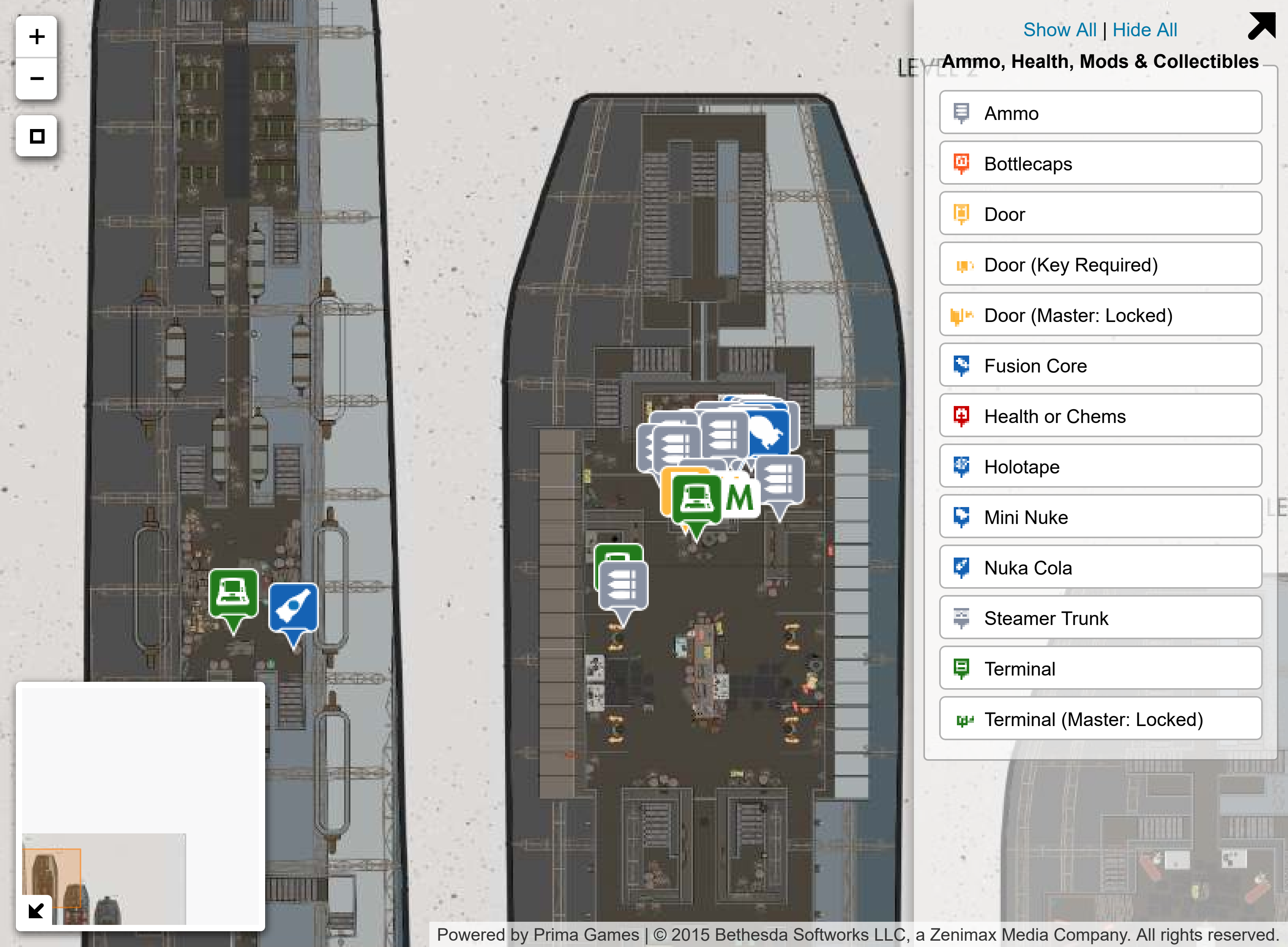

Show All | Hide All

Ammo, Health, Mods & Collectibles

- Ammo
- Bottlecaps
- Door
- Door (Key Required)
- Door (Master: Locked)
- Fusion Core
- Health or Chems
- Holotape
- Mini Nuke
- Nuka Cola
- Steamer Trunk
- Terminal
- Terminal (Master: Locked)

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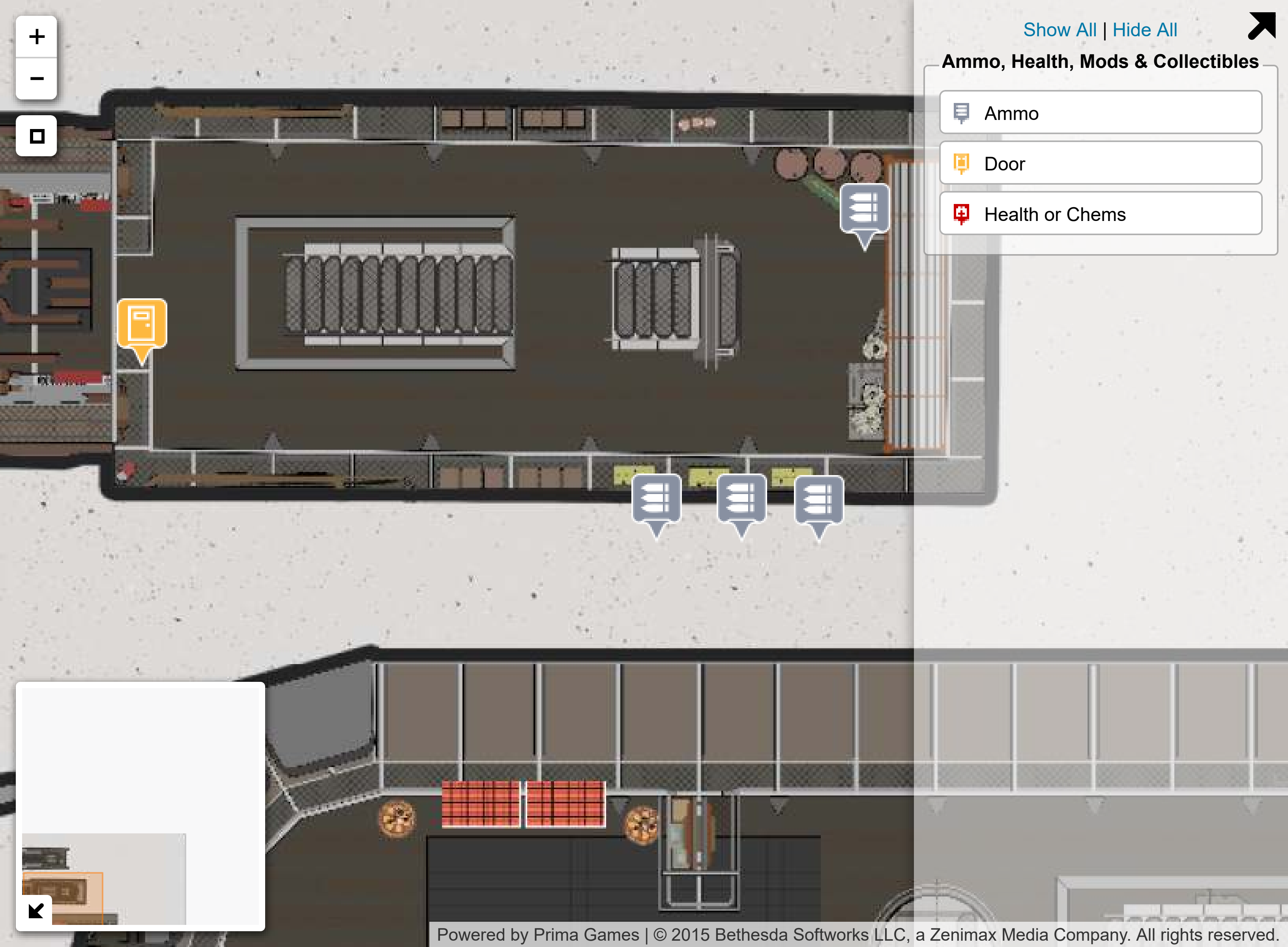
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Ammo, Health, Mods & Collectibles
Ammo
Door
Health or Chems

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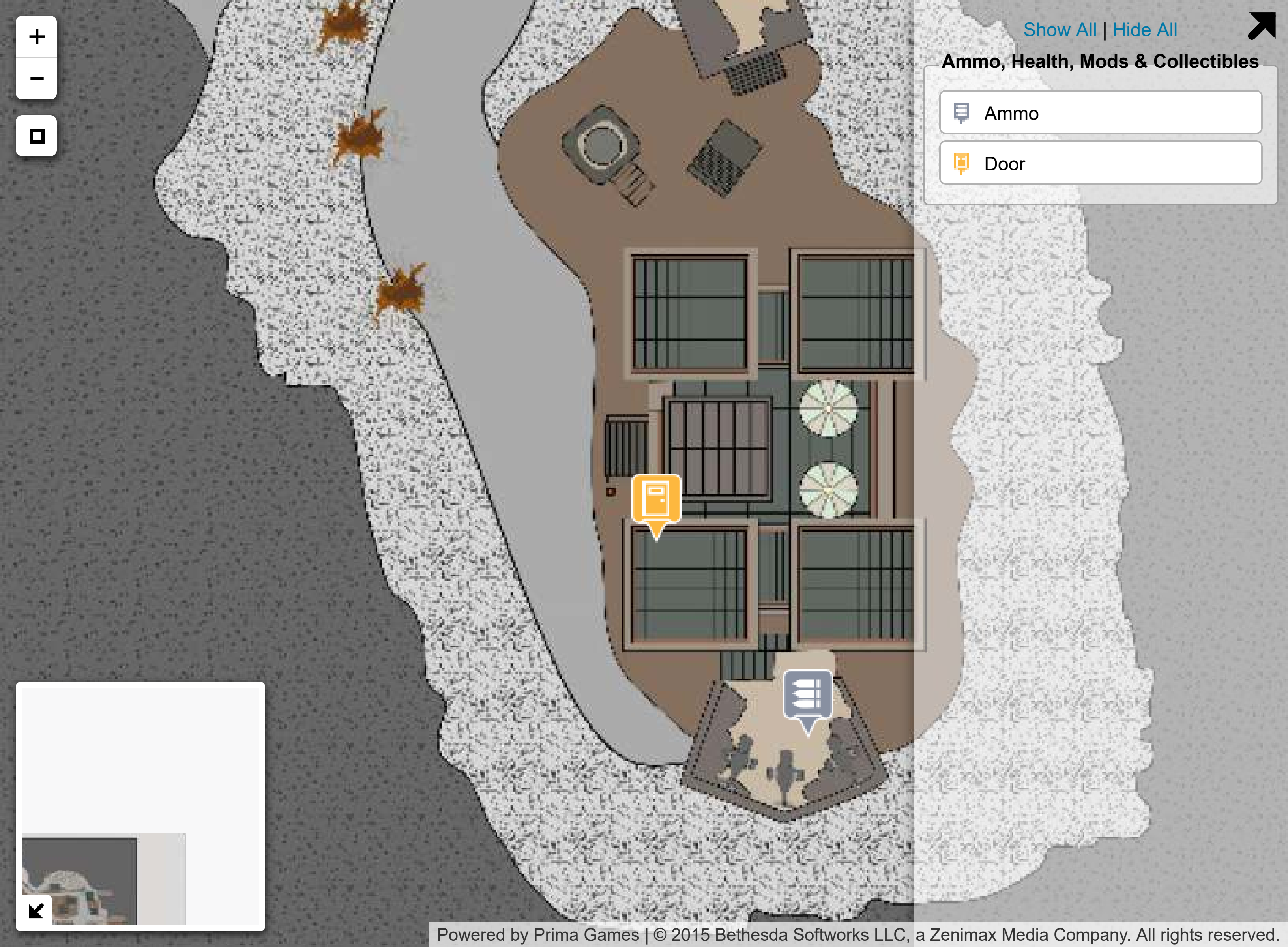
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Ammo, Health, Mods & Collectibles
Ammo
Door

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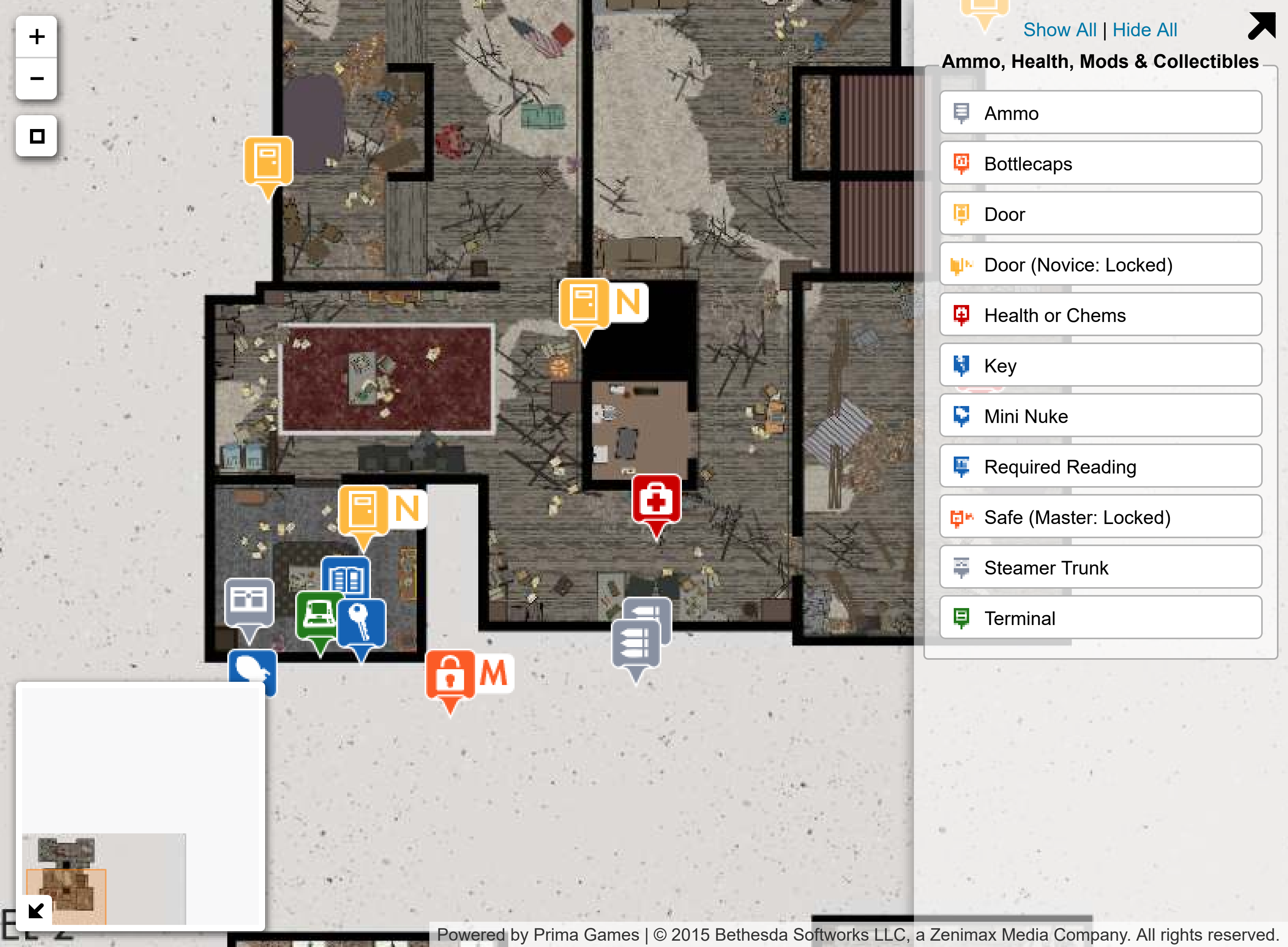
Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Bottlecaps
Door
Door (Novice: Locked)
Health or Chems
Key
Mini Nuke
Required Reading
Safe (Master: Locked)
Steamer Trunk
Terminal
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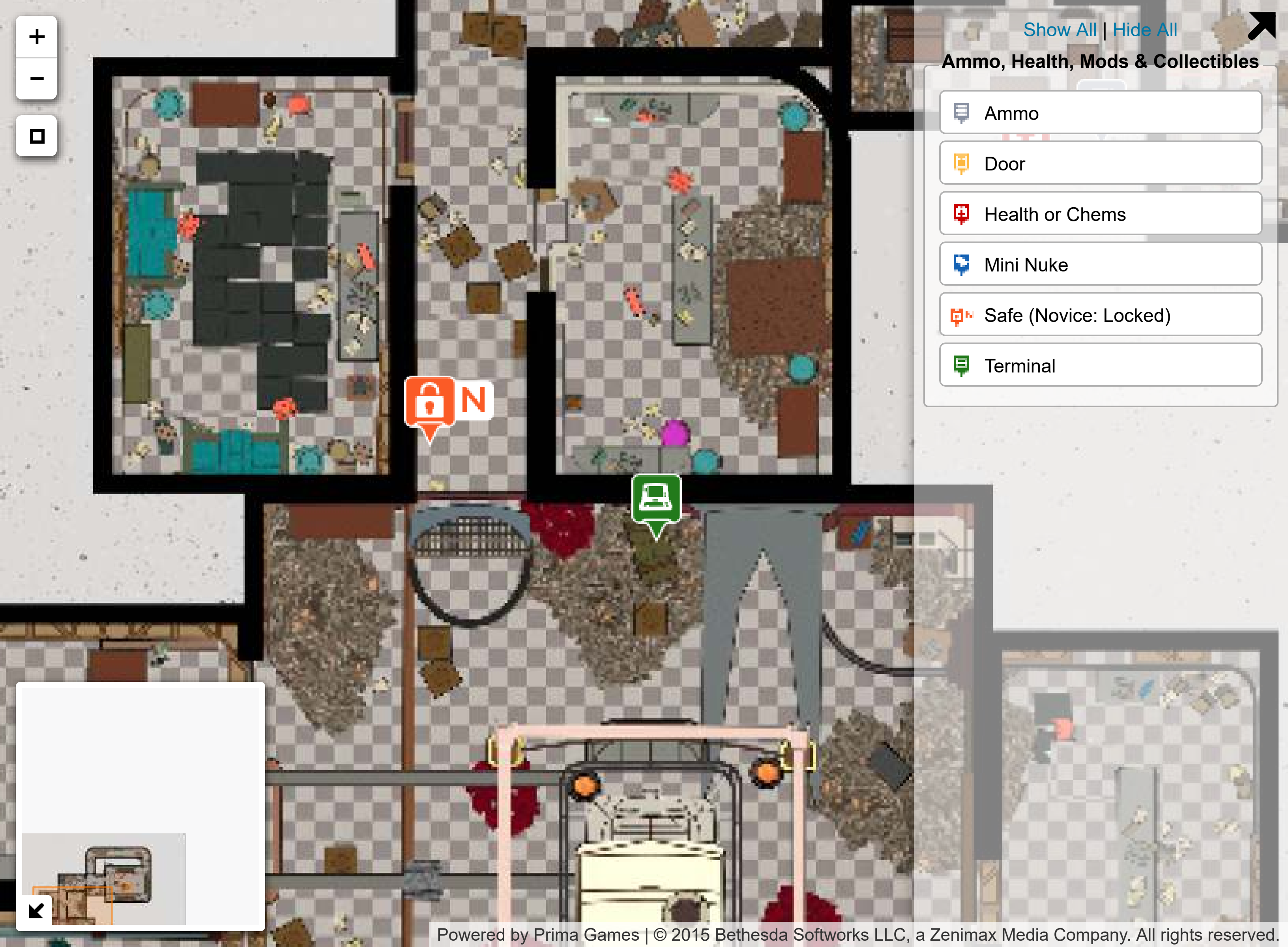
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Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Door
Health or Chems
Mini Nuke
Safe (Novice: Locked)
Terminal
N
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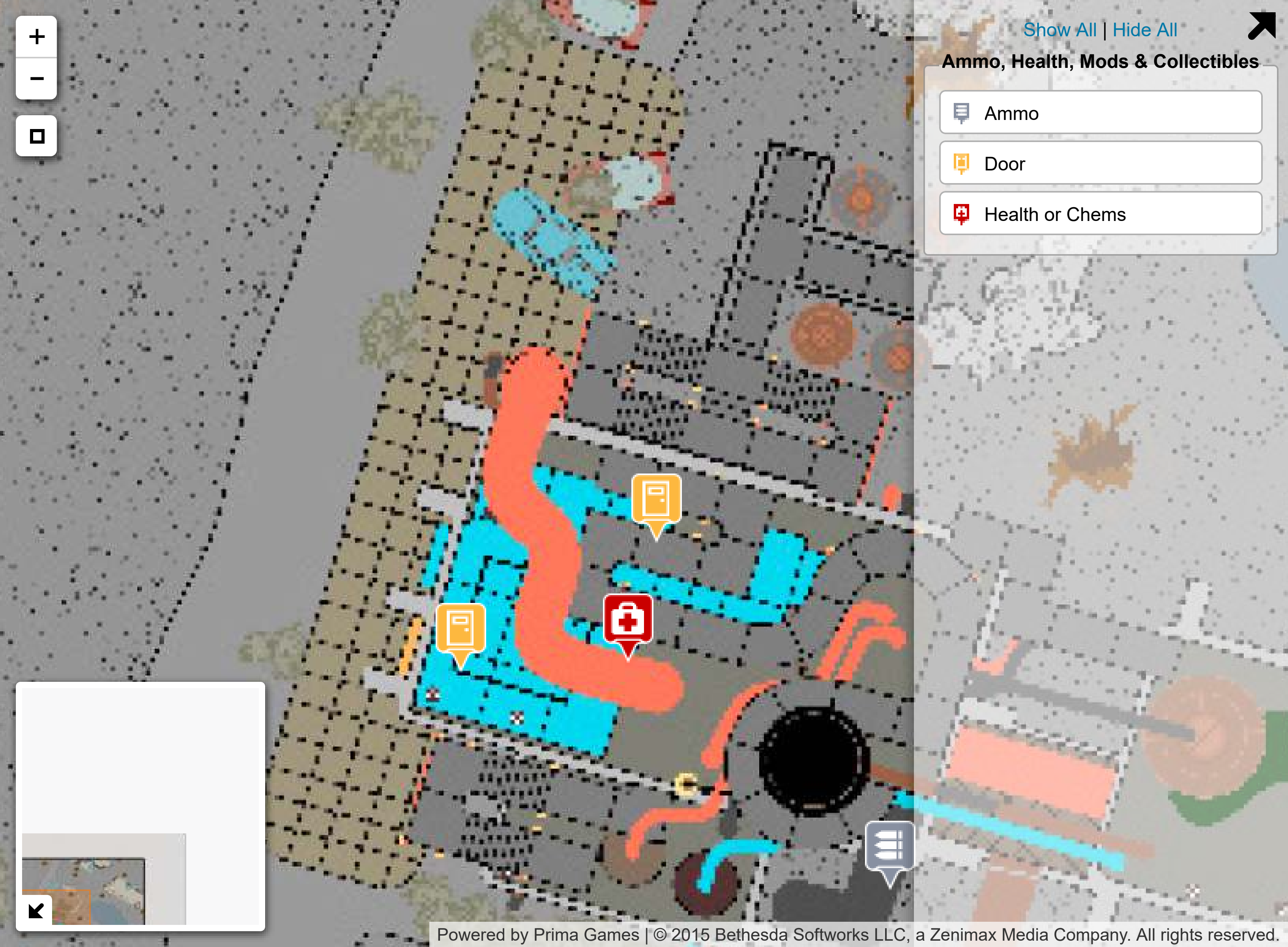
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Ammo, Health, Mods & Collectibles
Ammo
Door
Health or Chems

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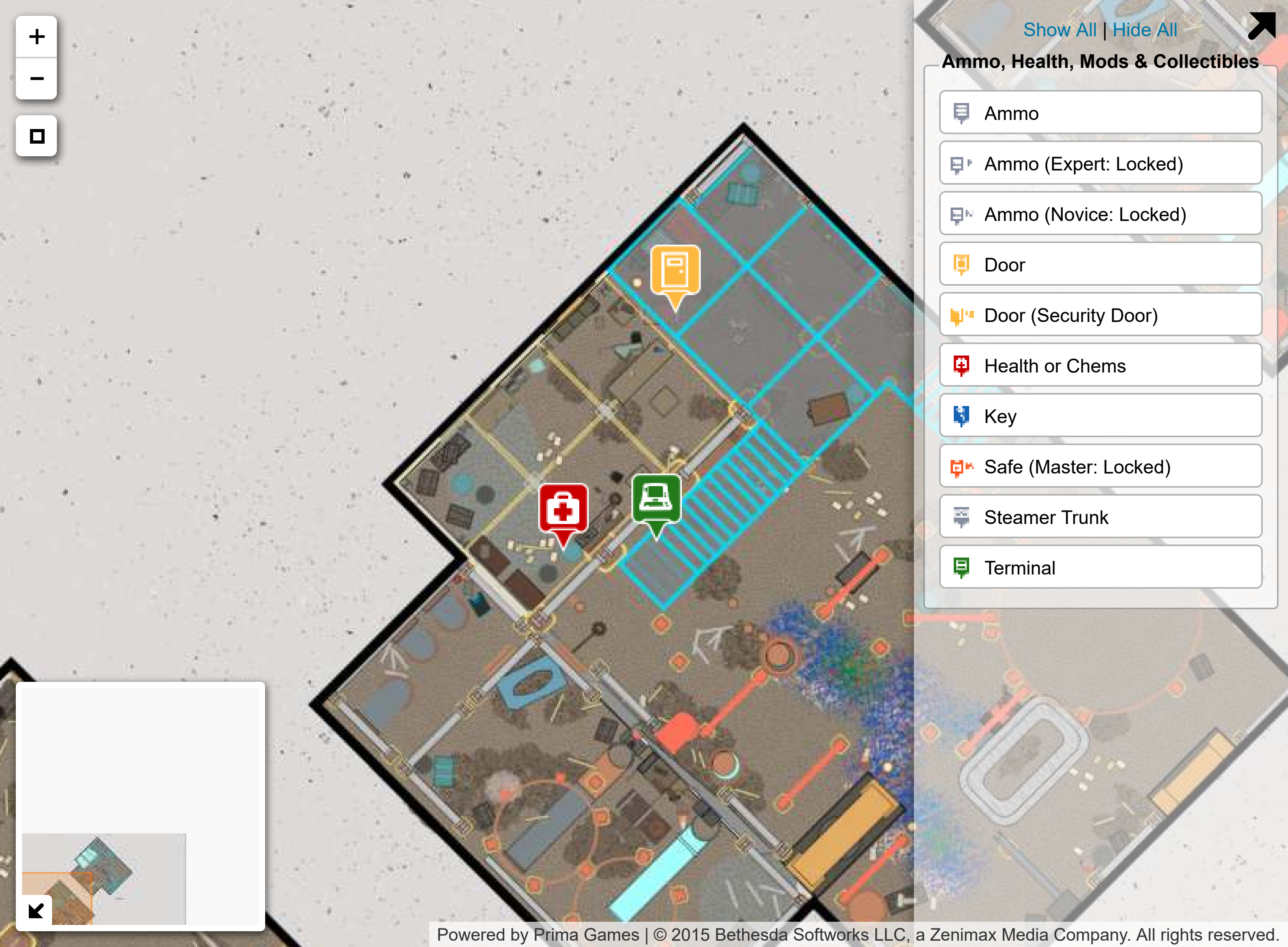
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Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Ammo (Expert: Locked)
Ammo (Novice: Locked)
Door
Door (Security Door)
Health or Chems
Key
Safe (Master: Locked)
Steamer Trunk
Terminal

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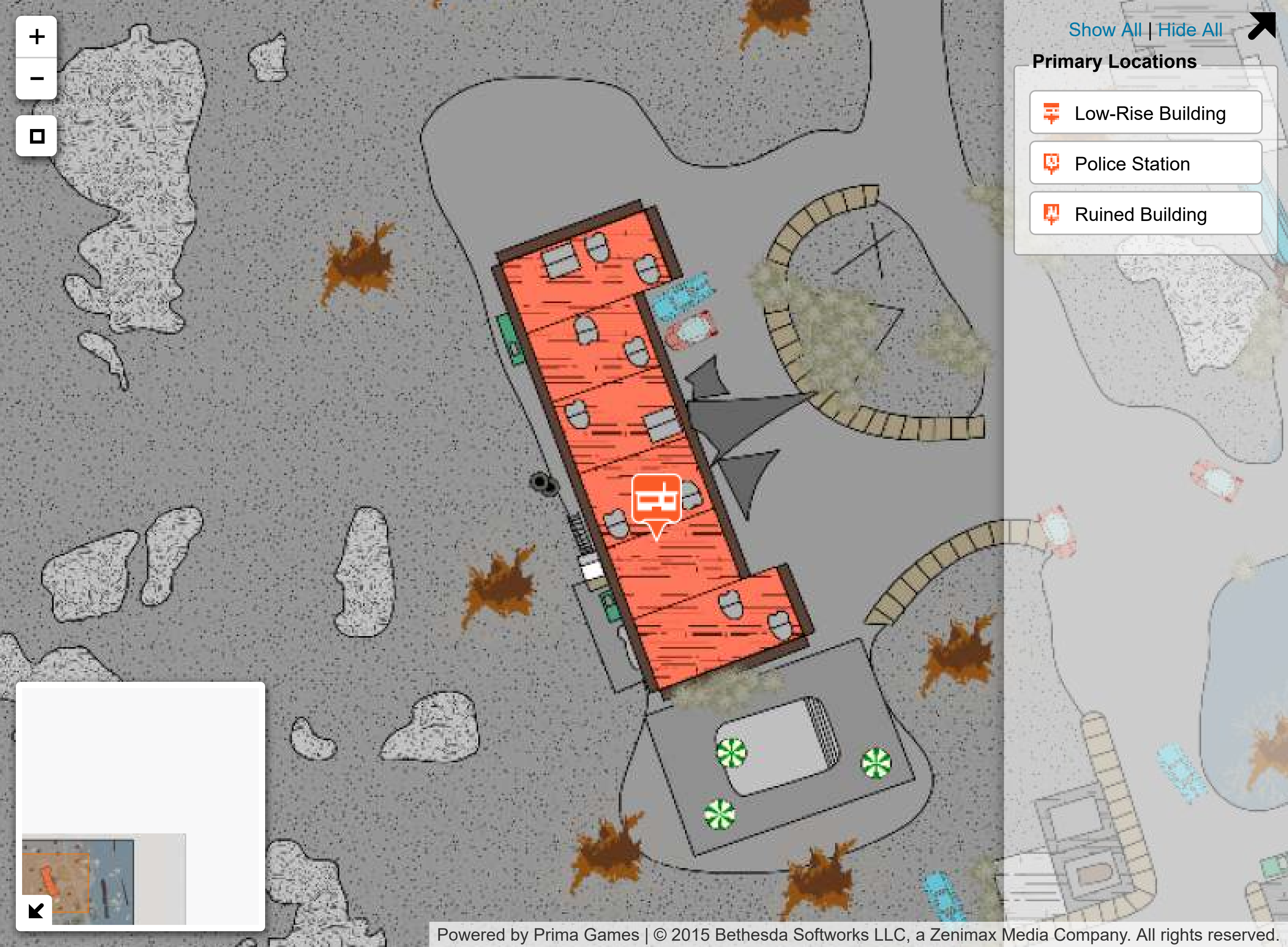
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Show All | Hide All
Primary Locations
Low-Rise Building
Police Station
Ruined Building

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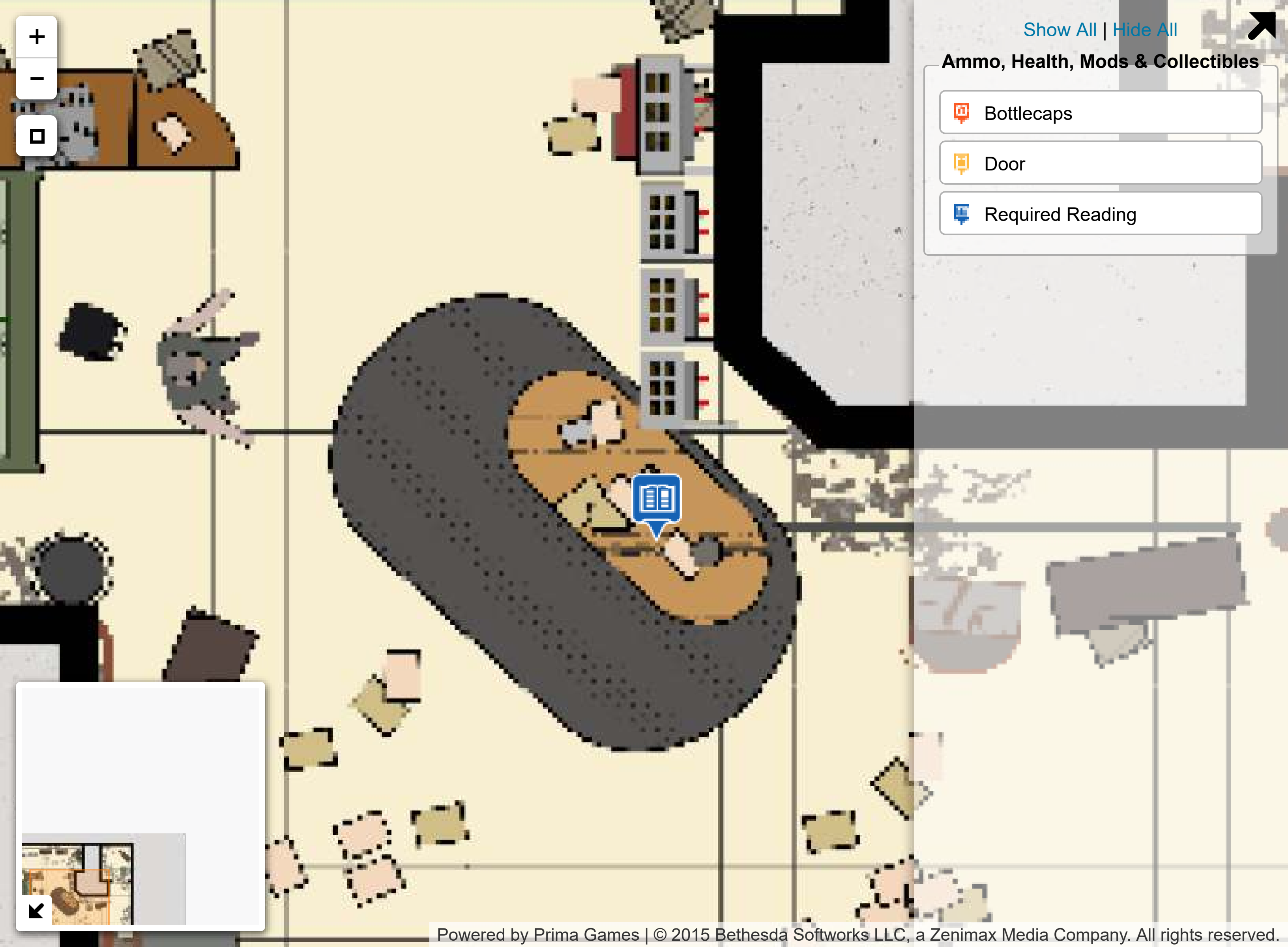

Show All | Hide All

Ammo, Health, Mods & Collectibles

- Bottlecaps
- Door
- Required Reading

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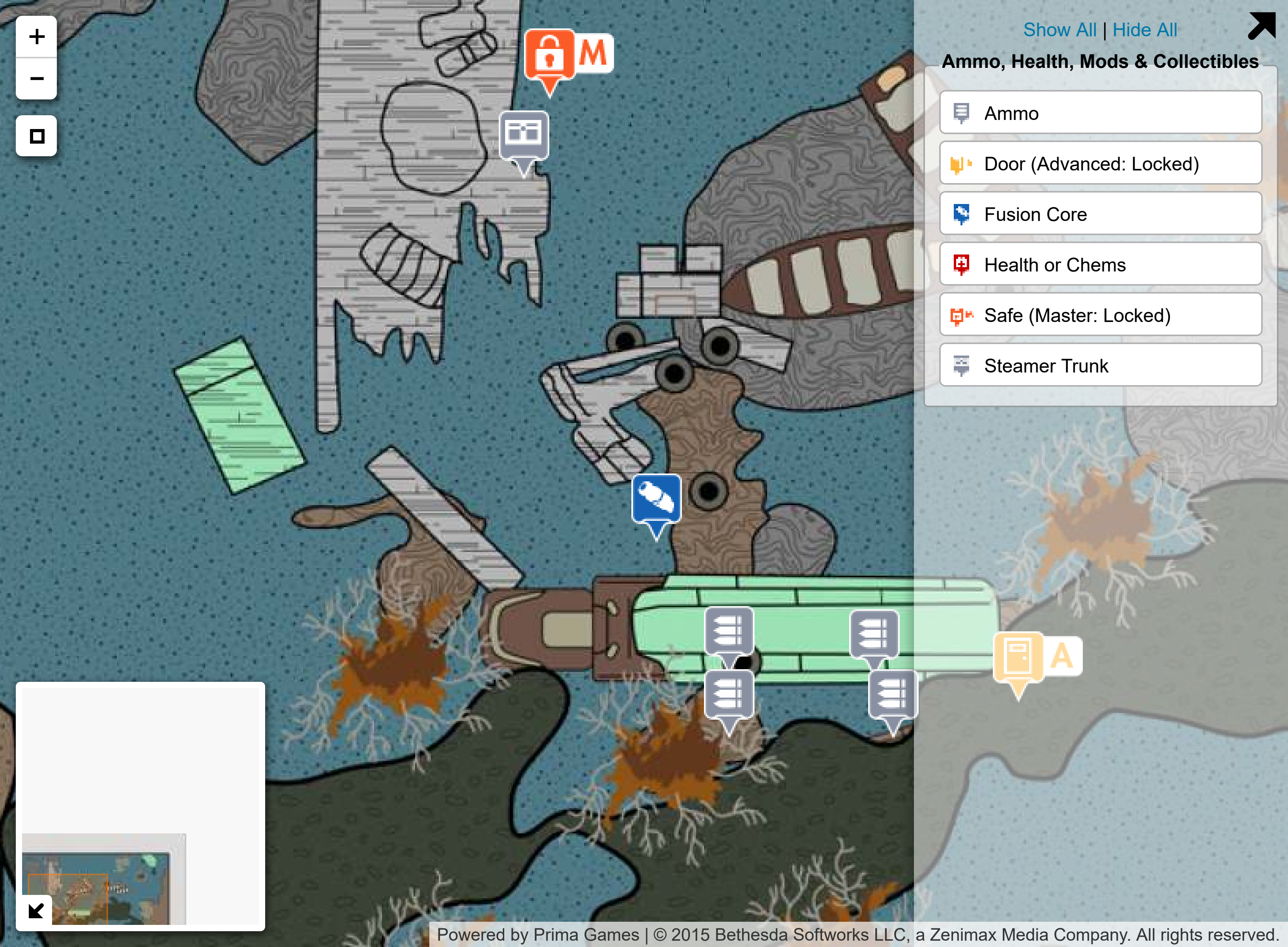
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A
Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Door (Advanced: Locked)
Fusion Core
Health or Chems
Safe (Master: Locked)
Steamer Trunk
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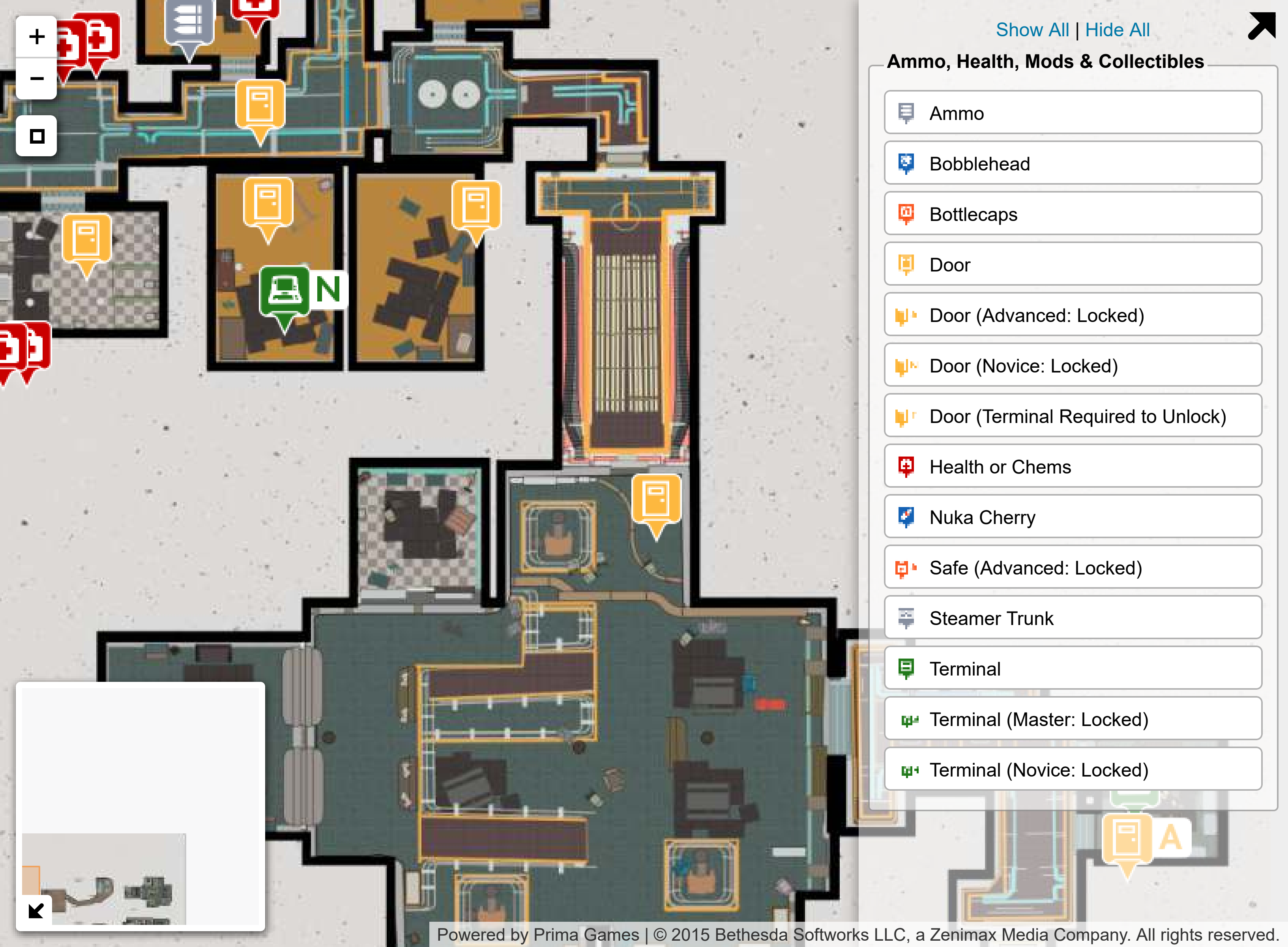
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Ammo, Health, Mods & Collectibles
Ammo
Bobblehead
Bottlecaps
Door
Door (Advanced: Locked)
Door (Novice: Locked)
Door (Terminal Required to Unlock)
Health or Chems
Nuka Cherry
Safe (Advanced: Locked)
Steamer Trunk
Terminal
Terminal (Master: Locked)
Terminal (Novice: Locked)

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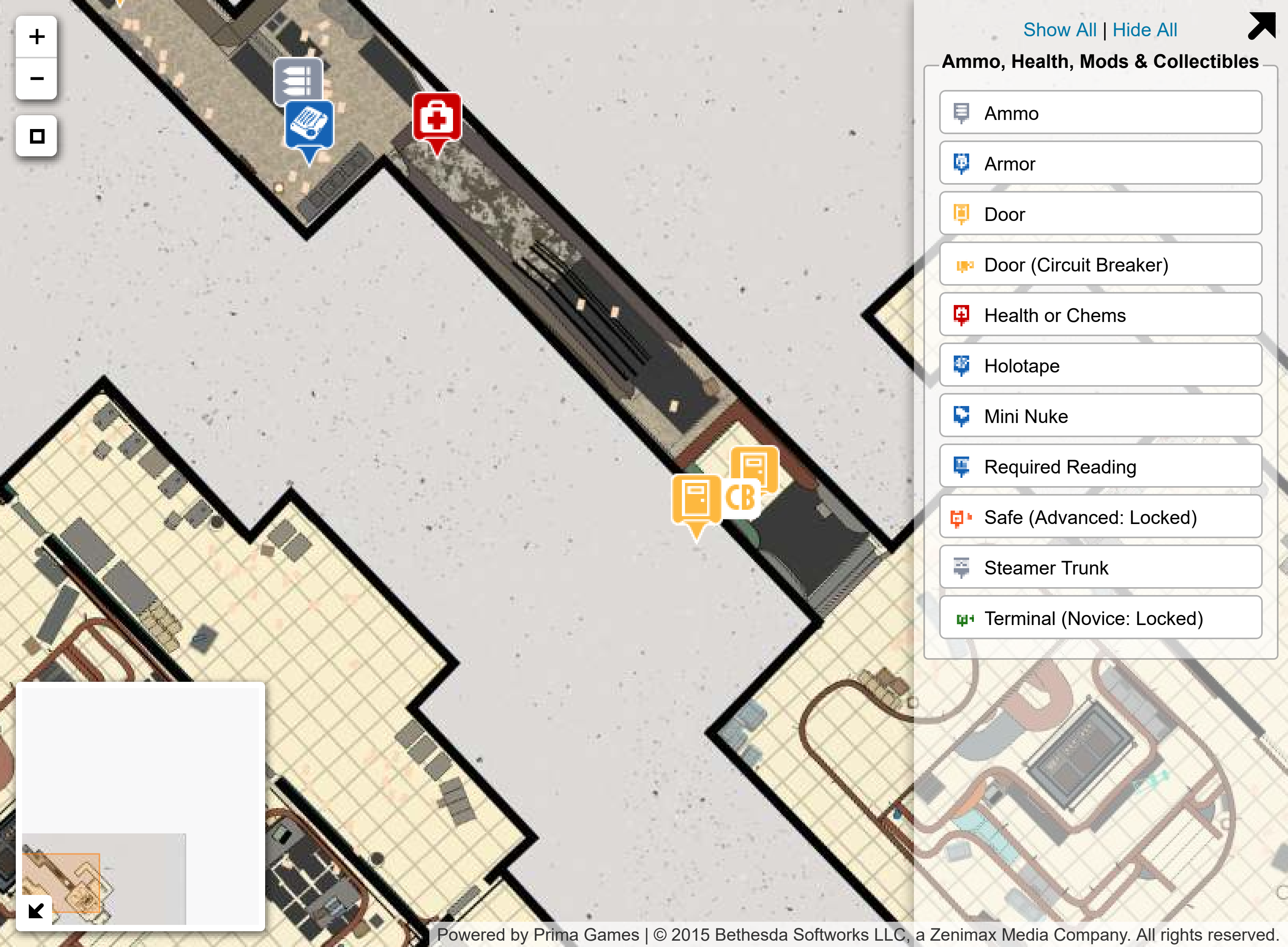
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Ammo, Health, Mods & Collectibles
Ammo
Armor
Door
Door (Circuit Breaker)
Health or Chems
Holotape
Mini Nuke
Required Reading
Safe (Advanced: Locked)
Steamer Trunk
Terminal (Novice: Locked)
CB

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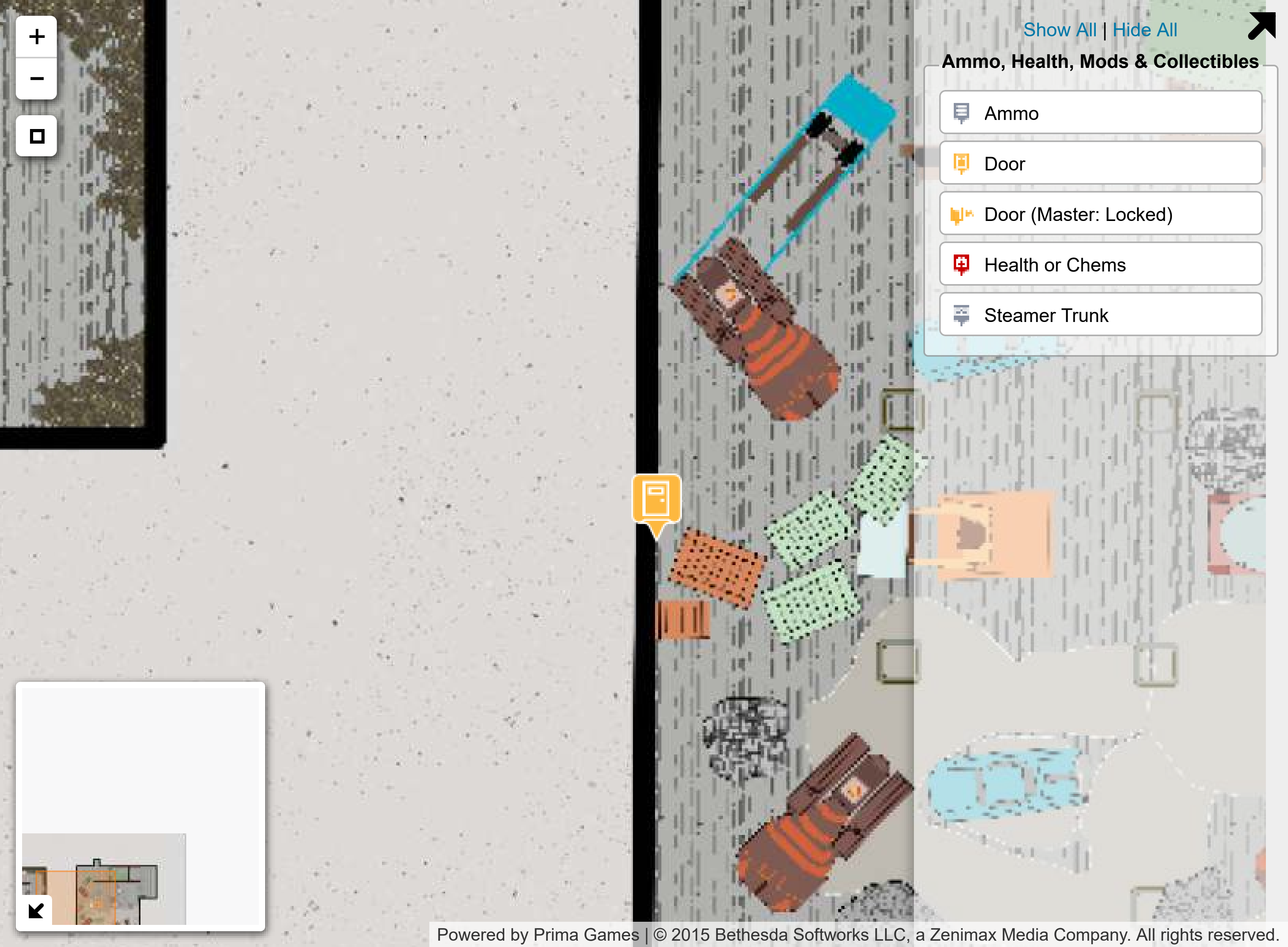
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Ammo, Health, Mods & Collectibles
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Door (Master: Locked)
Health or Chems
Steamer Trunk

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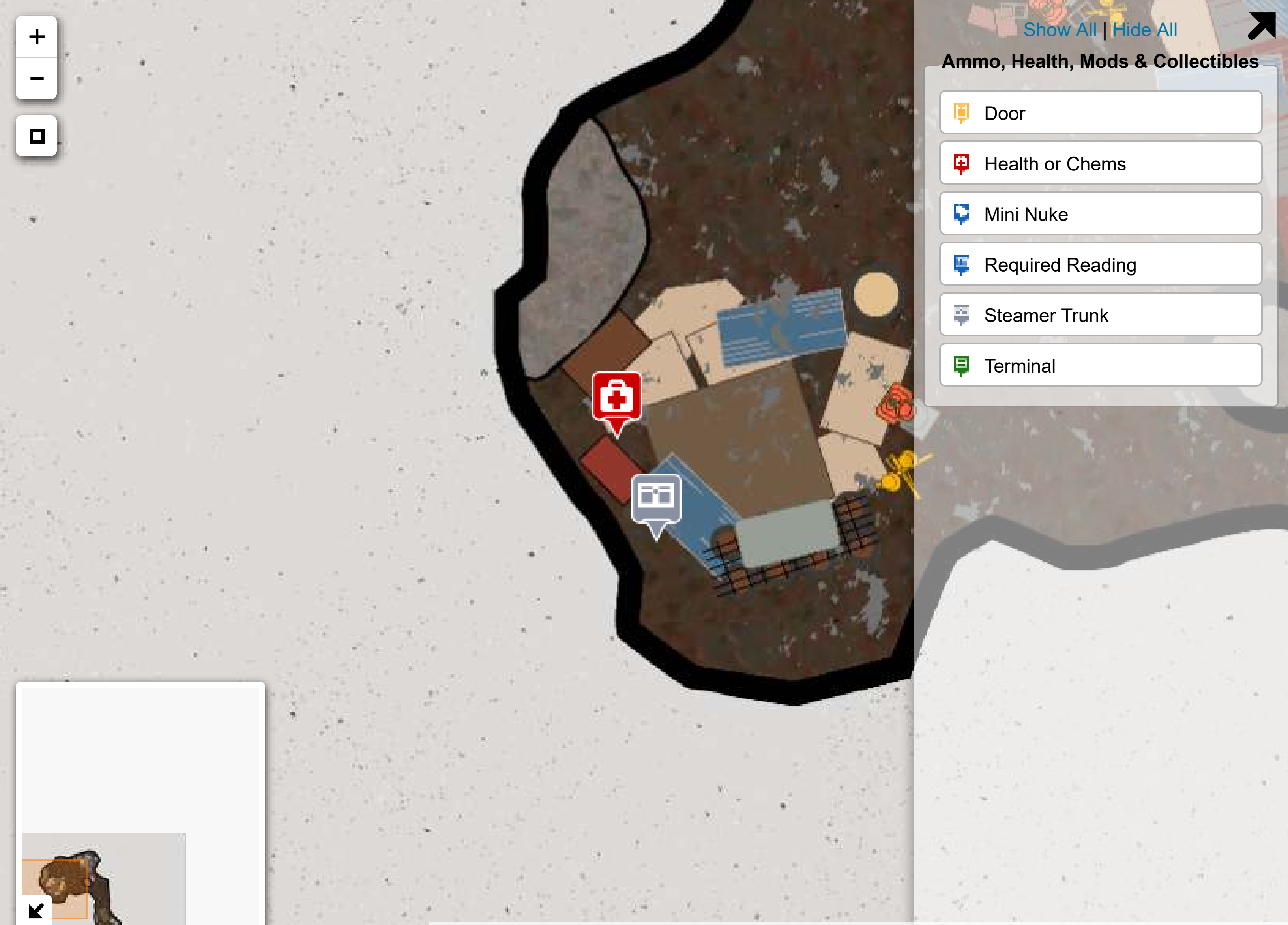
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Steamer Trunk
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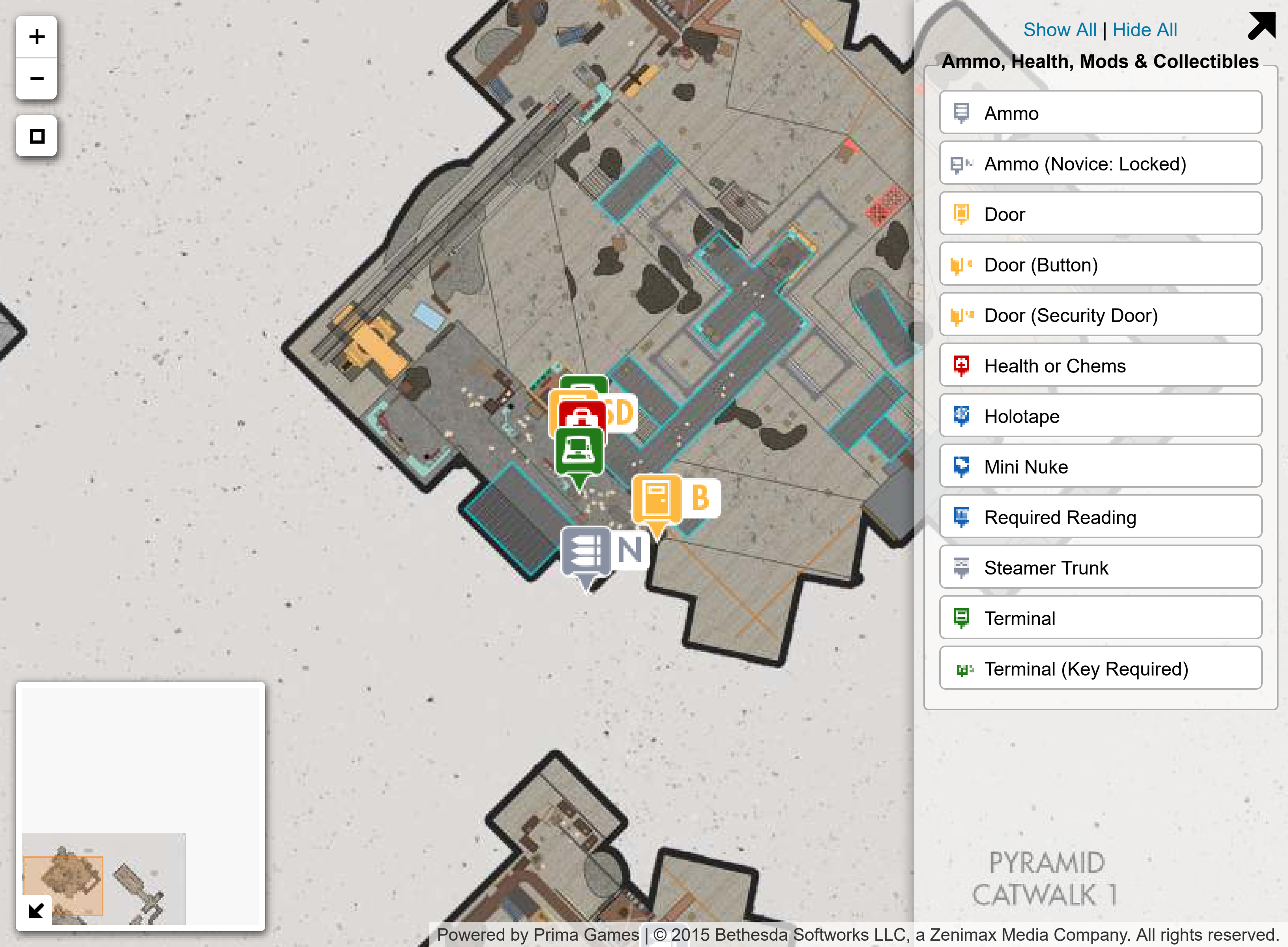
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Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Ammo (Novice: Locked)
Door
Door (Button)
Door (Security Door)
Health or Chems
Holotape
Mini Nuke
Required Reading
Steamer Trunk
Terminal
Terminal (Key Required)
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PYRAMID
CATWALK 1

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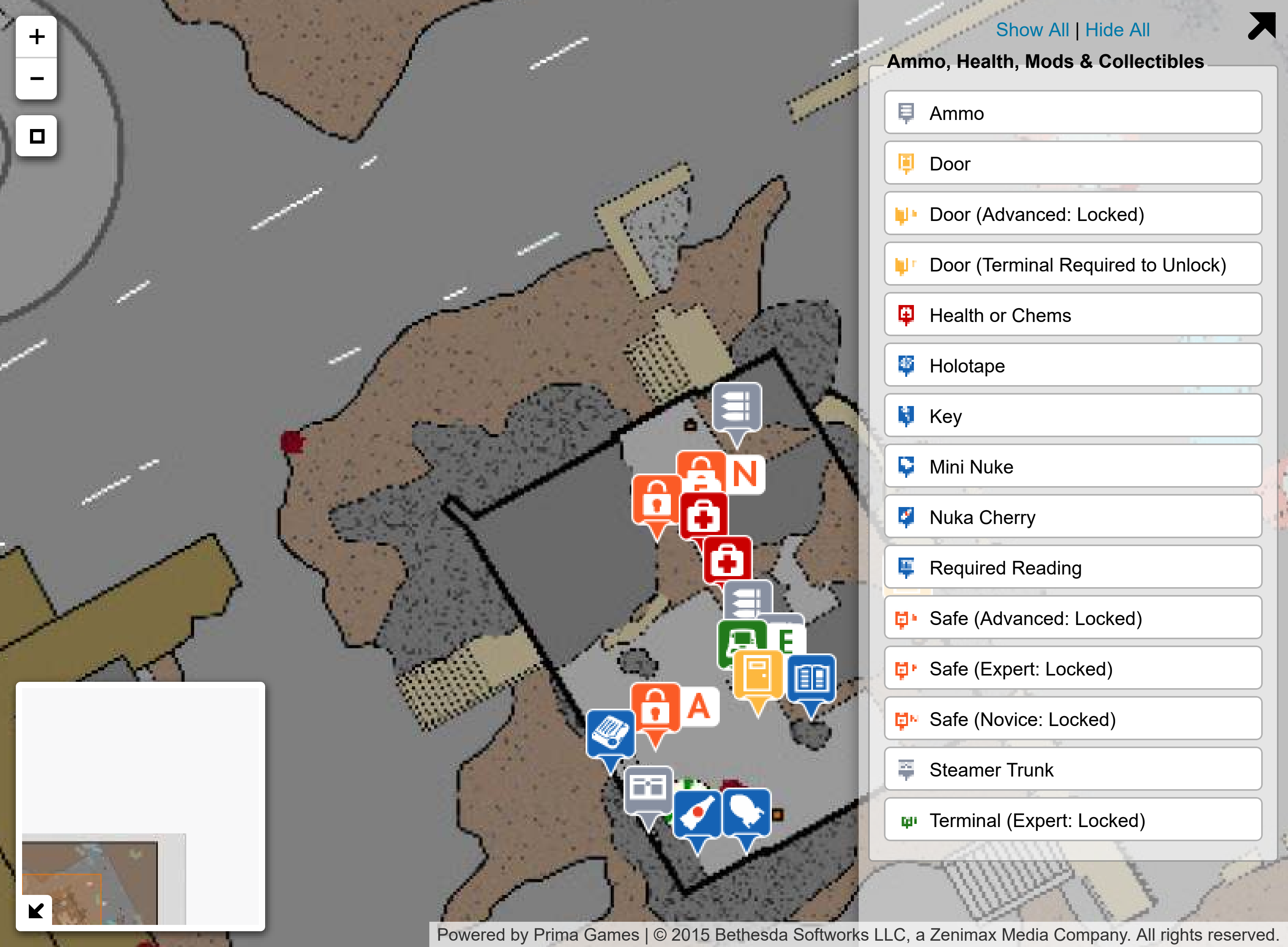
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Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Door
Door (Advanced: Locked)
Door (Terminal Required to Unlock)
Health or Chems
Holotape
Key
Mini Nuke
Nuka Cherry
Required Reading
Safe (Advanced: Locked)
Safe (Expert: Locked)
Safe (Novice: Locked)
Steamer Trunk
Terminal (Expert: Locked)
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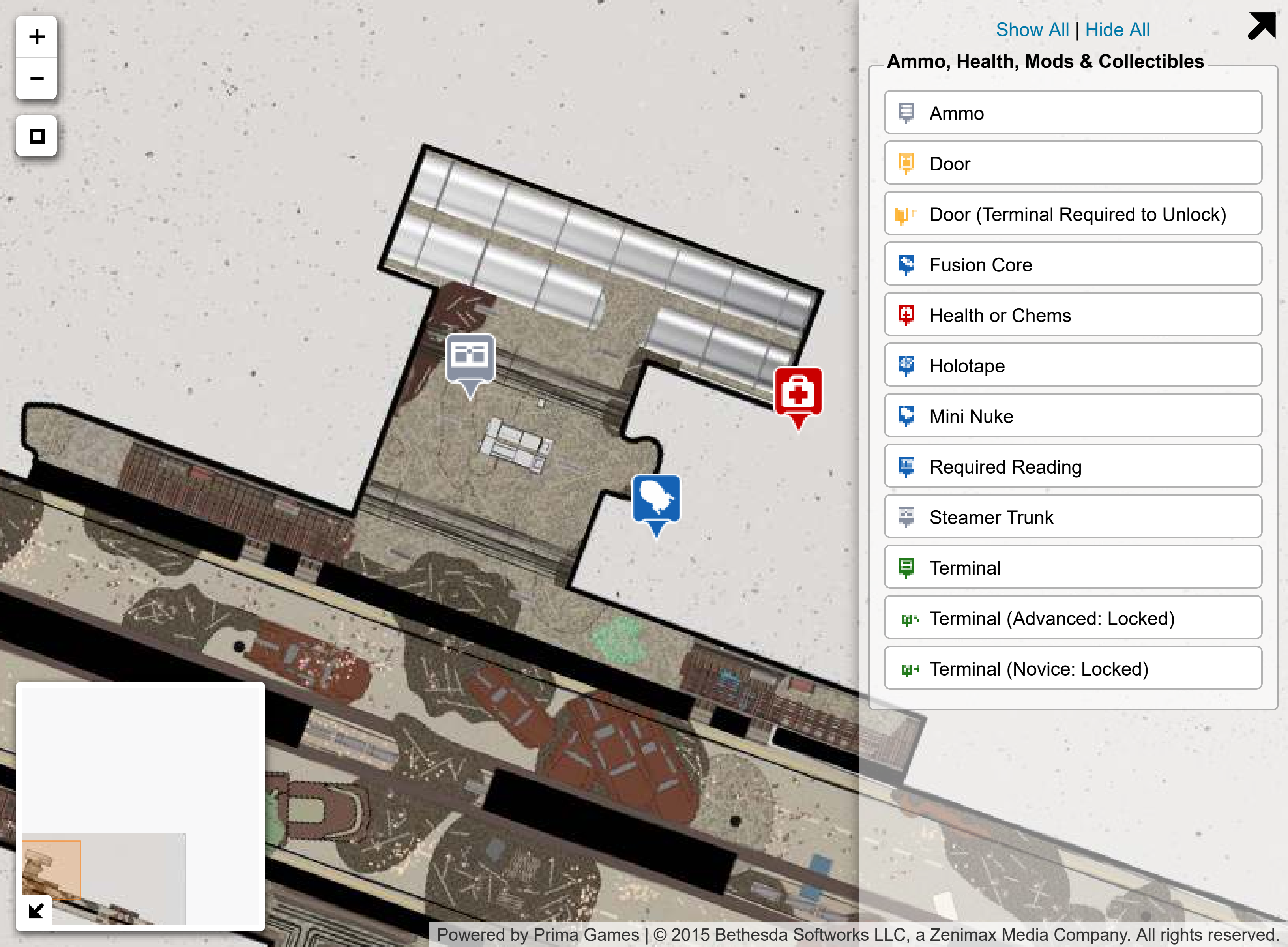
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Ammo, Health, Mods & Collectibles
Ammo
Door
Door (Terminal Required to Unlock)
Fusion Core
Health or Chems
Holotape
Mini Nuke
Required Reading
Steamer Trunk
Terminal
Terminal (Advanced: Locked)
Terminal (Novice: Locked)

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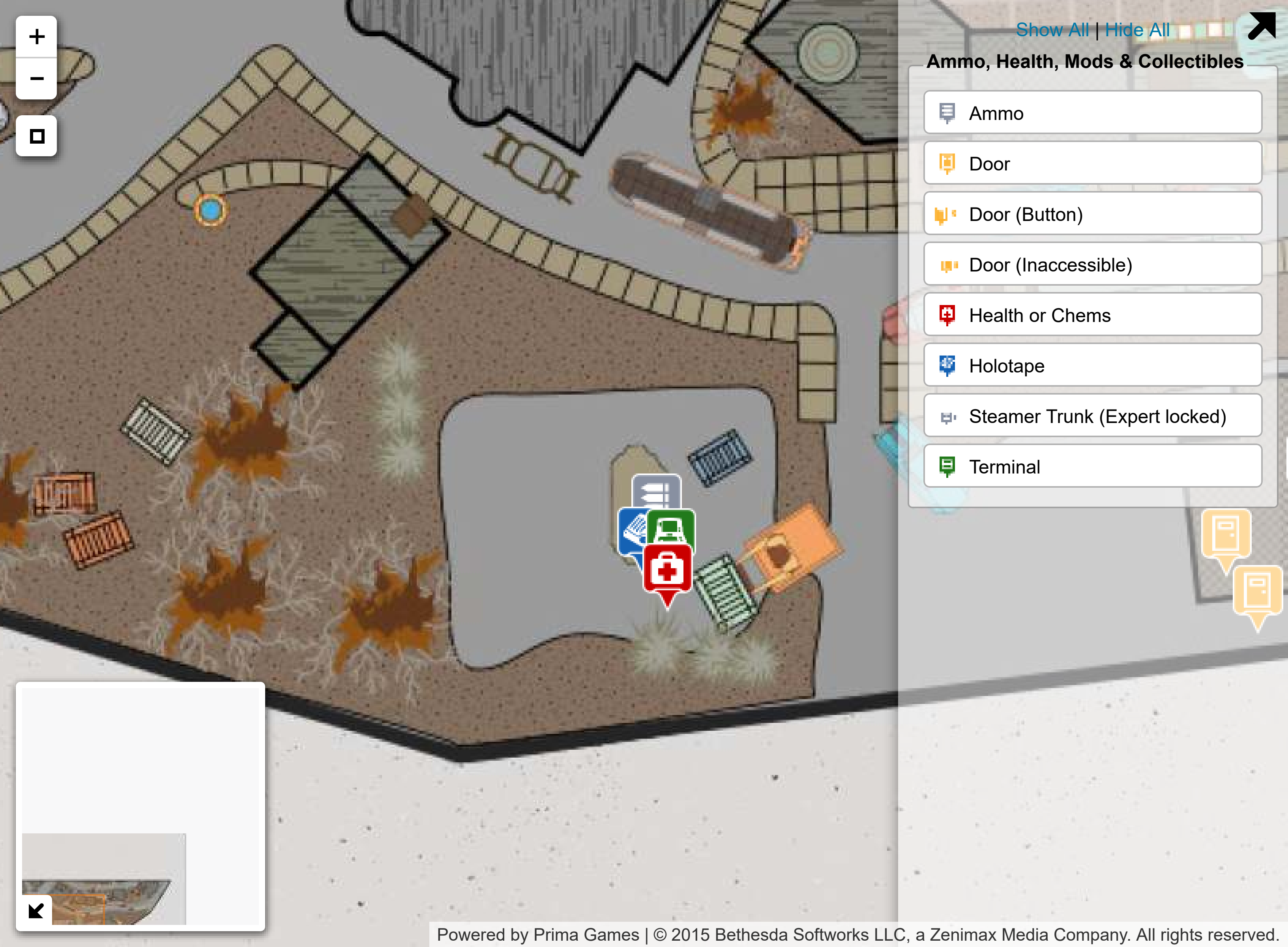
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Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Door
Door (Button)
Door (Inaccessible)
Health or Chems
Holotape
Steamer Trunk (Expert locked)
Terminal
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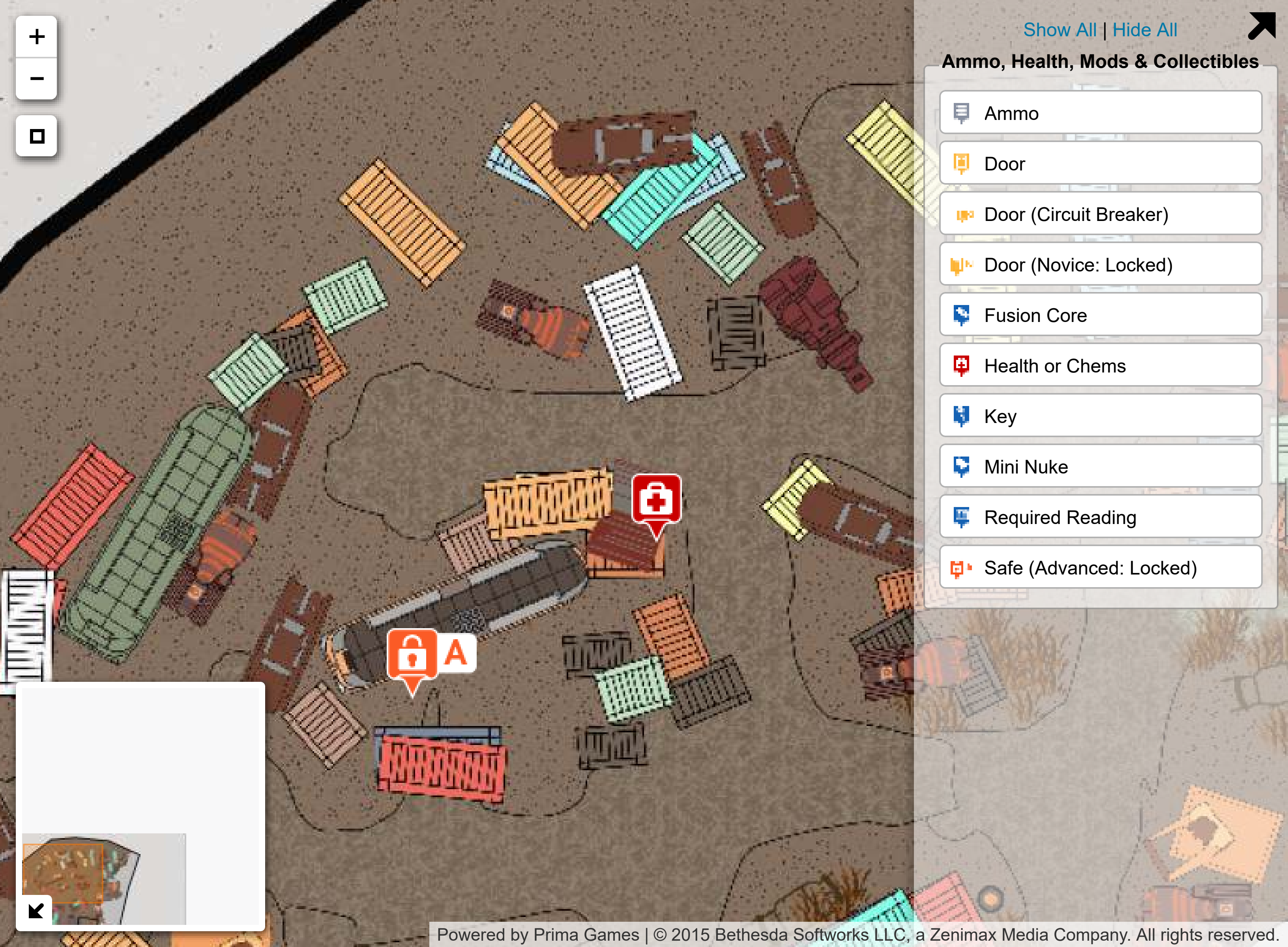
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Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Door
Door (Circuit Breaker)
Door (Novice: Locked)
Fusion Core
Health or Chems
Key
Mini Nuke
Required Reading
Safe (Advanced: Locked)
A

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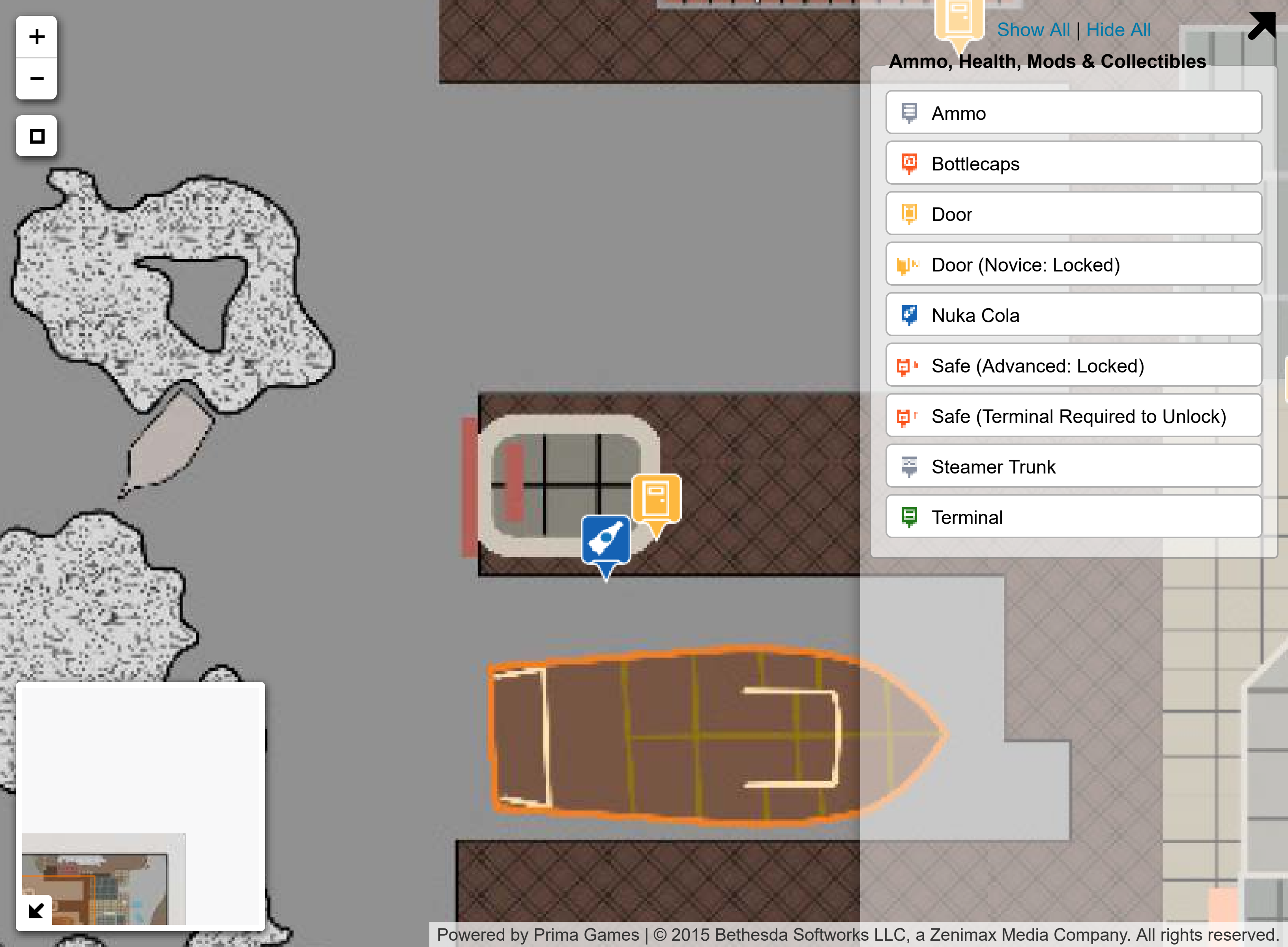
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Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Bottlecaps
Door
Door (Novice: Locked)
Nuka Cola
Safe (Advanced: Locked)
Safe (Terminal Required to Unlock)
Steamer Trunk
Terminal

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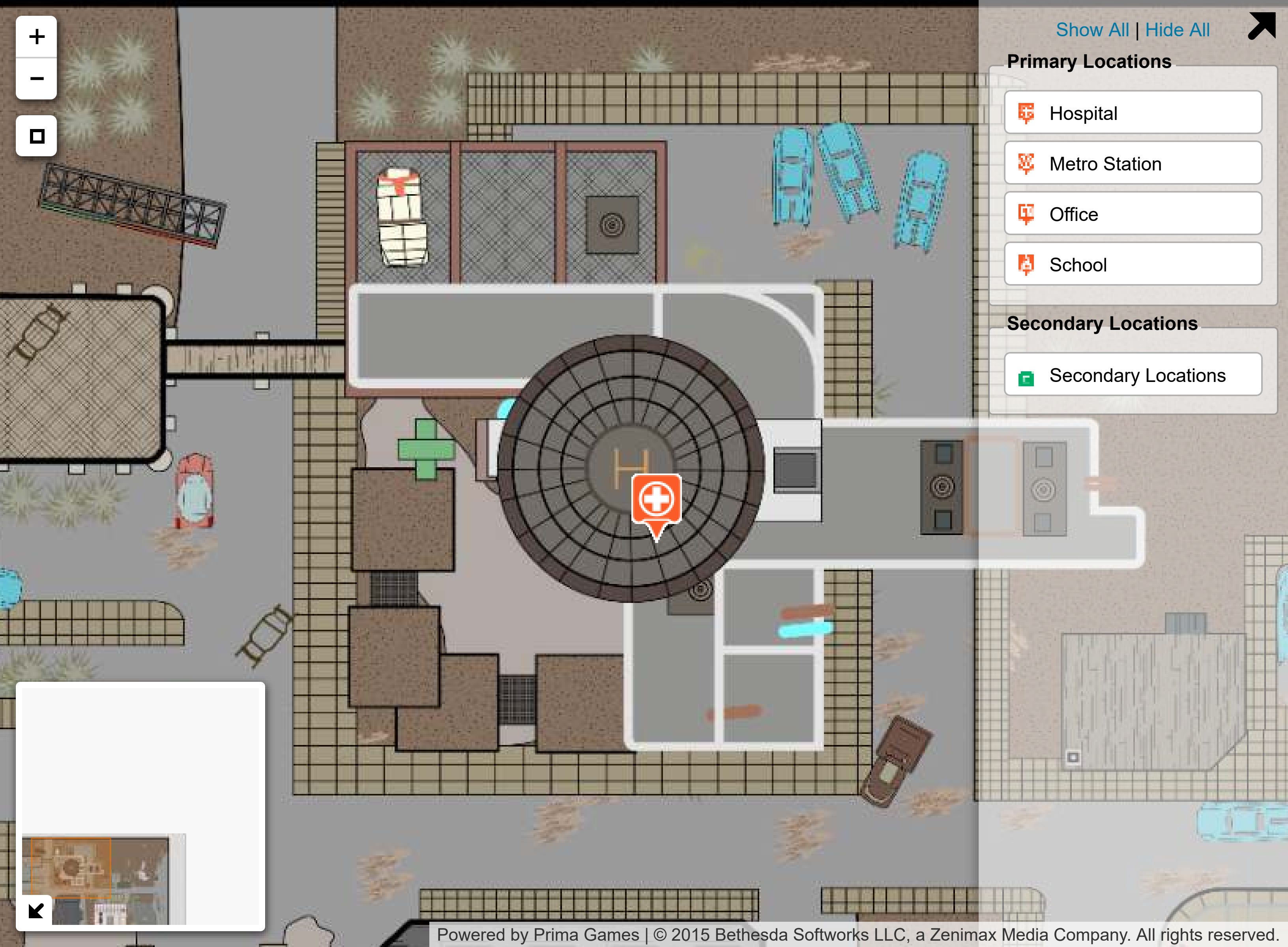
Show All | Hide All
Primary Locations
Hospital
Metro Station
Office
School
Secondary Locations
Secondary Locations
H

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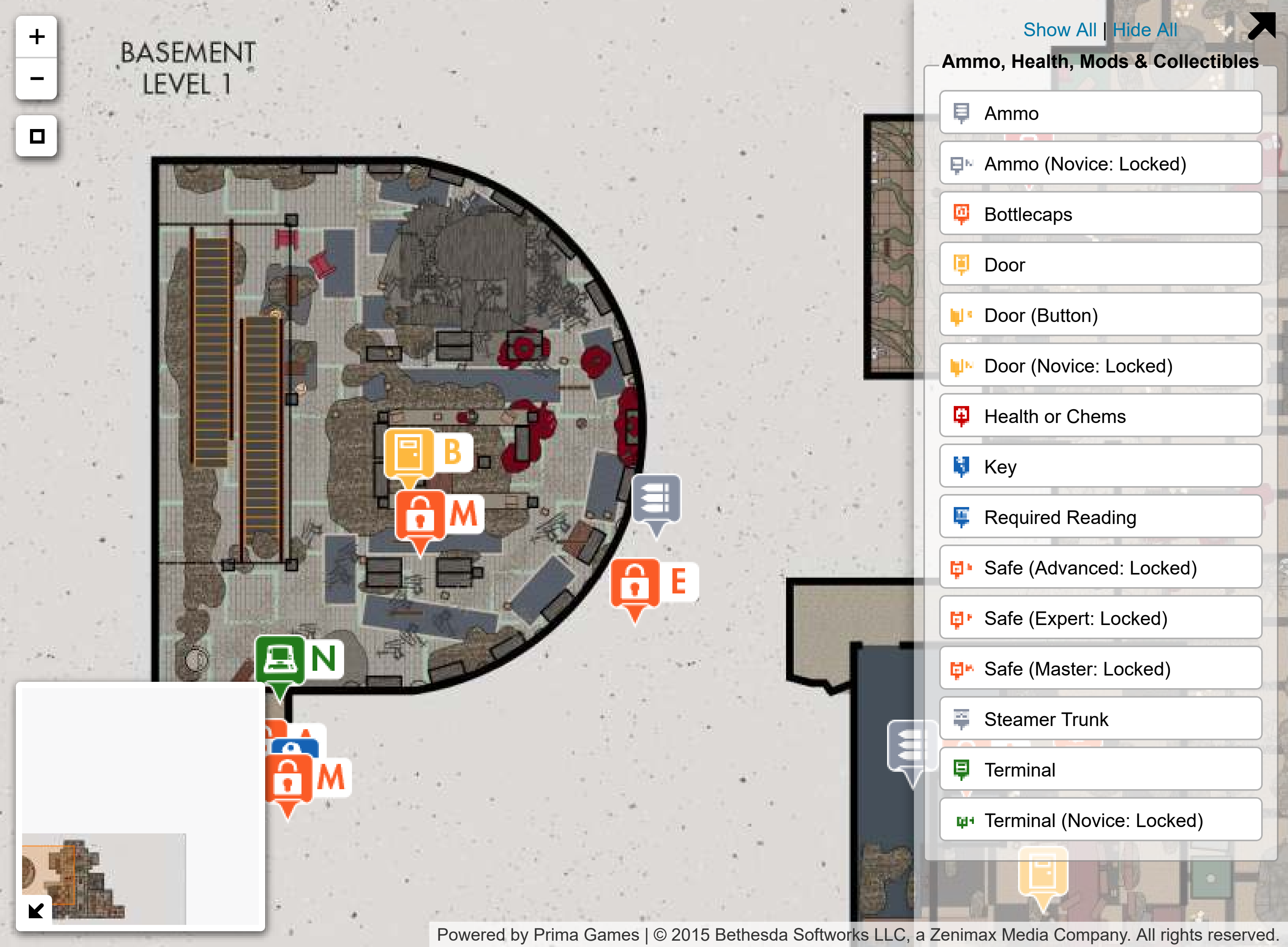
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BASEMENT
LEVEL 1
B
M
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M
Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Ammo (Novice: Locked)
Bottlecaps
Door
Door (Button)
Door (Novice: Locked)
Health or Chems
Key
Required Reading
Safe (Advanced: Locked)
Safe (Expert: Locked)
Safe (Master: Locked)
Steamer Trunk
Terminal
Terminal (Novice: Locked)

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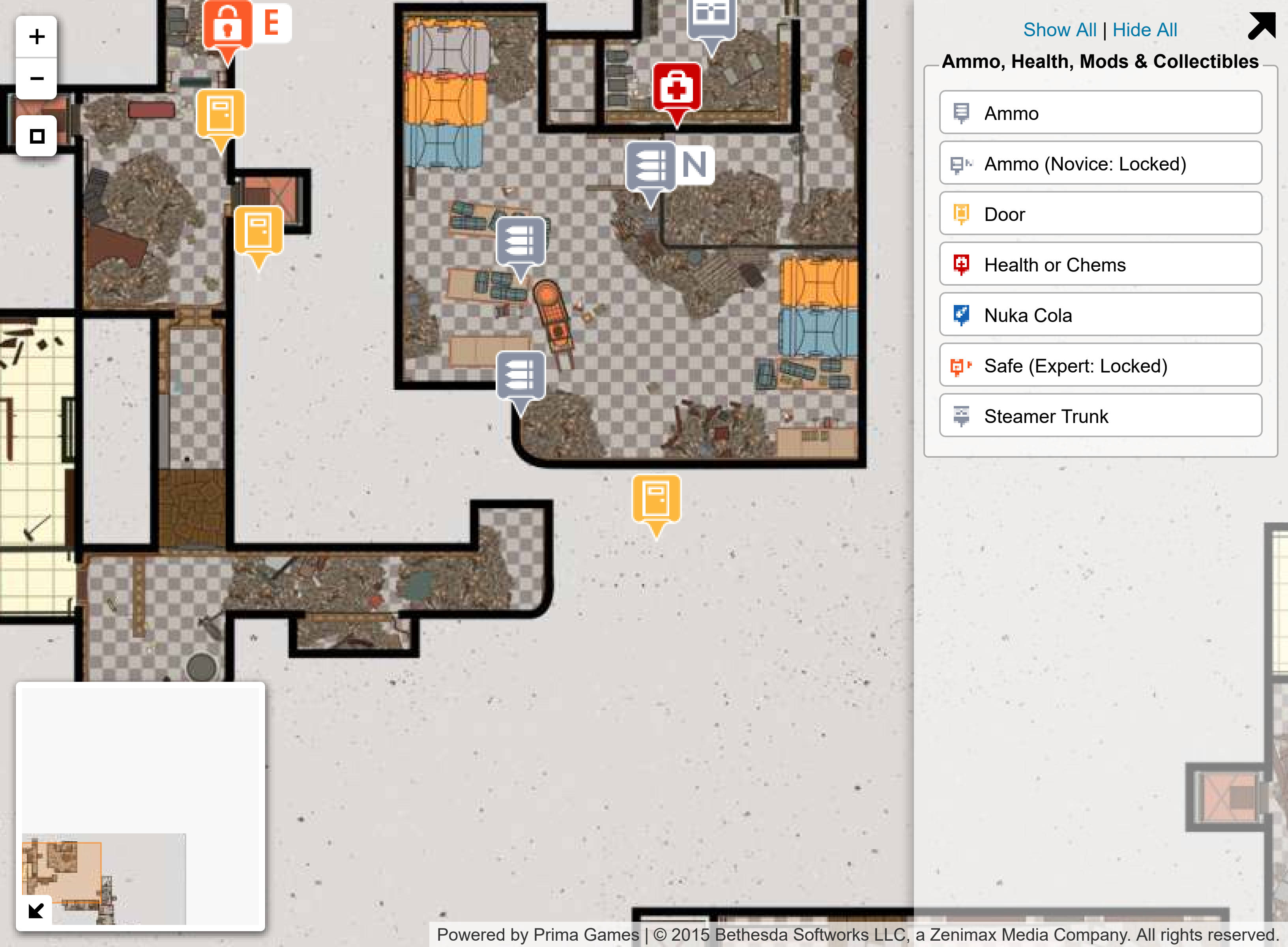

Show All | Hide All

Ammo, Health, Mods & Collectibles

- Ammo
- Ammo (Novice: Locked)
- Door
- Health or Chems
- Nuka Cola
- Safe (Expert: Locked)
- Steamer Trunk

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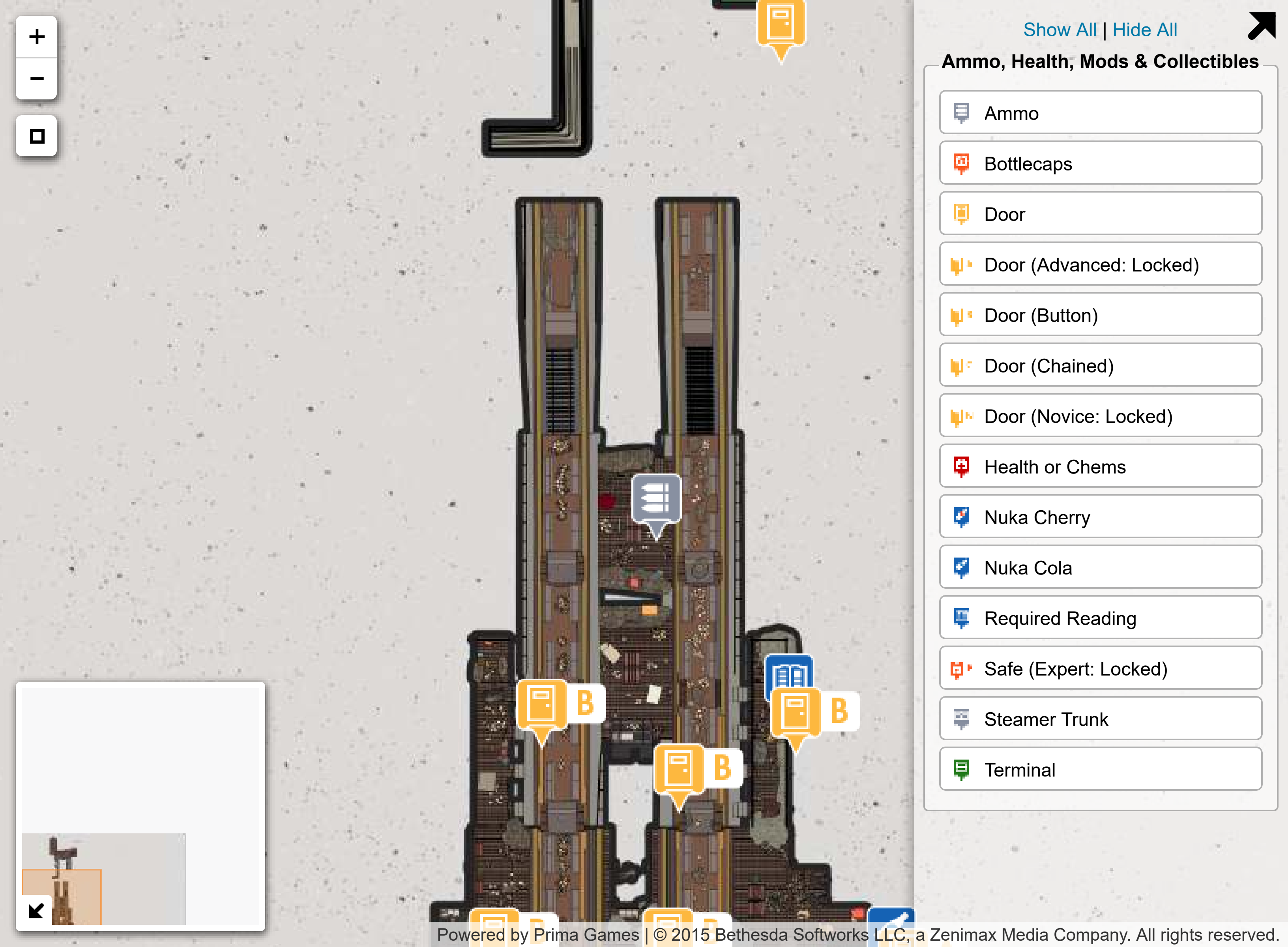
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Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Bottlecaps
Door
Door (Advanced: Locked)
Door (Button)
Door (Chained)
Door (Novice: Locked)
Health or Chems
Nuka Cherry
Nuka Cola
Required Reading
Safe (Expert: Locked)
Steamer Trunk
Terminal
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B
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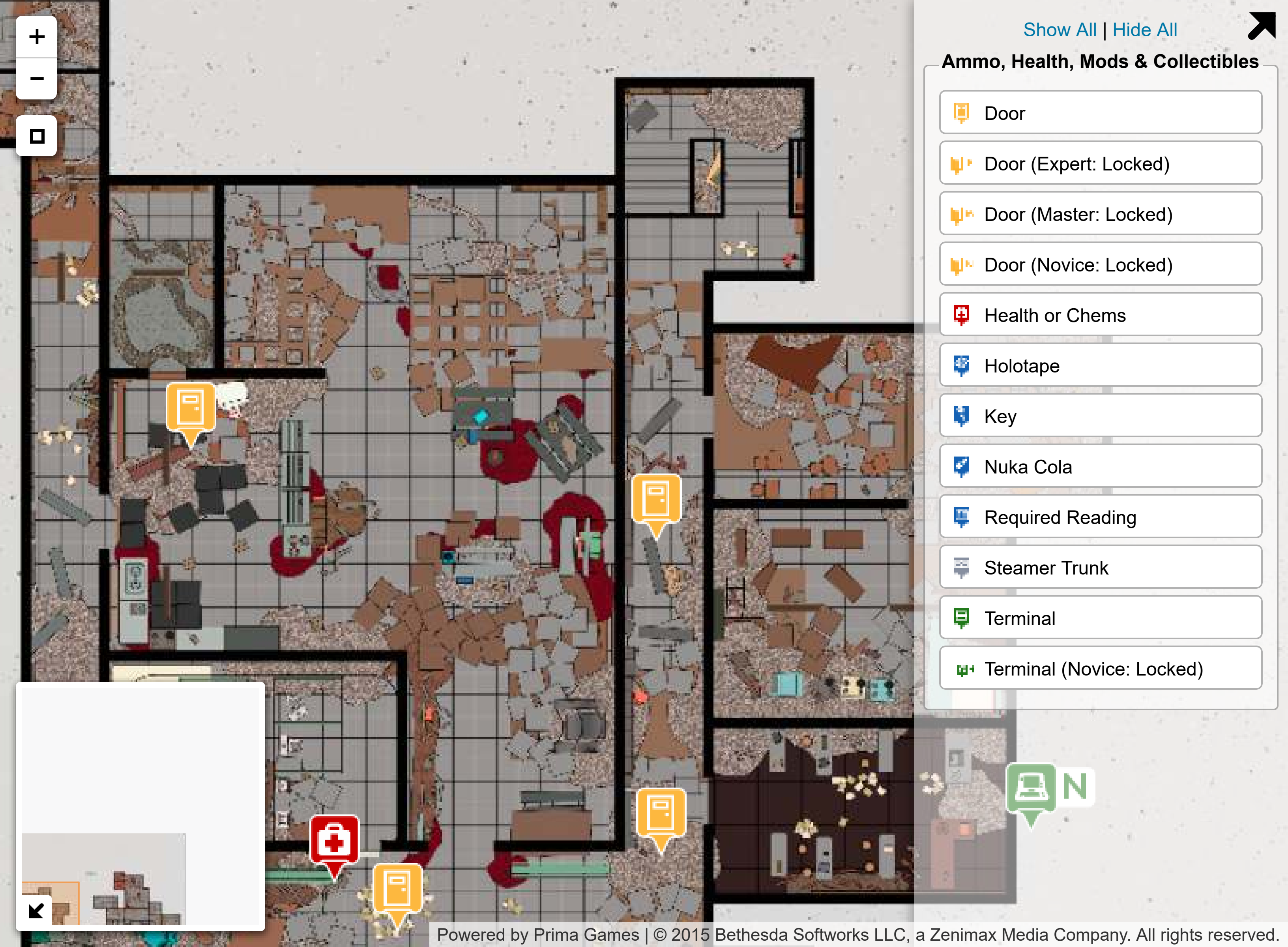

Show All | Hide All

Ammo, Health, Mods & Collectibles

- Door
- Door (Expert: Locked)
- Door (Master: Locked)
- Door (Novice: Locked)
- Health or Chems
- Holotape
- Key
- Nuka Cola
- Required Reading
- Steamer Trunk
- Terminal
- Terminal (Novice: Locked)

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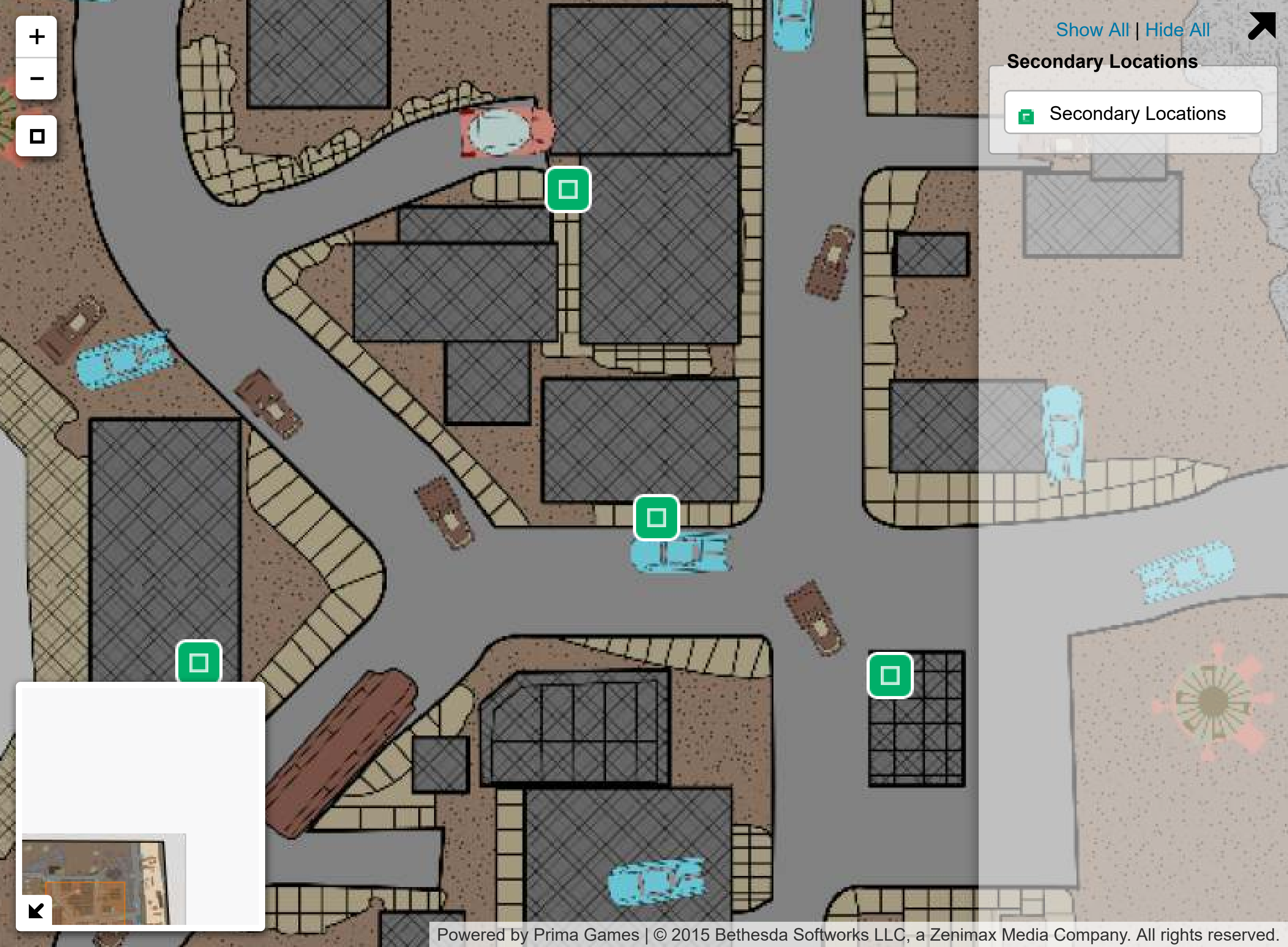
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Secondary Locations
🟩 Secondary Locations

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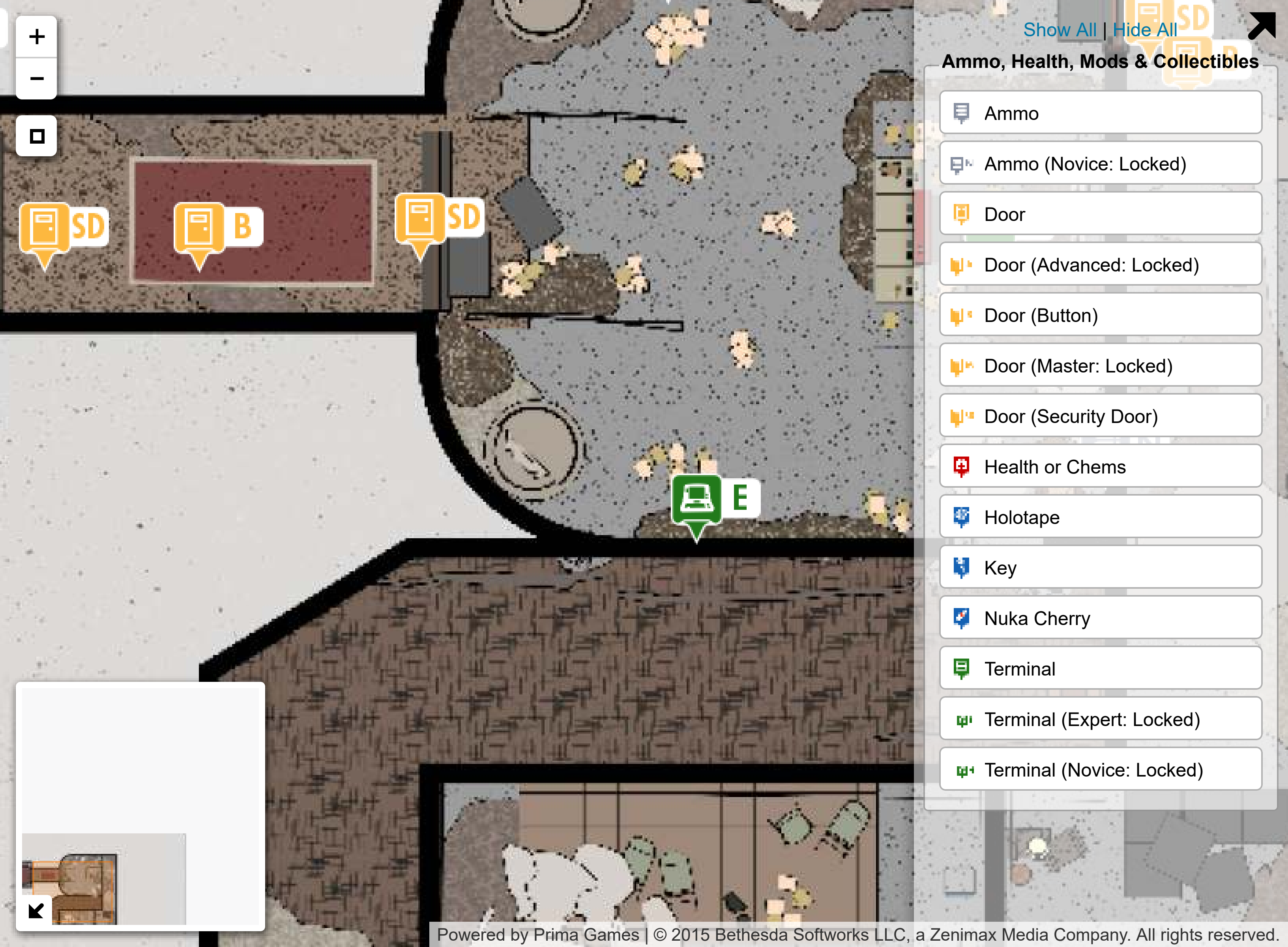
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SD
B
SD
E
Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Ammo (Novice: Locked)
Door
Door (Advanced: Locked)
Door (Button)
Door (Master: Locked)
Door (Security Door)
Health or Chems
Holotape
Key
Nuka Cherry
Terminal
Terminal (Expert: Locked)
Terminal (Novice: Locked)
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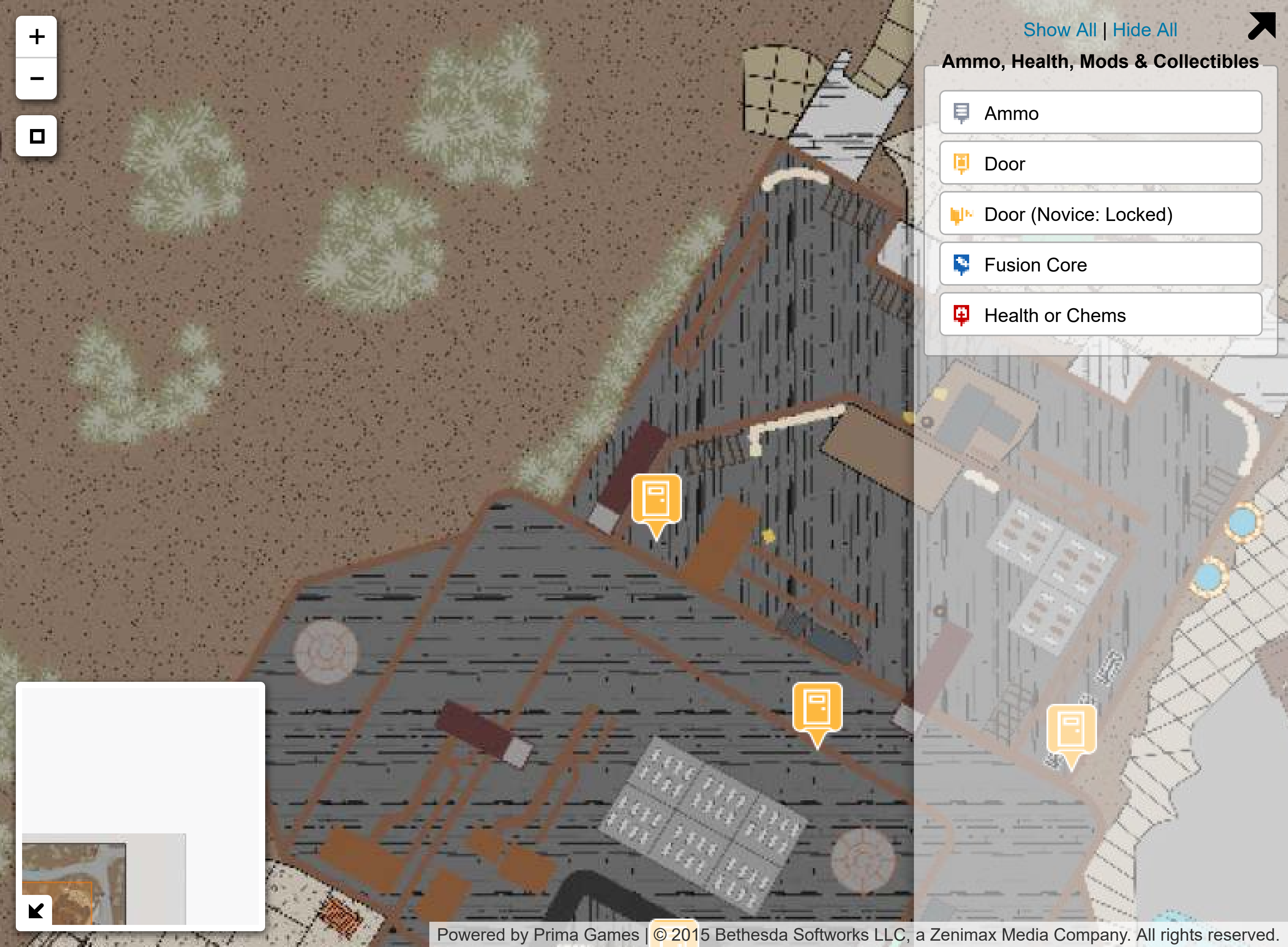
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Ammo, Health, Mods & Collectibles
Ammo
Door
Door (Novice: Locked)
Fusion Core
Health or Chems
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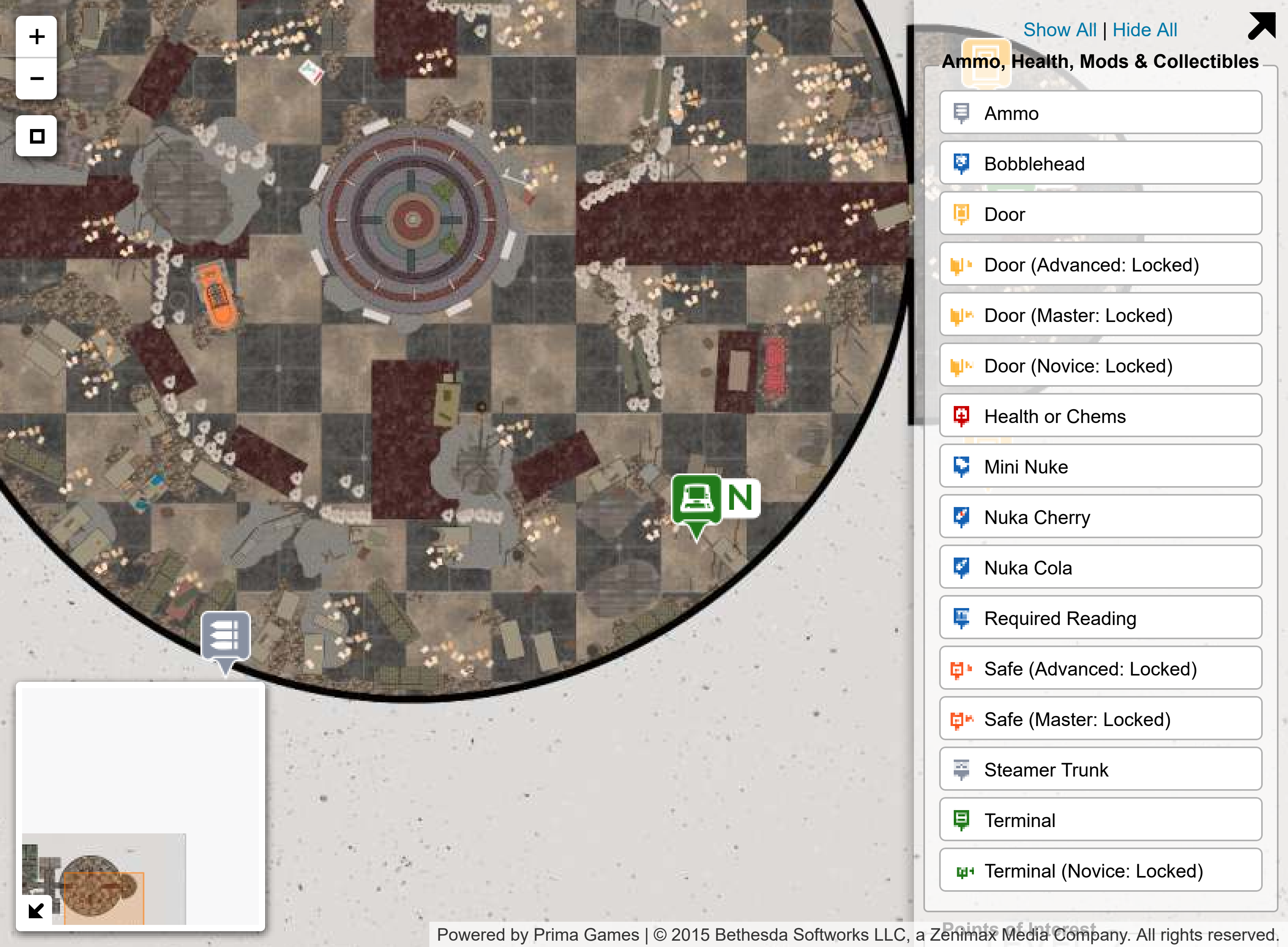
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Ammo, Health, Mods & Collectibles
Ammo
Bobblehead
Door
Door (Advanced: Locked)
Door (Master: Locked)
Door (Novice: Locked)
Health or Chems
Mini Nuke
Nuka Cherry
Nuka Cola
Required Reading
Safe (Advanced: Locked)
Safe (Master: Locked)
Steamer Trunk
Terminal
Terminal (Novice: Locked)
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Points of Interest

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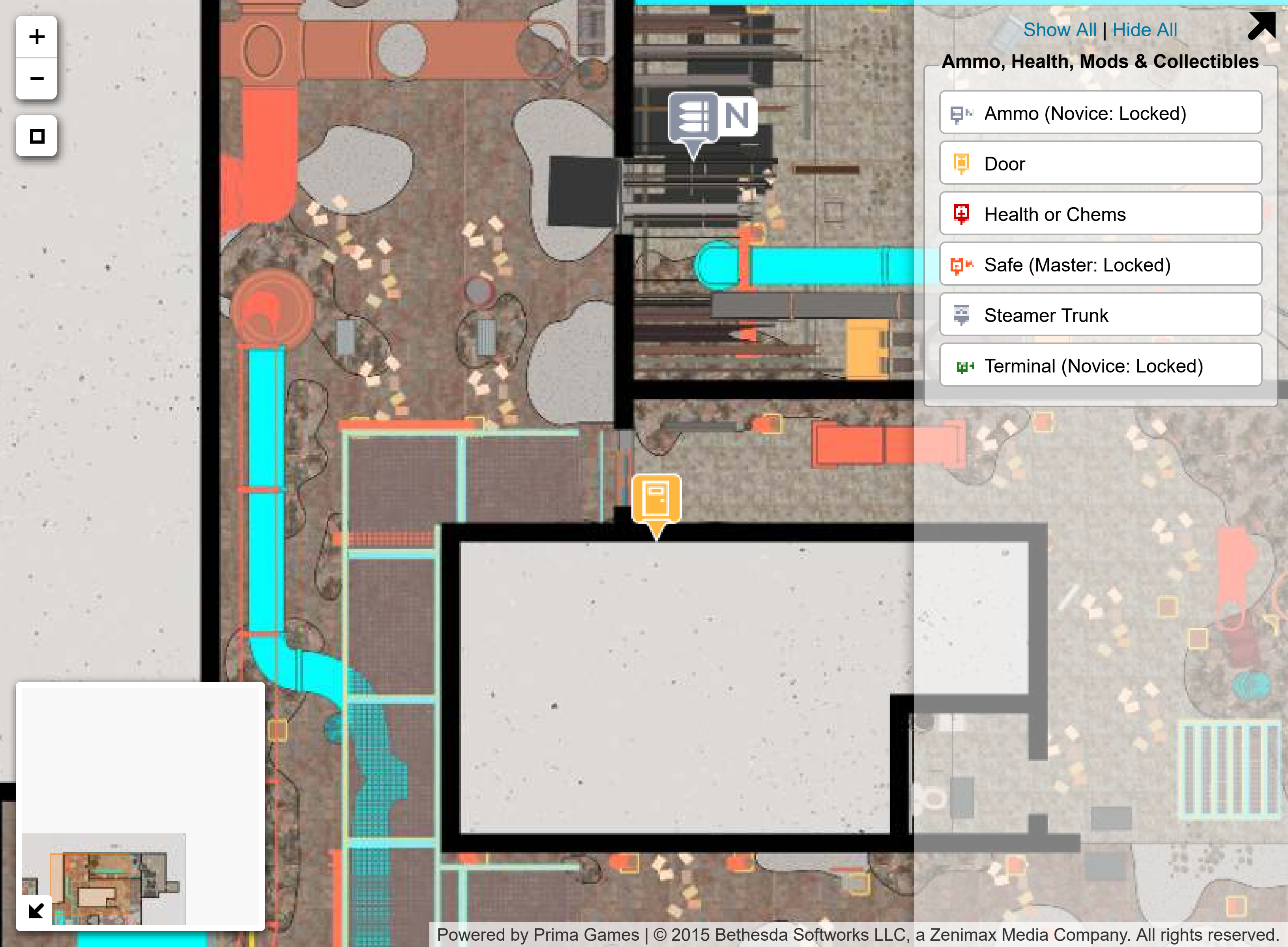

Show All | Hide All

Ammo, Health, Mods & Collectibles

- Ammo (Novice: Locked)
- Door
- Health or Chems
- Safe (Master: Locked)
- Steamer Trunk
- Terminal (Novice: Locked)

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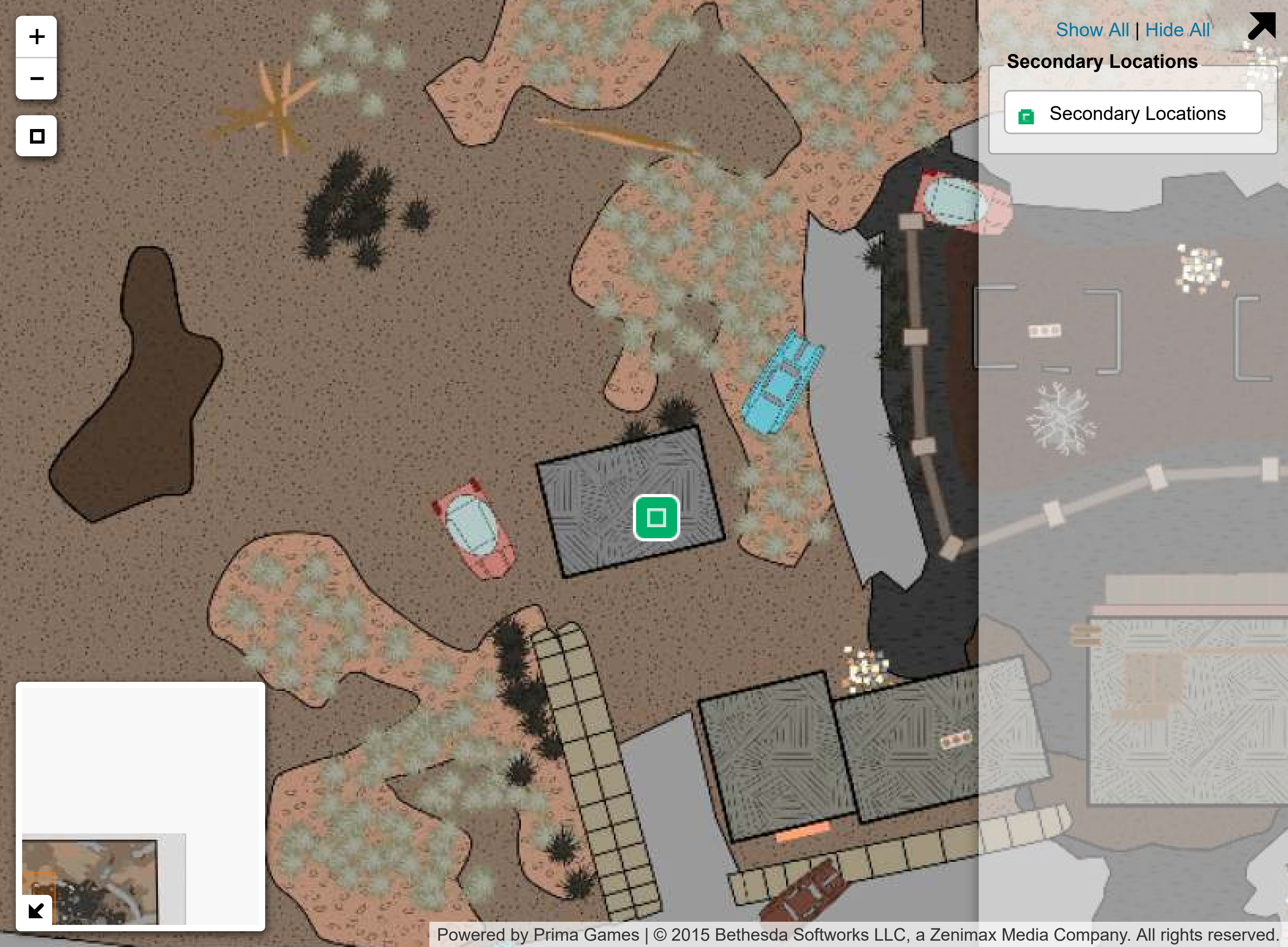
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Secondary Locations
🟩 Secondary Locations

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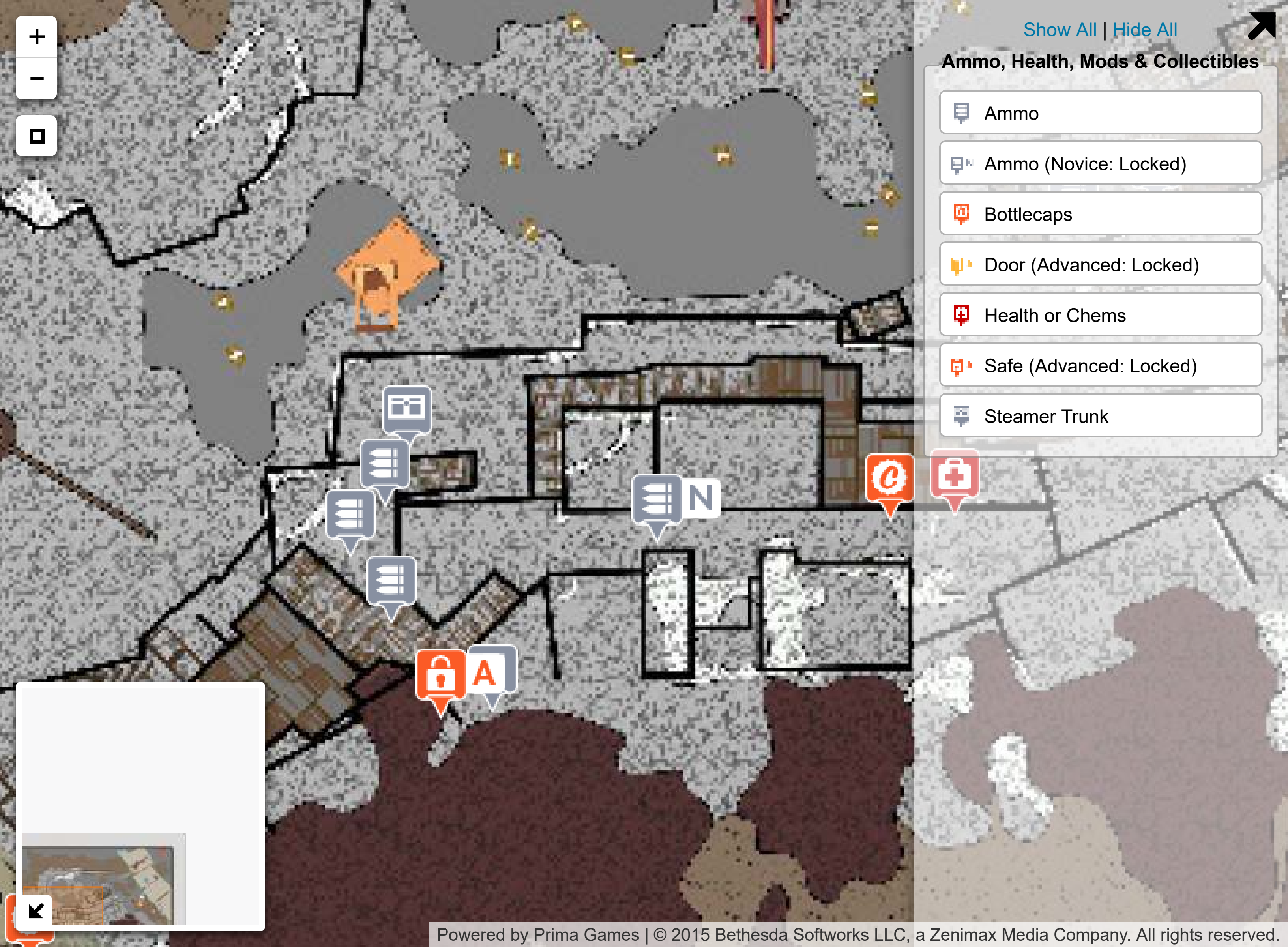
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Ammo, Health, Mods & Collectibles
Ammo
Ammo (Novice: Locked)
Bottlecaps
Door (Advanced: Locked)
Health or Chems
Safe (Advanced: Locked)
Steamer Trunk
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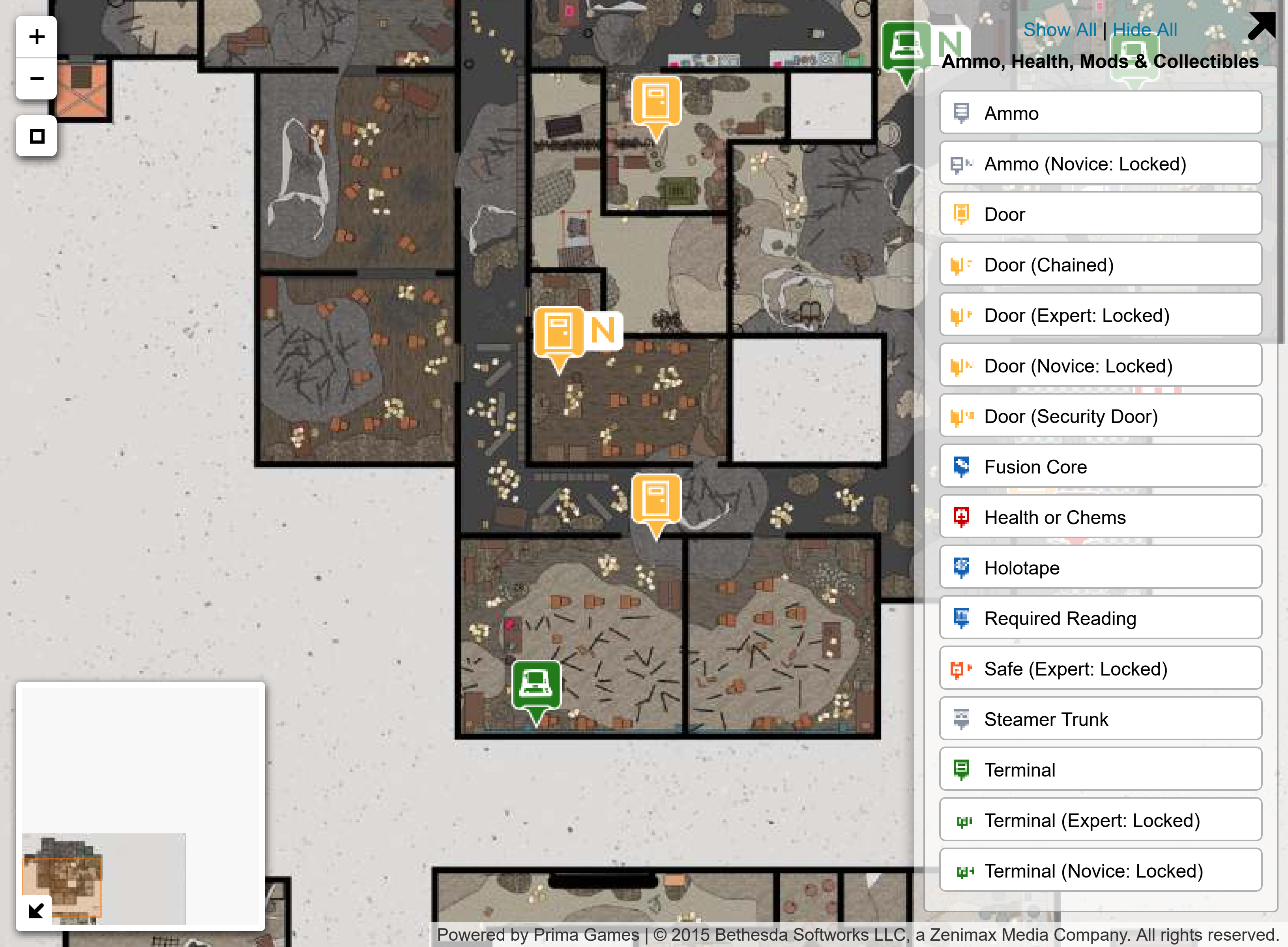
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Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Ammo (Novice: Locked)
Door
Door (Chained)
Door (Expert: Locked)
Door (Novice: Locked)
Door (Security Door)
Fusion Core
Health or Chems
Holotape
Required Reading
Safe (Expert: Locked)
Steamer Trunk
Terminal
Terminal (Expert: Locked)
Terminal (Novice: Locked)

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Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Door (ID Required)
Health or Chems
Key
Steamer Trunk
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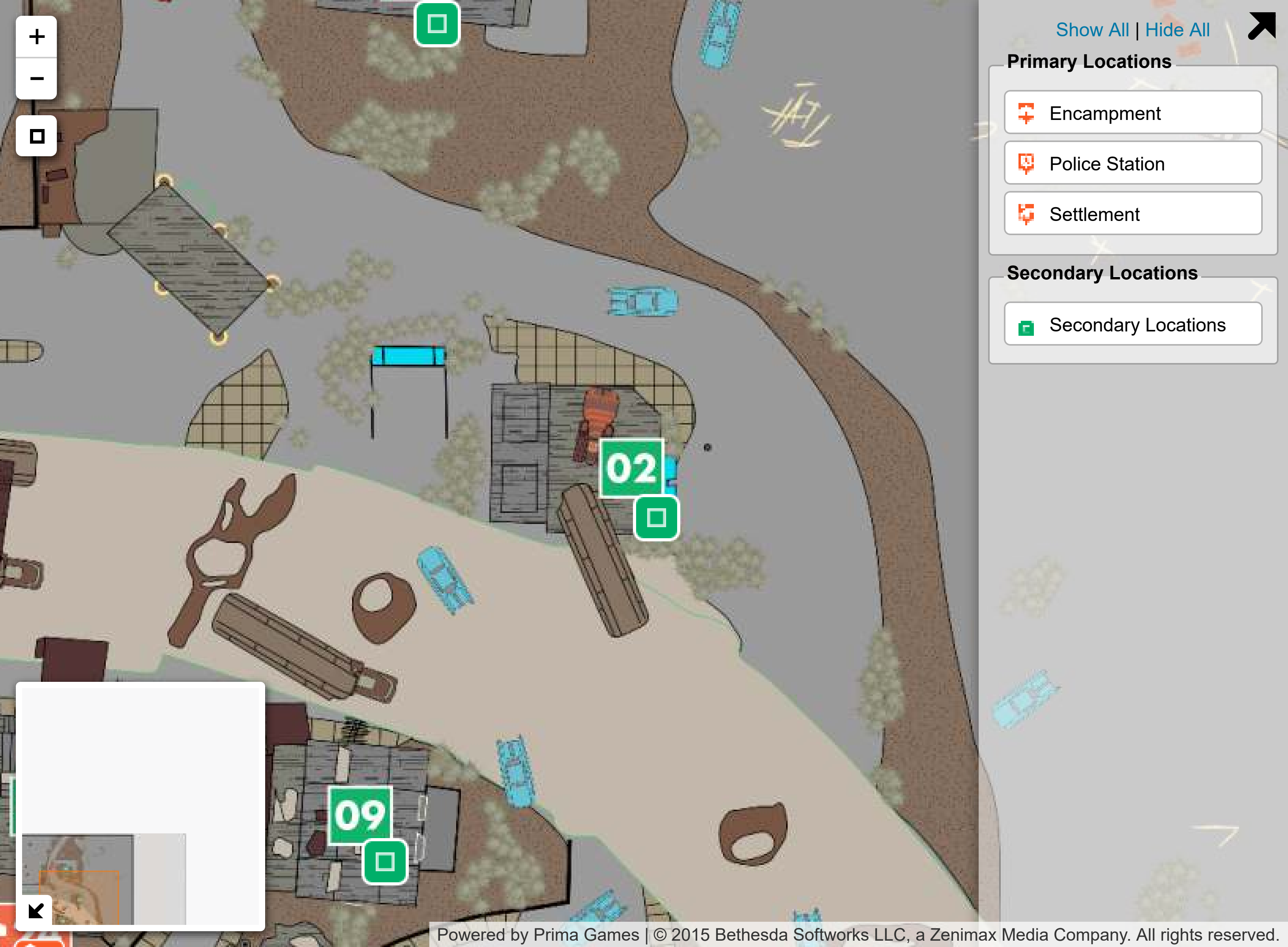
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Primary Locations
Encampment
Police Station
Settlement
Secondary Locations
Secondary Locations
02
09

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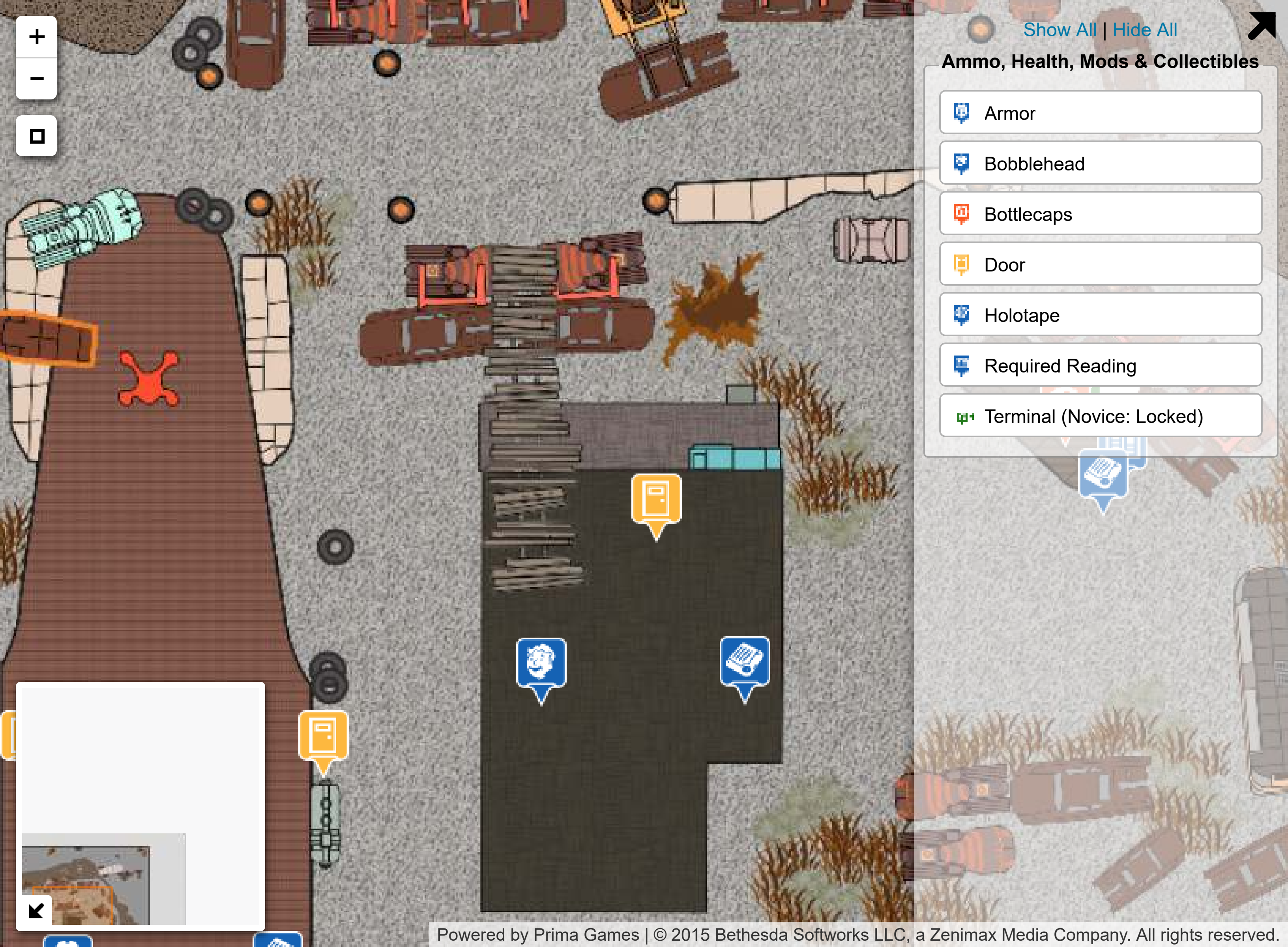
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Ammo, Health, Mods & Collectibles
Armor
Bobblehead
Bottlecaps
Door
Holotape
Required Reading
Terminal (Novice: Locked)
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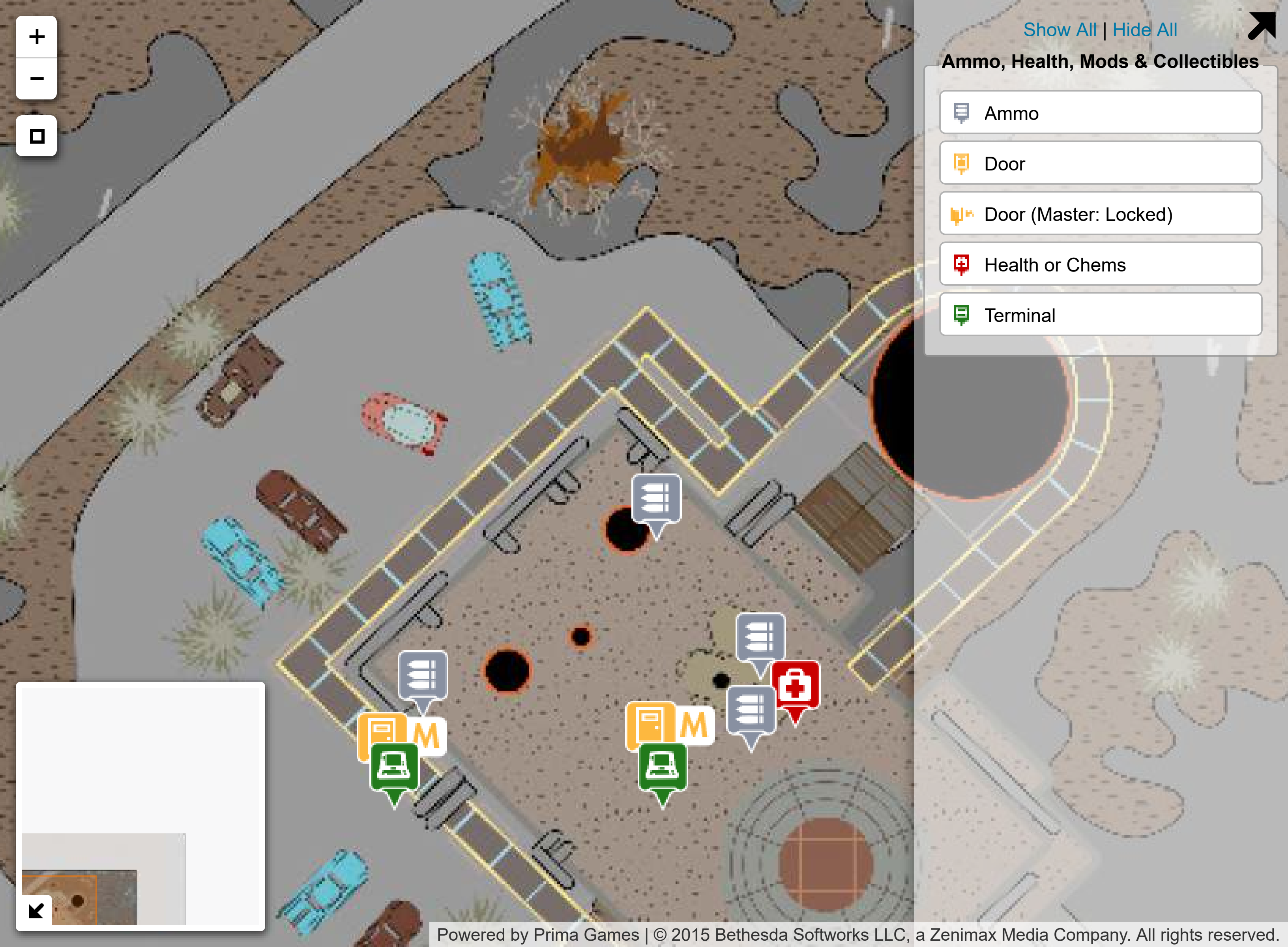
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Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Door
Door (Master: Locked)
Health or Chems
Terminal
M
M

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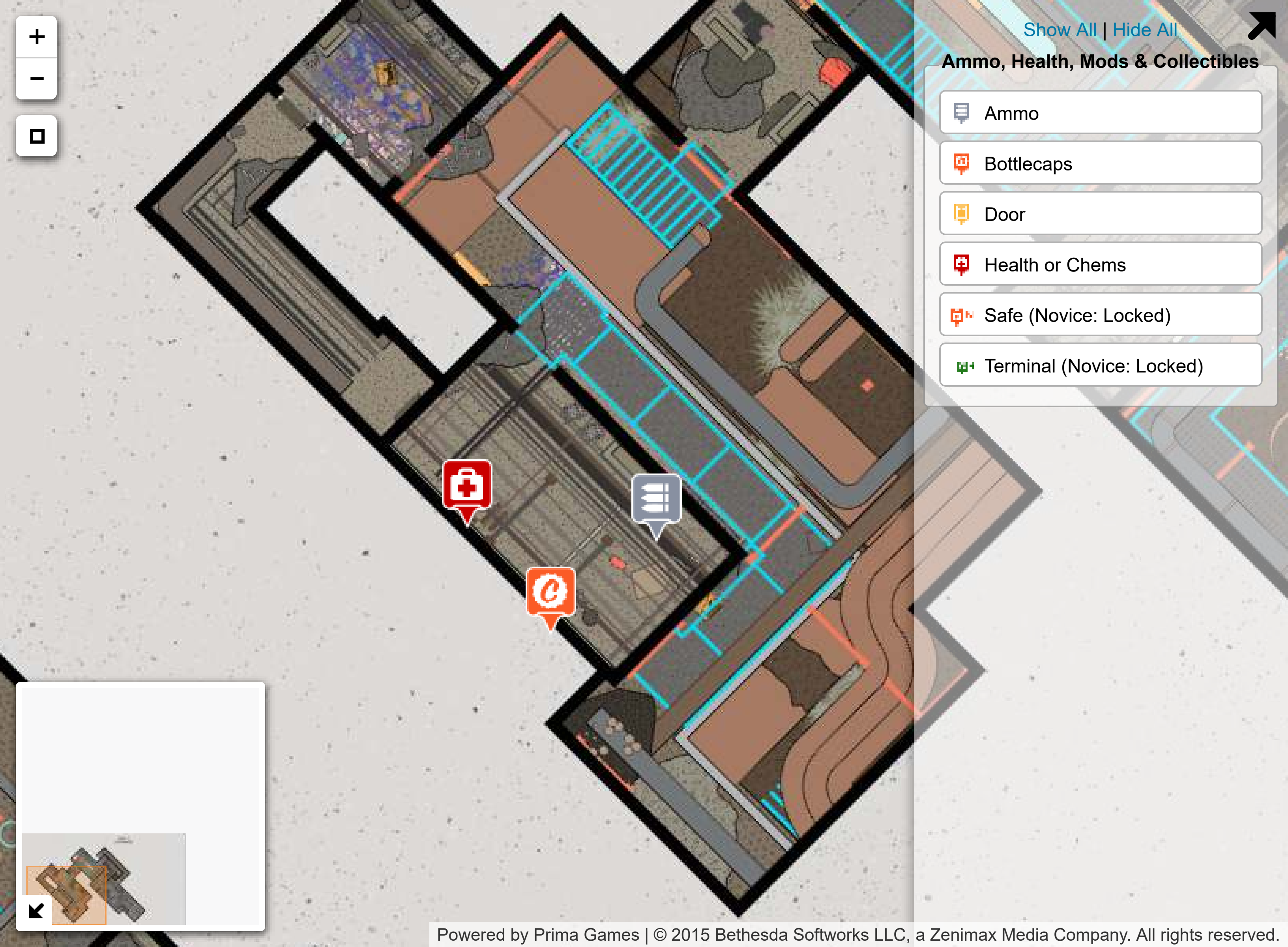
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Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Bottlecaps
Door
Health or Chems
Safe (Novice: Locked)
Terminal (Novice: Locked)

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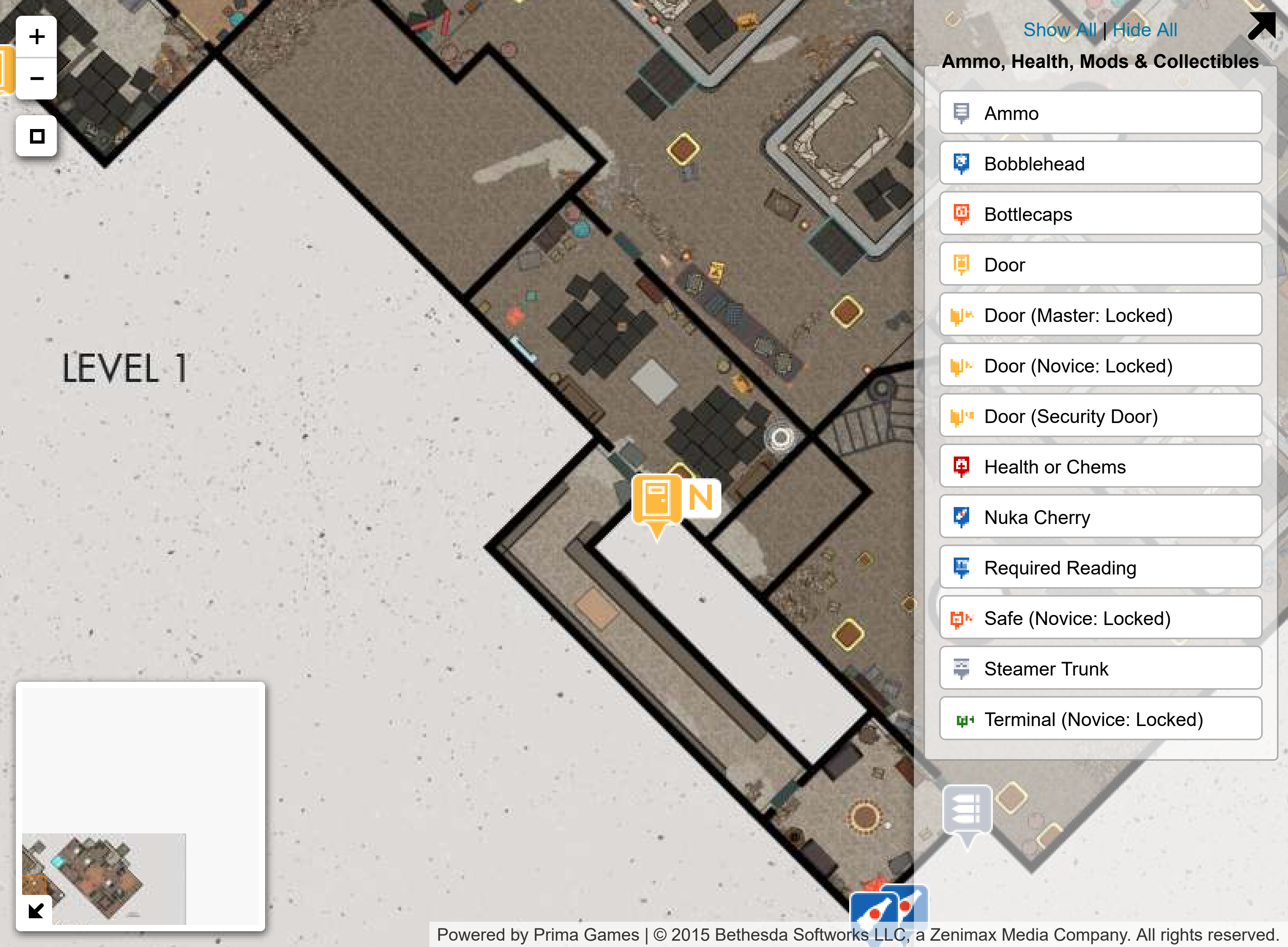
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LEVEL 1
N
Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Bobblehead
Bottlecaps
Door
Door (Master: Locked)
Door (Novice: Locked)
Door (Security Door)
Health or Chems
Nuka Cherry
Required Reading
Safe (Novice: Locked)
Steamer Trunk
Terminal (Novice: Locked)

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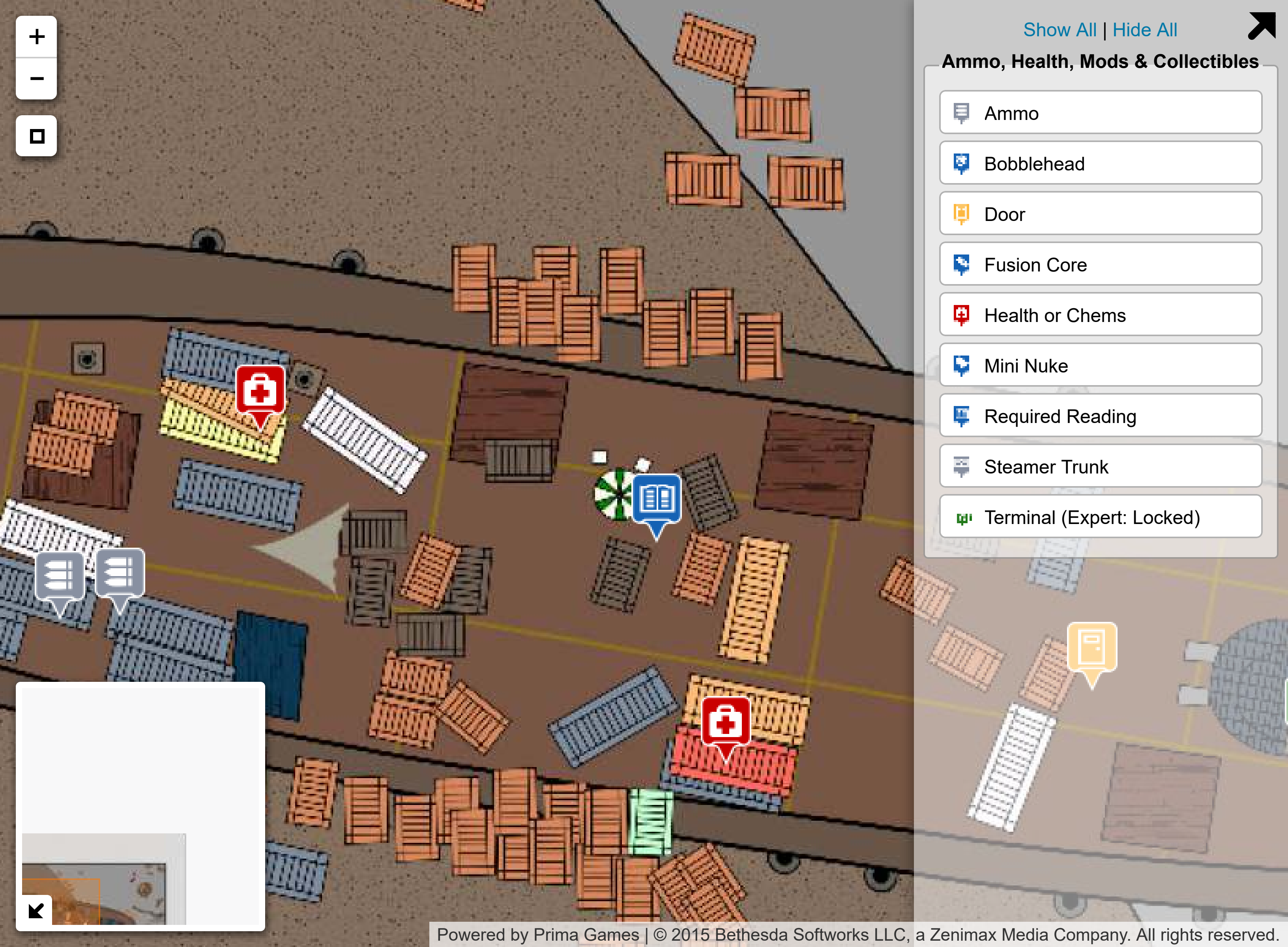
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Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Bobblehead
Door
Fusion Core
Health or Chems
Mini Nuke
Required Reading
Steamer Trunk
Terminal (Expert: Locked)

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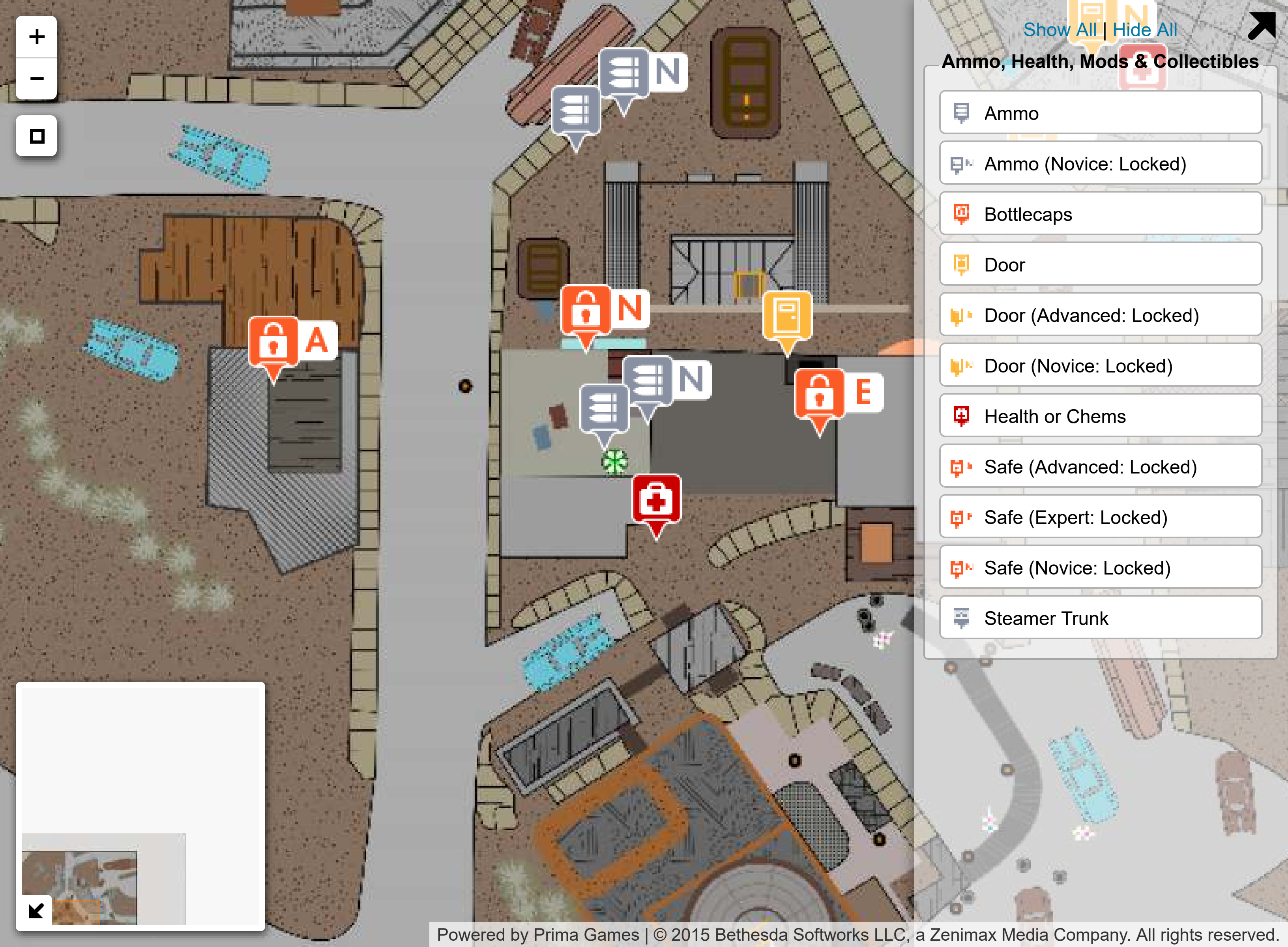
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Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Ammo (Novice: Locked)
Bottlecaps
Door
Door (Advanced: Locked)
Door (Novice: Locked)
Health or Chems
Safe (Advanced: Locked)
Safe (Expert: Locked)
Safe (Novice: Locked)
Steamer Trunk
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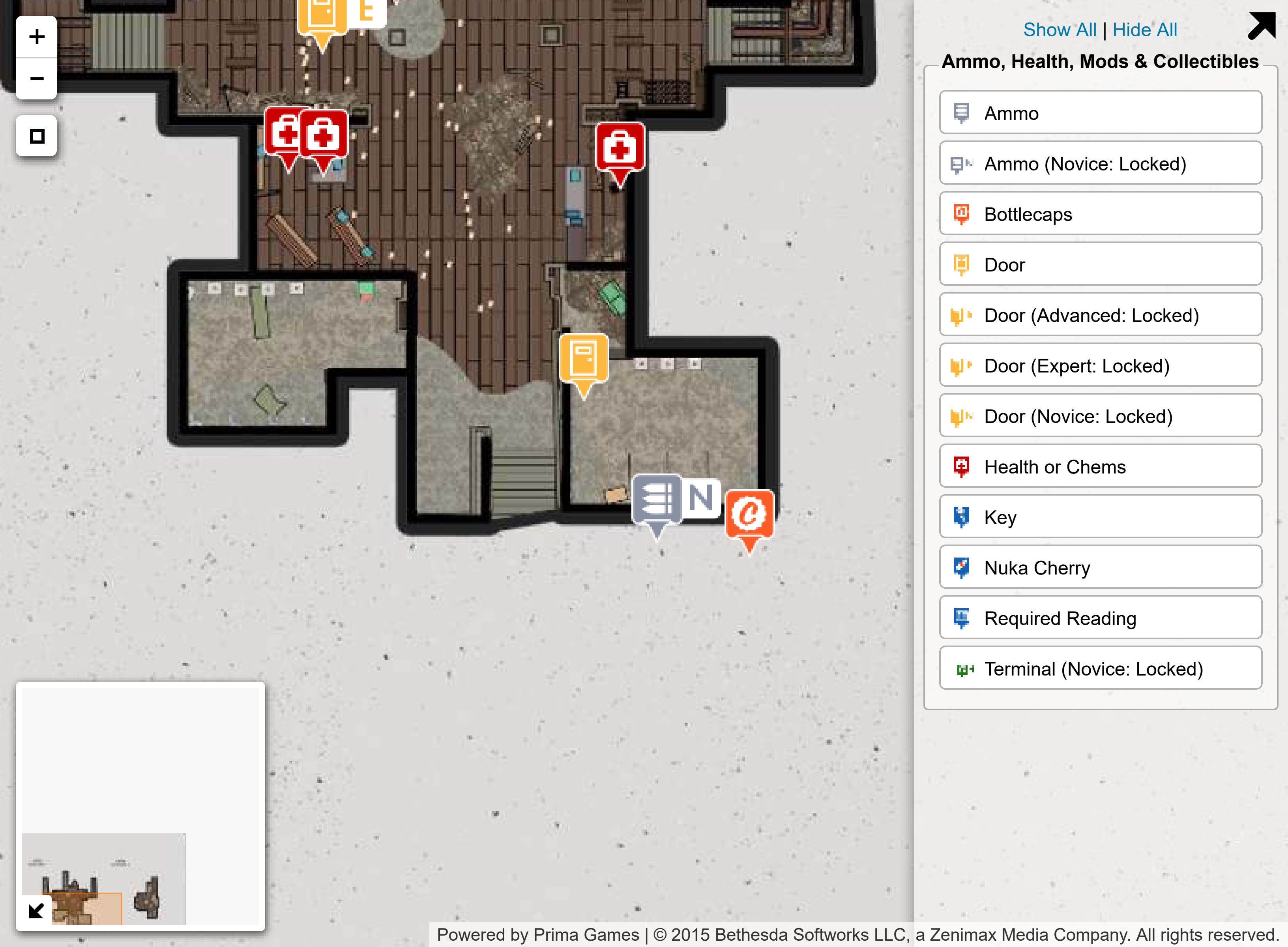

Show All | Hide All

Ammo, Health, Mods & Collectibles

- Ammo
- Ammo (Novice: Locked)
- Bottlecaps
- Door
- Door (Advanced: Locked)
- Door (Expert: Locked)
- Door (Novice: Locked)
- Health or Chems
- Key
- Nuka Cherry
- Required Reading
- Terminal (Novice: Locked)

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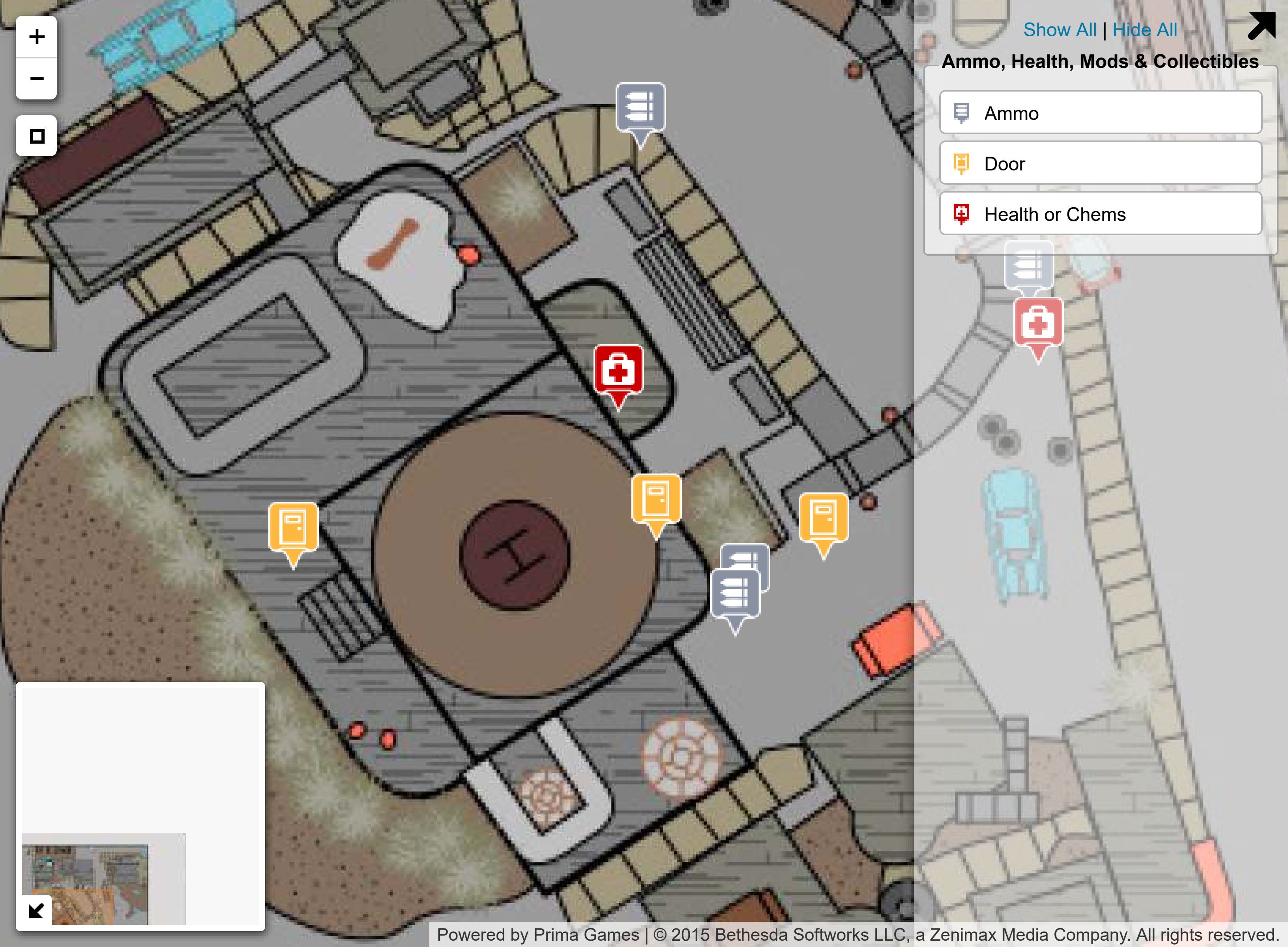
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Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Door
Health or Chems
H

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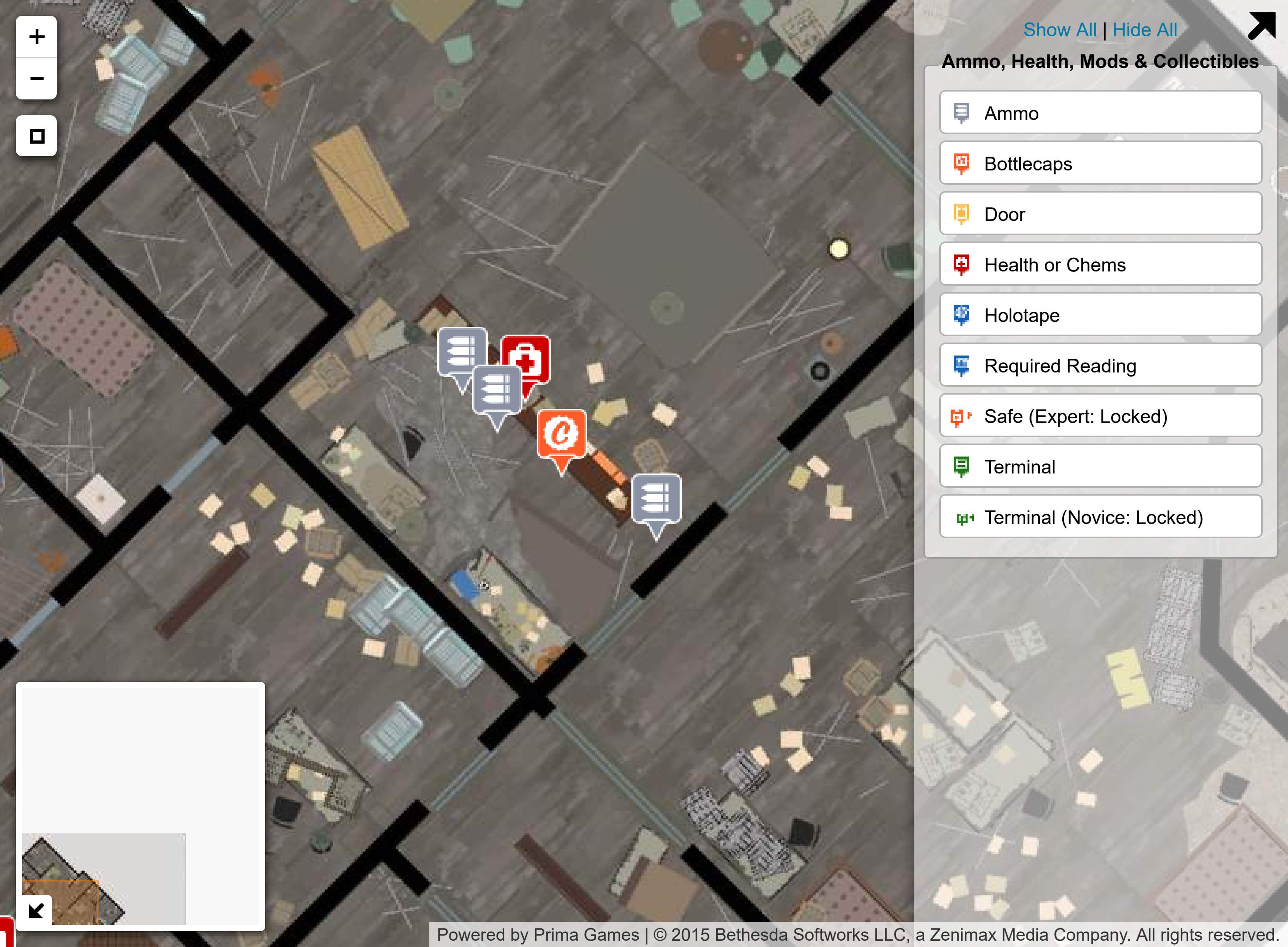
+
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Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Bottlecaps
Door
Health or Chems
Holotape
Required Reading
Safe (Expert: Locked)
Terminal
Terminal (Novice: Locked)

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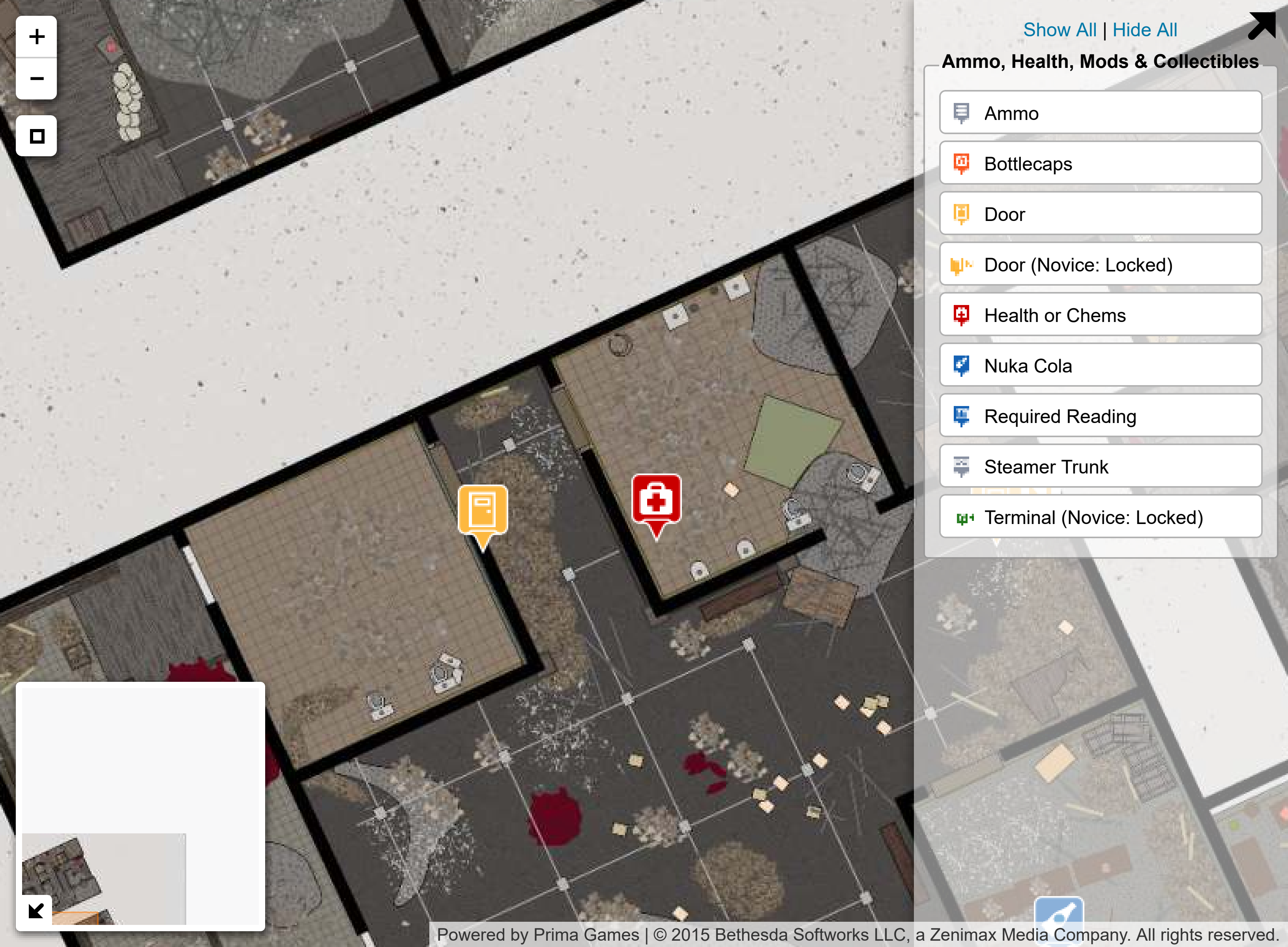
Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Bottlecaps
Door
Door (Novice: Locked)
Health or Chems
Nuka Cola
Required Reading
Steamer Trunk
Terminal (Novice: Locked)

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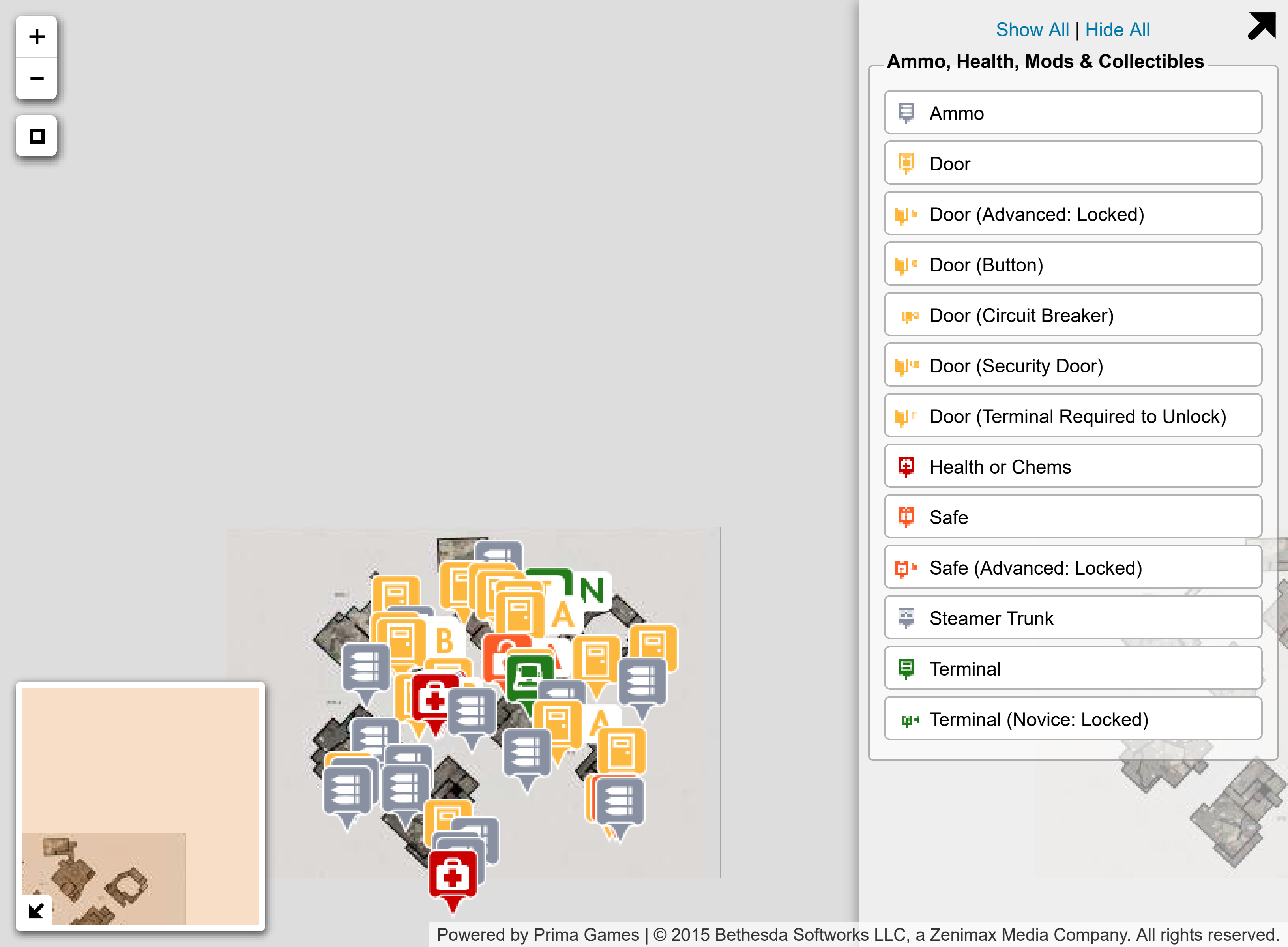

Show All | Hide All

Ammo, Health, Mods & Collectibles

- Ammo
- Door
- Door (Advanced: Locked)
- Door (Button)
- Door (Circuit Breaker)
- Door (Security Door)
- Door (Terminal Required to Unlock)
- Health or Chems
- Safe
- Safe (Advanced: Locked)
- Steamer Trunk
- Terminal
- Terminal (Novice: Locked)

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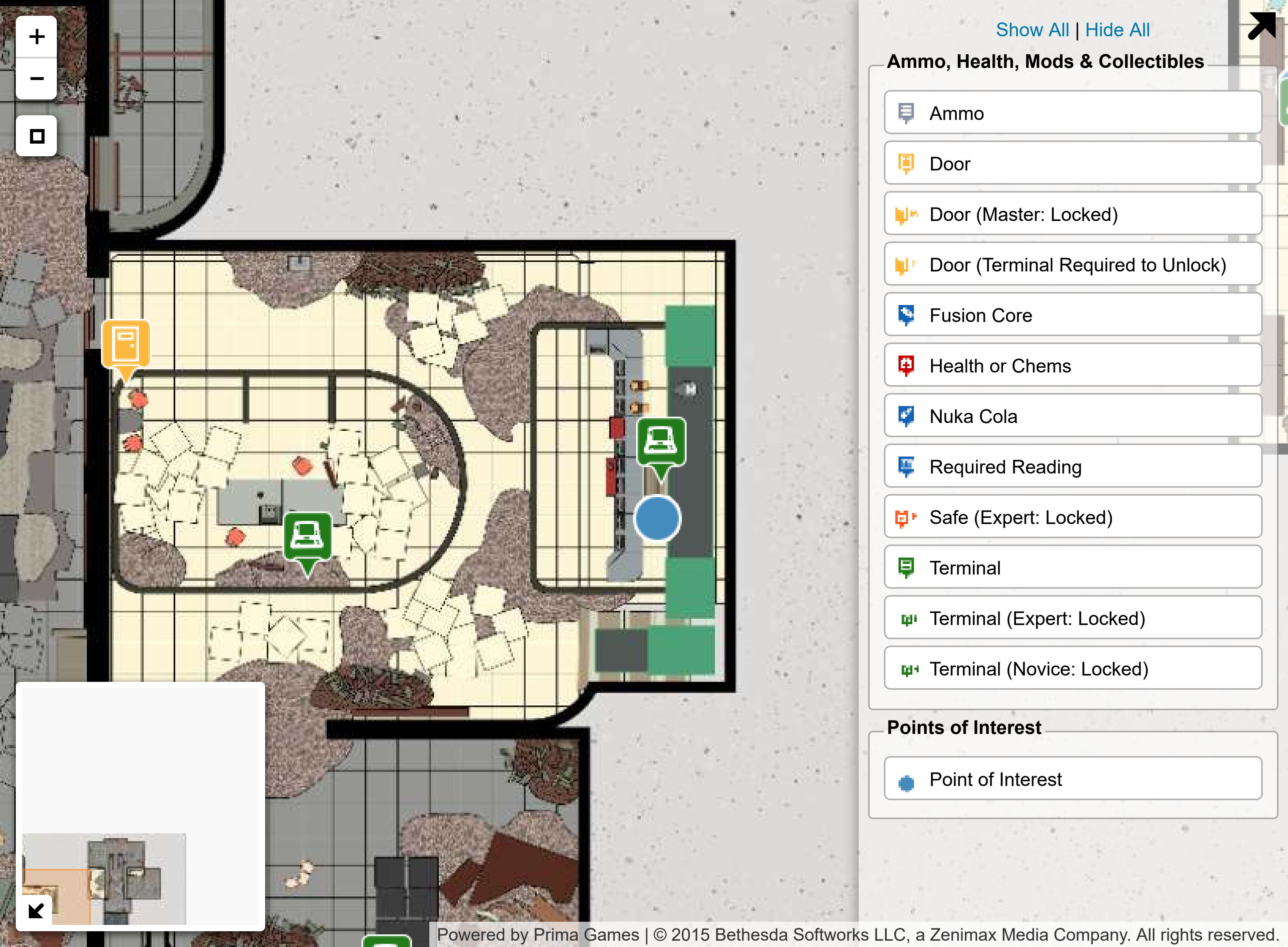

Ammo, Health, Mods & Collectibles

- Ammo
- Door
- Door (Master: Locked)
- Door (Terminal Required to Unlock)
- Fusion Core
- Health or Chems
- Nuka Cola
- Required Reading
- Safe (Expert: Locked)
- Terminal
- Terminal (Expert: Locked)
- Terminal (Novice: Locked)

Points of Interest

- Point of Interest

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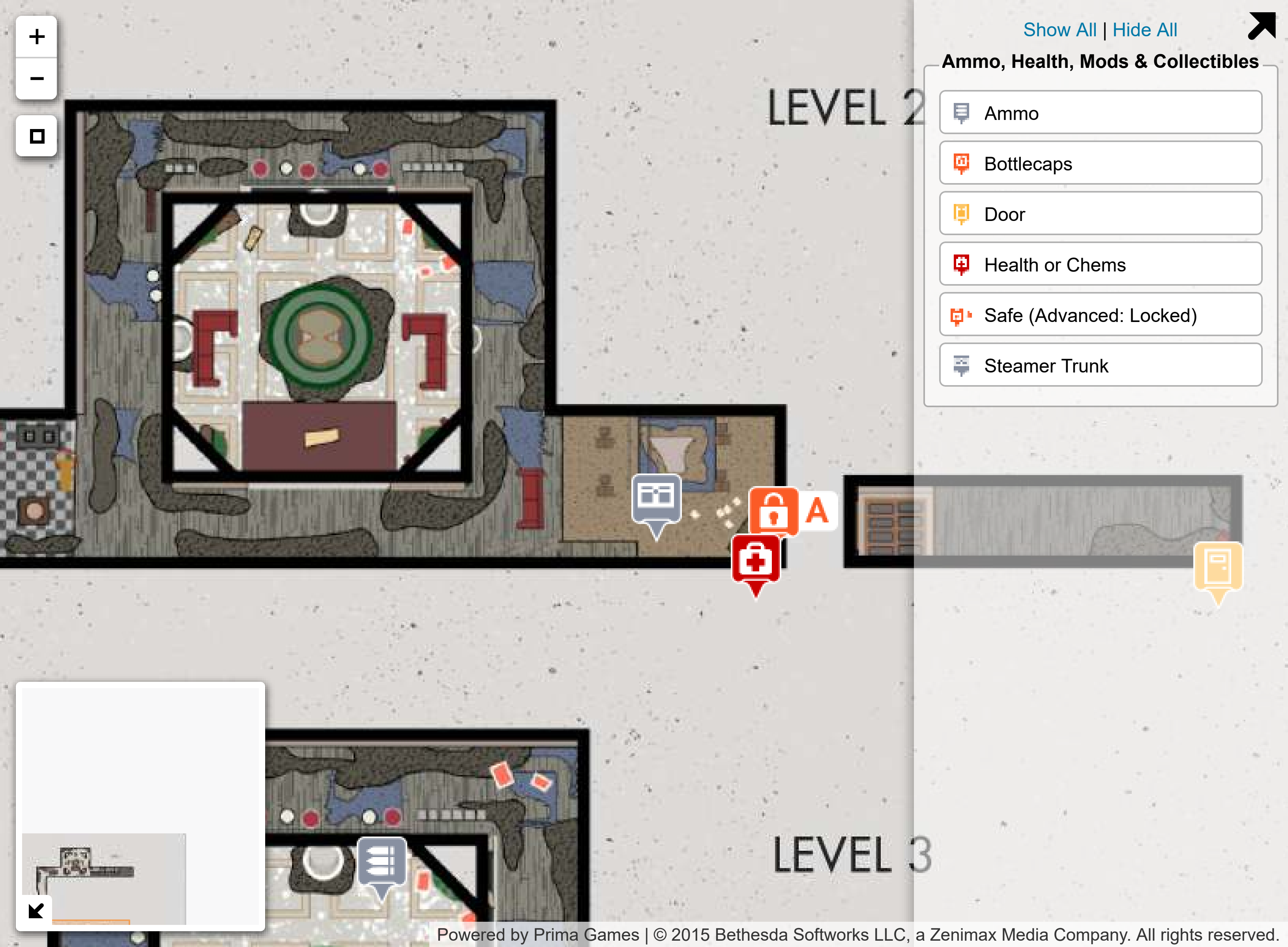
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Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Bottlecaps
Door
Health or Chems
Safe (Advanced: Locked)
Steamer Trunk
LEVEL 2
A
LEVEL 3

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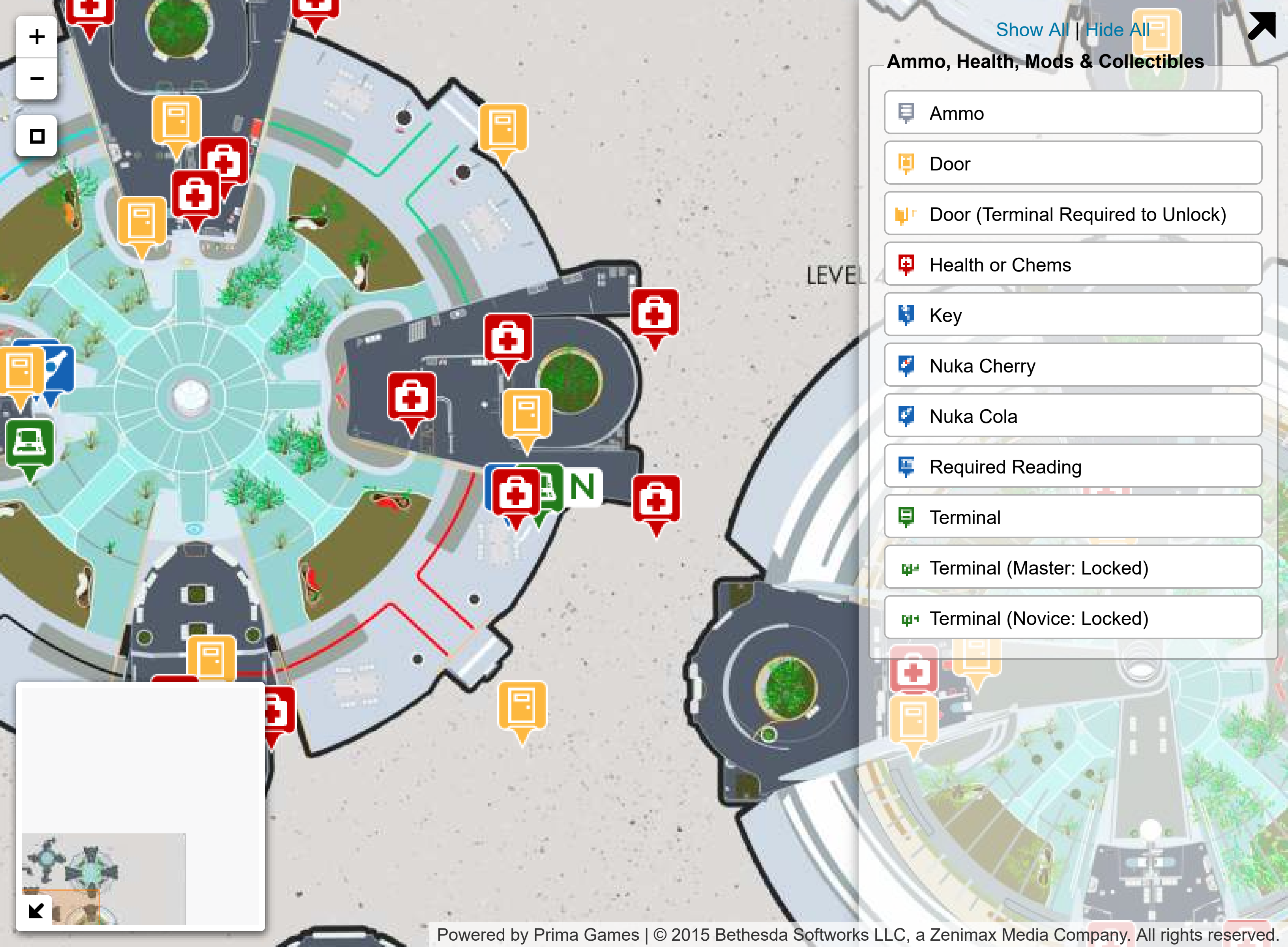
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Ammo, Health, Mods & Collectibles
Ammo
Door
Door (Terminal Required to Unlock)
Health or Chems
Key
Nuka Cherry
Nuka Cola
Required Reading
Terminal
Terminal (Master: Locked)
Terminal (Novice: Locked)
LEVEL
N

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Ammo, Health, Mods & Collectibles

- Door
- Terminal

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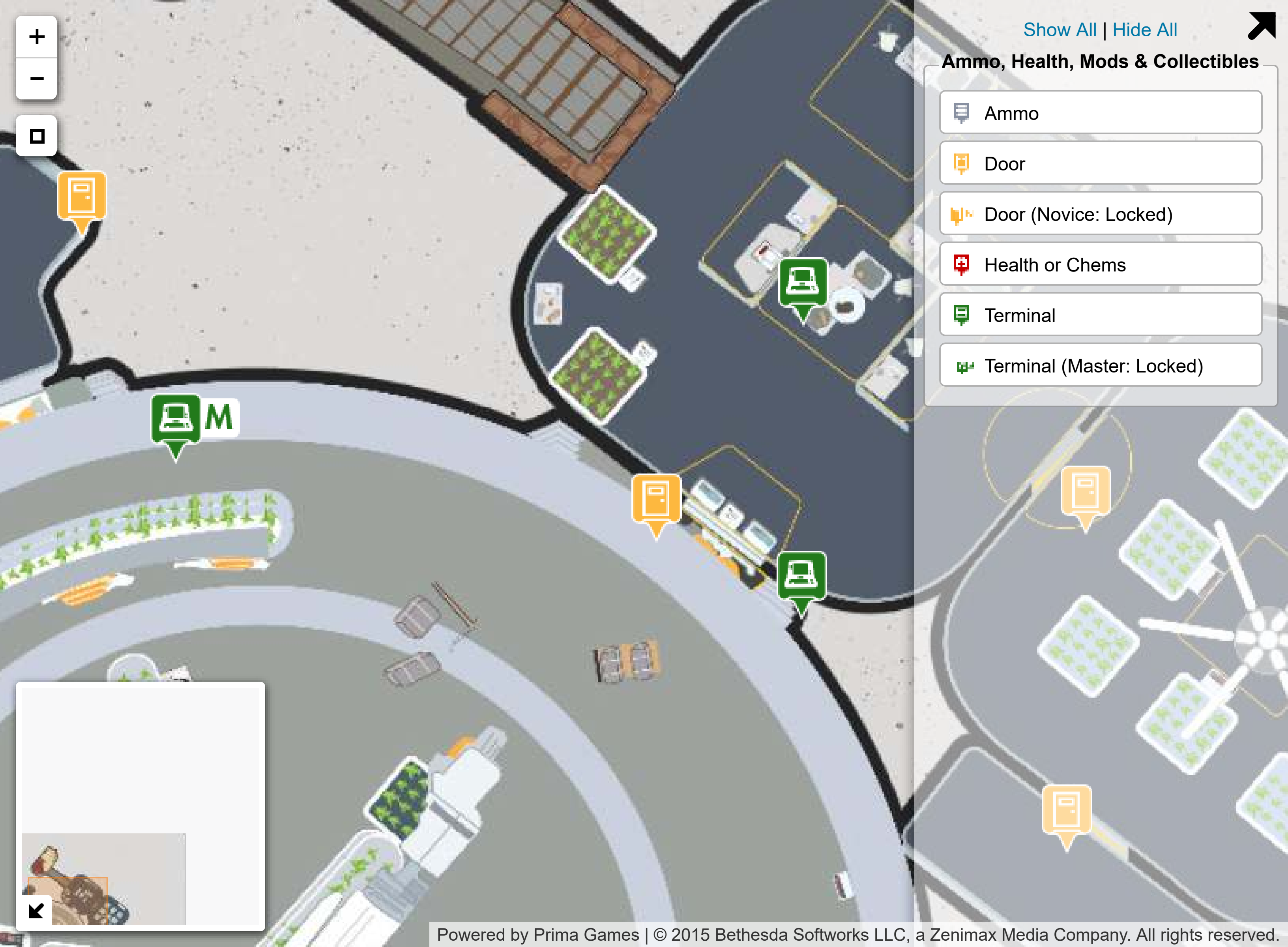
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Ammo, Health, Mods & Collectibles
Ammo
Door
Door (Novice: Locked)
Health or Chems
Terminal
Terminal (Master: Locked)

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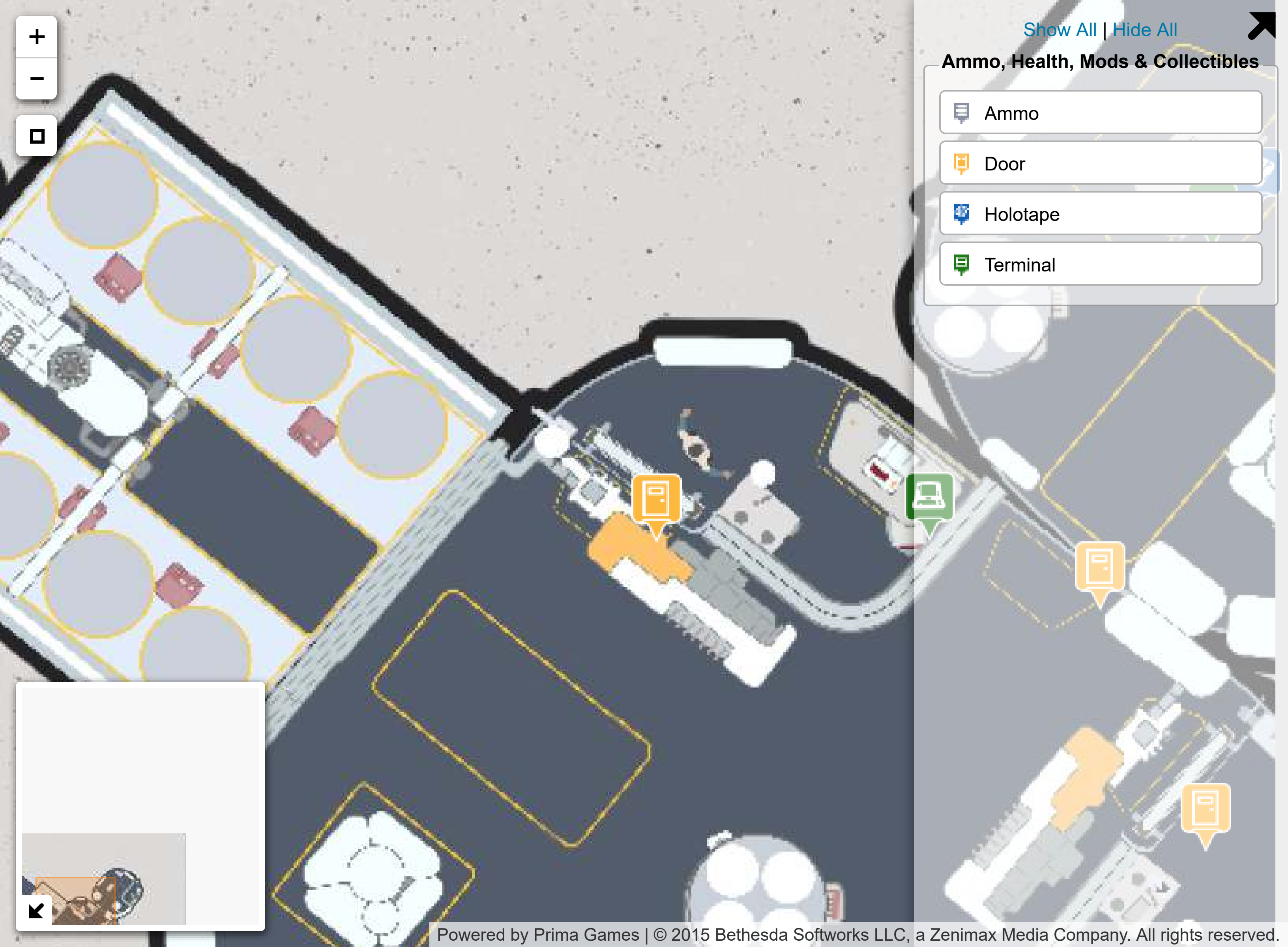
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Ammo, Health, Mods & Collectibles
Ammo
Door
Holotape
Terminal

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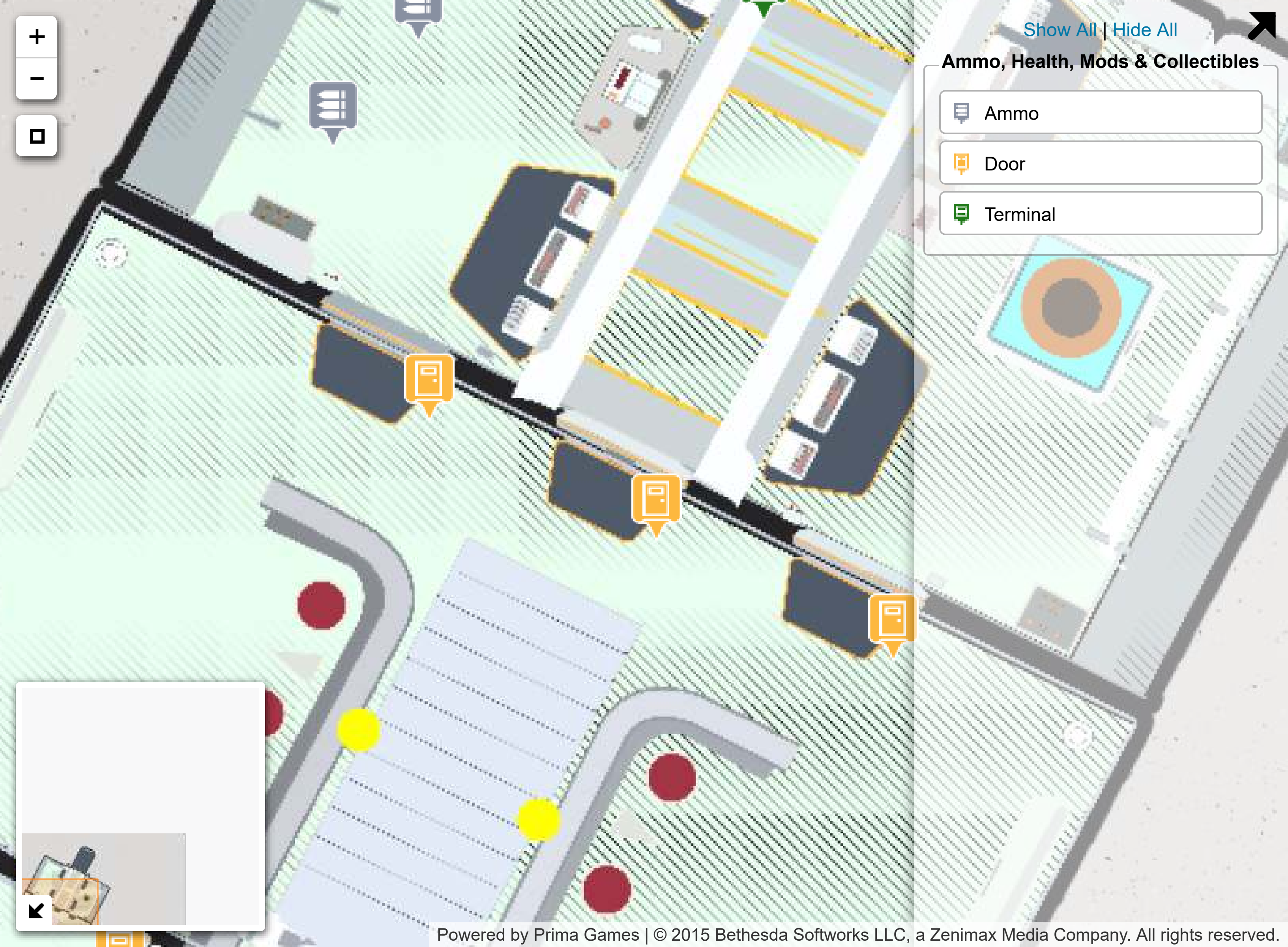
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Ammo, Health, Mods & Collectibles
Ammo
Door
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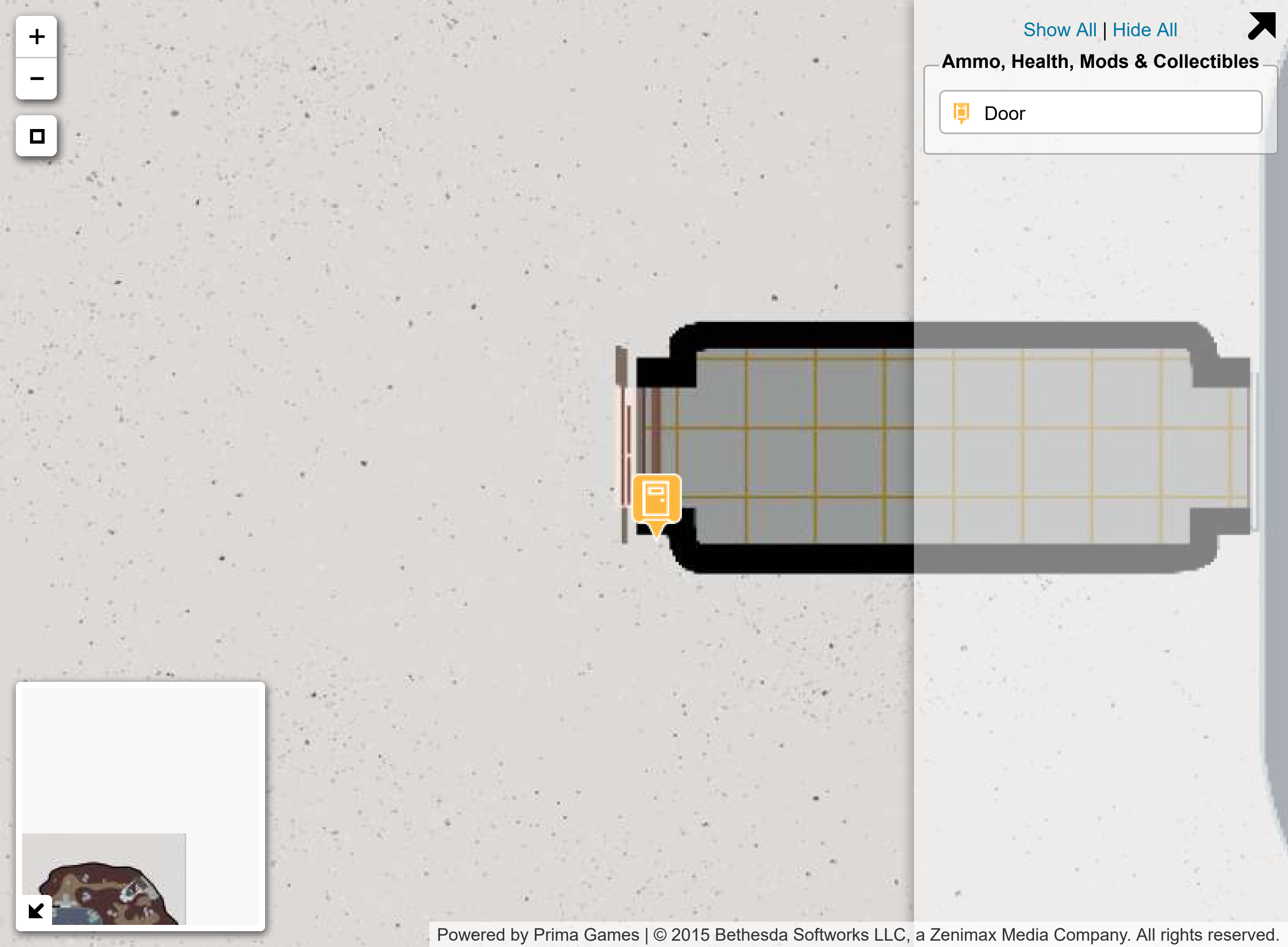
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Ammo, Health, Mods & Collectibles
Door
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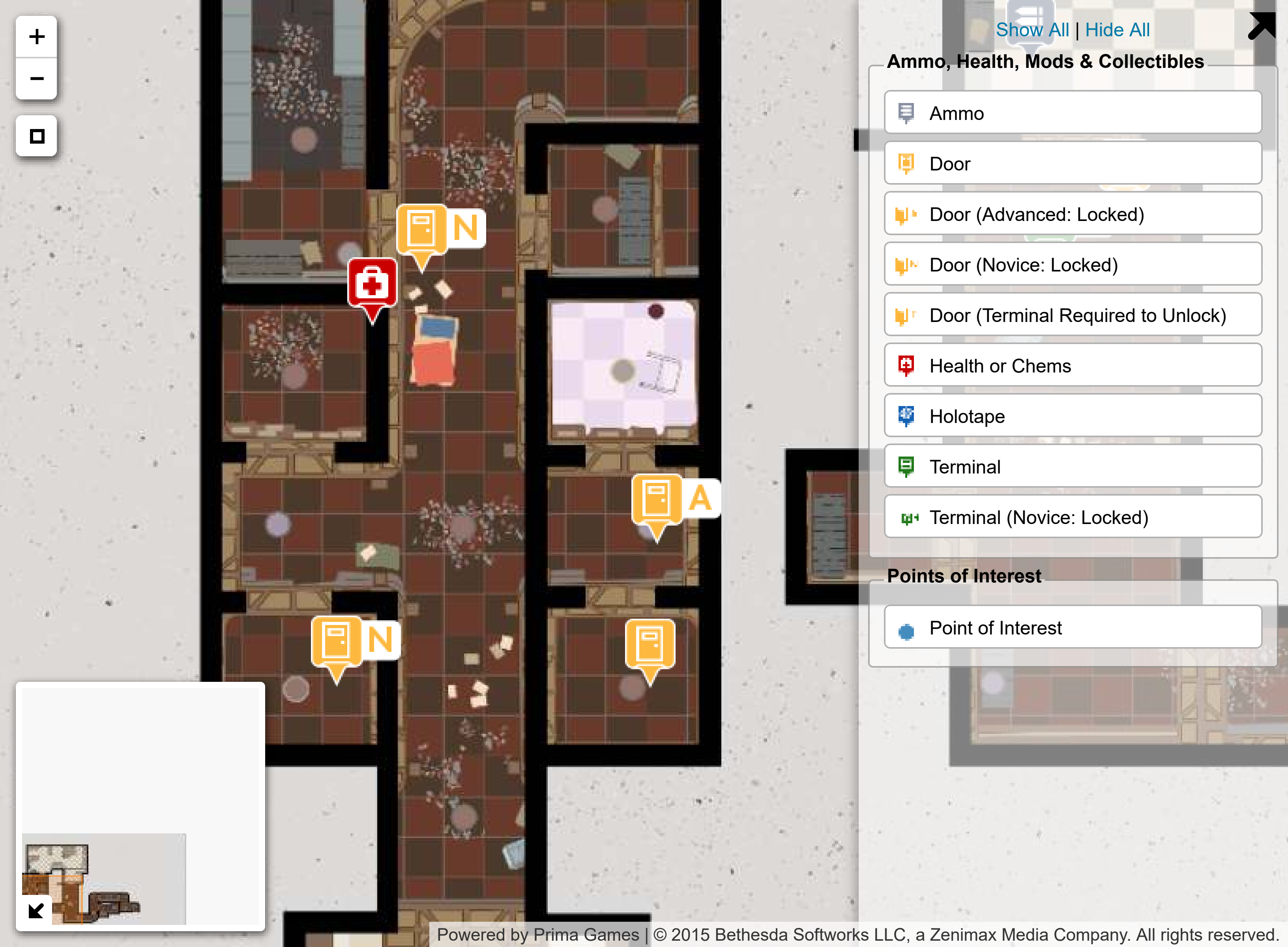
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Ammo, Health, Mods & Collectibles
Ammo
Door
Door (Advanced: Locked)
Door (Novice: Locked)
Door (Terminal Required to Unlock)
Health or Chems
Holotape
Terminal
Terminal (Novice: Locked)
Points of Interest
Point of Interest
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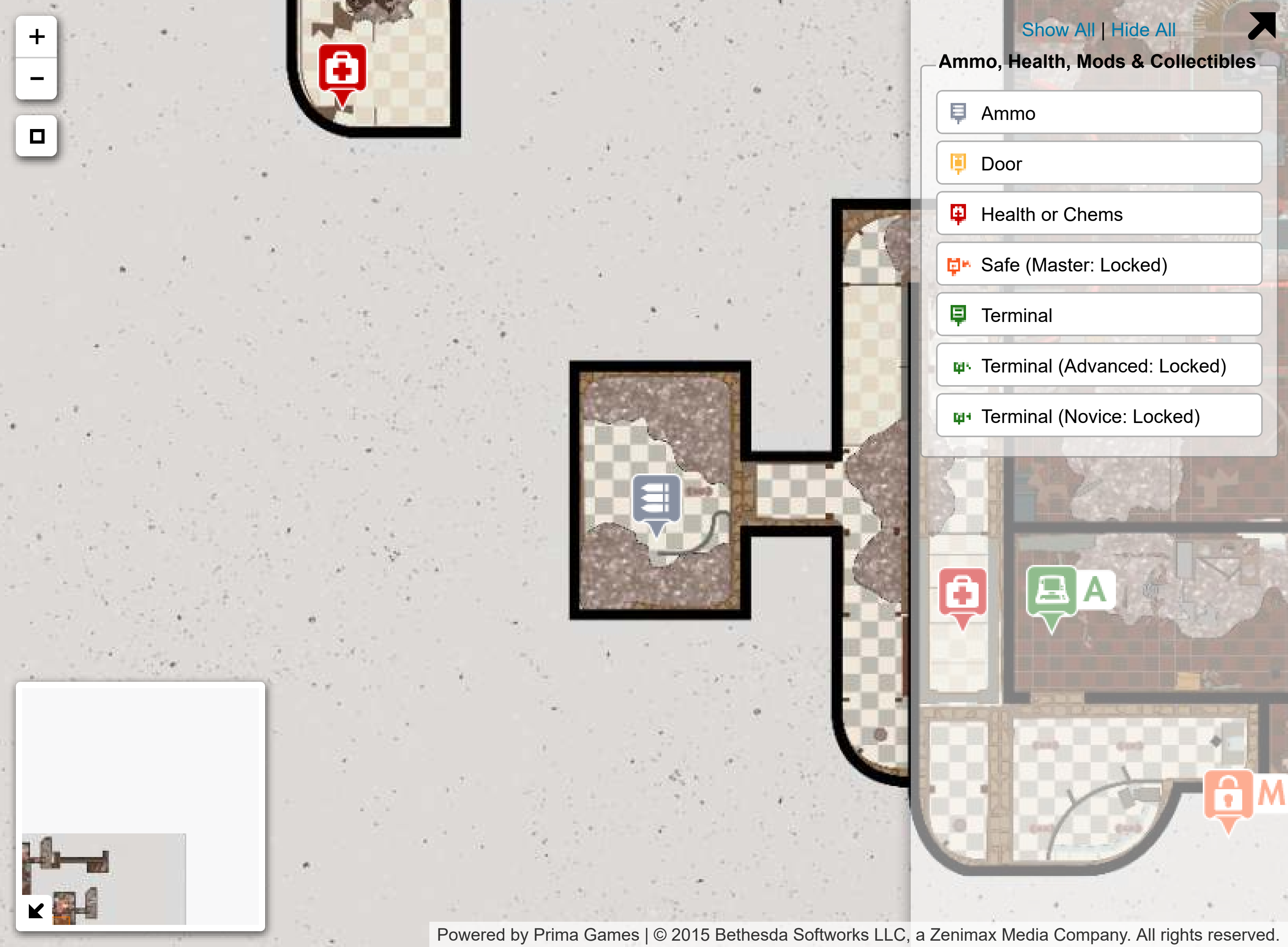
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Ammo, Health, Mods & Collectibles
Ammo
Door
Health or Chems
Safe (Master: Locked)
Terminal
Terminal (Advanced: Locked)
Terminal (Novice: Locked)
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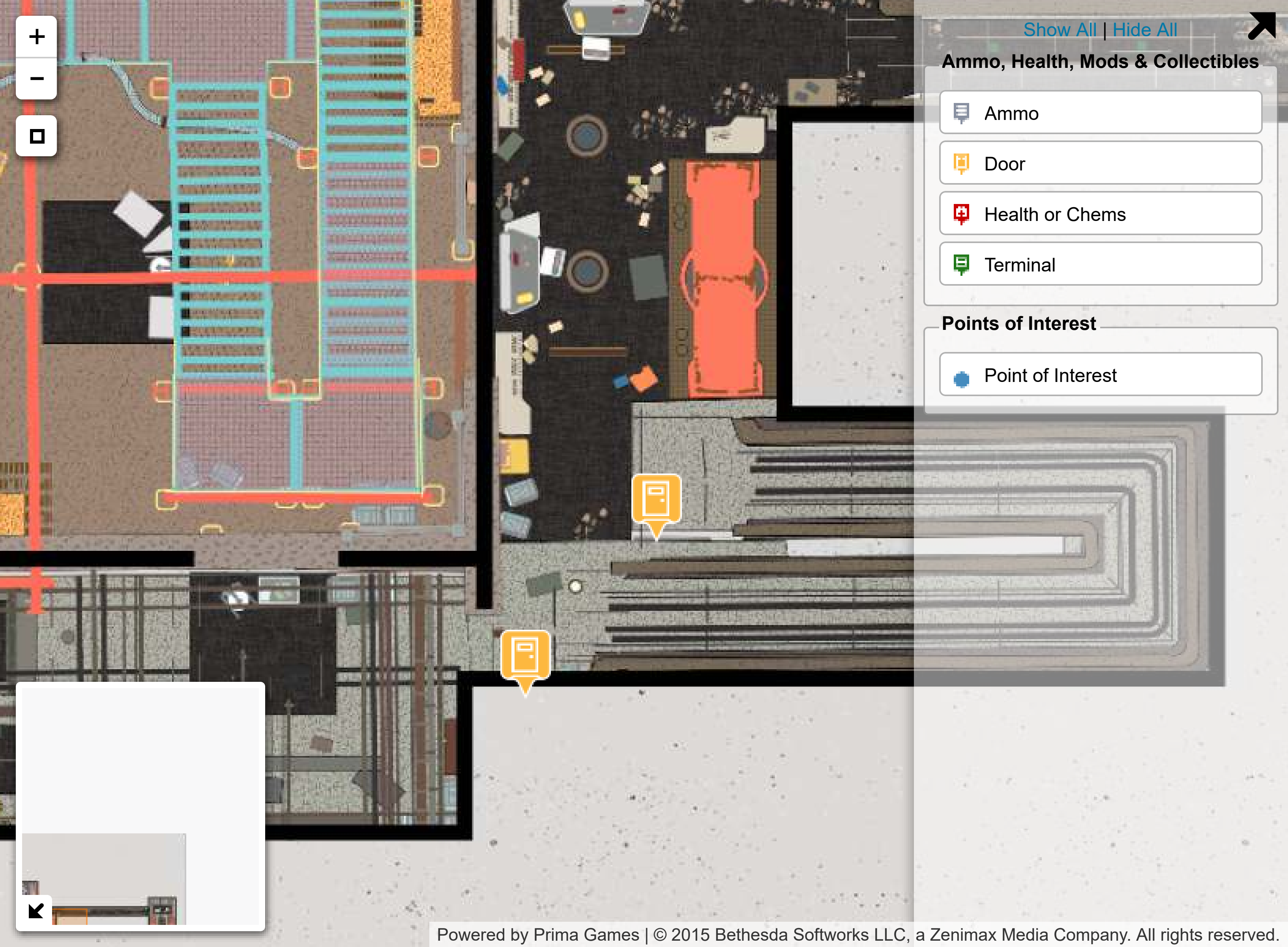
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Ammo, Health, Mods & Collectibles
Ammo
Door
Health or Chems
Terminal
Points of Interest
Point of Interest

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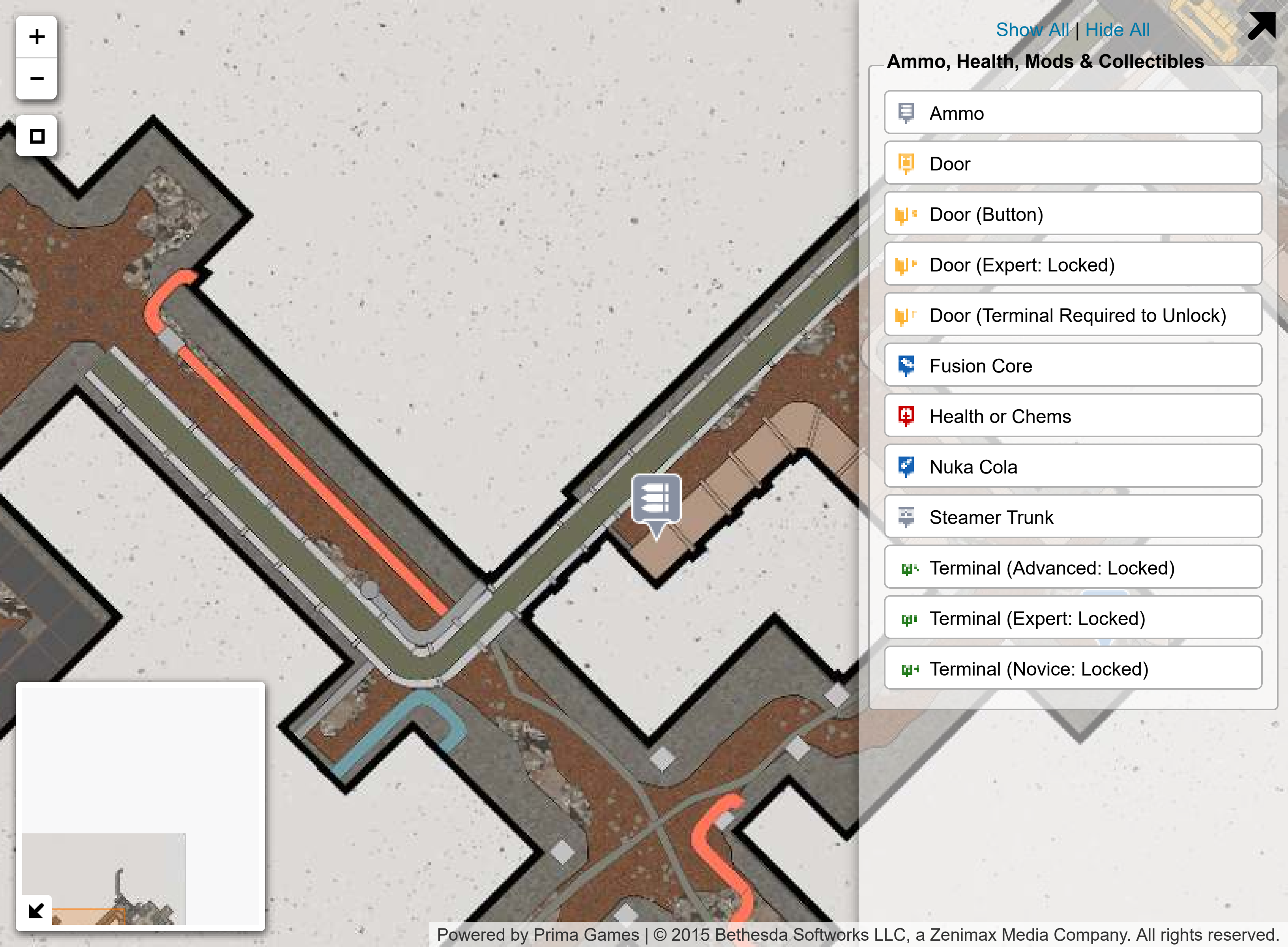
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Ammo, Health, Mods & Collectibles
Ammo
Door
Door (Button)
Door (Expert: Locked)
Door (Terminal Required to Unlock)
Fusion Core
Health or Chems
Nuka Cola
Steamer Trunk
Terminal (Advanced: Locked)
Terminal (Expert: Locked)
Terminal (Novice: Locked)

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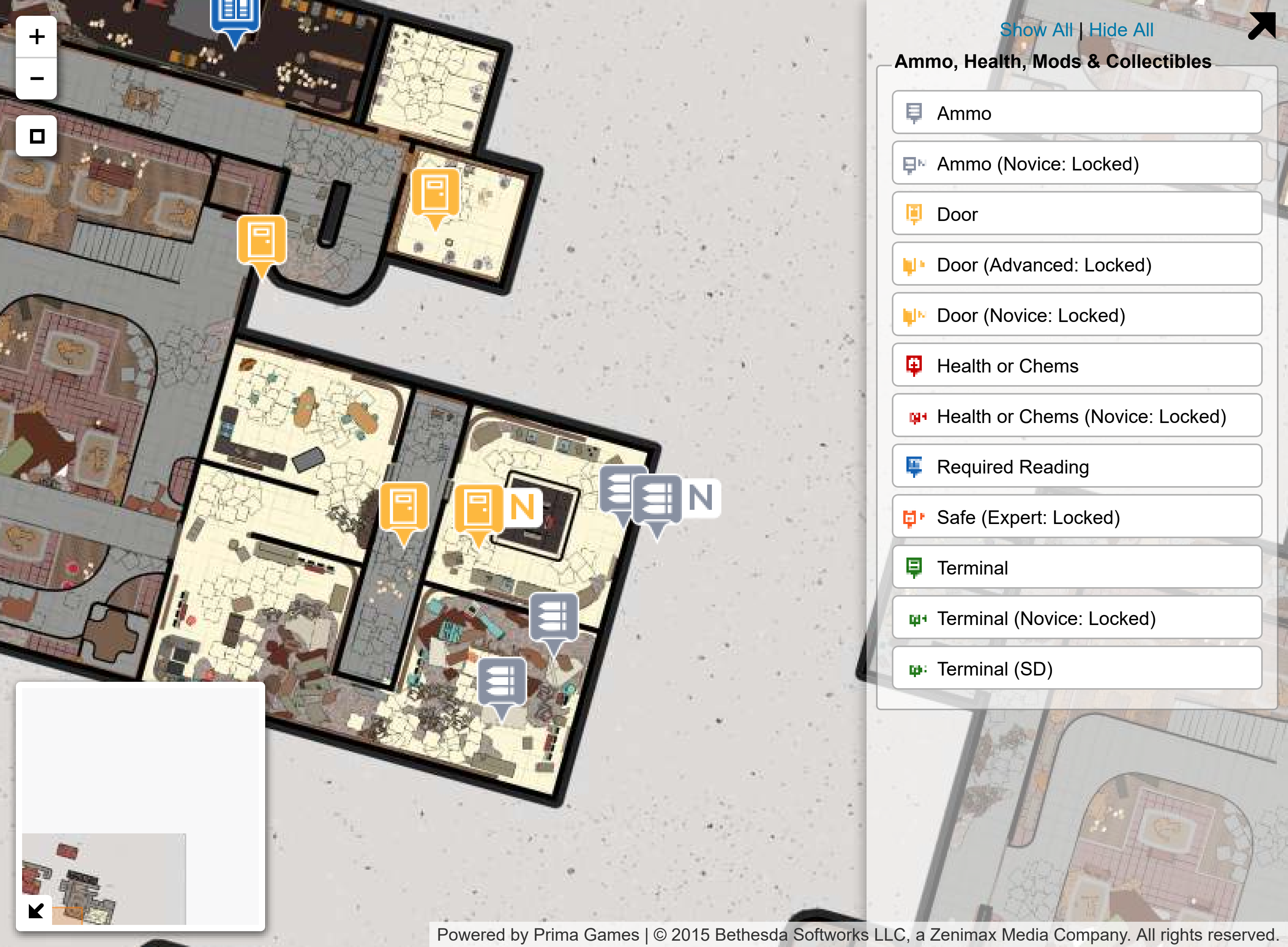

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Ammo, Health, Mods & Collectibles

- Ammo
- Ammo (Novice: Locked)
- Door
- Door (Advanced: Locked)
- Door (Novice: Locked)
- Health or Chems
- Health or Chems (Novice: Locked)
- Required Reading
- Safe (Expert: Locked)
- Terminal
- Terminal (Novice: Locked)
- Terminal (SD)

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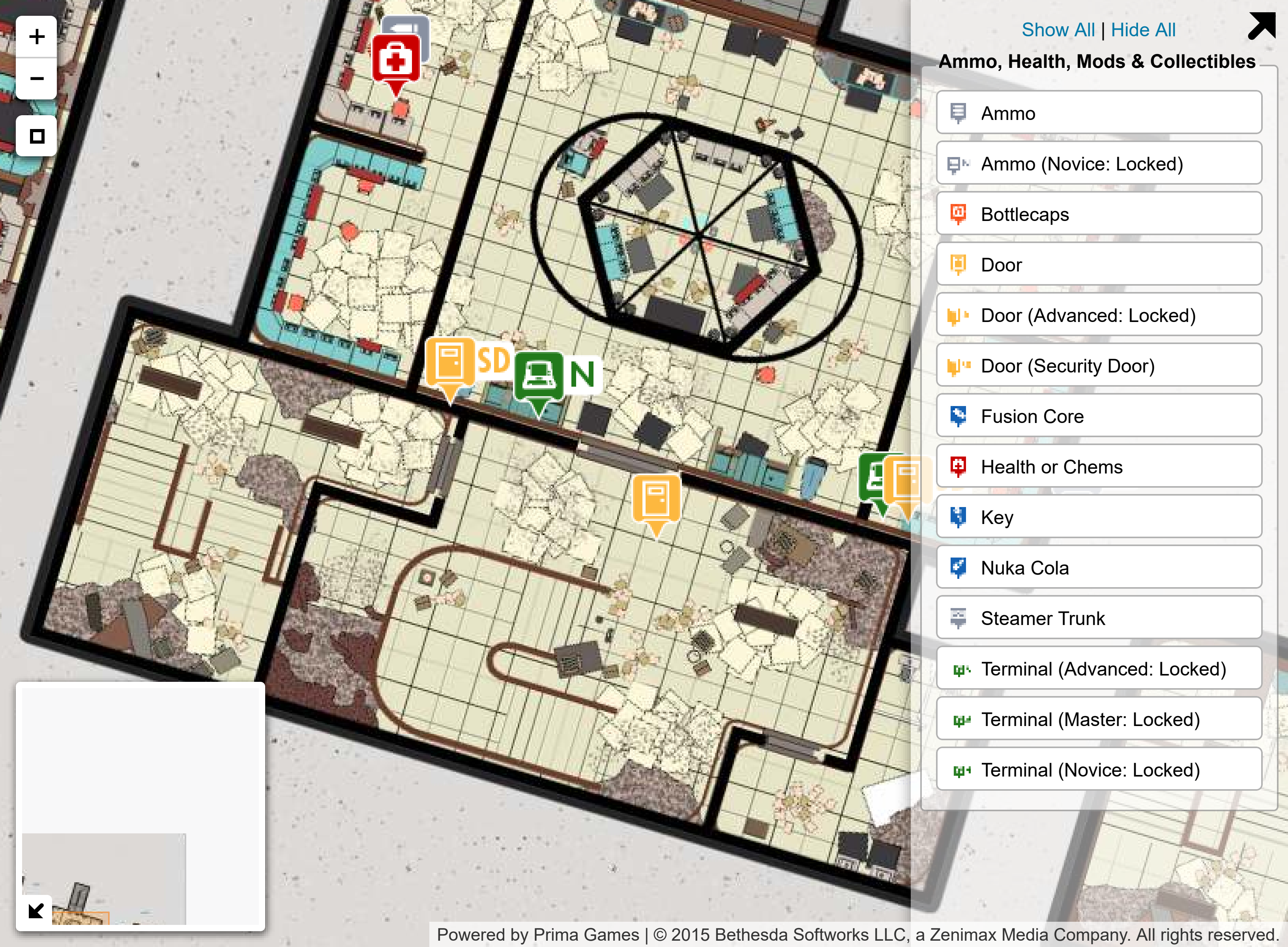
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Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Ammo (Novice: Locked)
Bottlecaps
Door
Door (Advanced: Locked)
Door (Security Door)
Fusion Core
Health or Chems
Key
Nuka Cola
Steamer Trunk
Terminal (Advanced: Locked)
Terminal (Master: Locked)
Terminal (Novice: Locked)
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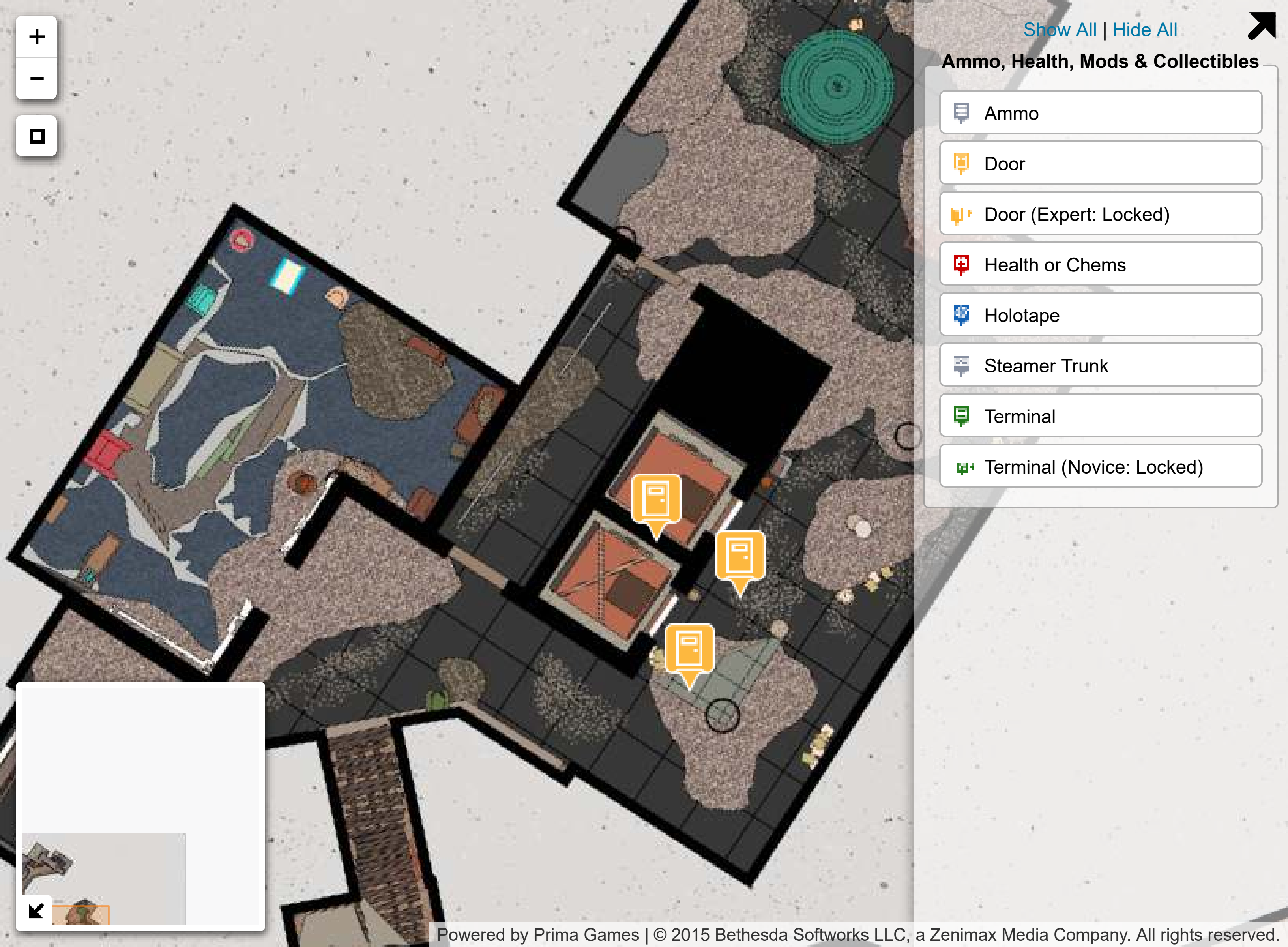

Ammo, Health, Mods & Collectibles

- Ammo
- Door
- Door (Expert: Locked)
- Health or Chems
- Holotape
- Steamer Trunk
- Terminal
- Terminal (Novice: Locked)

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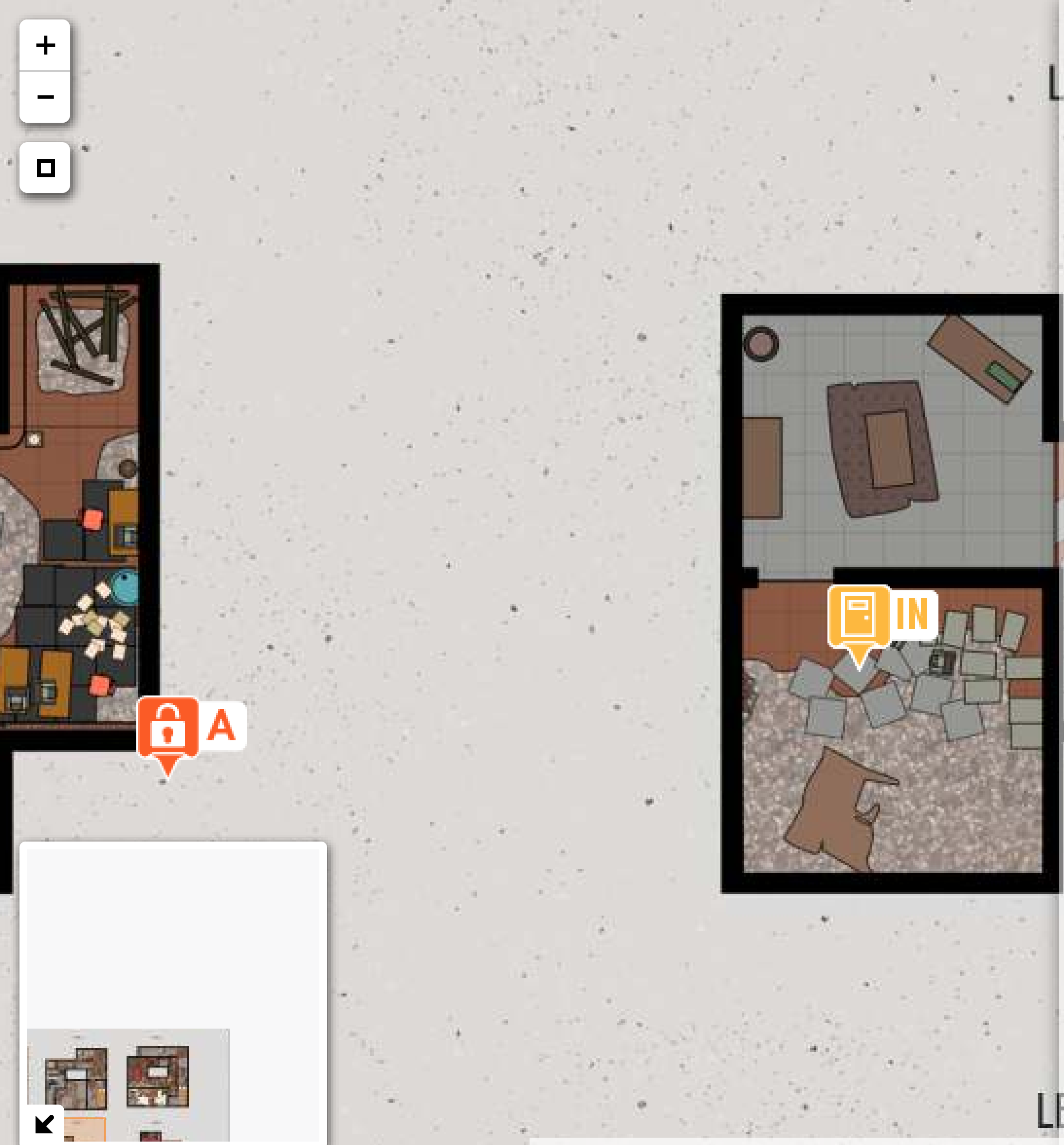

Show All | Hide All

Ammo, Health, Mods & Collectibles

- Ammo
- Bottlecaps
- Door
- Door (Inaccessible)
- Door (Terminal Required to Unlock)
- Health or Chems
- Mini Nuke
- Nuka Cola
- Required Reading
- Safe (Advanced: Locked)
- Safe (Expert: Locked)
- Steamer Trunk
- Terminal
- Terminal (Expert: Locked)

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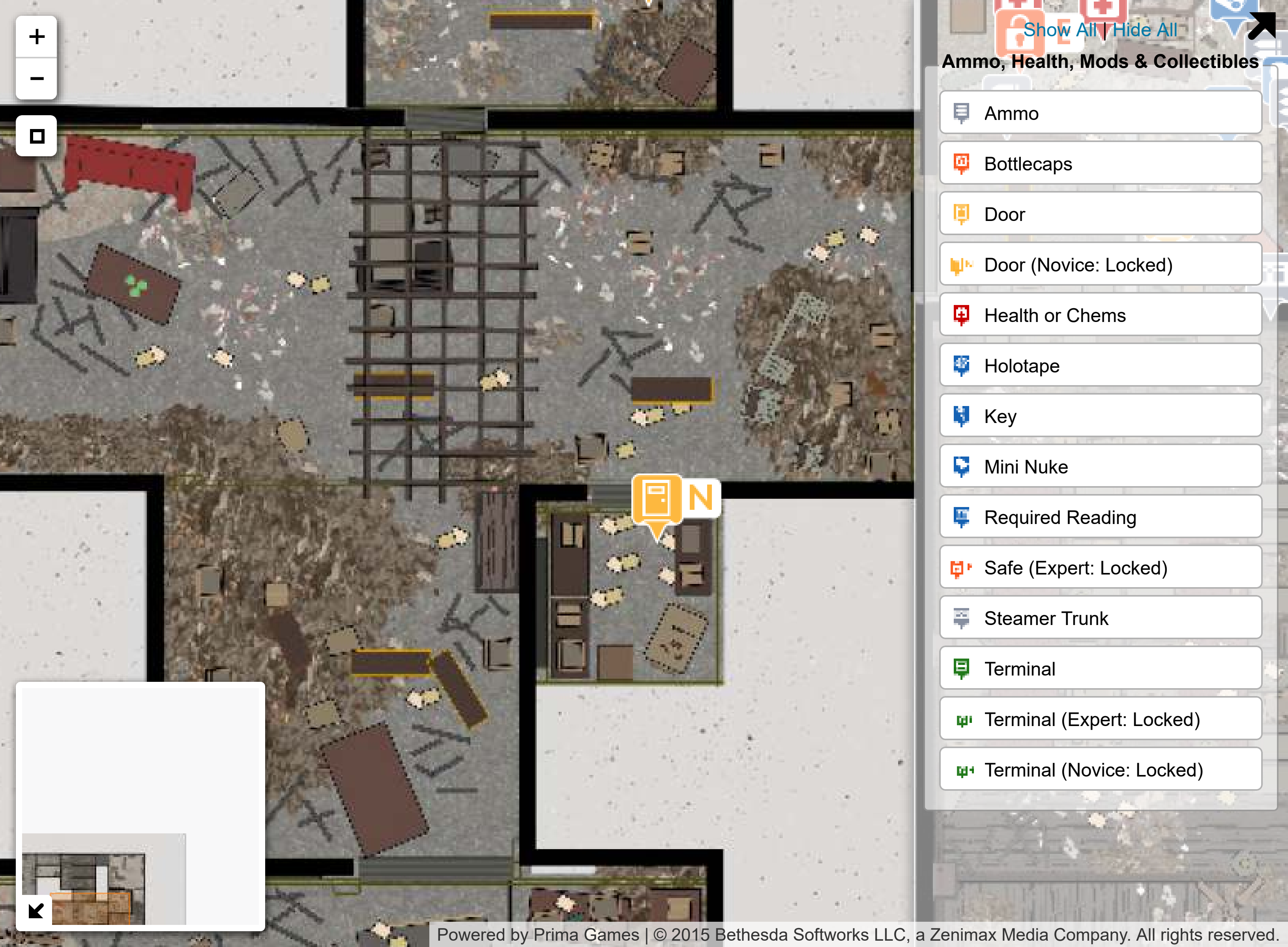
N
Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Bottlecaps
Door
Door (Novice: Locked)
Health or Chems
Holotape
Key
Mini Nuke
Required Reading
Safe (Expert: Locked)
Steamer Trunk
Terminal
Terminal (Expert: Locked)
Terminal (Novice: Locked)

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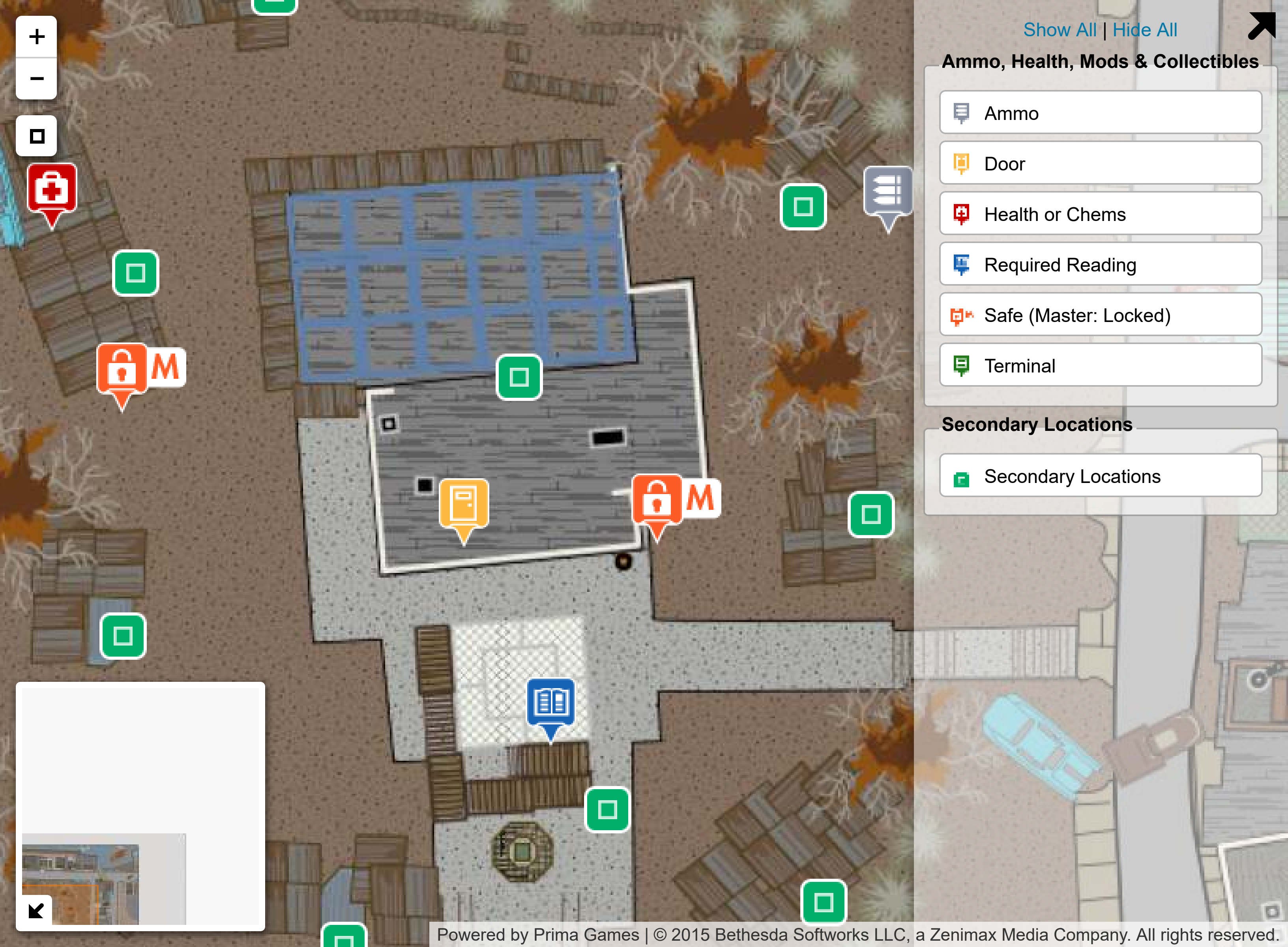
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M
M
Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Door
Health or Chems
Required Reading
Safe (Master: Locked)
Terminal
Secondary Locations
Secondary Locations
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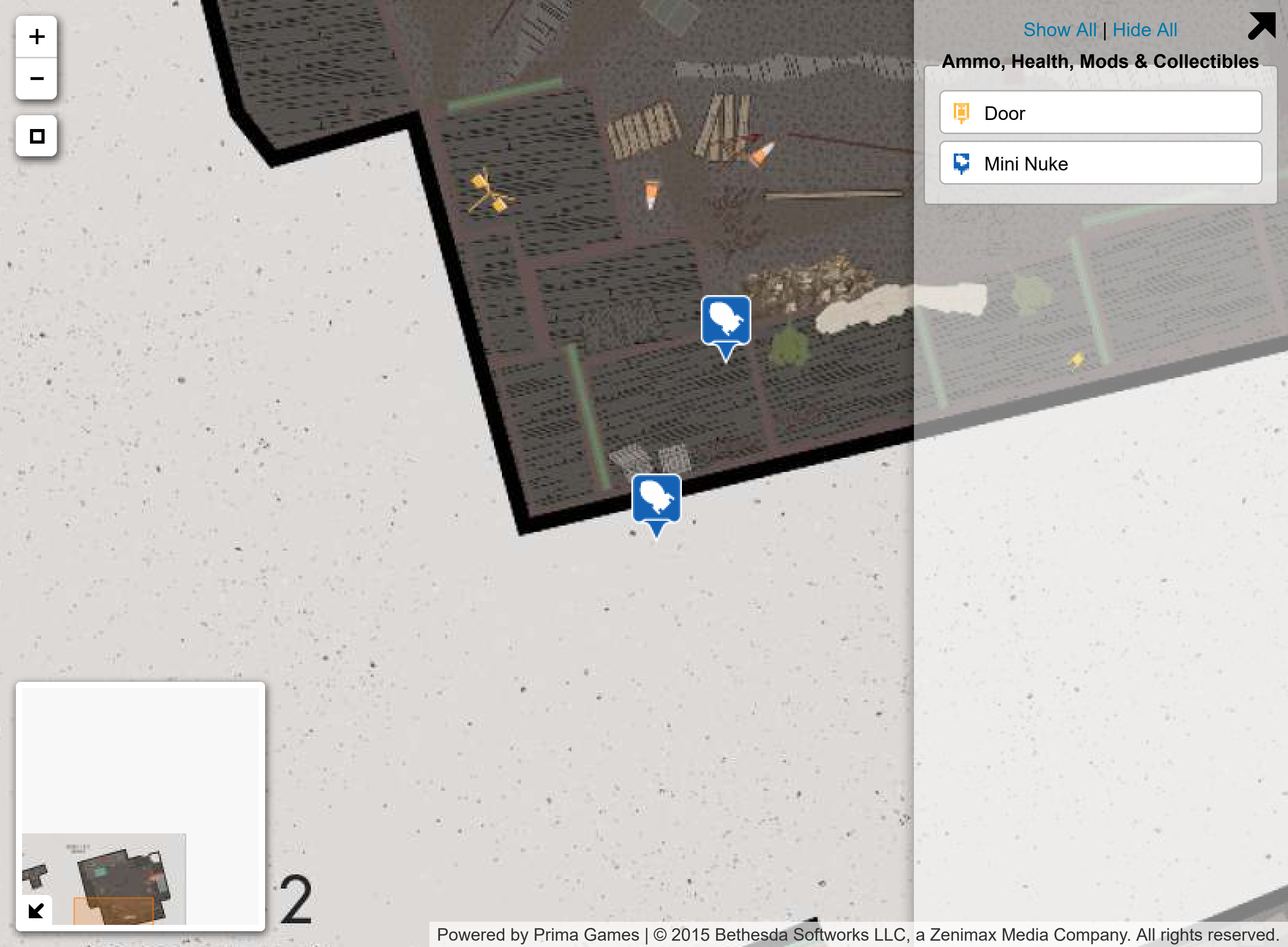
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Ammo, Health, Mods & Collectibles
Door
Mini Nuke
2

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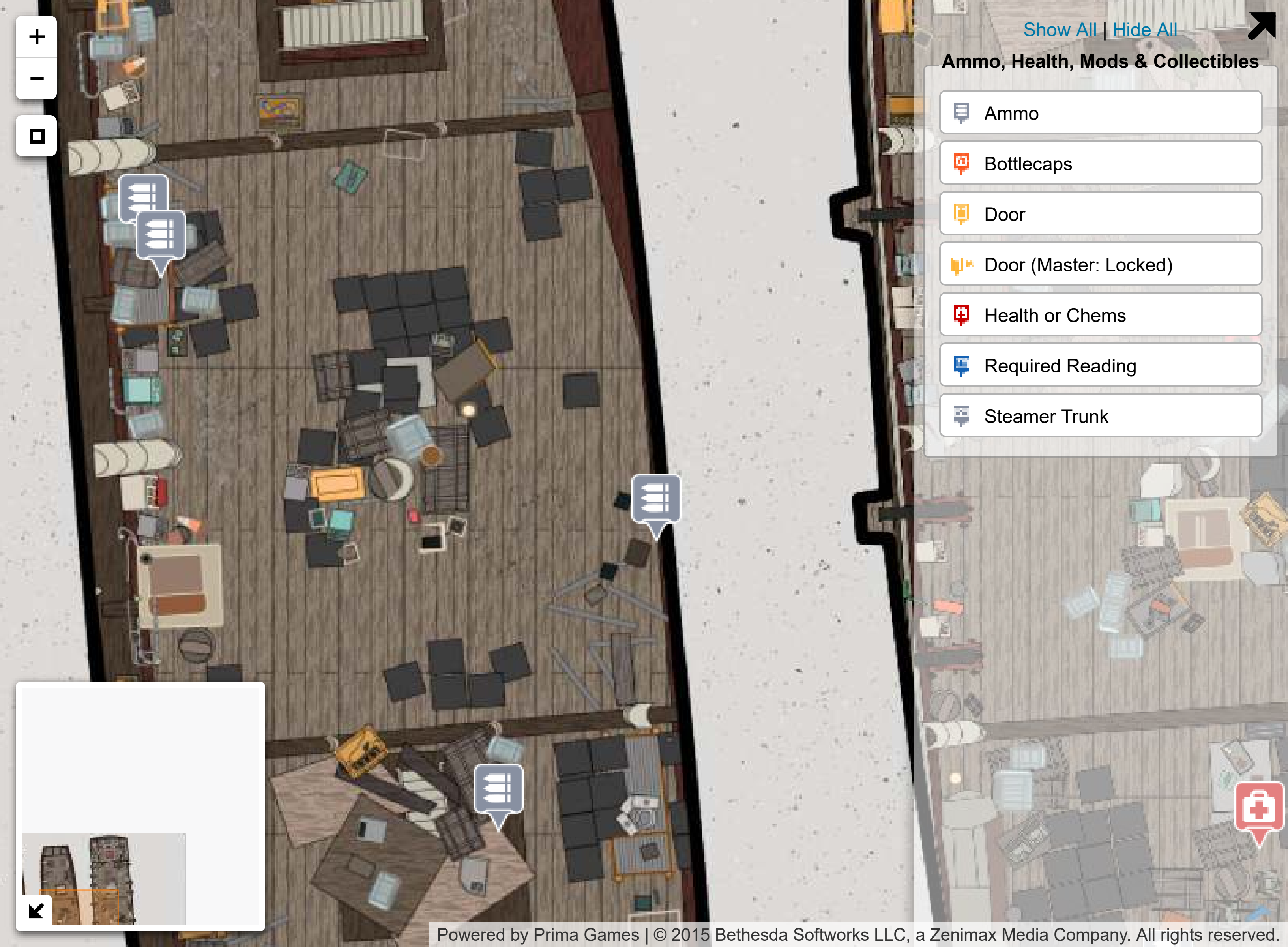
Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Bottlecaps
Door
Door (Master: Locked)
Health or Chems
Required Reading
Steamer Trunk
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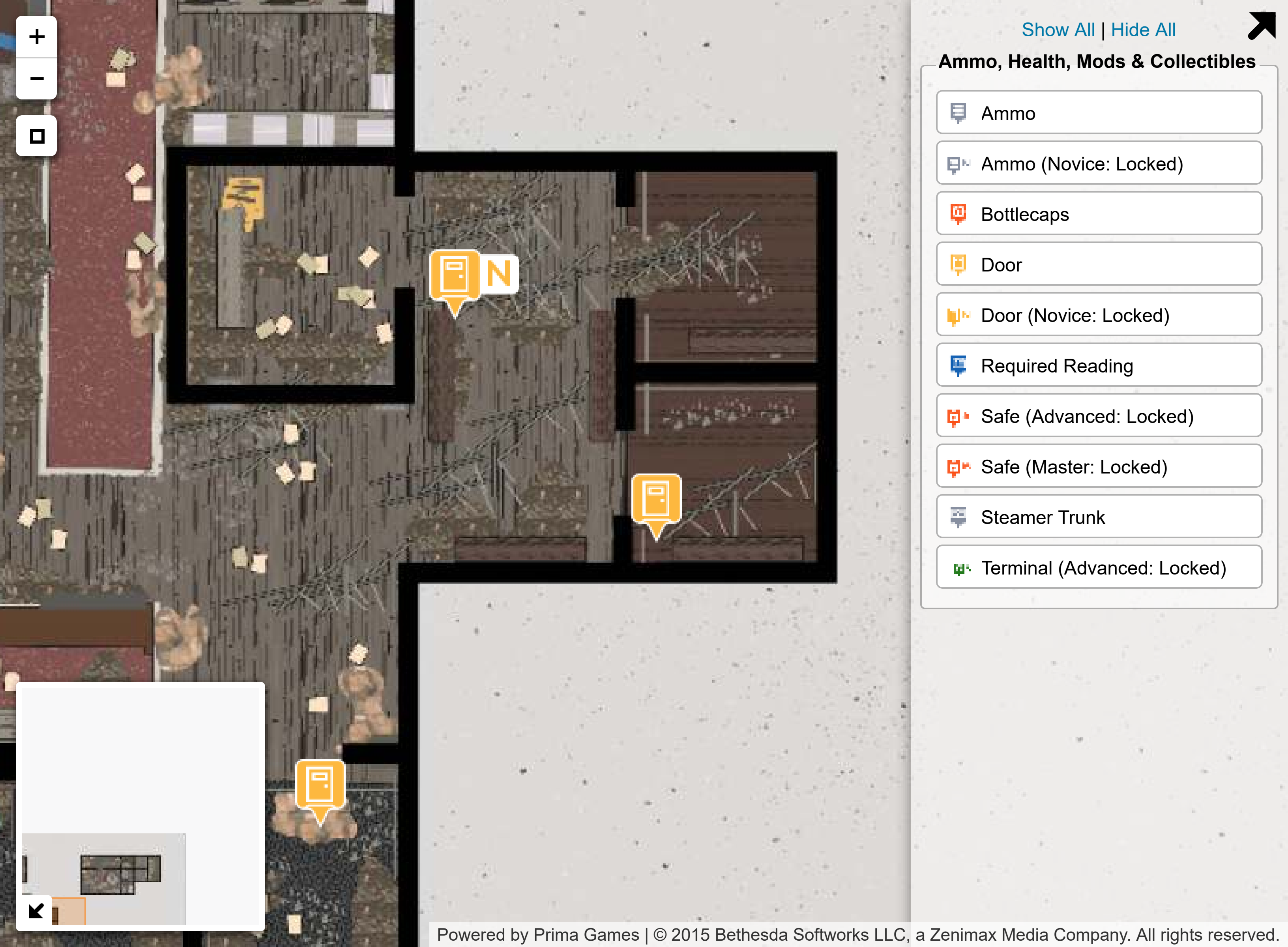
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Ammo, Health, Mods & Collectibles
Ammo
Ammo (Novice: Locked)
Bottlecaps
Door
Door (Novice: Locked)
Required Reading
Safe (Advanced: Locked)
Safe (Master: Locked)
Steamer Trunk
Terminal (Advanced: Locked)

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Show All | Hide All
Ammo, Health, Mods & Collectibles
Door
Terminal
Primary Locations
City
Sewer
Secondary Locations
Secondary Locations
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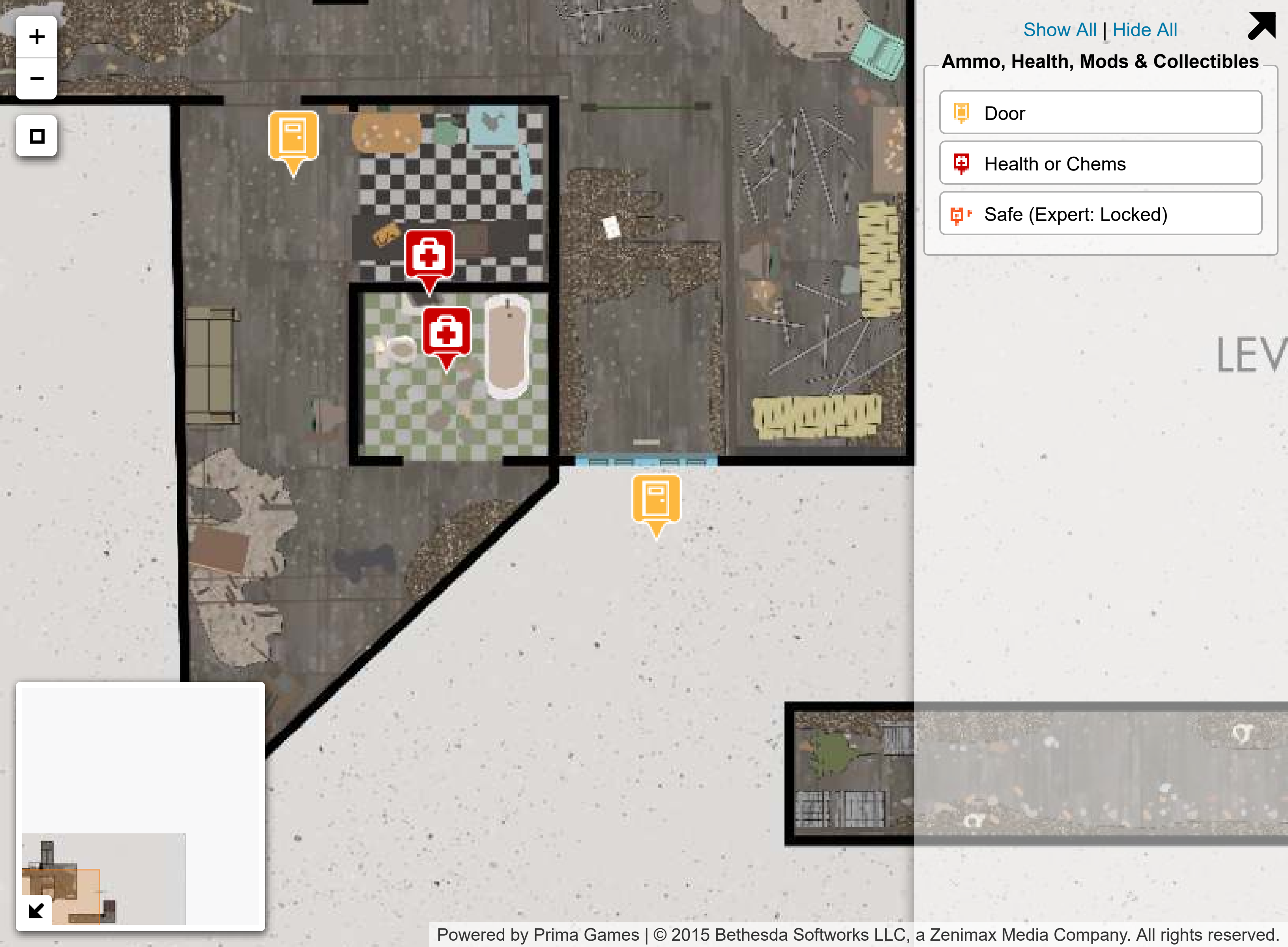
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Ammo, Health, Mods & Collectibles
Door
Health or Chems
Safe (Expert: Locked)
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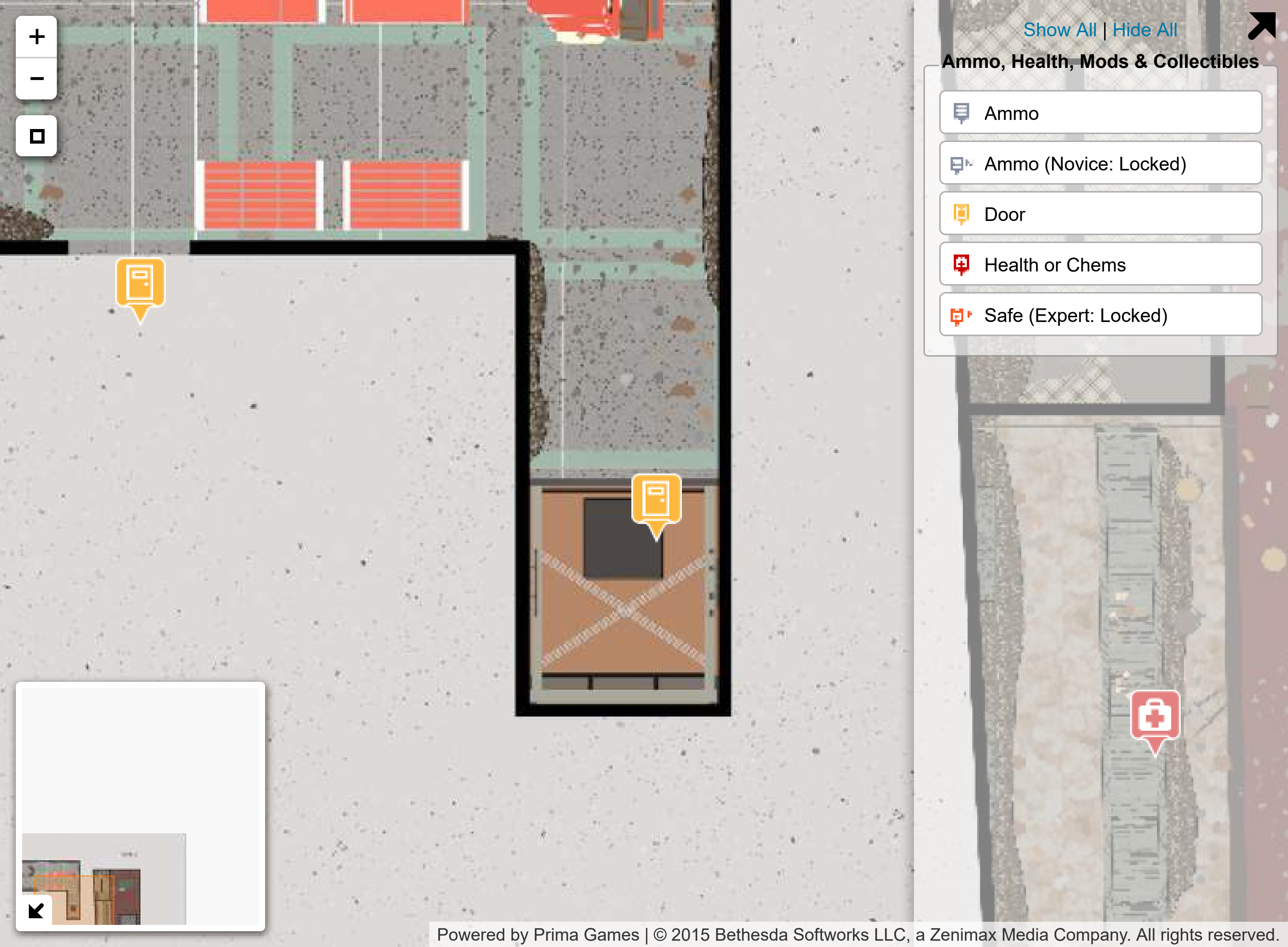
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Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Ammo (Novice: Locked)
Door
Health or Chems
Safe (Expert: Locked)

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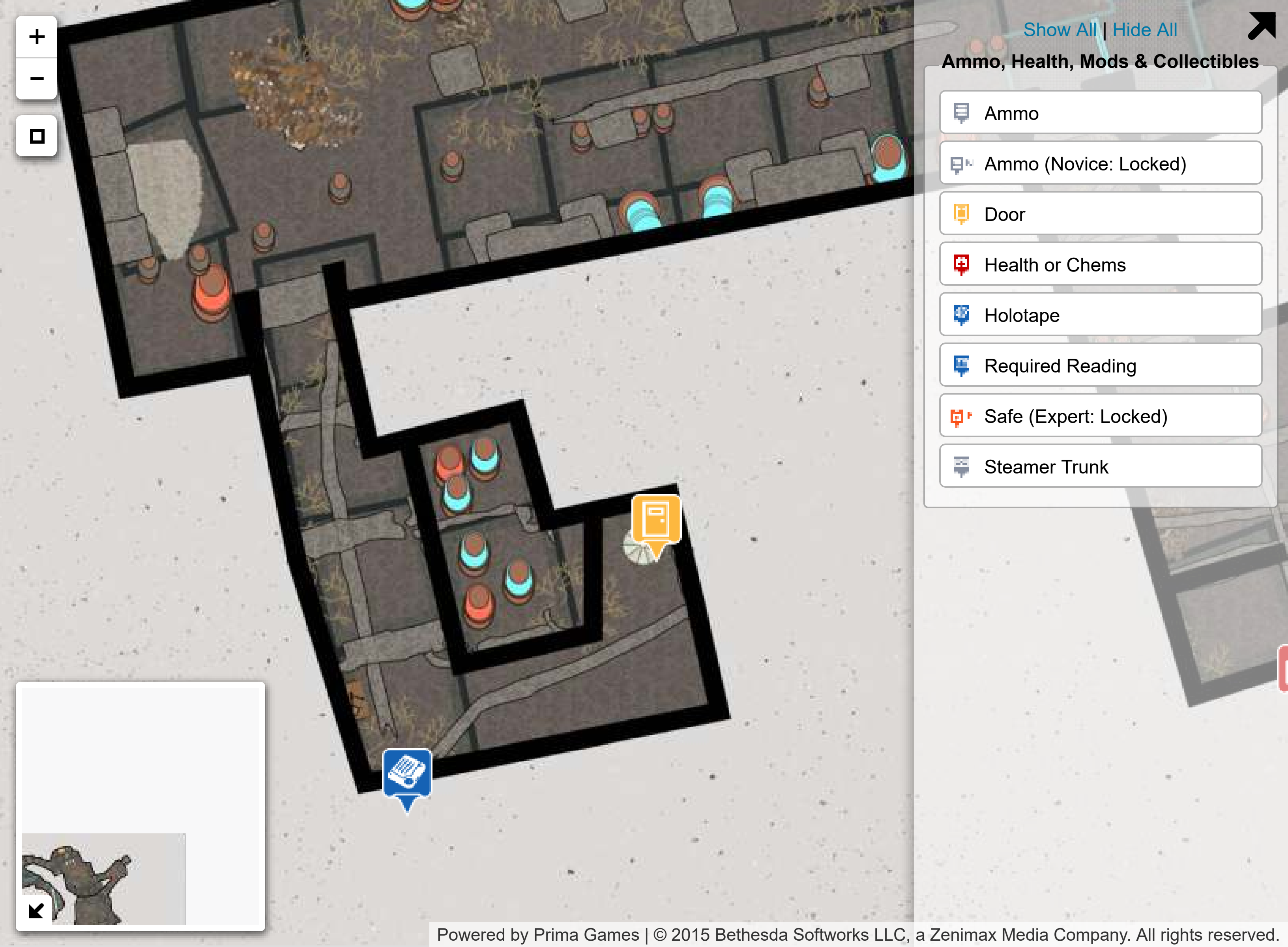
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Ammo, Health, Mods & Collectibles
Ammo
Ammo (Novice: Locked)
Door
Health or Chems
Holotape
Required Reading
Safe (Expert: Locked)
Steamer Trunk

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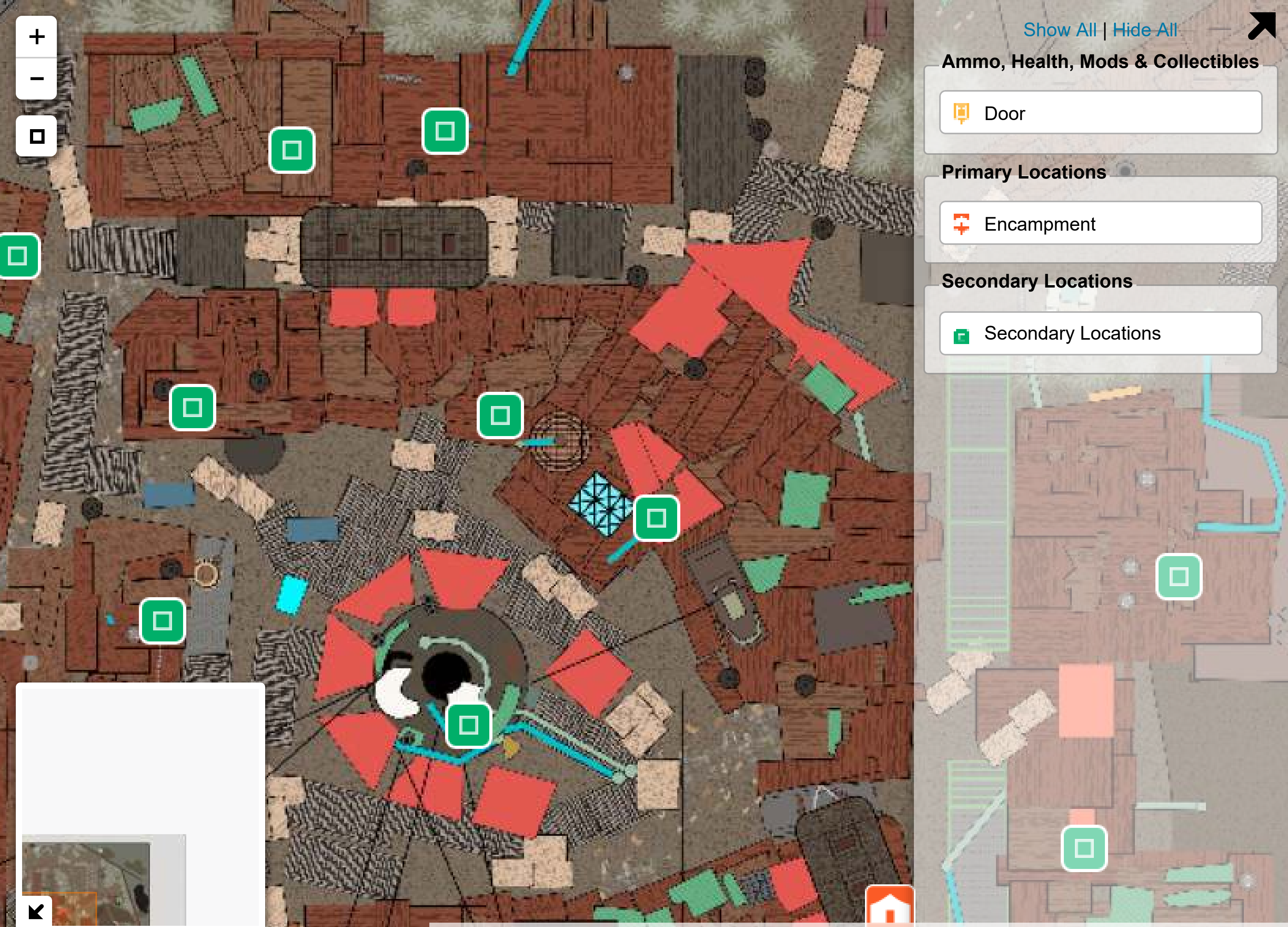
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Ammo, Health, Mods & Collectibles
Door
Primary Locations
Encampment
Secondary Locations
Secondary Locations

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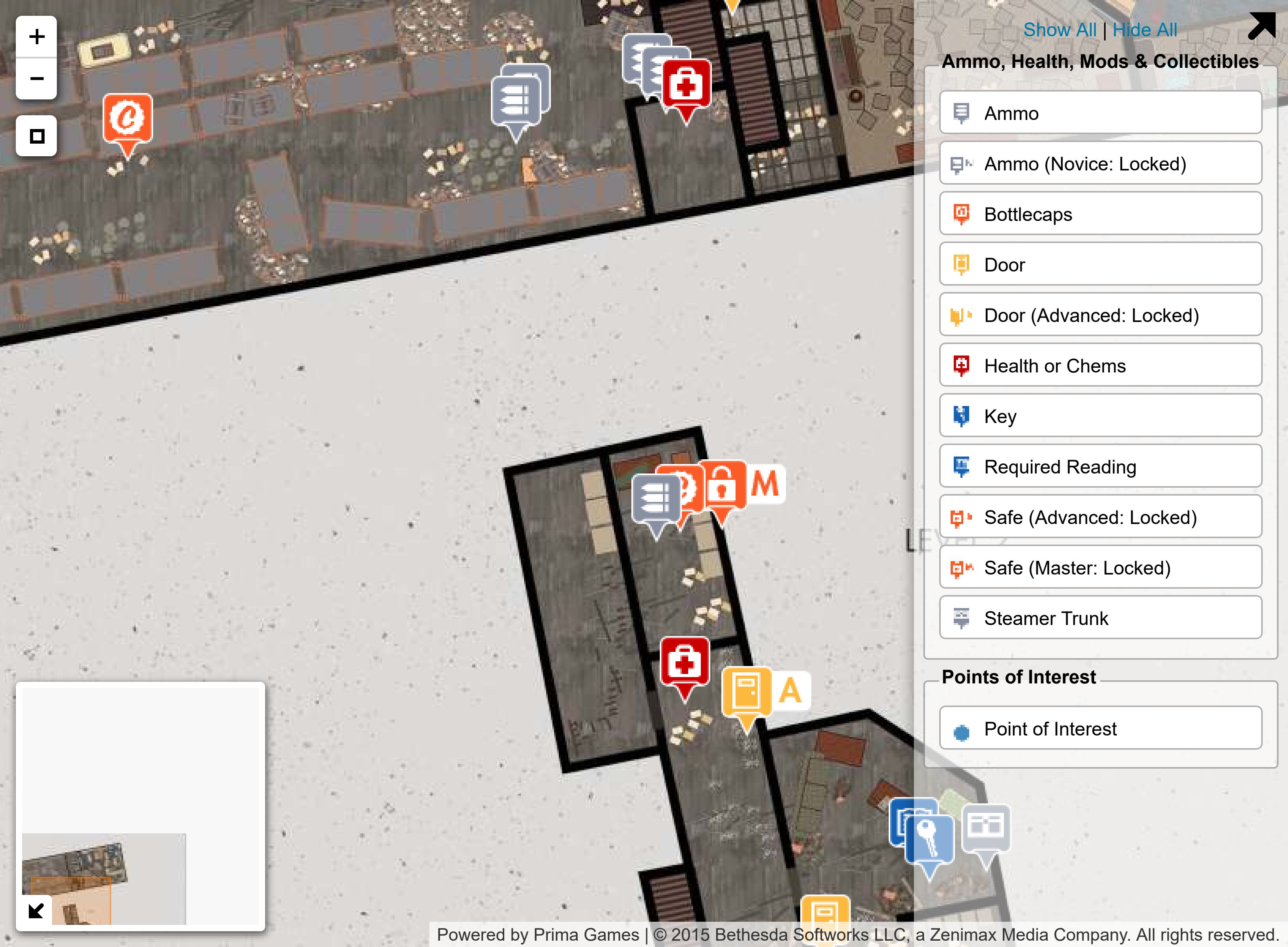
Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Ammo (Novice: Locked)
Bottlecaps
Door
Door (Advanced: Locked)
Health or Chems
Key
Required Reading
Safe (Advanced: Locked)
Safe (Master: Locked)
Steamer Trunk
Points of Interest
Point of Interest
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LEVEL 2

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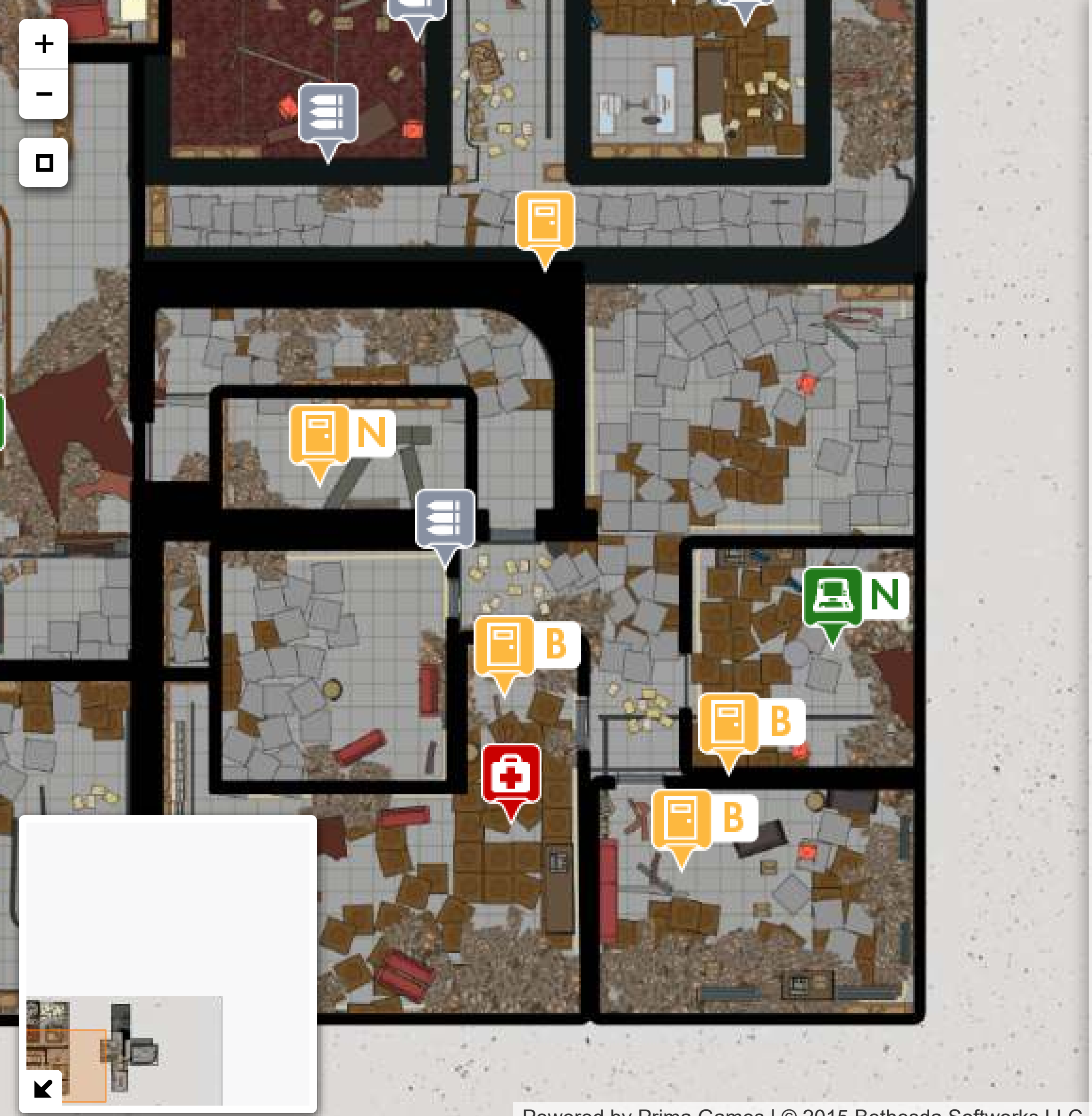

Show All | Hide All

Ammo, Health, Mods & Collectibles

- Ammo
- Door
- Door (Button)
- Door (Expert: Locked)
- Door (Key Required)
- Door (Novice: Locked)
- Health or Chems
- Nuka Cola
- Required Reading
- Safe (Master: Locked)
- Steamer Trunk
- Terminal
- Terminal (Advanced: Locked)
- Terminal (Expert: Locked)
- Terminal (Novice: Locked)

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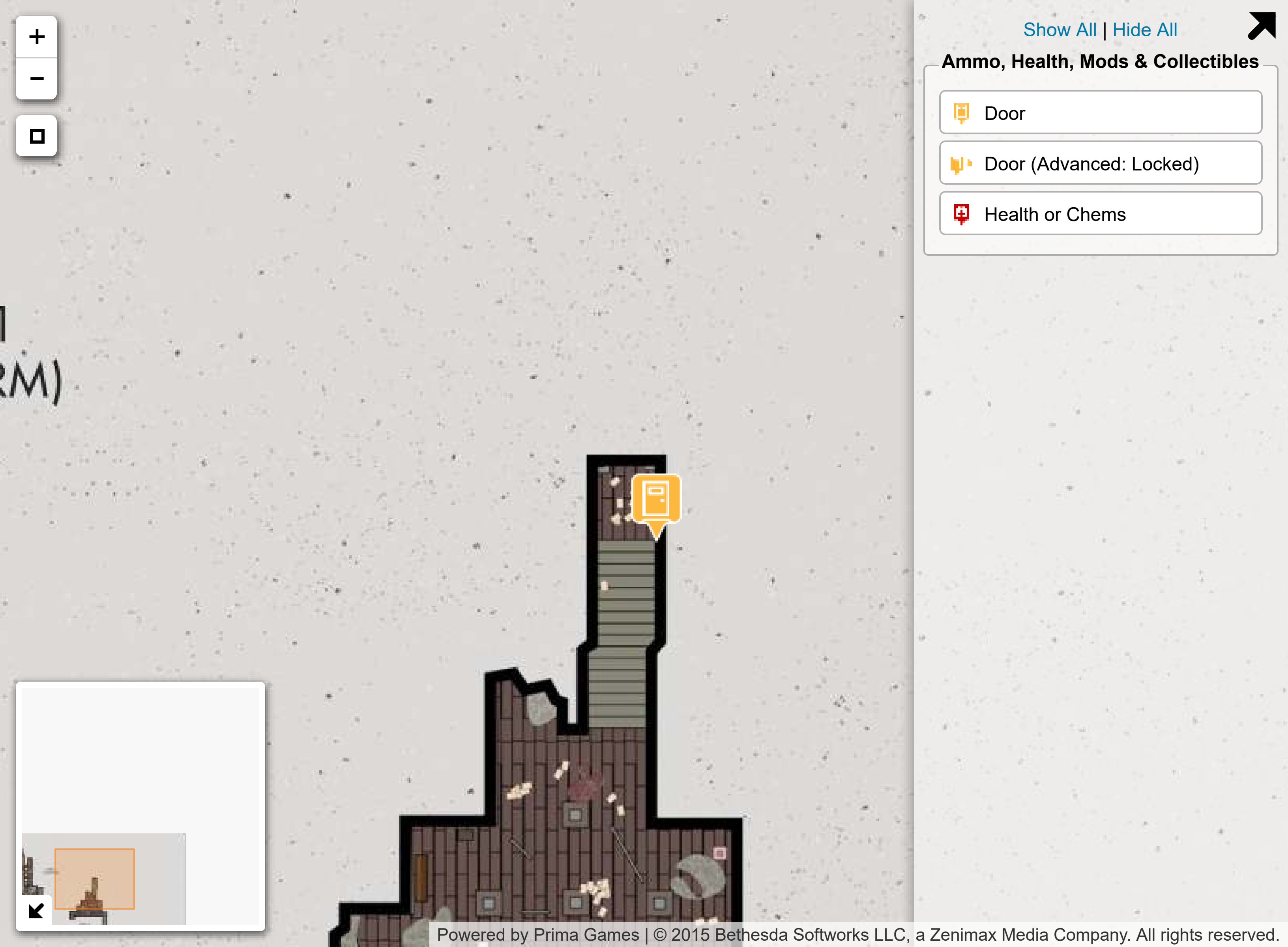

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Ammo, Health, Mods & Collectibles

- Door
- Door (Advanced: Locked)
- Health or Chems

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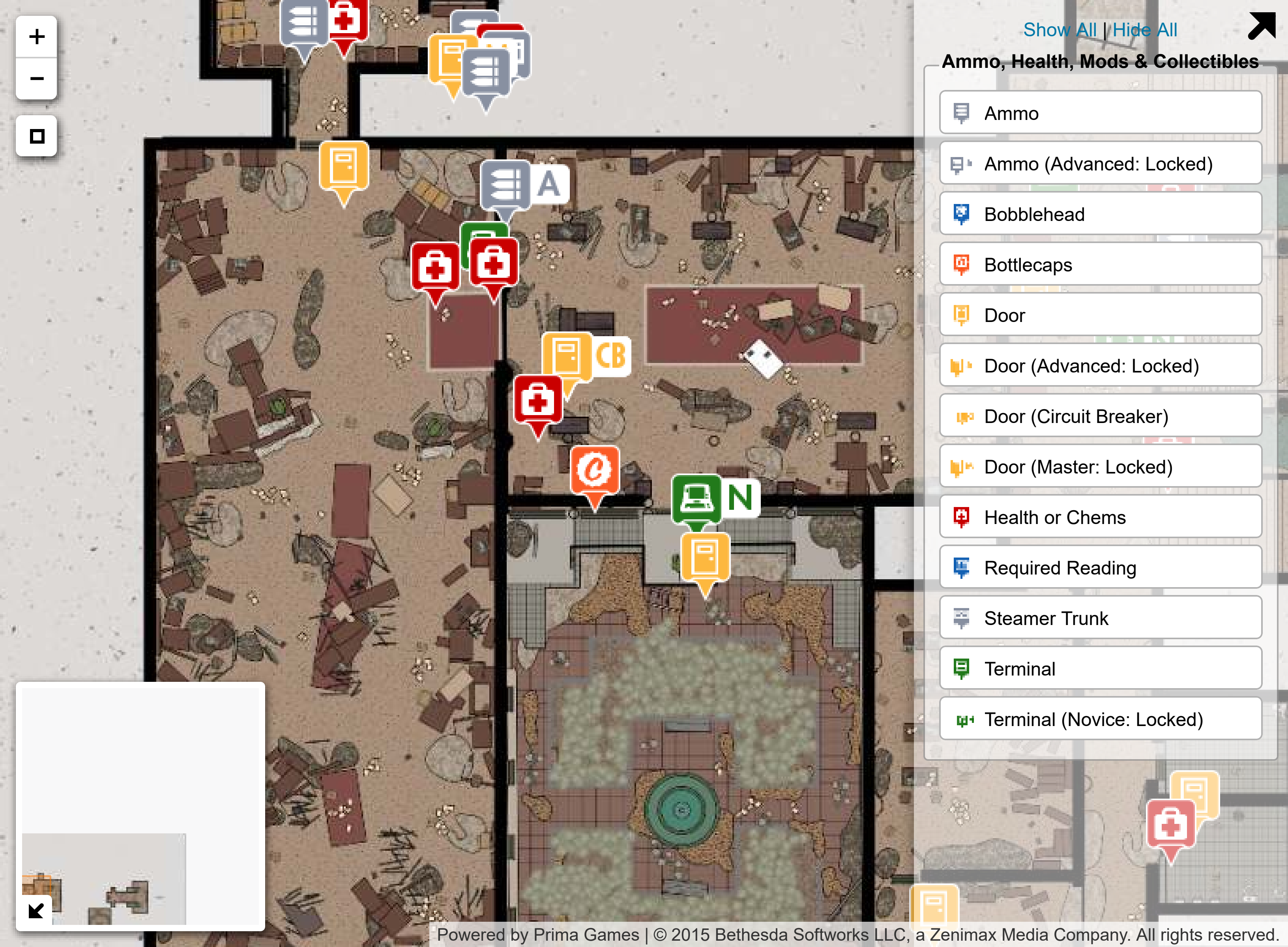
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Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Ammo (Advanced: Locked)
Bobblehead
Bottlecaps
Door
Door (Advanced: Locked)
Door (Circuit Breaker)
Door (Master: Locked)
Health or Chems
Required Reading
Steamer Trunk
Terminal
Terminal (Novice: Locked)
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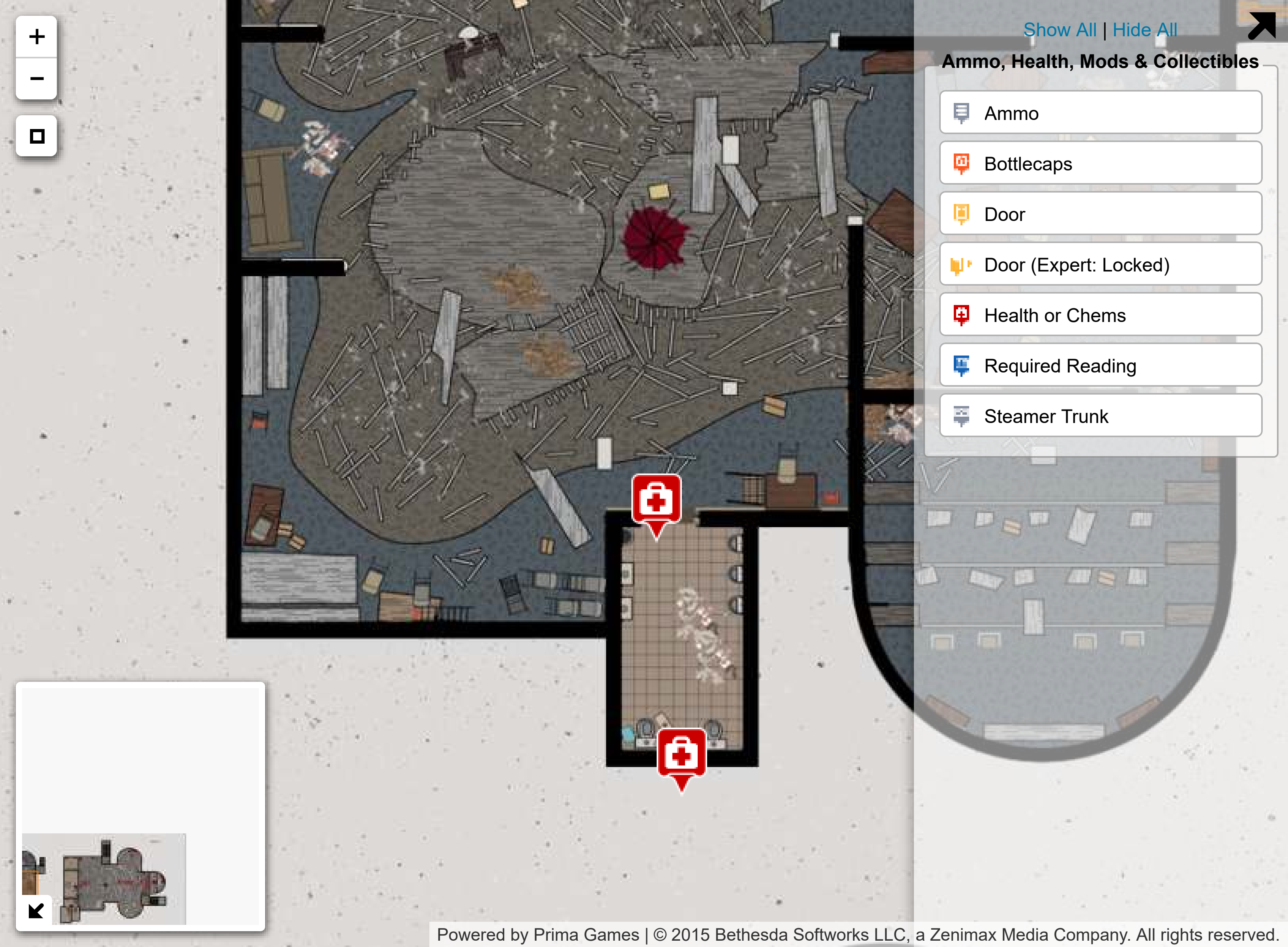
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Ammo, Health, Mods & Collectibles
Ammo
Bottlecaps
Door
Door (Expert: Locked)
Health or Chems
Required Reading
Steamer Trunk

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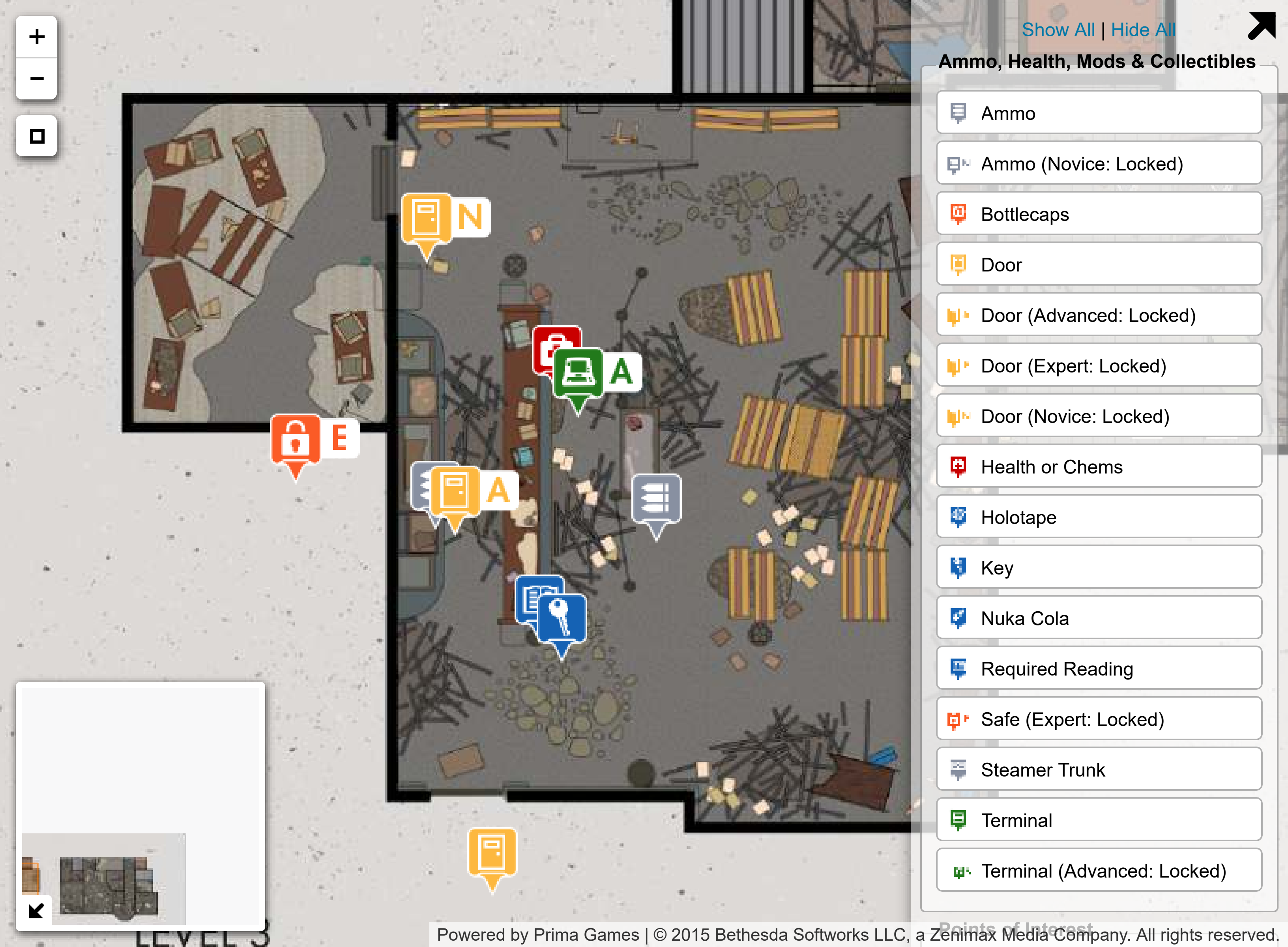
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Ammo, Health, Mods & Collectibles
Ammo
Ammo (Novice: Locked)
Bottlecaps
Door
Door (Advanced: Locked)
Door (Expert: Locked)
Door (Novice: Locked)
Health or Chems
Holotape
Key
Nuka Cola
Required Reading
Safe (Expert: Locked)
Steamer Trunk
Terminal
Terminal (Advanced: Locked)
Points of Interest
N
A
E
A
LEVEL 3

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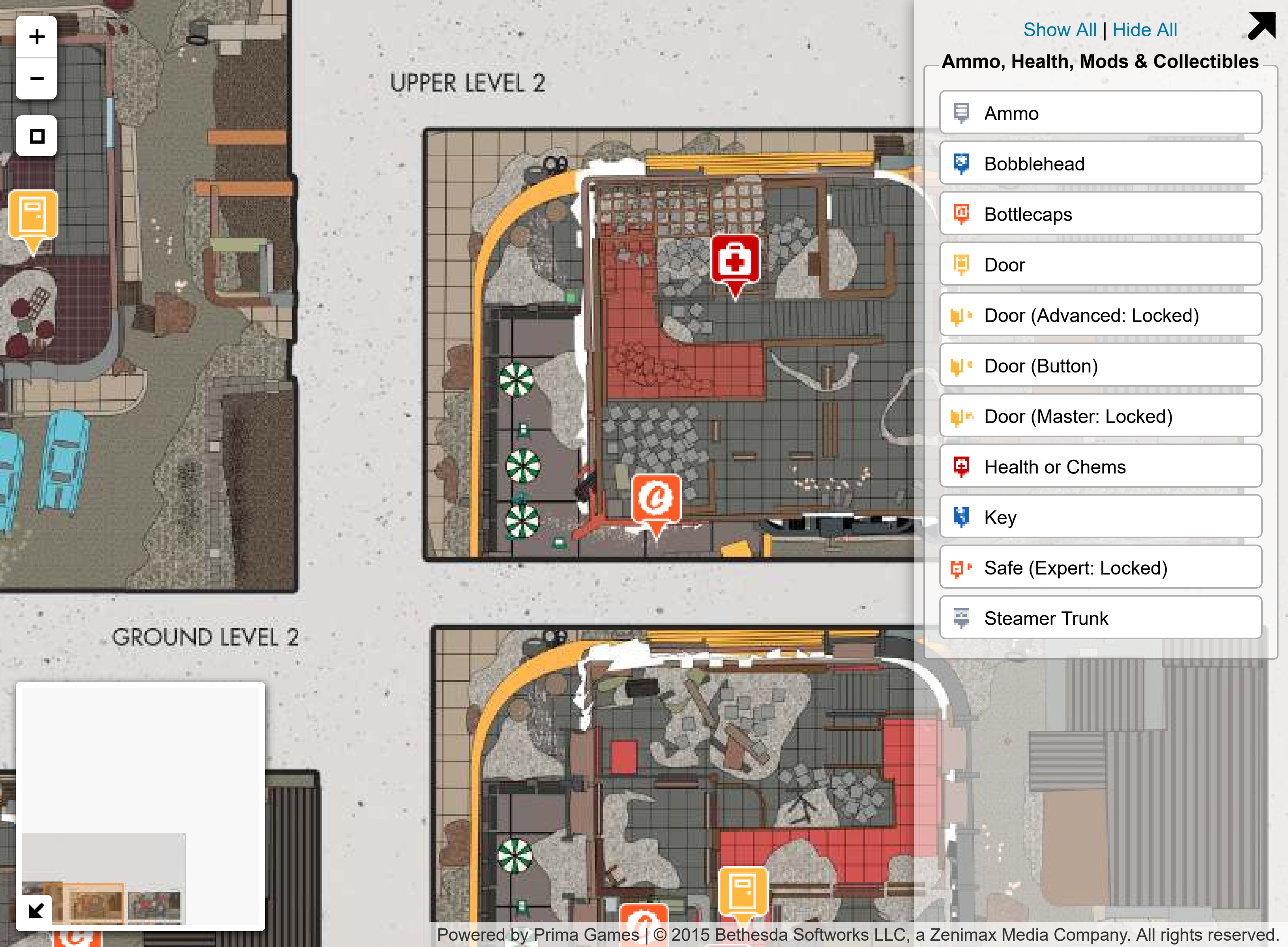
+
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UPPER LEVEL 2
GROUND LEVEL 2
Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Bobblehead
Bottlecaps
Door
Door (Advanced: Locked)
Door (Button)
Door (Master: Locked)
Health or Chems
Key
Safe (Expert: Locked)
Steamer Trunk

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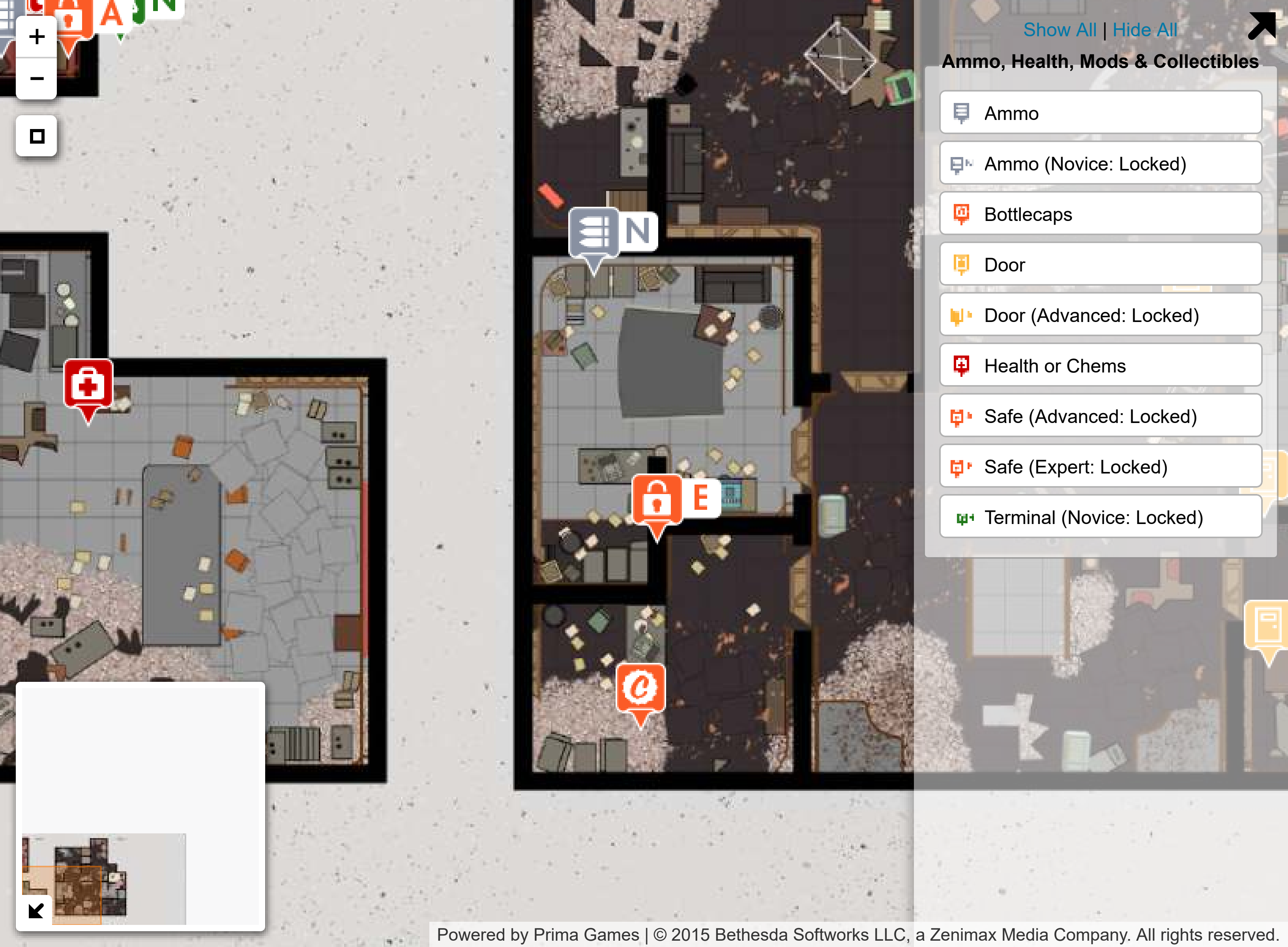
Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Ammo (Novice: Locked)
Bottlecaps
Door
Door (Advanced: Locked)
Health or Chems
Safe (Advanced: Locked)
Safe (Expert: Locked)
Terminal (Novice: Locked)
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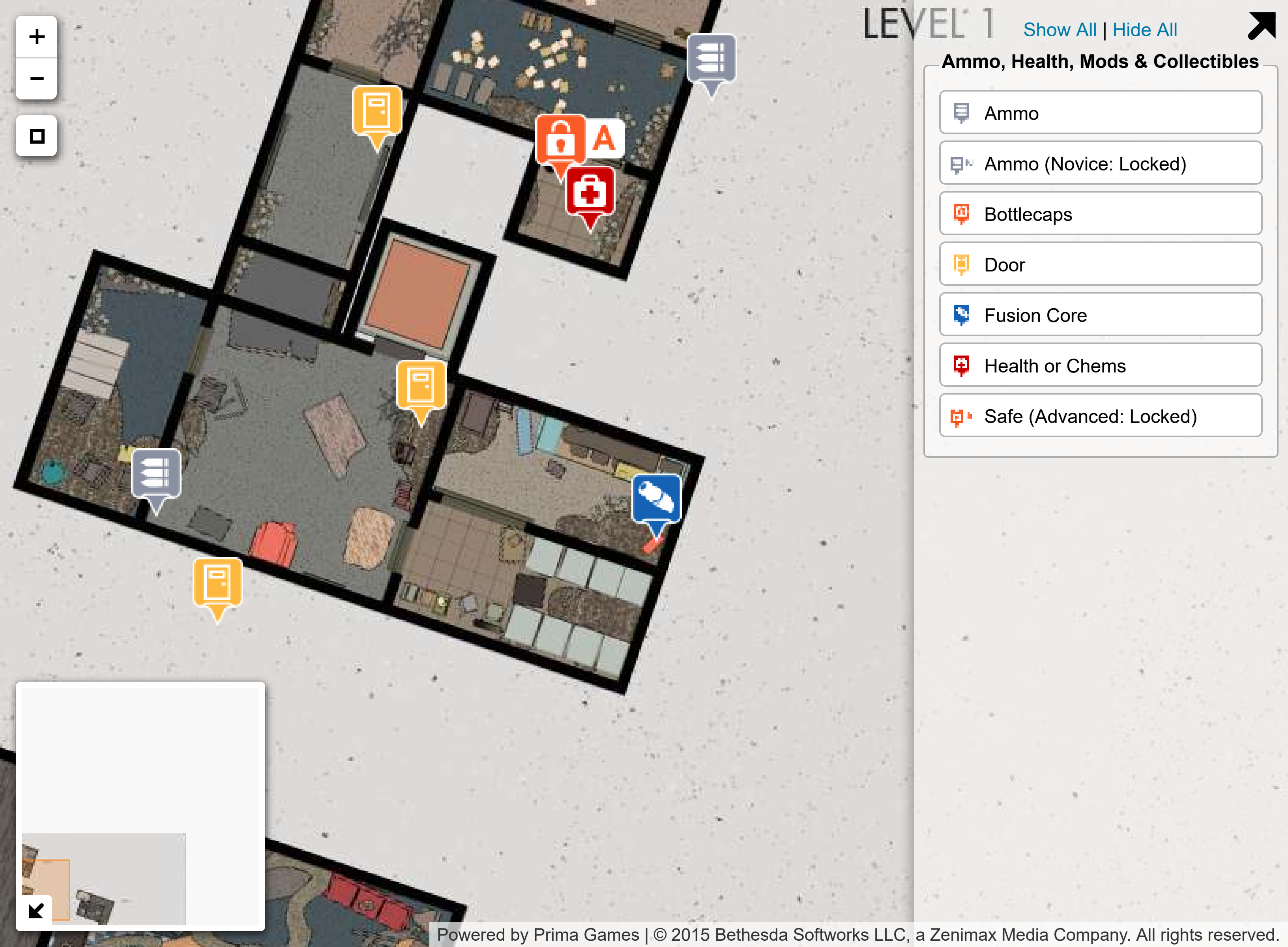

LEVEL 1

Show All | Hide All

Ammo, Health, Mods & Collectibles

- Ammo
- Ammo (Novice: Locked)
- Bottlecaps
- Door
- Fusion Core
- Health or Chems
- Safe (Advanced: Locked)

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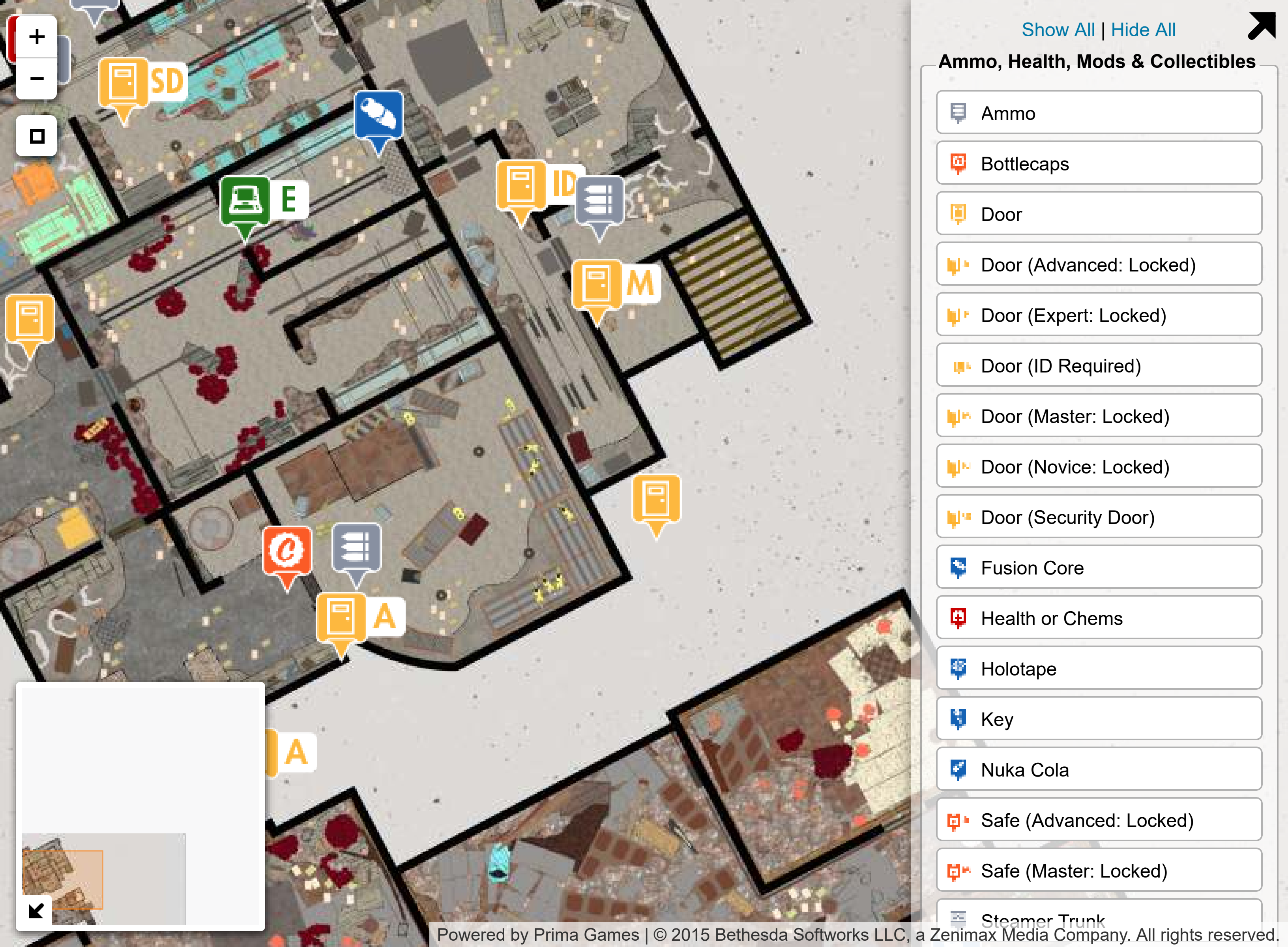

Show All | Hide All

Ammo, Health, Mods & Collectibles

- Ammo
- Bottlecaps
- Door
- Door (Advanced: Locked)
- Door (Expert: Locked)
- Door (ID Required)
- Door (Master: Locked)
- Door (Novice: Locked)
- Door (Security Door)
- Fusion Core
- Health or Chems
- Holotape
- Key
- Nuka Cola
- Safe (Advanced: Locked)
- Safe (Master: Locked)
- Steamer Trunk

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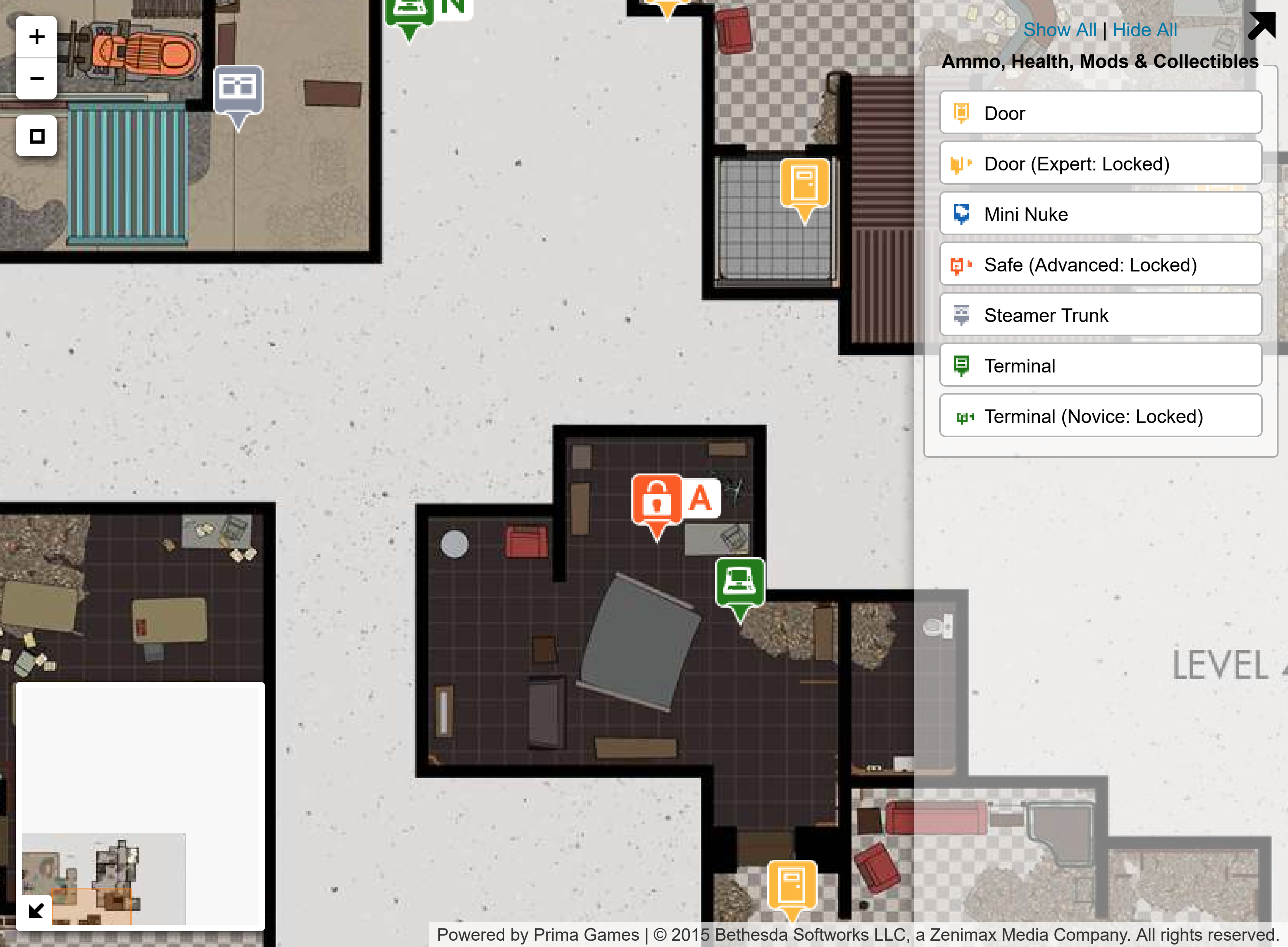
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LEVEL
Show All | Hide All
Ammo, Health, Mods & Collectibles
Door
Door (Expert: Locked)
Mini Nuke
Safe (Advanced: Locked)
Steamer Trunk
Terminal
Terminal (Novice: Locked)

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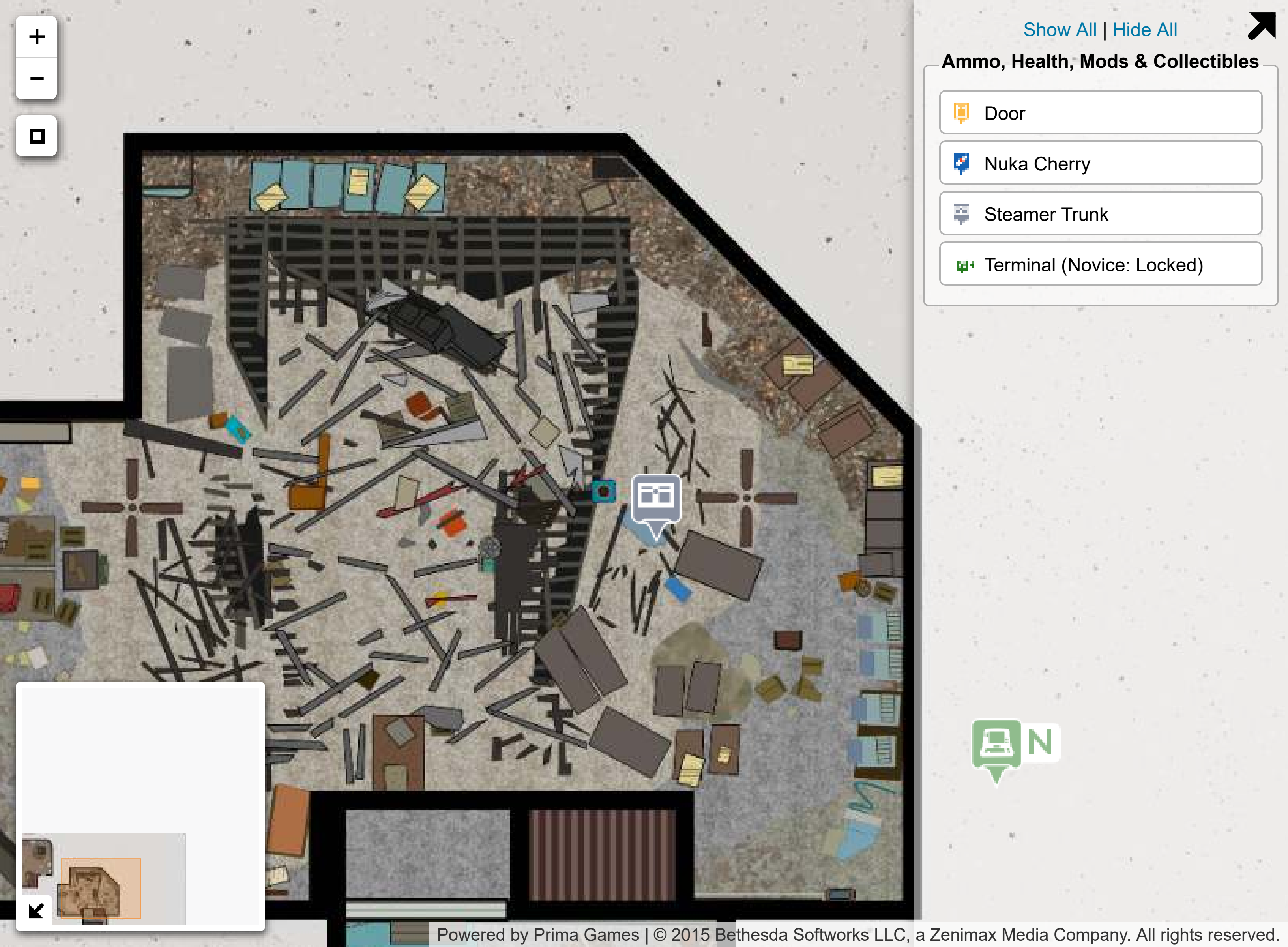

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Show All | Hide All
Ammo, Health, Mods & Collectibles
Door
Nuka Cherry
Steamer Trunk
Terminal (Novice: Locked)
N

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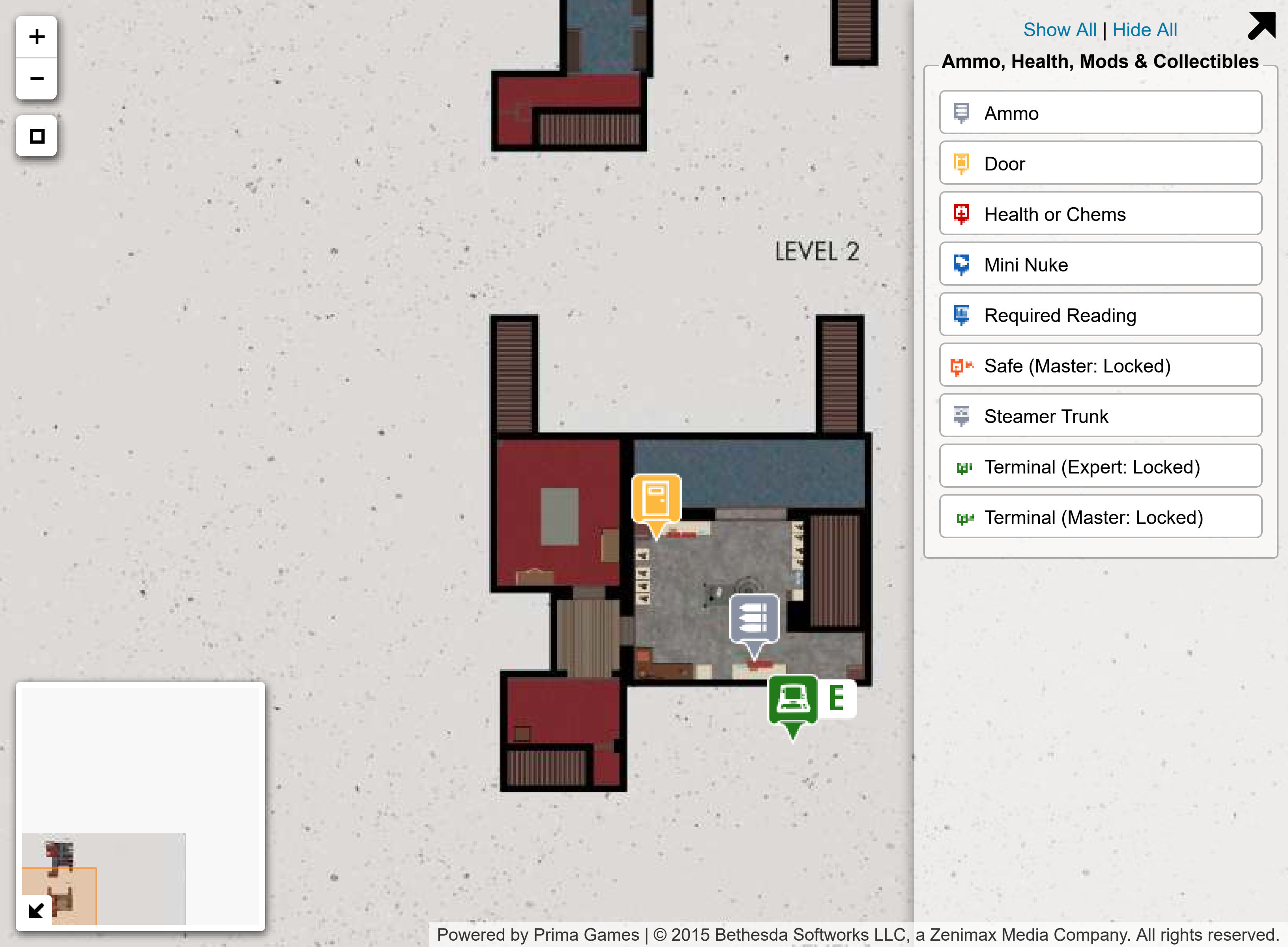
+
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LEVEL 2
E
Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Door
Health or Chems
Mini Nuke
Required Reading
Safe (Master: Locked)
Steamer Trunk
Terminal (Expert: Locked)
Terminal (Master: Locked)

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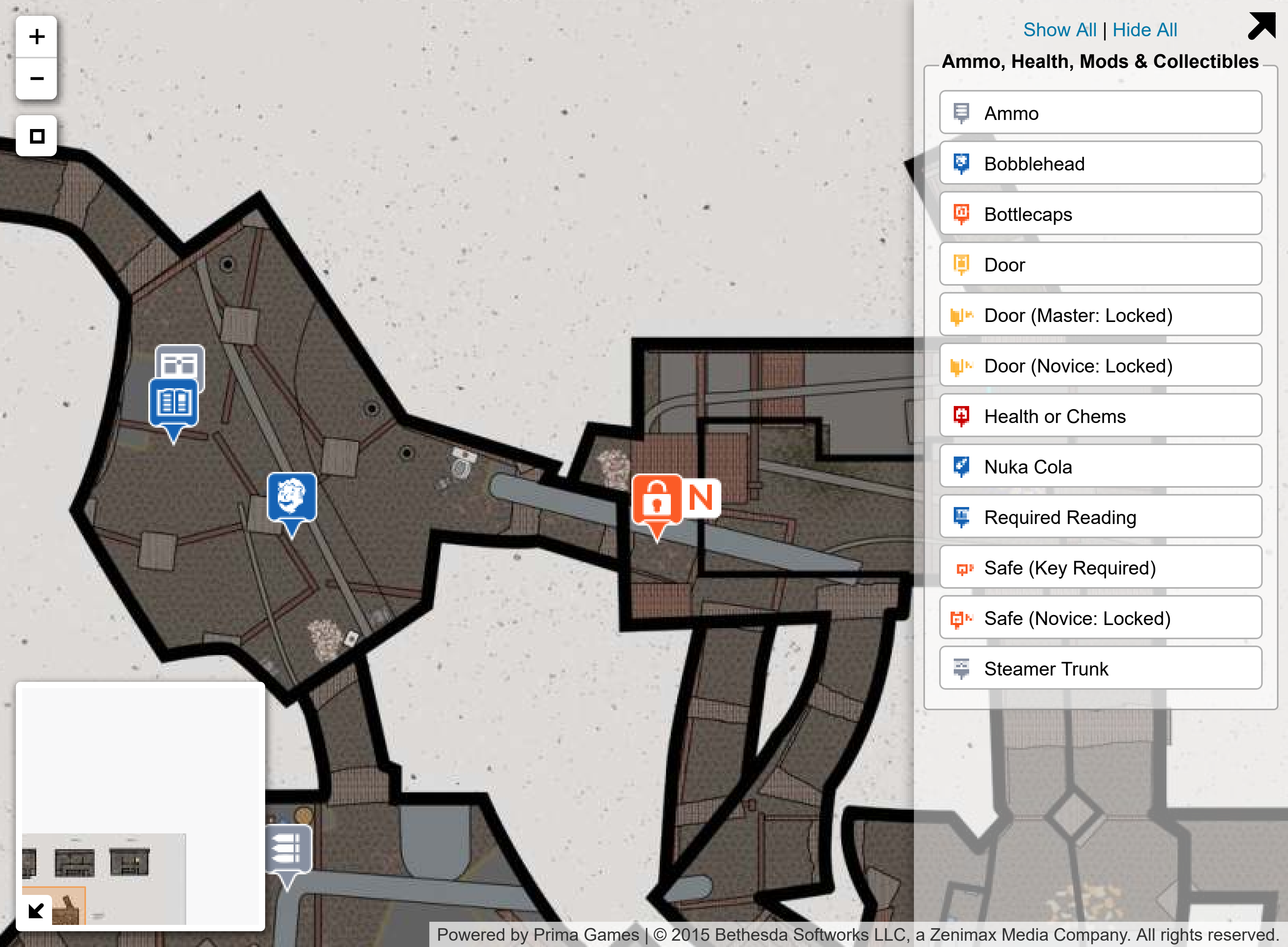
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Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Bobblehead
Bottlecaps
Door
Door (Master: Locked)
Door (Novice: Locked)
Health or Chems
Nuka Cola
Required Reading
Safe (Key Required)
Safe (Novice: Locked)
Steamer Trunk
N

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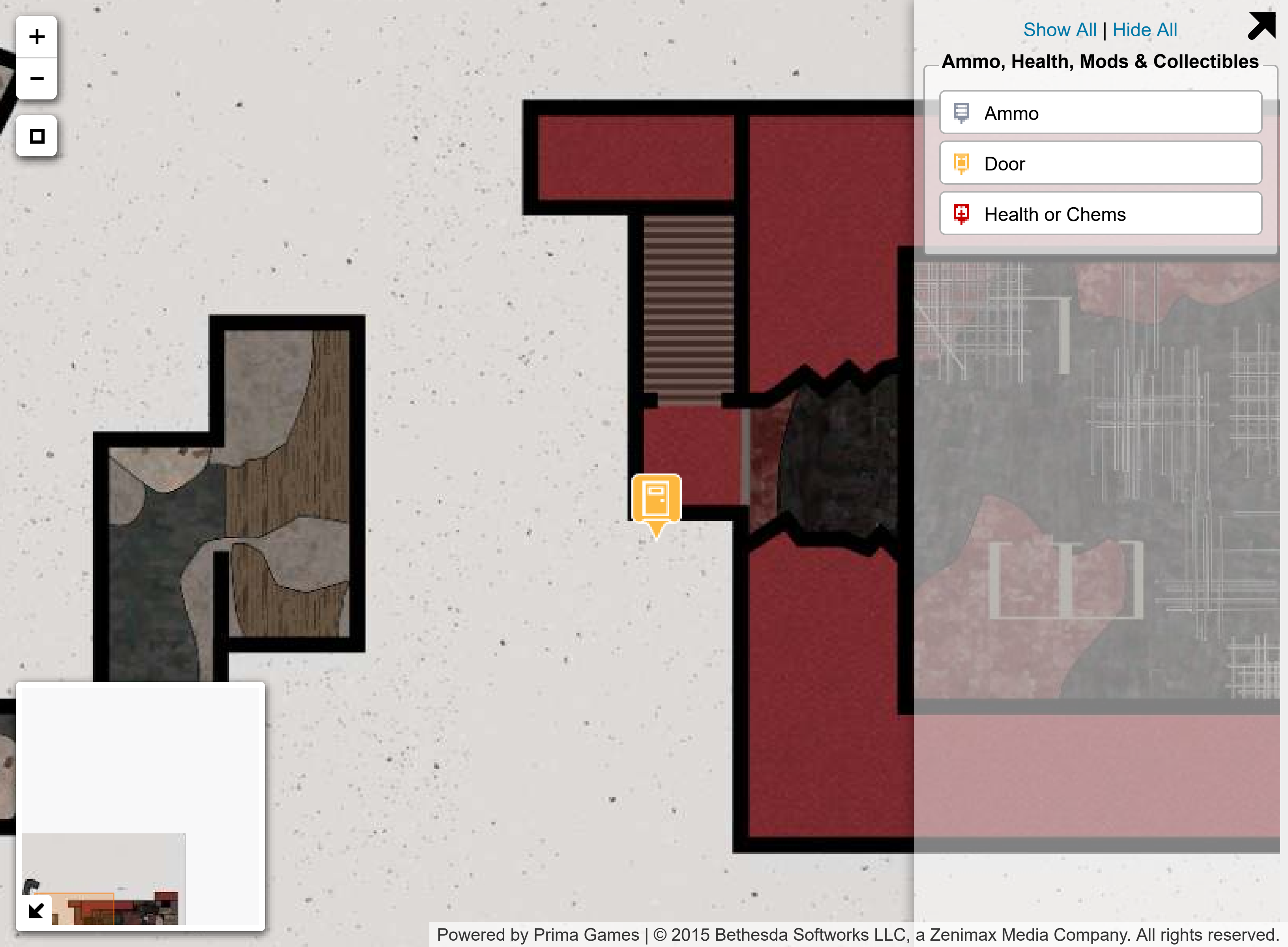
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Ammo, Health, Mods & Collectibles
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Door
Health or Chems

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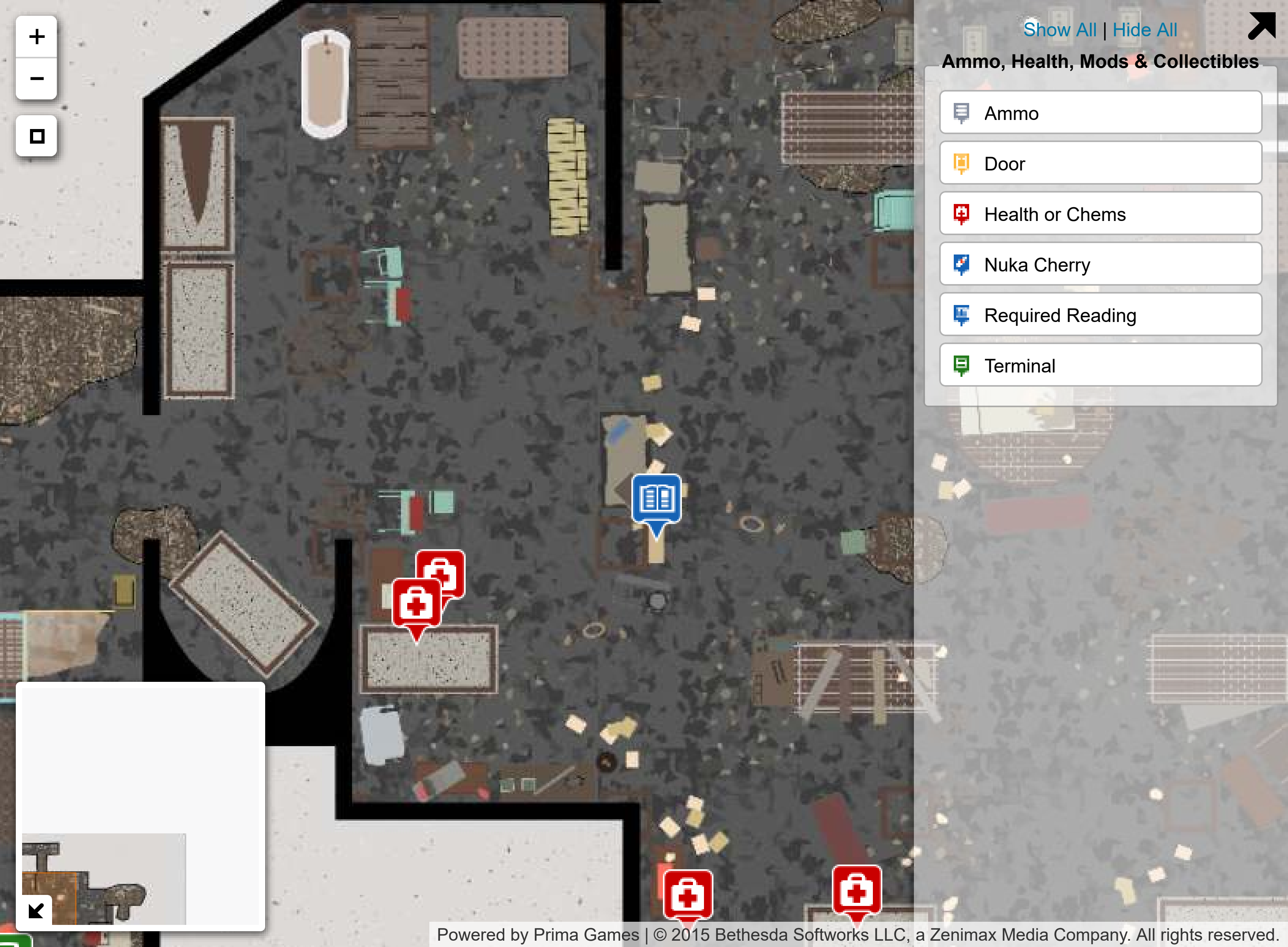
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Door
Health or Chems
Nuka Cherry
Required Reading
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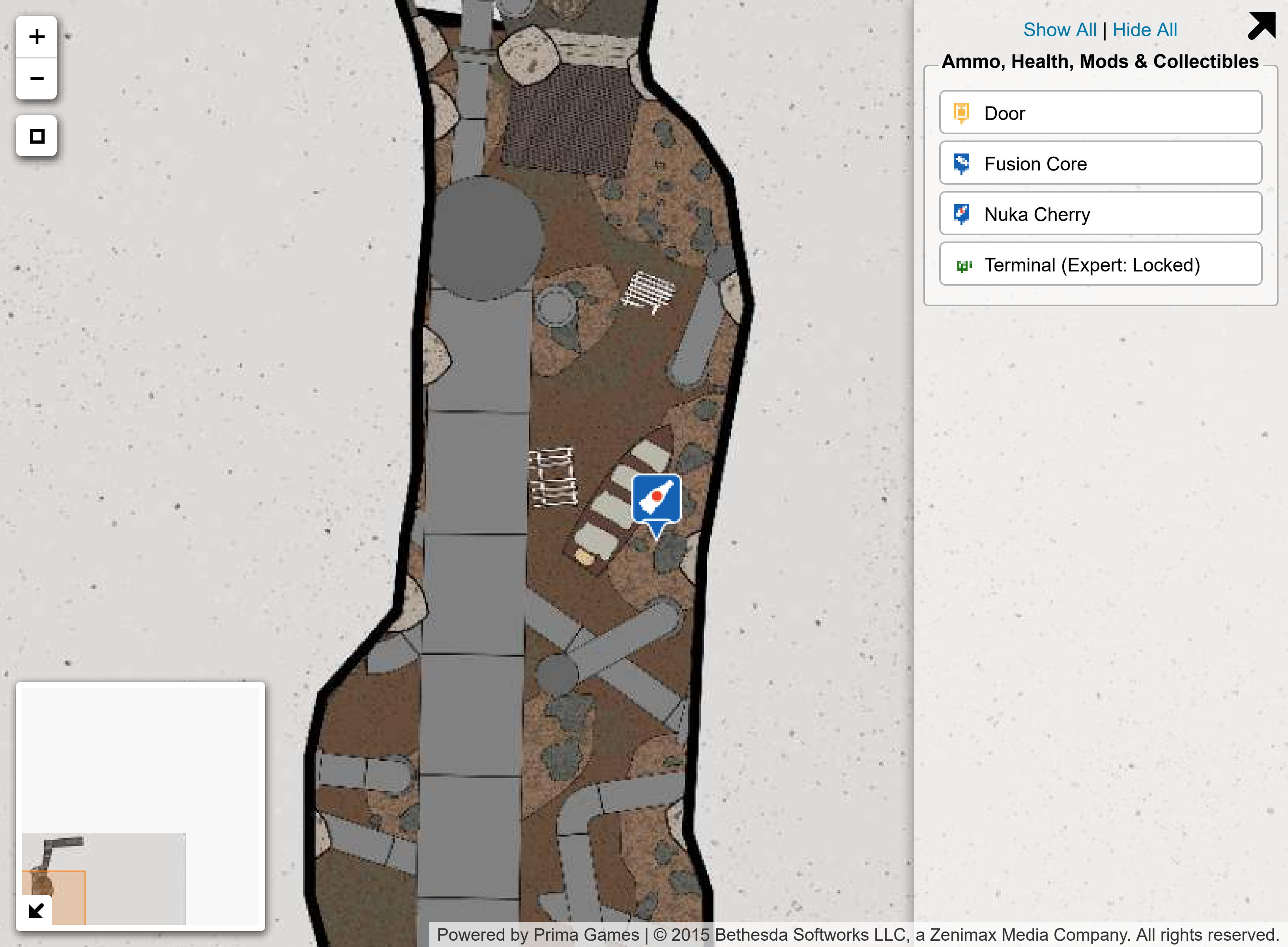
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Ammo, Health, Mods & Collectibles
Door
Fusion Core
Nuka Cherry
Terminal (Expert: Locked)

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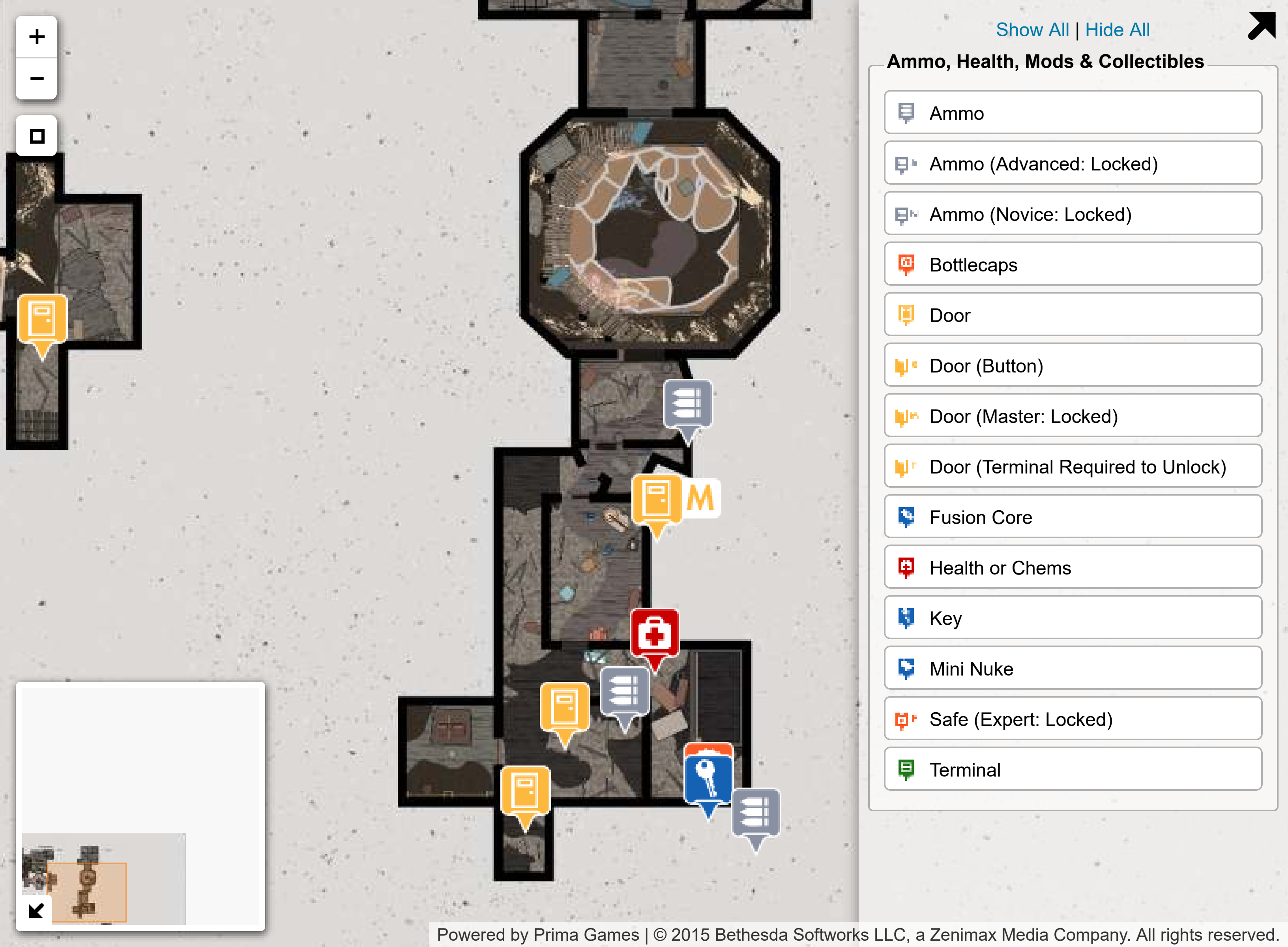

Show All | Hide All

Ammo, Health, Mods & Collectibles

- Ammo
- Ammo (Advanced: Locked)
- Ammo (Novice: Locked)
- Bottlecaps
- Door
- Door (Button)
- Door (Master: Locked)
- Door (Terminal Required to Unlock)
- Fusion Core
- Health or Chems
- Key
- Mini Nuke
- Safe (Expert: Locked)
- Terminal

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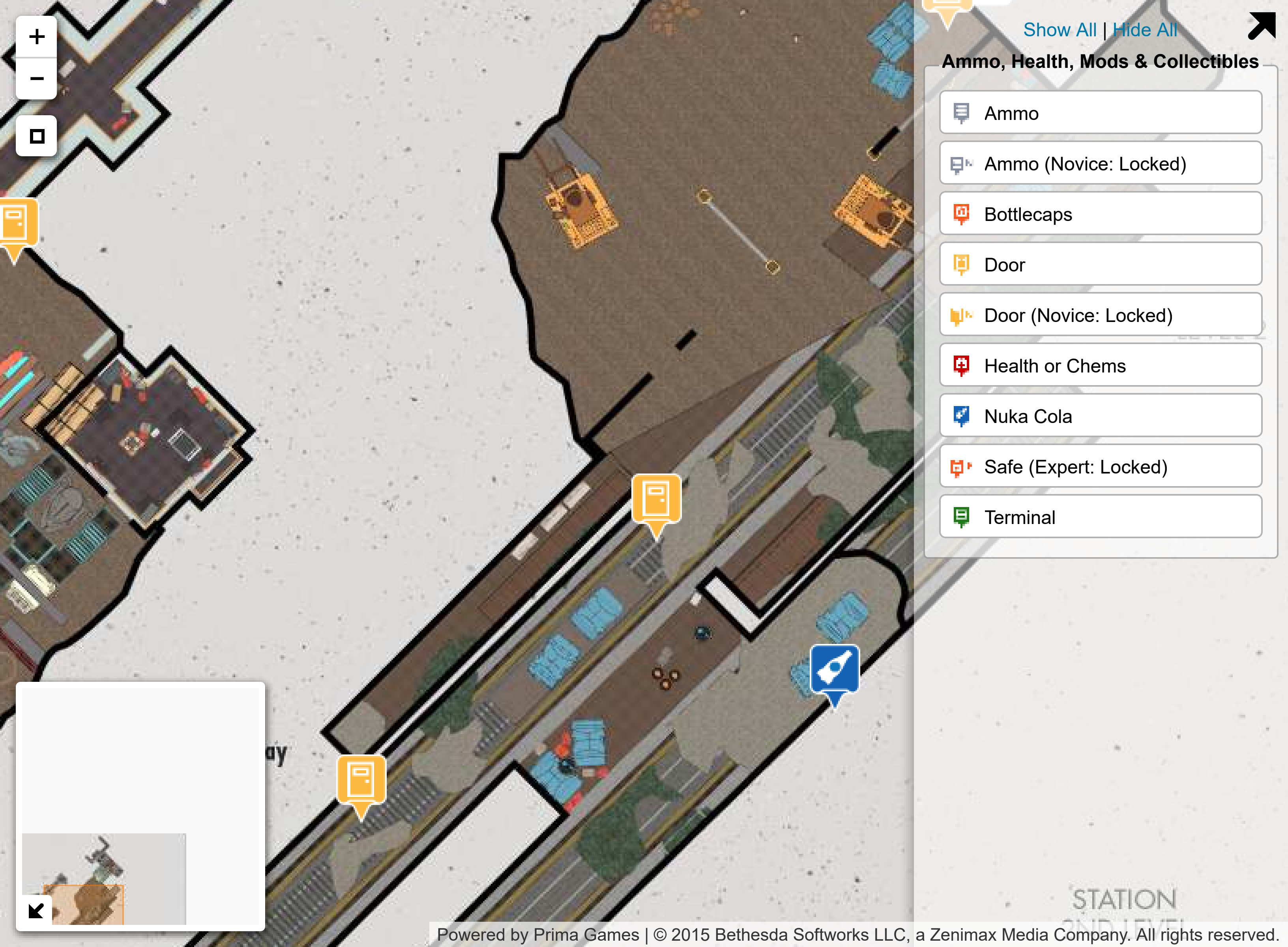
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Ammo, Health, Mods & Collectibles
Ammo
Ammo (Novice: Locked)
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Door
Door (Novice: Locked)
Health or Chems
Nuka Cola
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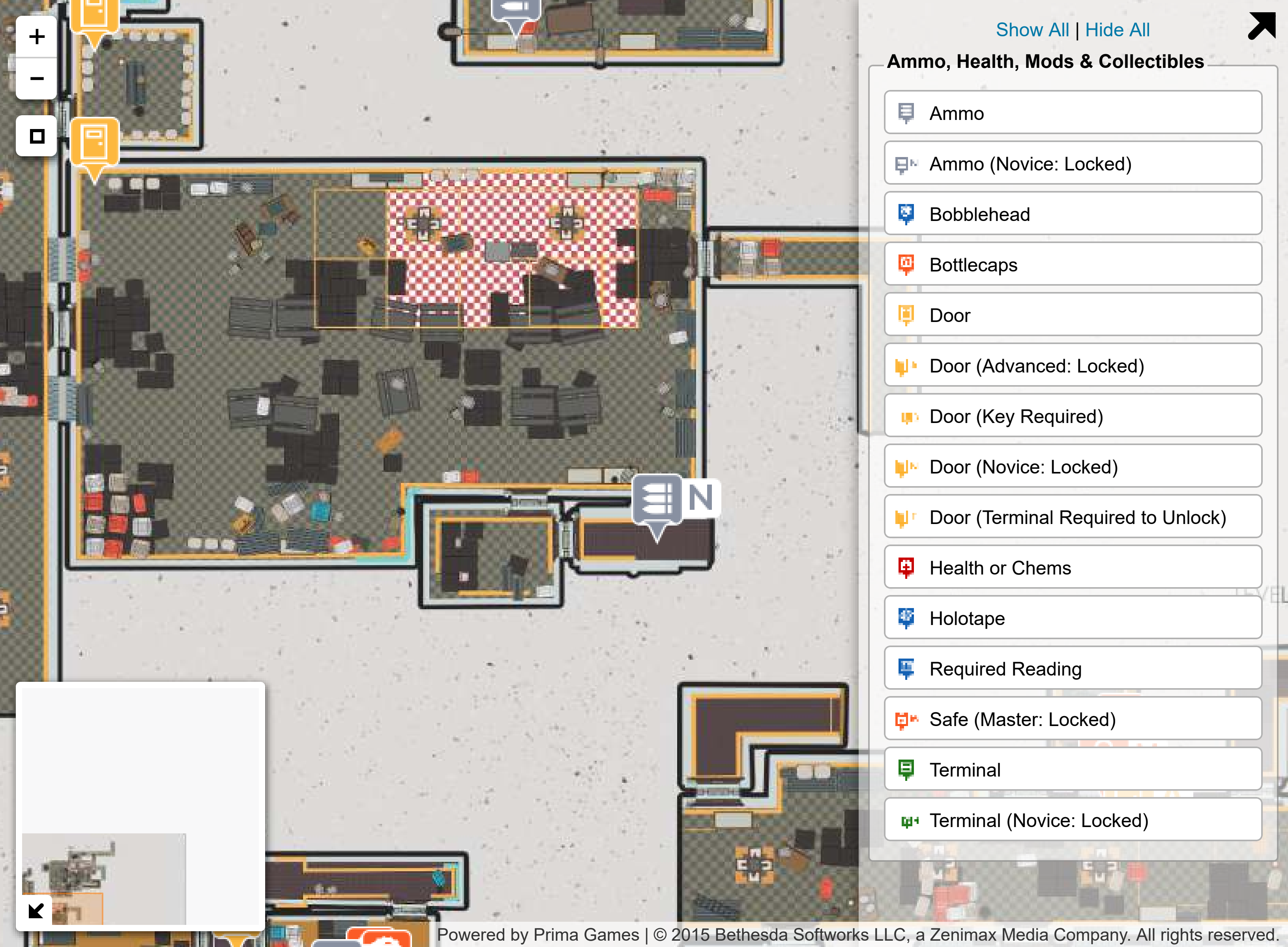
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Ammo, Health, Mods & Collectibles
Ammo
Ammo (Novice: Locked)
Bobblehead
Bottlecaps
Door
Door (Advanced: Locked)
Door (Key Required)
Door (Novice: Locked)
Door (Terminal Required to Unlock)
Health or Chems
Holotape
Required Reading
Safe (Master: Locked)
Terminal
Terminal (Novice: Locked)

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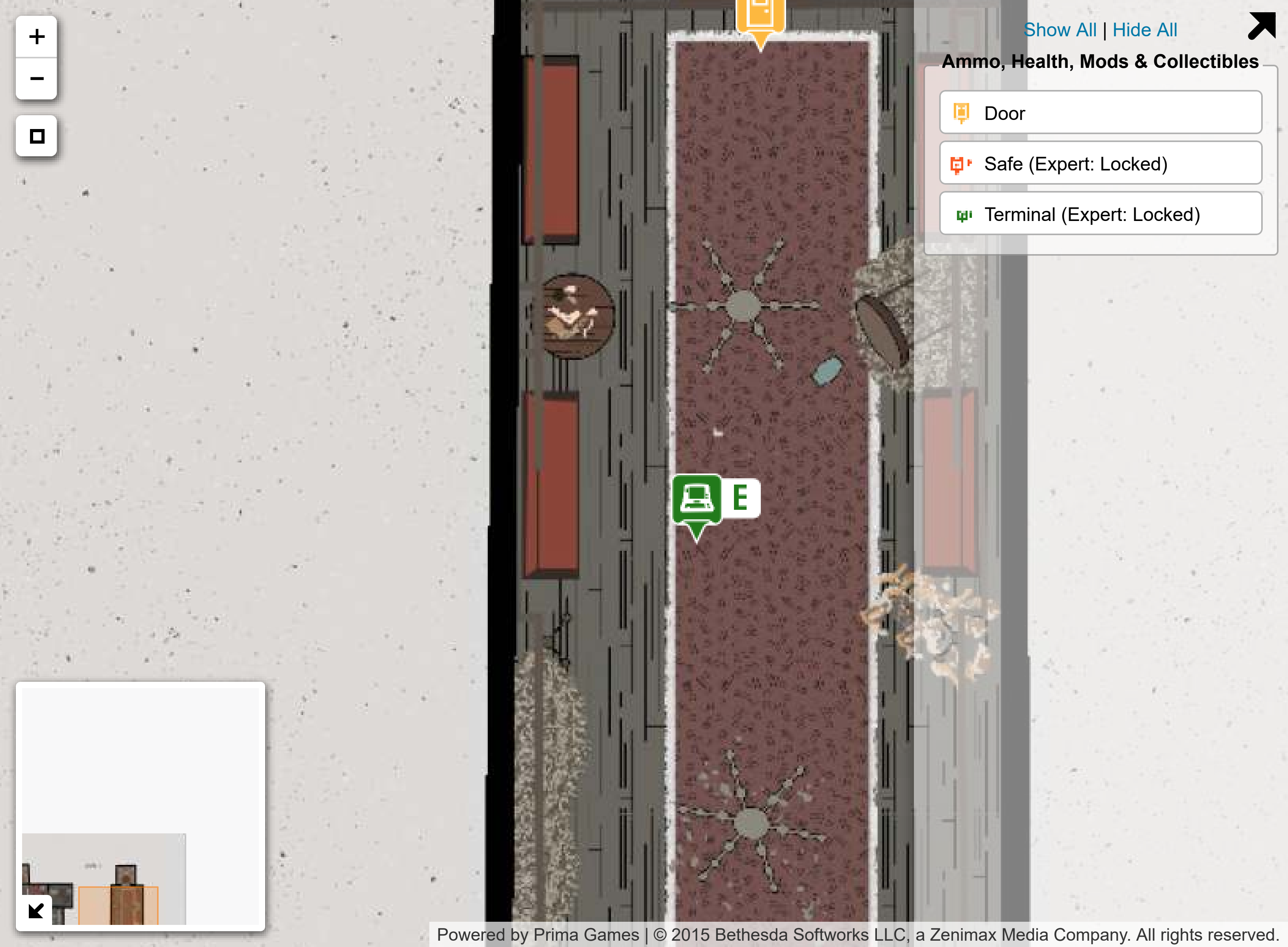
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Ammo, Health, Mods & Collectibles
Door
Safe (Expert: Locked)
Terminal (Expert: Locked)
E

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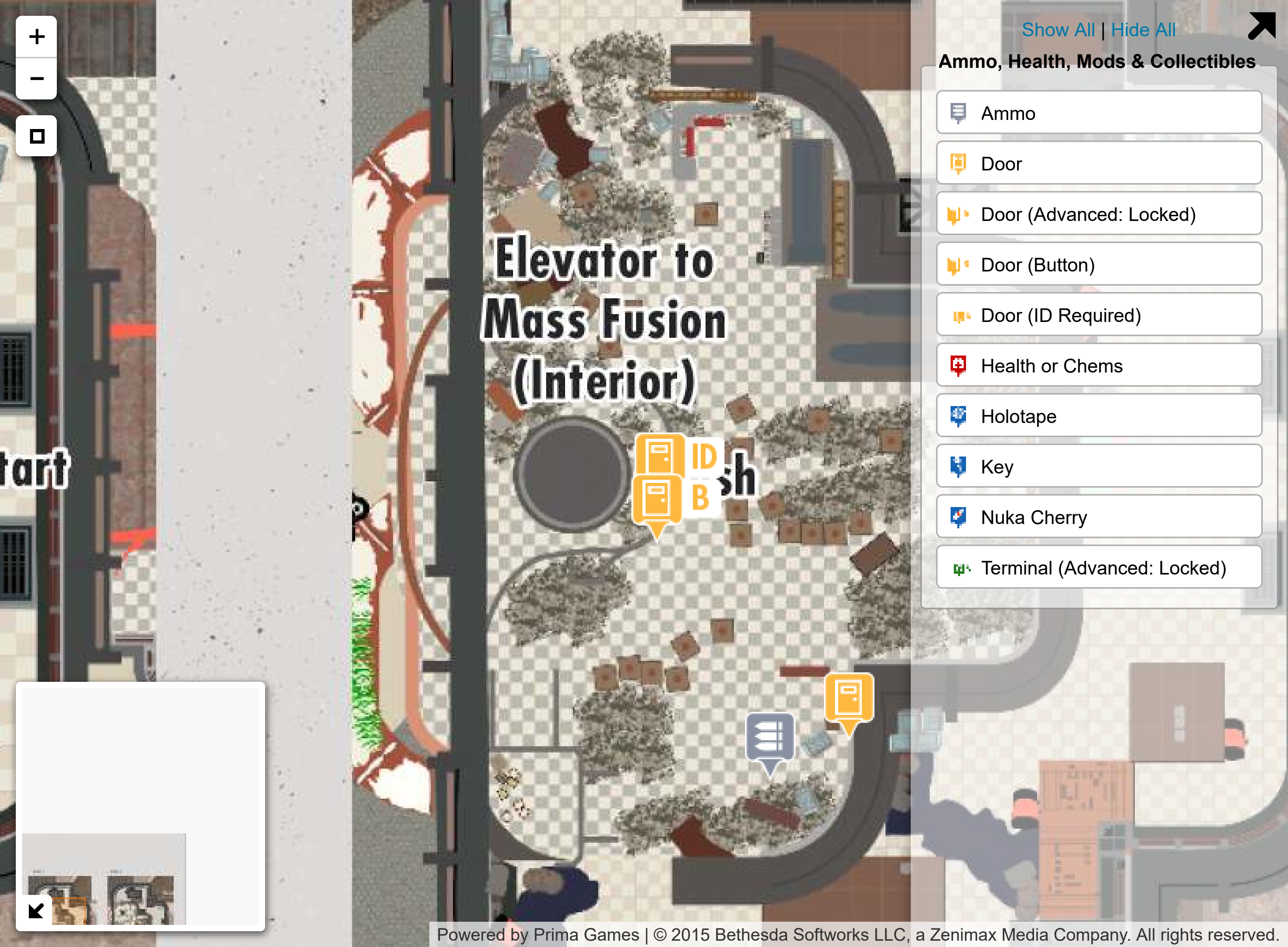
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Ammo, Health, Mods & Collectibles
Ammo
Door
Door (Advanced: Locked)
Door (Button)
Door (ID Required)
Health or Chems
Holotape
Key
Nuka Cherry
Terminal (Advanced: Locked)
Elevator to Mass Fusion (Interior)
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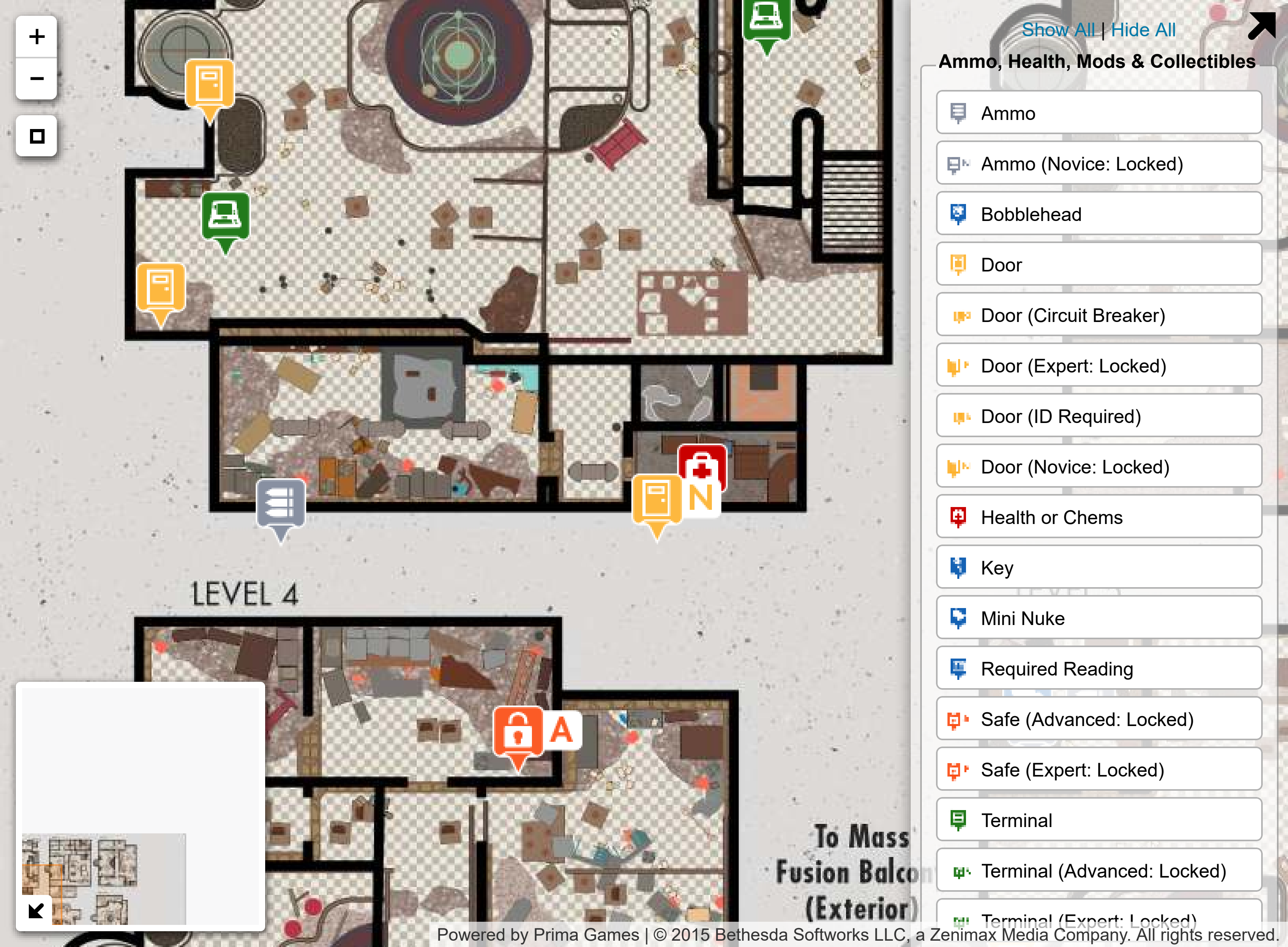
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Ammo, Health, Mods & Collectibles
Ammo
Ammo (Novice: Locked)
Bobblehead
Door
Door (Circuit Breaker)
Door (Expert: Locked)
Door (ID Required)
Door (Novice: Locked)
Health or Chems
Key
Mini Nuke
Required Reading
Safe (Advanced: Locked)
Safe (Expert: Locked)
Terminal
Terminal (Advanced: Locked)
Terminal (Expert: Locked)
N
LEVEL 4
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To Mass
Fusion Balco
(Exterior)

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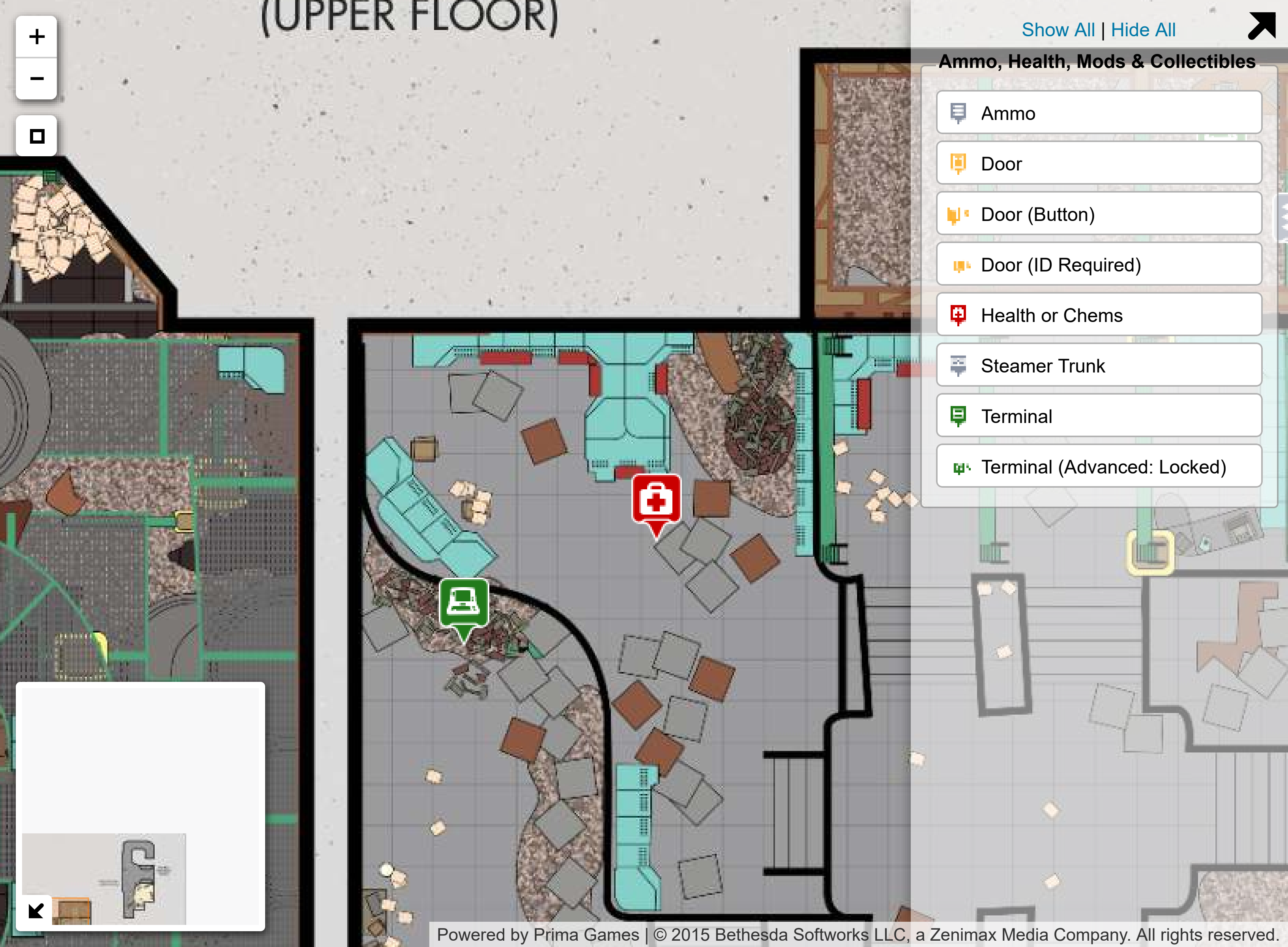
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Ammo, Health, Mods & Collectibles
Ammo
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Door (Button)
Door (ID Required)
Health or Chems
Steamer Trunk
Terminal
Terminal (Advanced: Locked)

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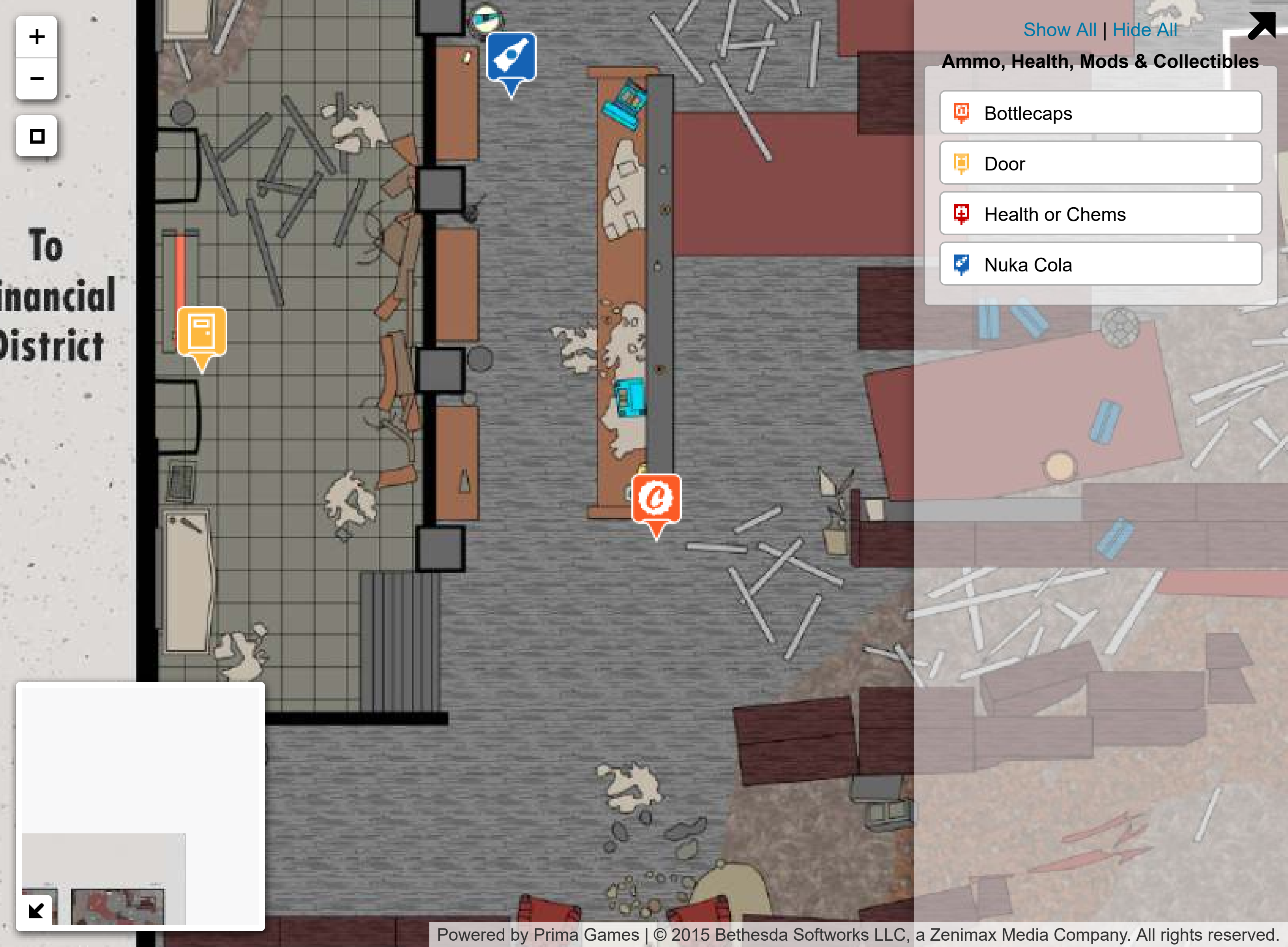
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Ammo, Health, Mods & Collectibles
Bottlecaps
Door
Health or Chems
Nuka Cola
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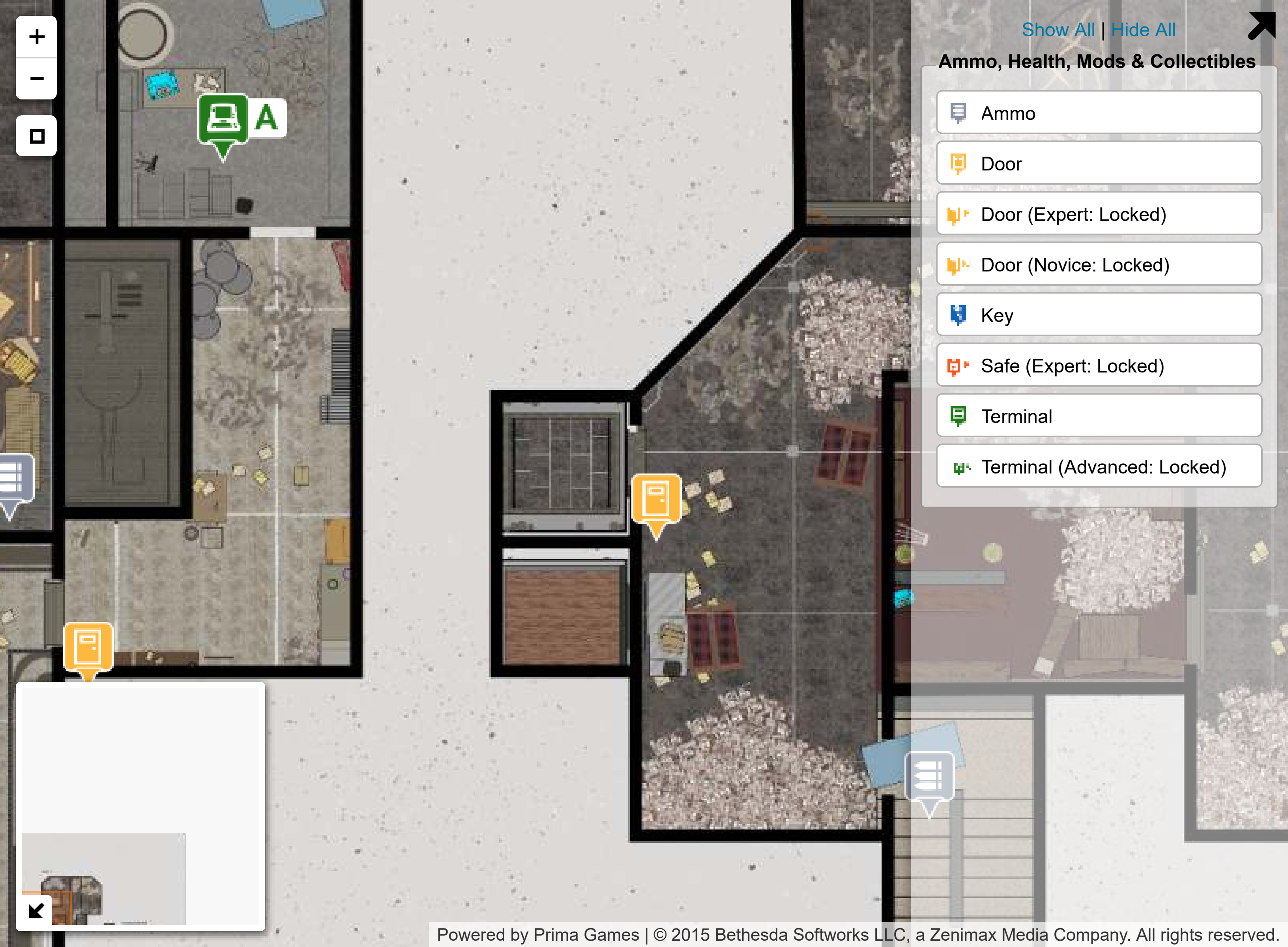
Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Door
Door (Expert: Locked)
Door (Novice: Locked)
Key
Safe (Expert: Locked)
Terminal
Terminal (Advanced: Locked)
A

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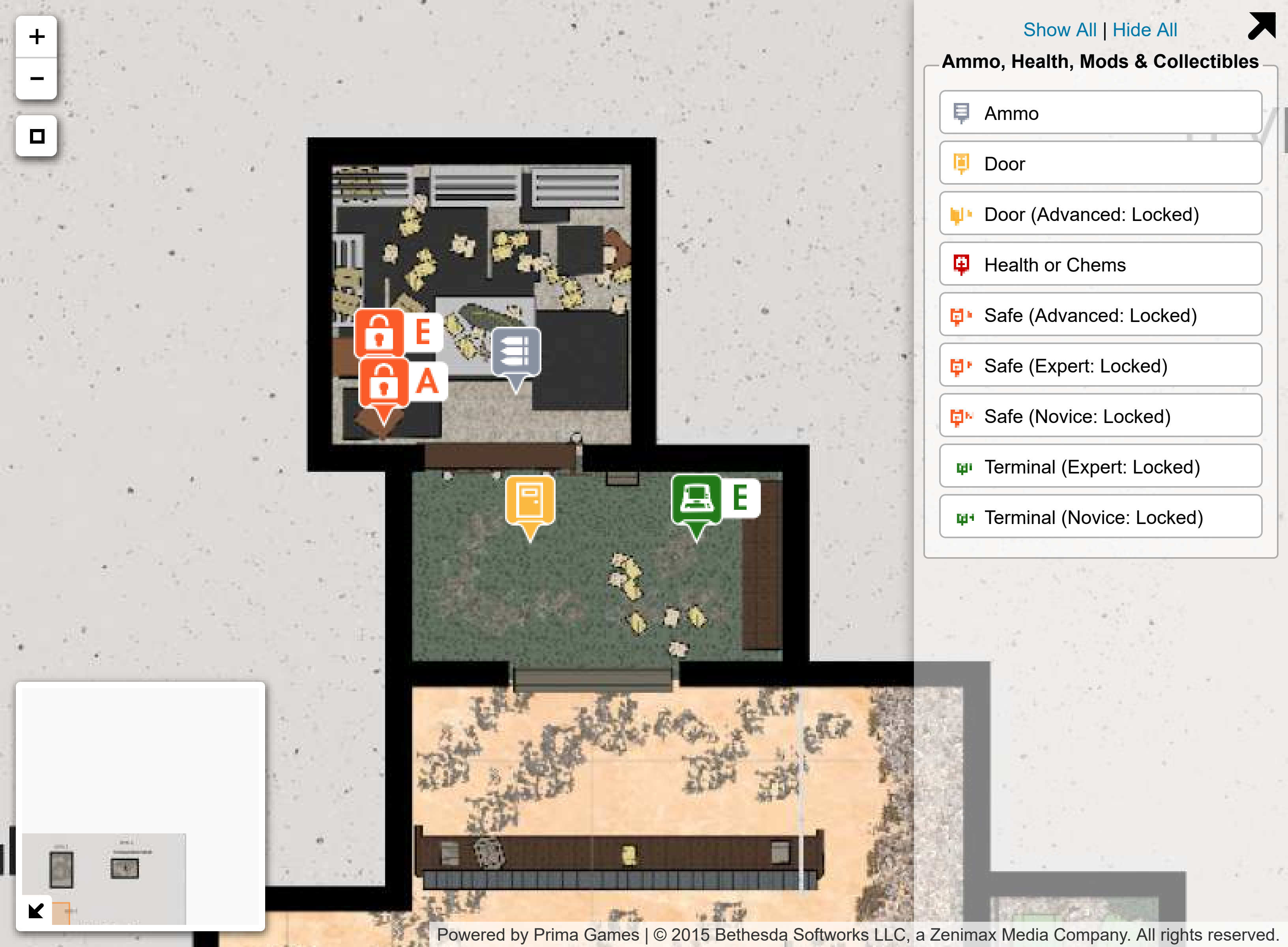
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Ammo, Health, Mods & Collectibles
Ammo
Door
Door (Advanced: Locked)
Health or Chems
Safe (Advanced: Locked)
Safe (Expert: Locked)
Safe (Novice: Locked)
Terminal (Expert: Locked)
Terminal (Novice: Locked)
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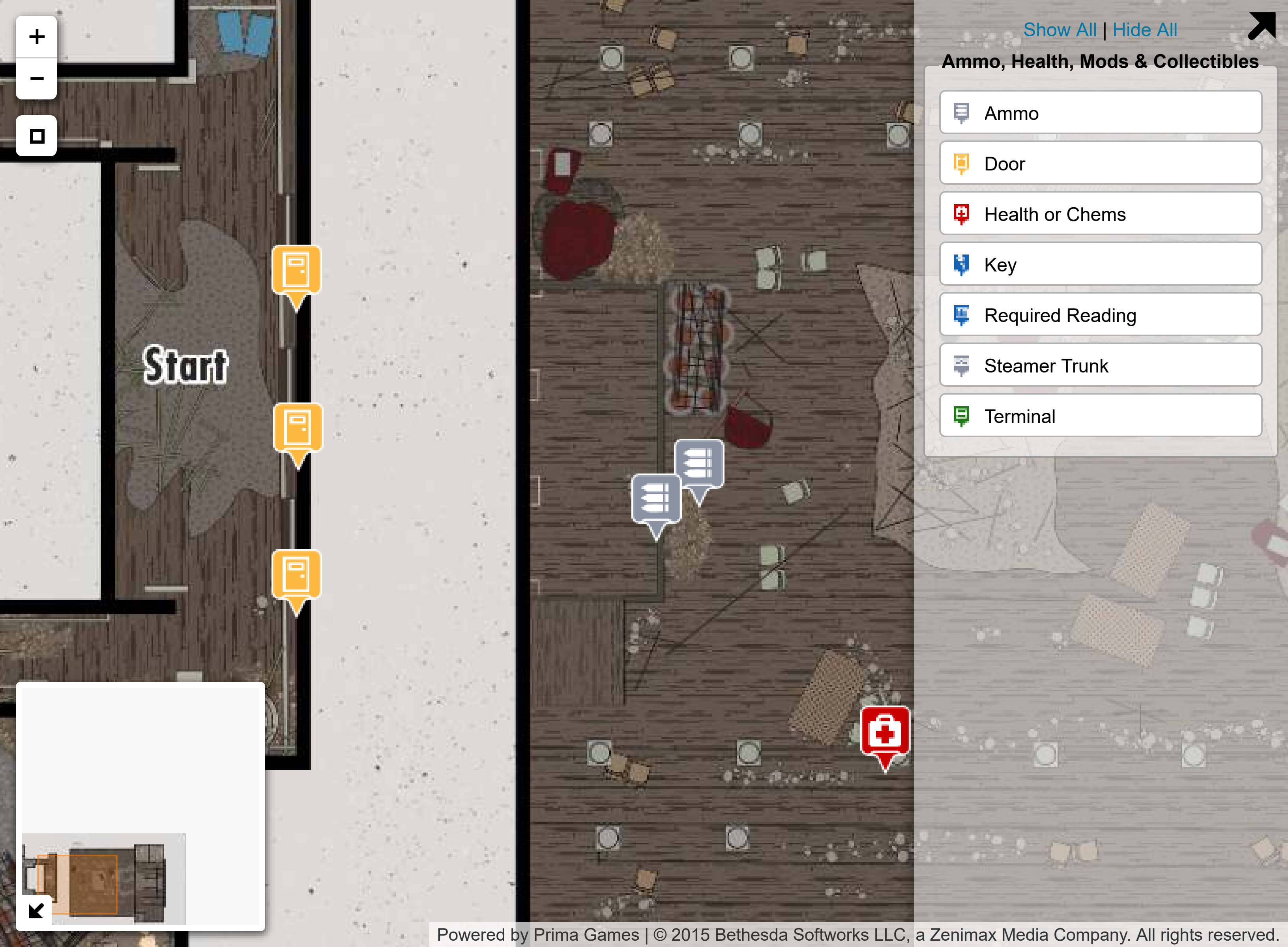
Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Door
Health or Chems
Key
Required Reading
Steamer Trunk
Terminal
Start

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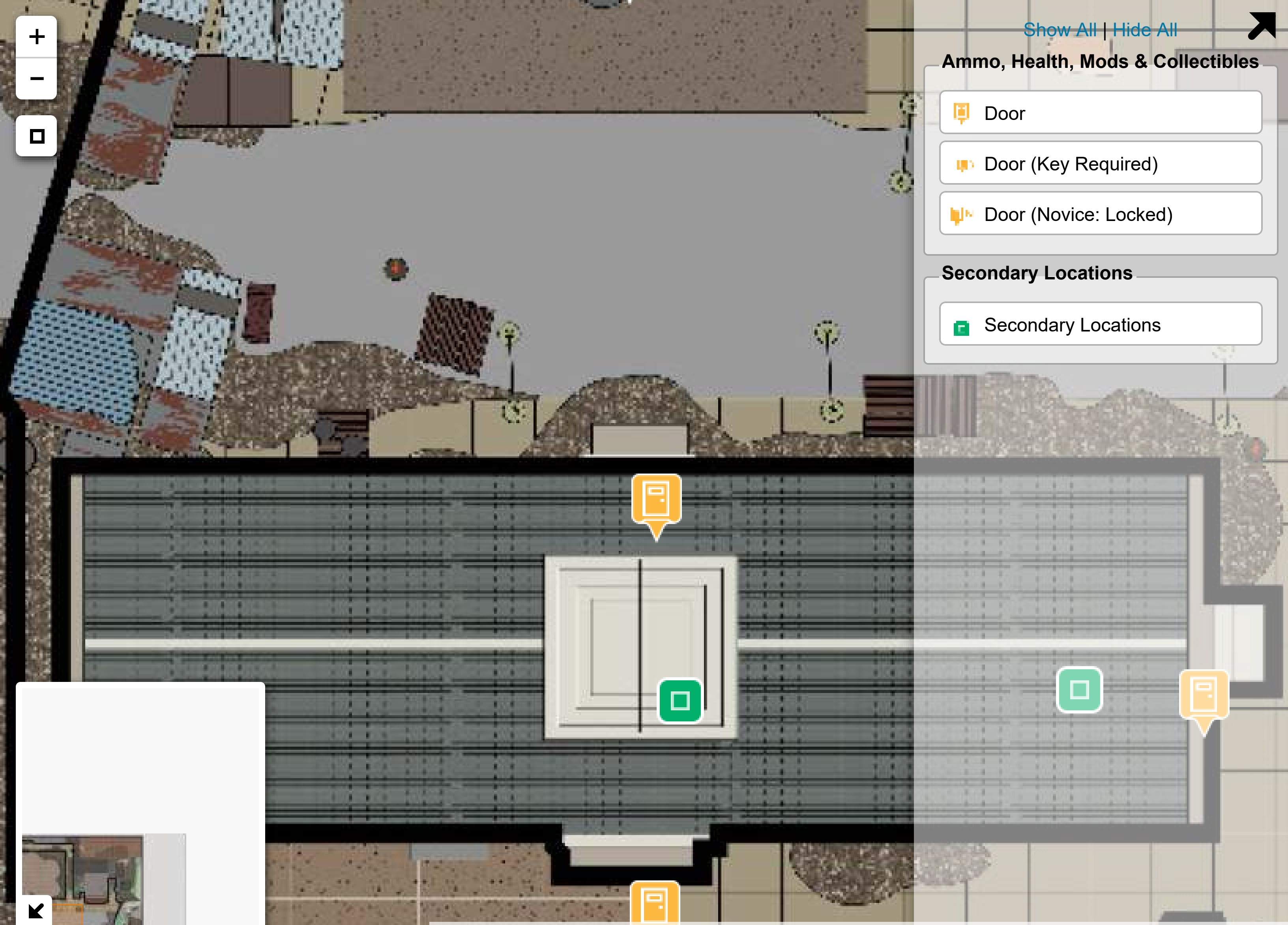
Show All | Hide All
Ammo, Health, Mods & Collectibles
Door
Door (Key Required)
Door (Novice: Locked)
Secondary Locations
Secondary Locations

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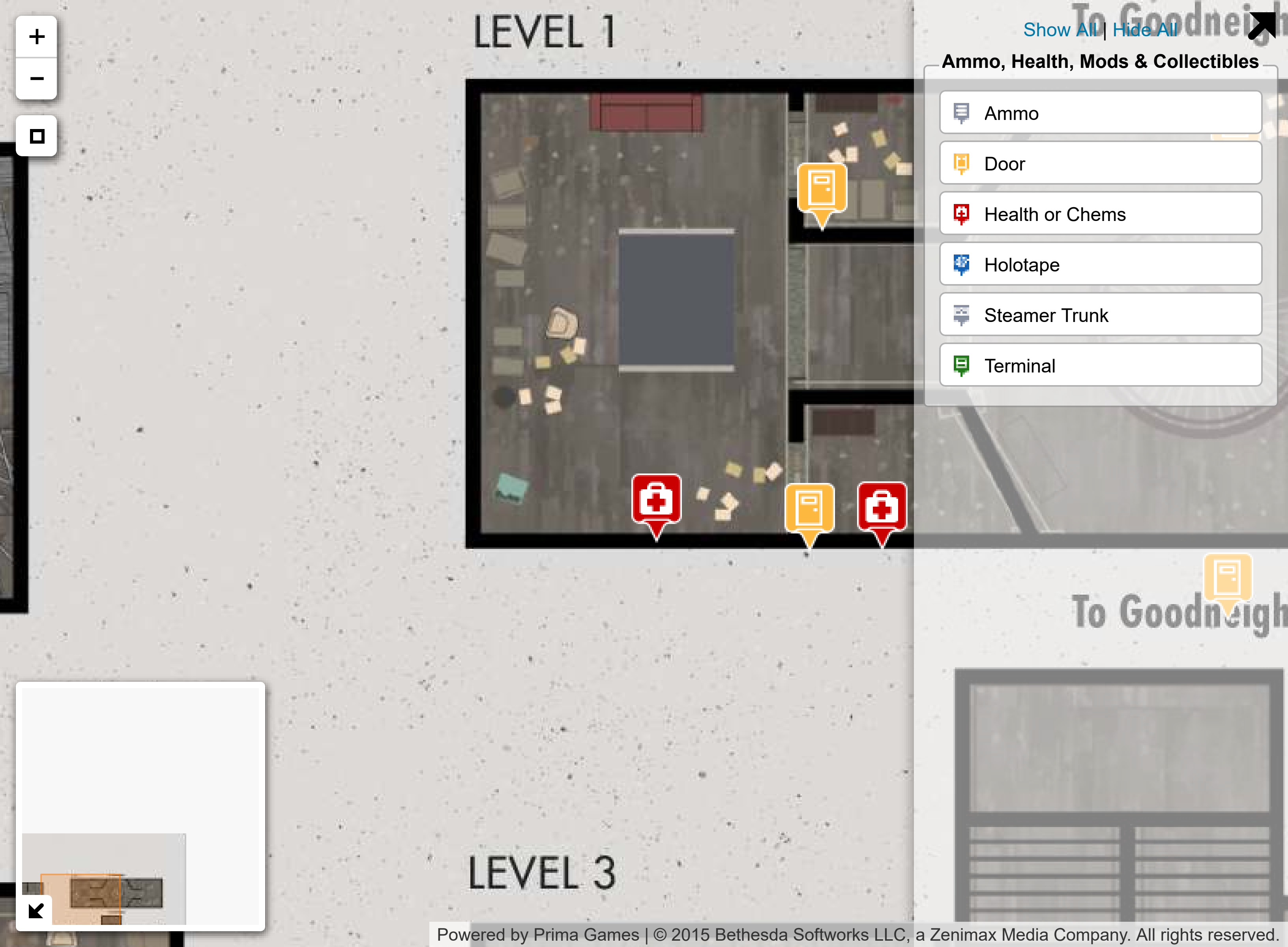
LEVEL 1
Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Door
Health or Chems
Holotape
Steamer Trunk
Terminal
To Goodneigh
LEVEL 3

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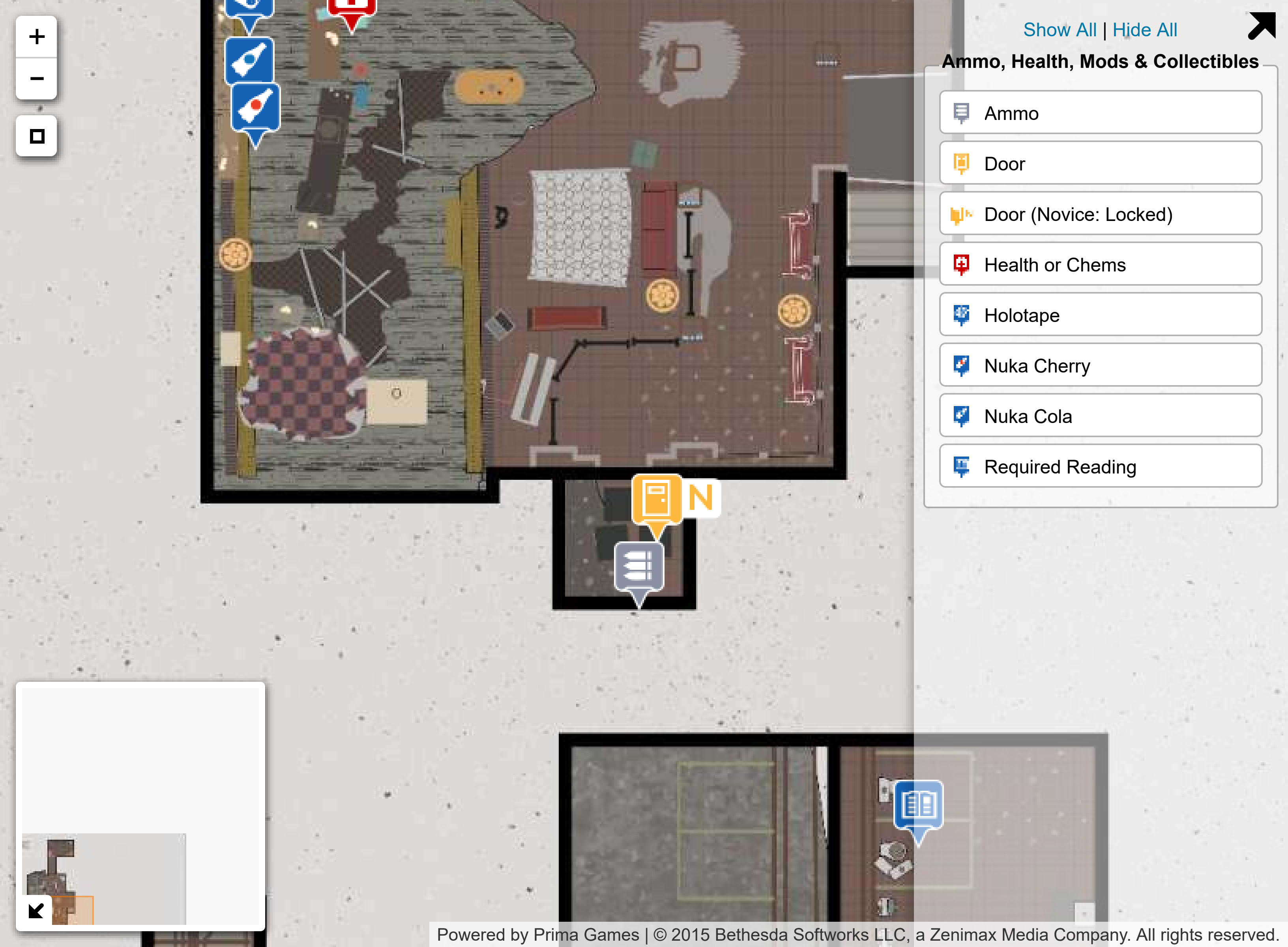
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Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Door
Door (Novice: Locked)
Health or Chems
Holotape
Nuka Cherry
Nuka Cola
Required Reading
N

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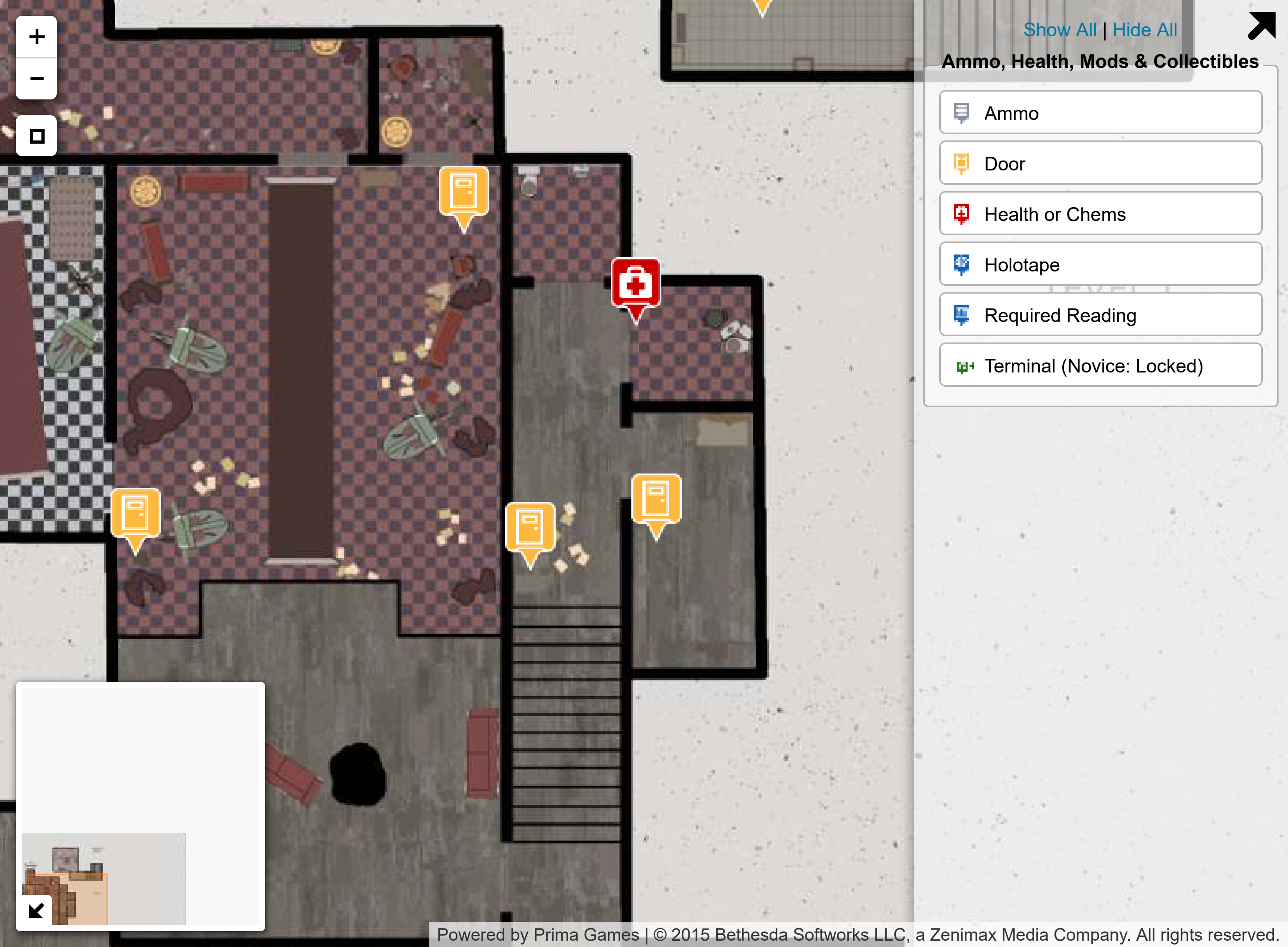

Ammo, Health, Mods & Collectibles

- Ammo
- Door
- Health or Chems
- Holotape
- Required Reading
- Terminal (Novice: Locked)

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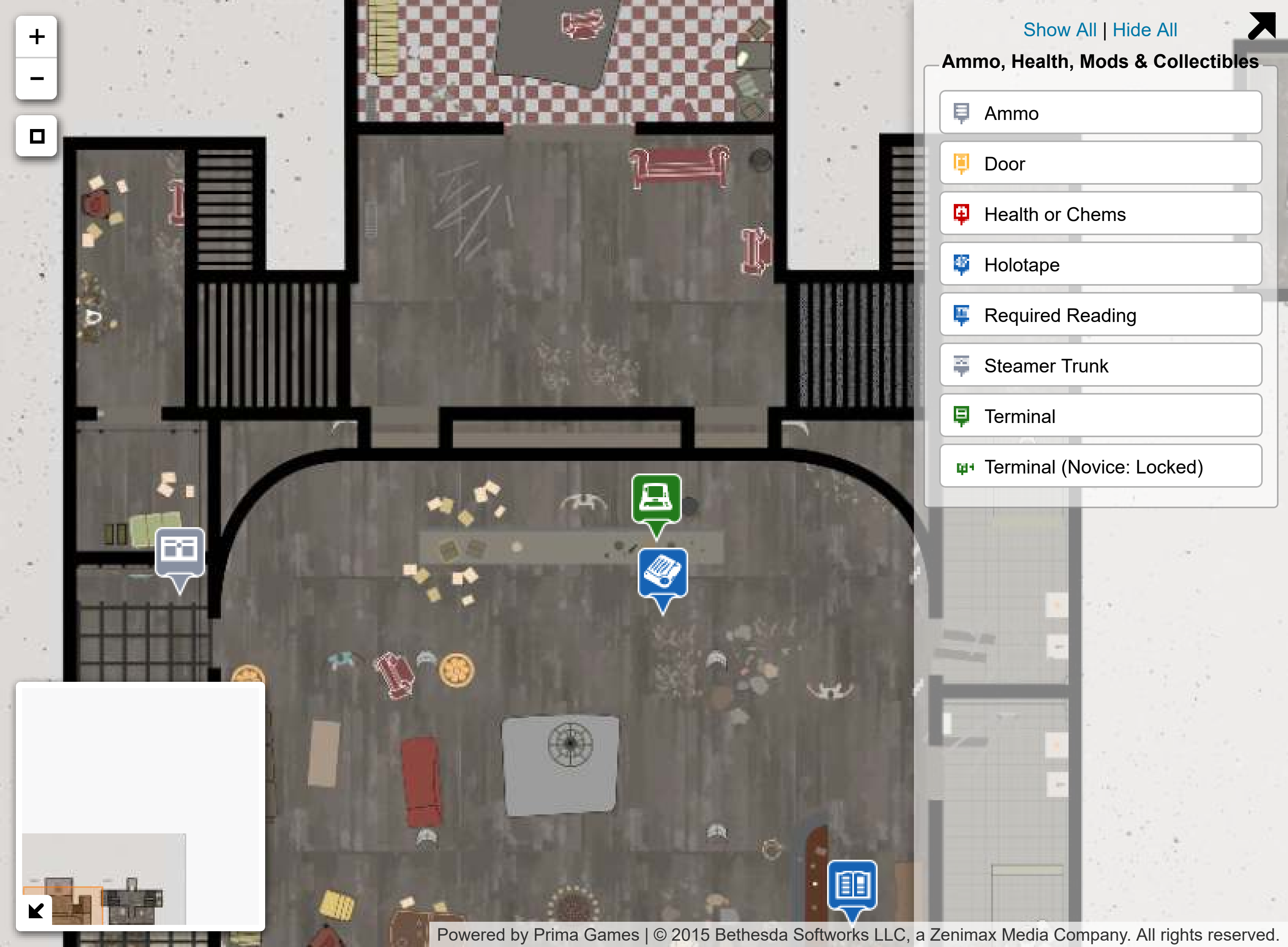
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Ammo, Health, Mods & Collectibles
Ammo
Door
Health or Chems
Holotape
Required Reading
Steamer Trunk
Terminal
Terminal (Novice: Locked)

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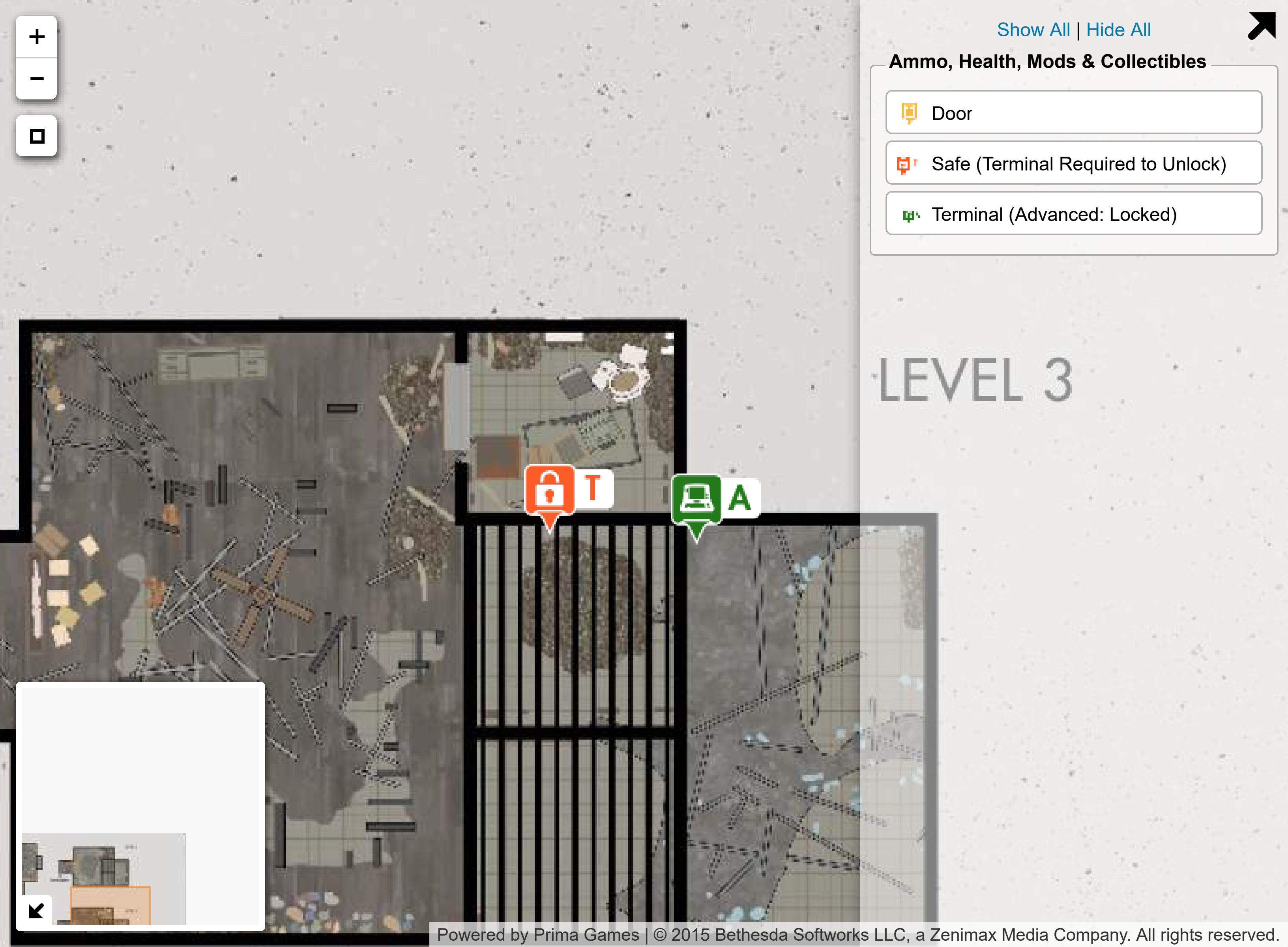
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Ammo, Health, Mods & Collectibles
Door
Safe (Terminal Required to Unlock)
Terminal (Advanced: Locked)
LEVEL 3
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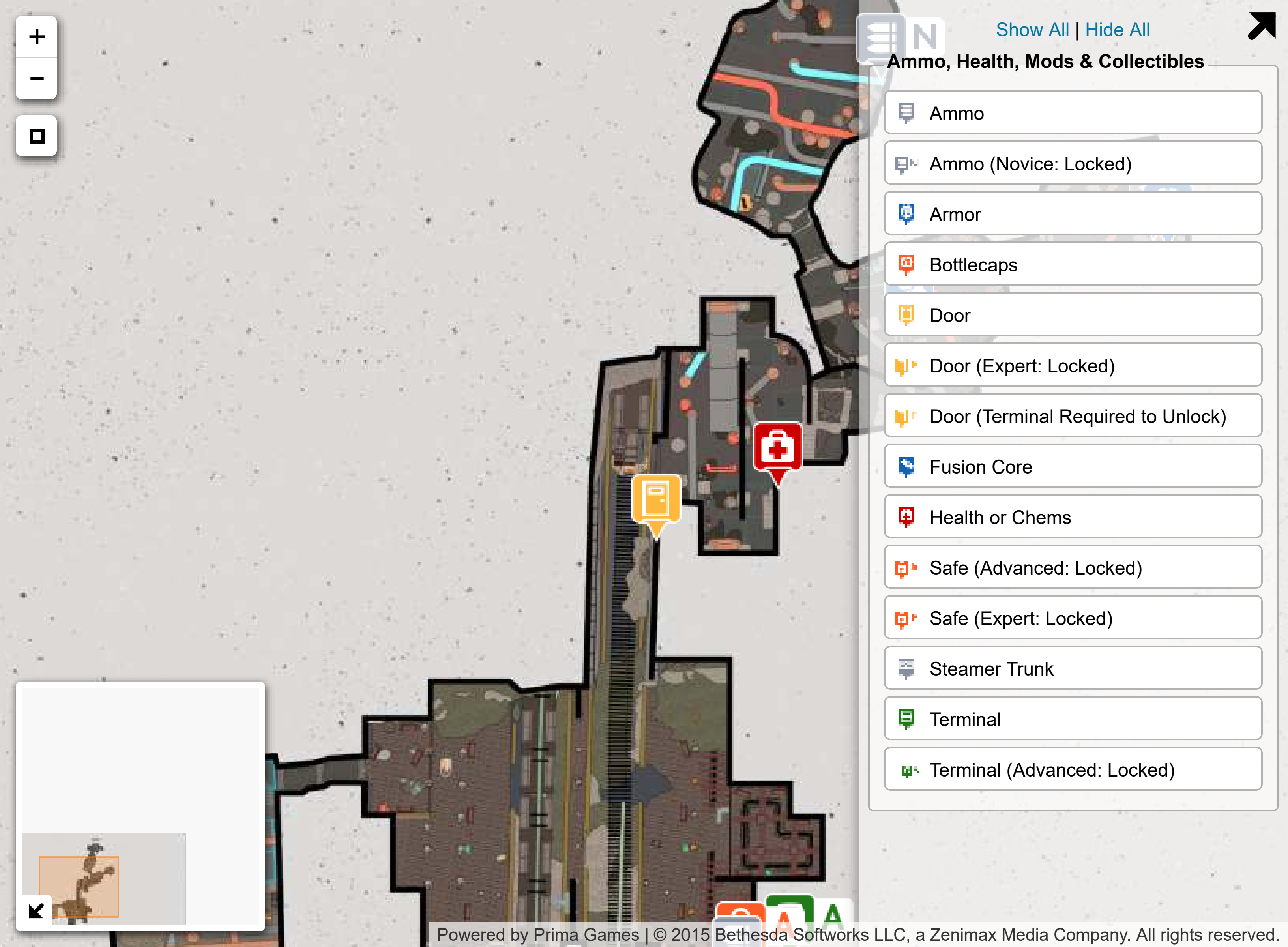
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Ammo, Health, Mods & Collectibles
Ammo
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Armor
Bottlecaps
Door
Door (Expert: Locked)
Door (Terminal Required to Unlock)
Fusion Core
Health or Chems
Safe (Advanced: Locked)
Safe (Expert: Locked)
Steamer Trunk
Terminal
Terminal (Advanced: Locked)
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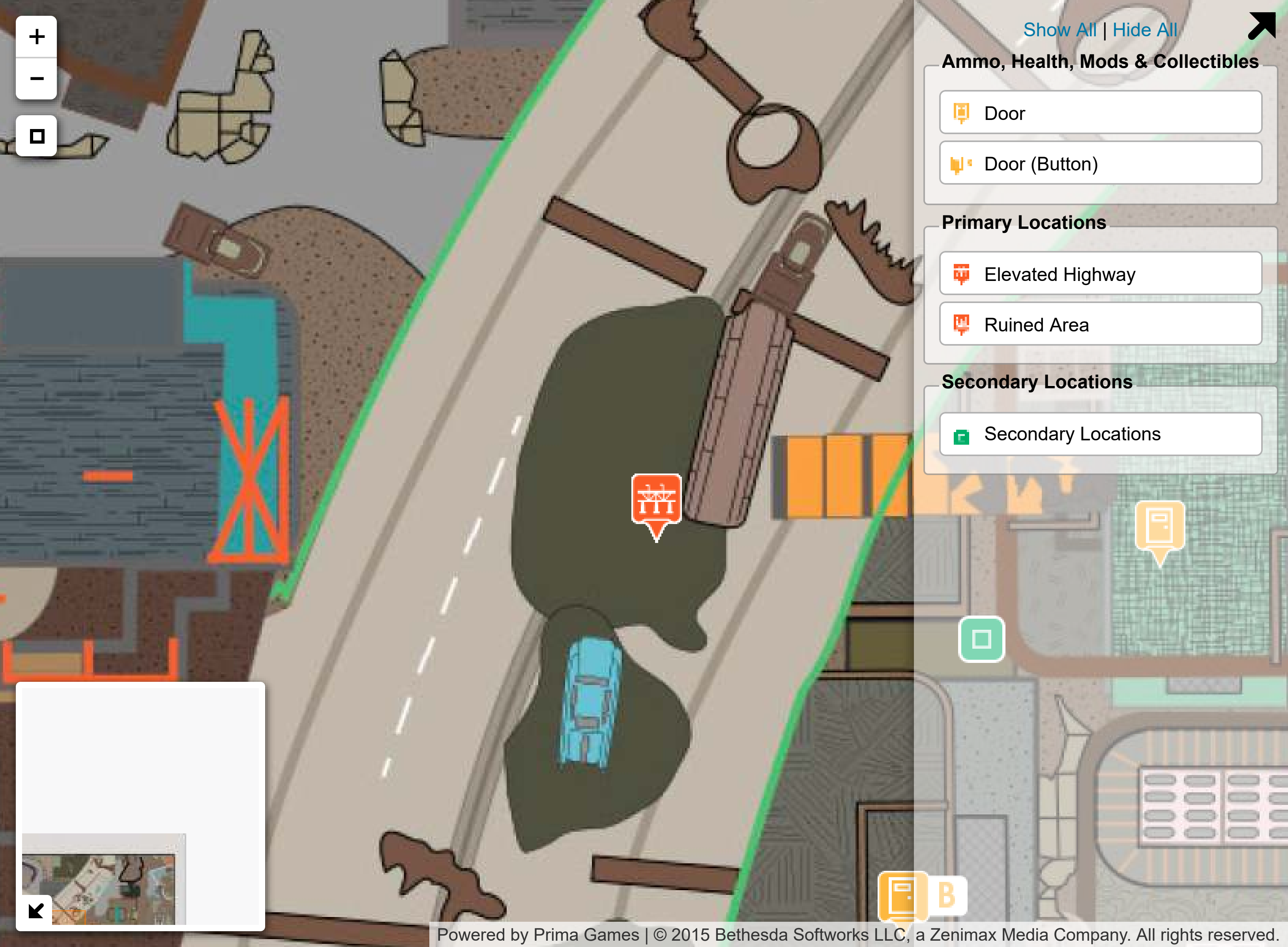
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Ammo, Health, Mods & Collectibles
Door
Door (Button)
Primary Locations
Elevated Highway
Ruined Area
Secondary Locations
Secondary Locations
B

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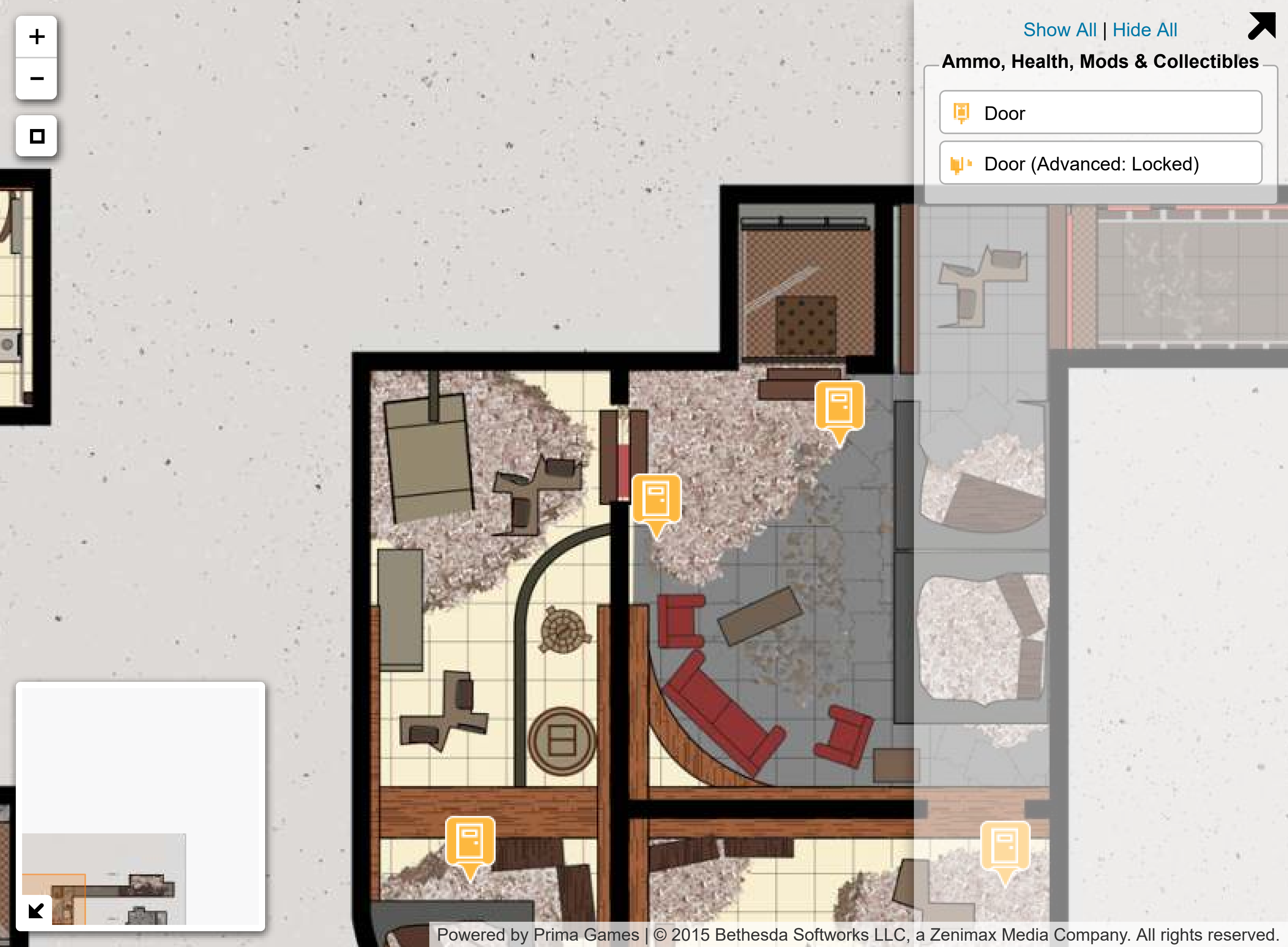
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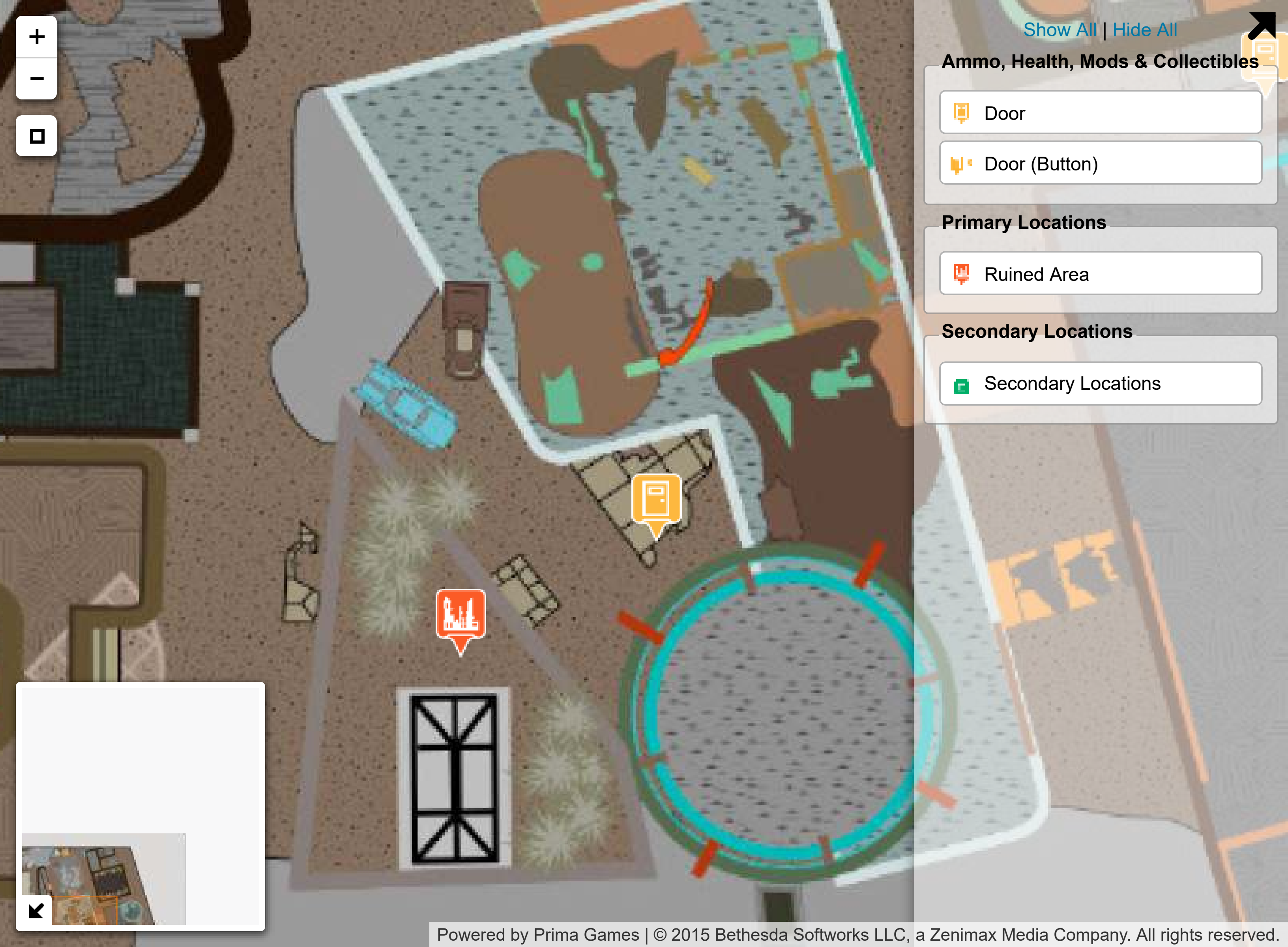
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Ammo, Health, Mods & Collectibles
Door
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Primary Locations
Ruined Area
Secondary Locations
Secondary Locations
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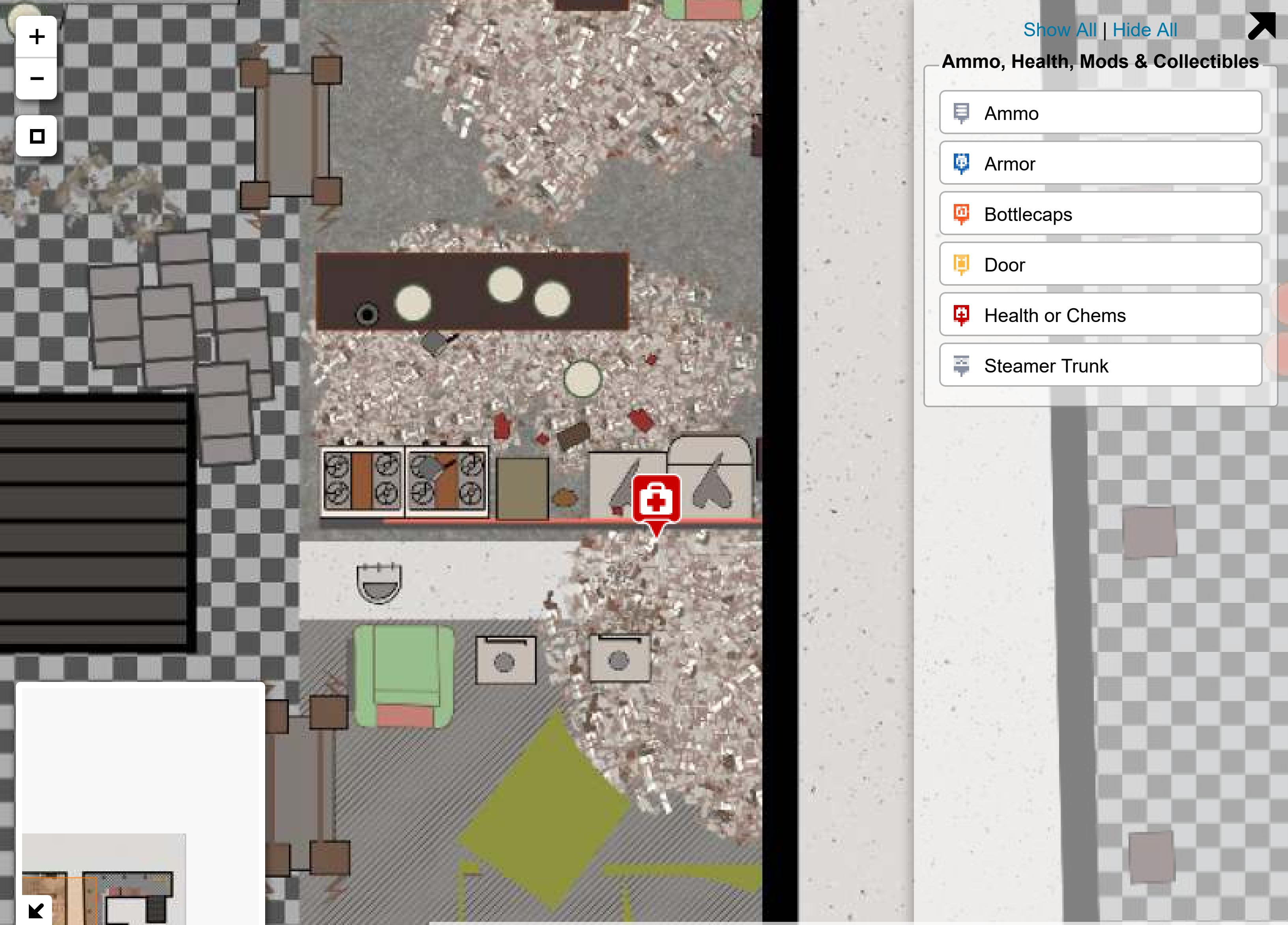
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Ammo, Health, Mods & Collectibles
Ammo
Armor
Bottlecaps
Door
Health or Chems
Steamer Trunk

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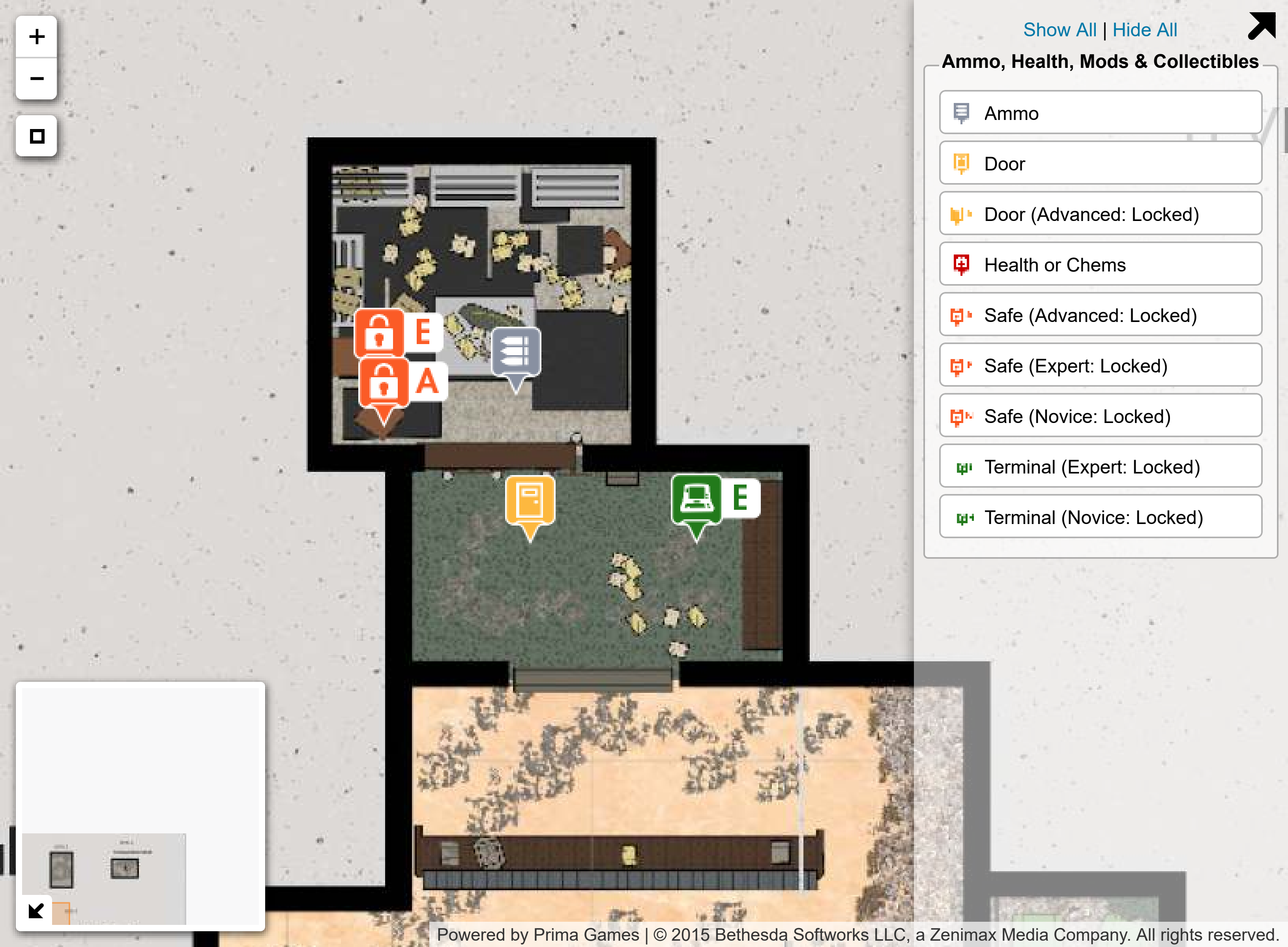

Show All | Hide All

Ammo, Health, Mods & Collectibles

- Ammo
- Door
- Door (Advanced: Locked)
- Health or Chems
- Safe (Advanced: Locked)
- Safe (Expert: Locked)
- Safe (Novice: Locked)
- Terminal (Expert: Locked)
- Terminal (Novice: Locked)

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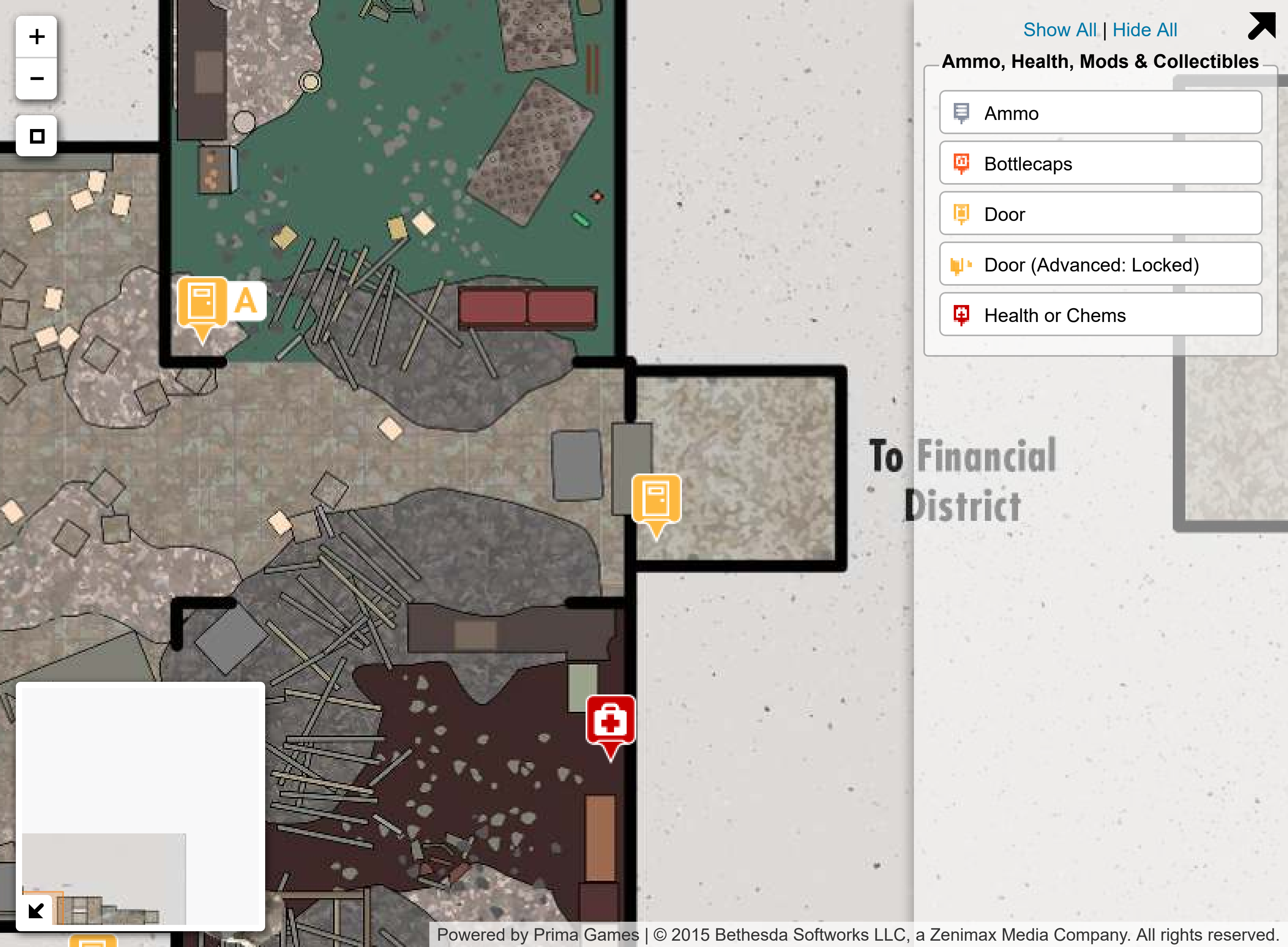
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Health or Chems
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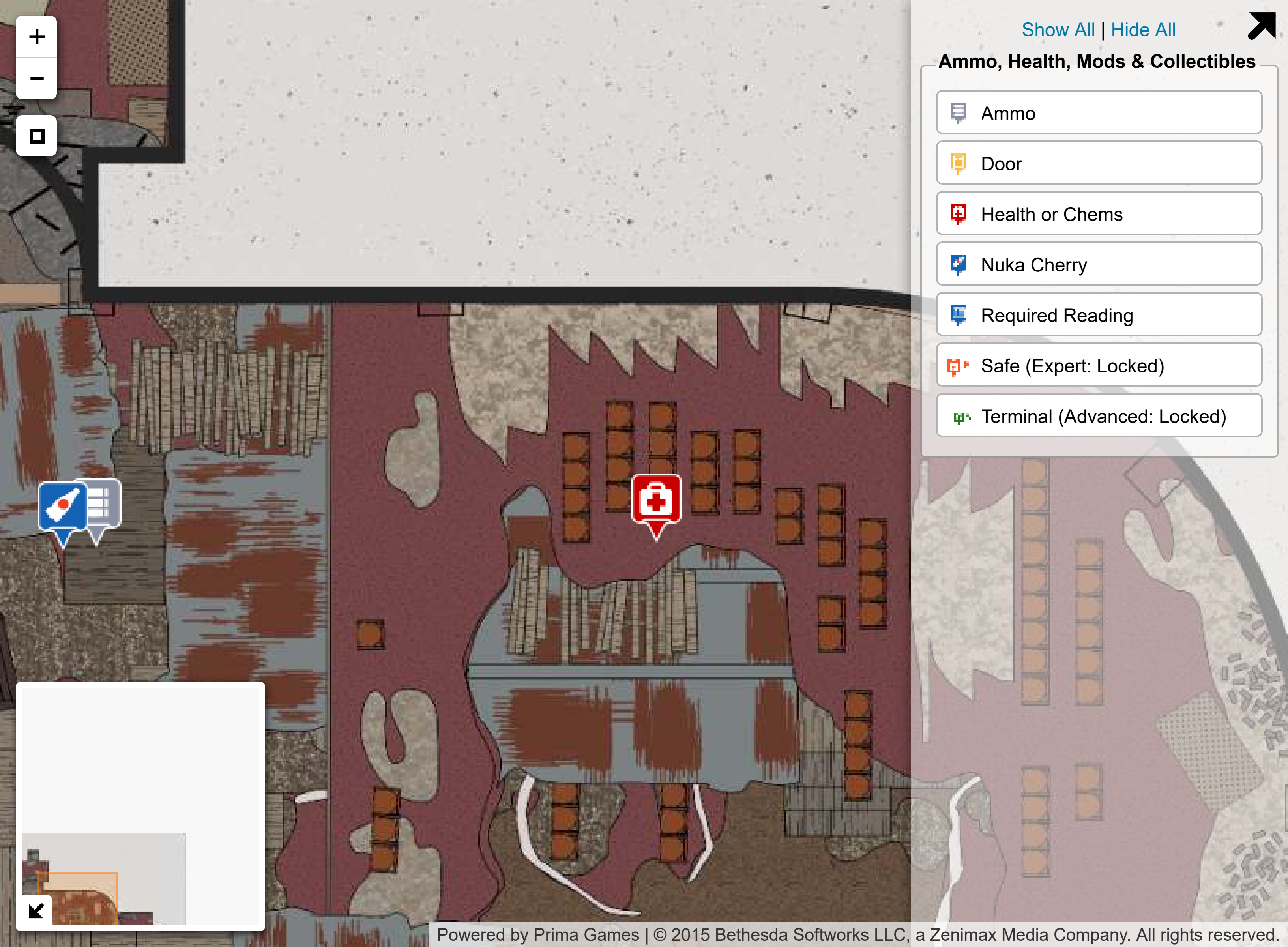
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Ammo, Health, Mods & Collectibles
Ammo
Door
Health or Chems
Nuka Cherry
Required Reading
Safe (Expert: Locked)
Terminal (Advanced: Locked)
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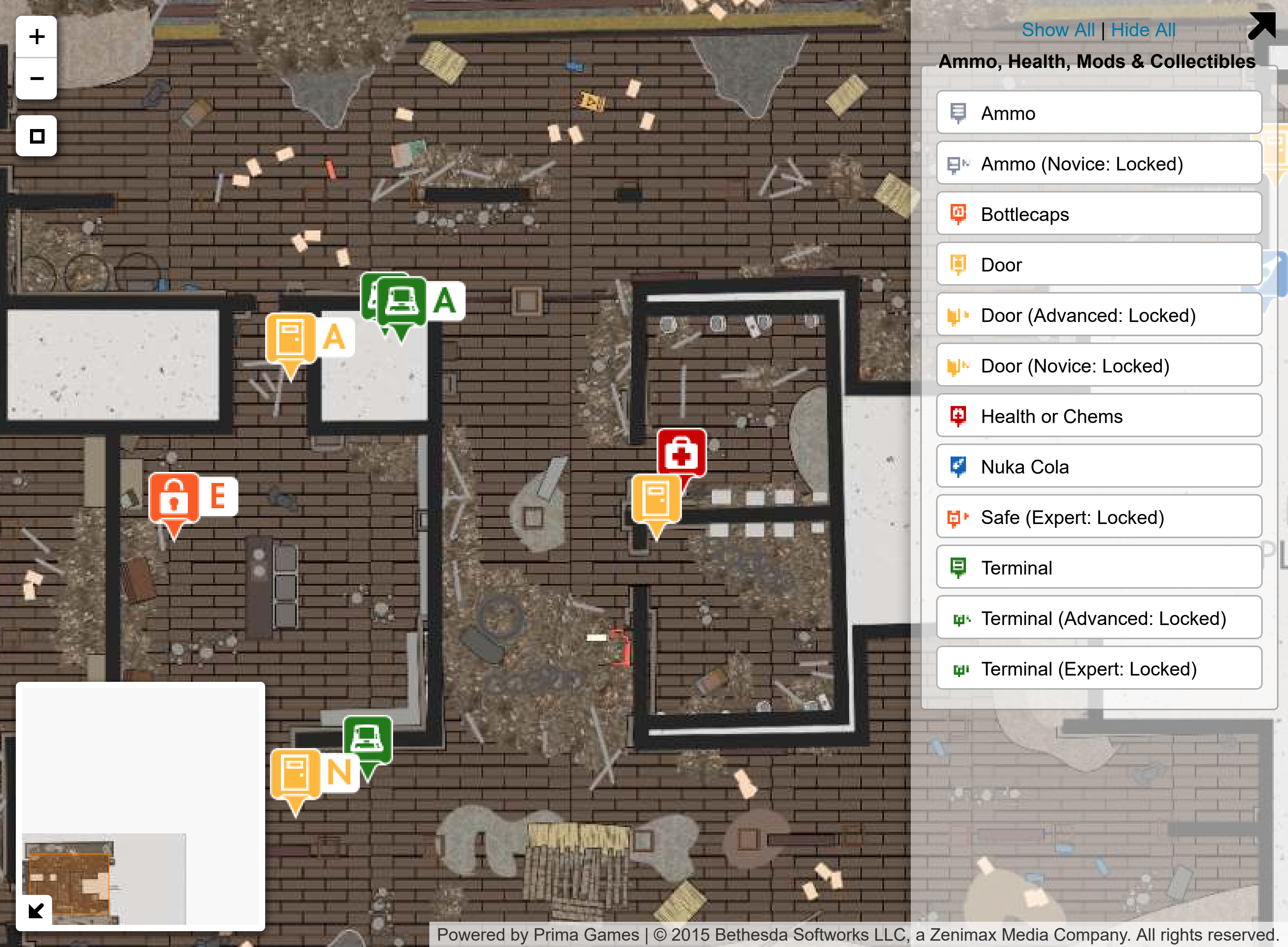

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Health or Chems
Nuka Cola
Safe (Expert: Locked)
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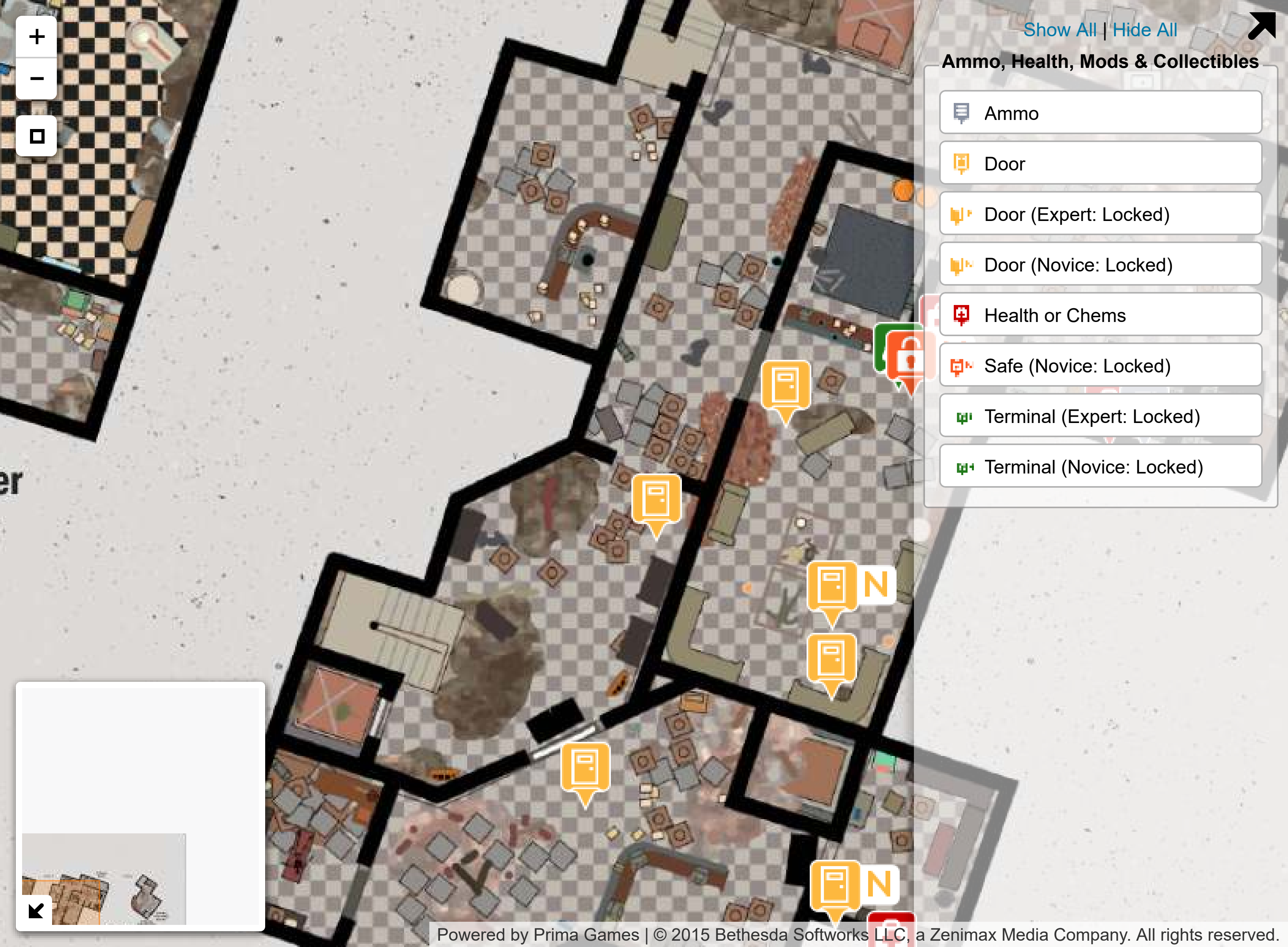
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Door (Novice: Locked)
Health or Chems
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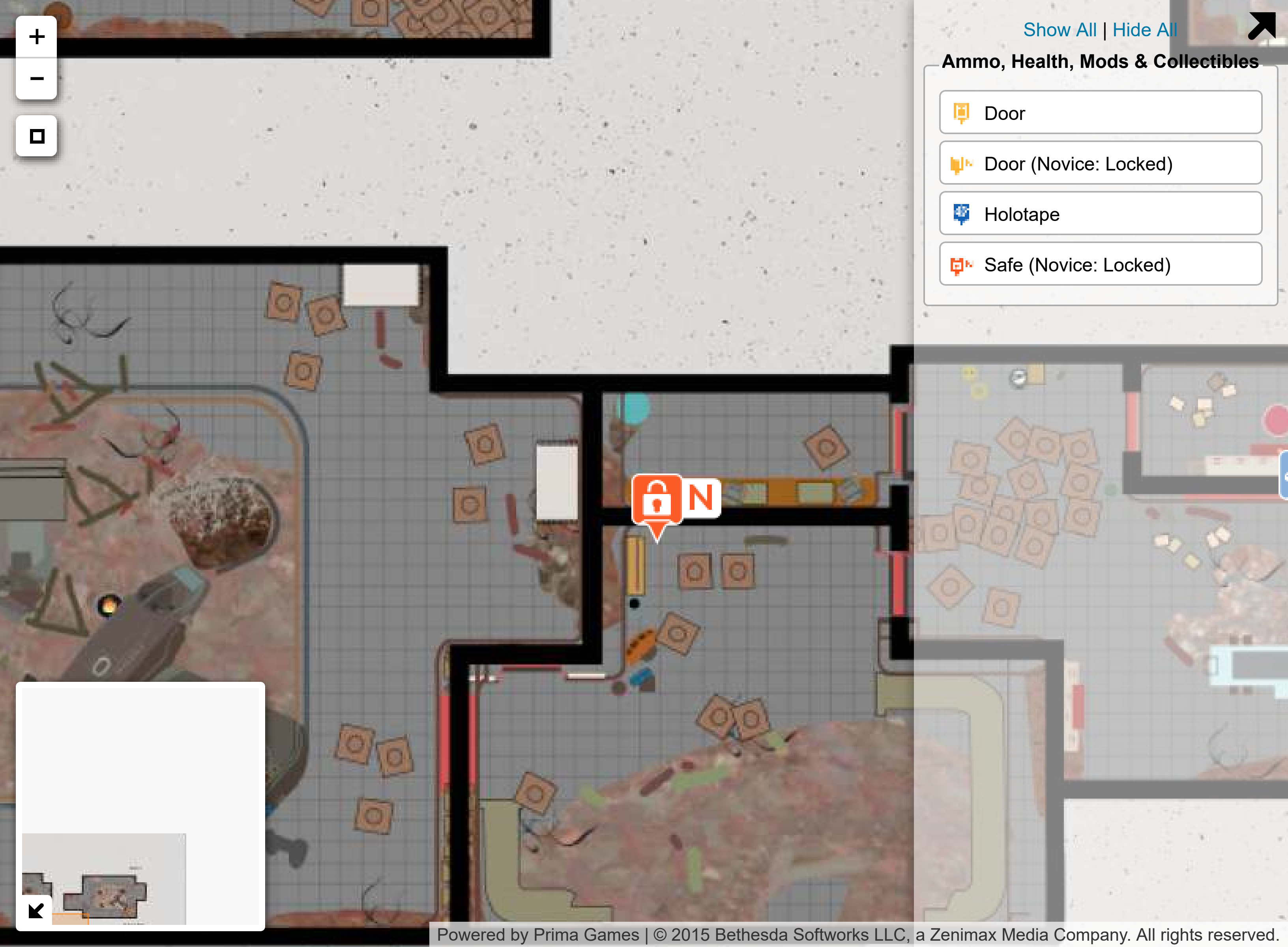
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Ammo, Health, Mods & Collectibles
Door
Door (Novice: Locked)
Holotape
Safe (Novice: Locked)
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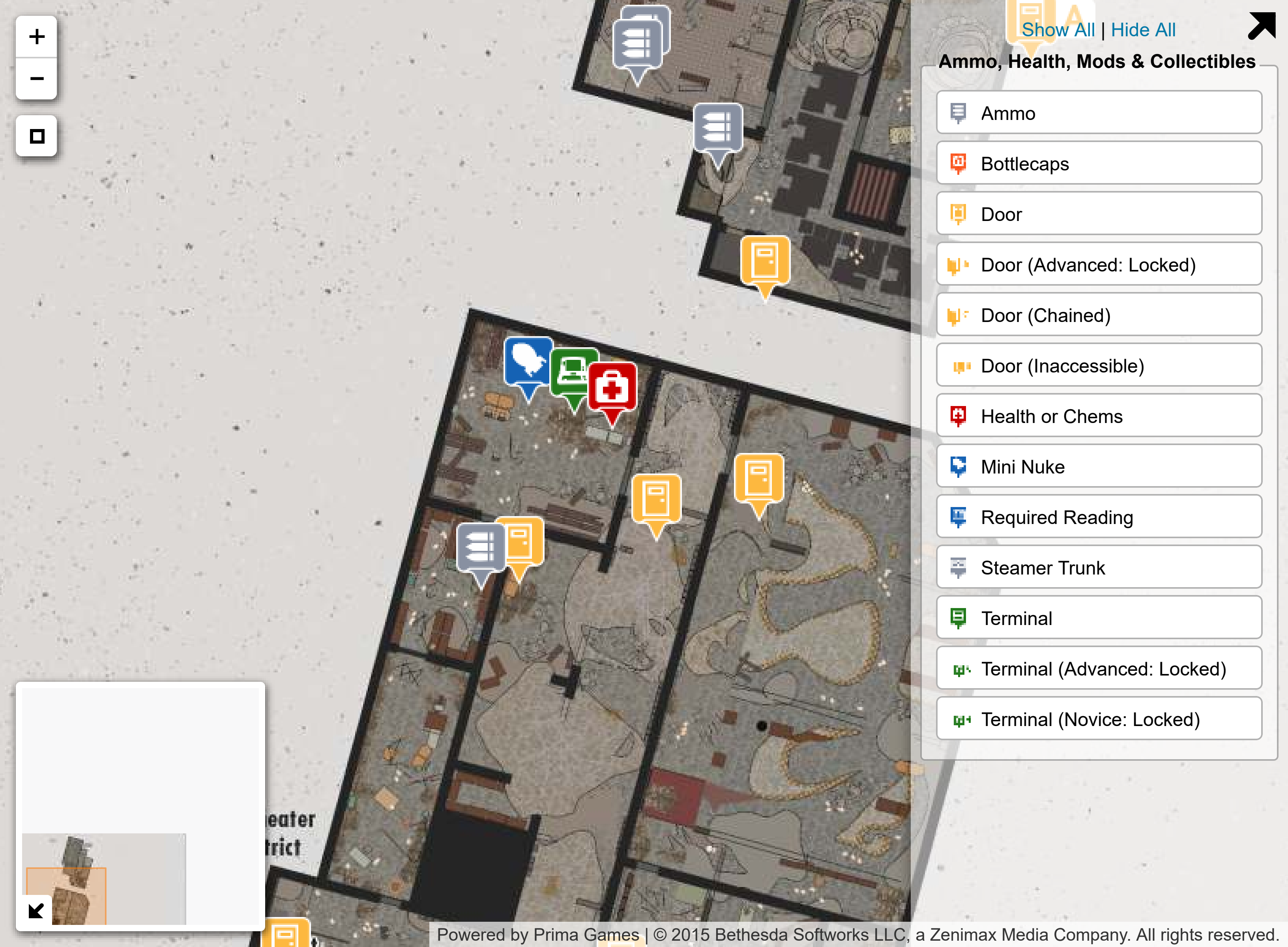
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Ammo, Health, Mods & Collectibles
Ammo
Bottlecaps
Door
Door (Advanced: Locked)
Door (Chained)
Door (Inaccessible)
Health or Chems
Mini Nuke
Required Reading
Steamer Trunk
Terminal
Terminal (Advanced: Locked)
Terminal (Novice: Locked)
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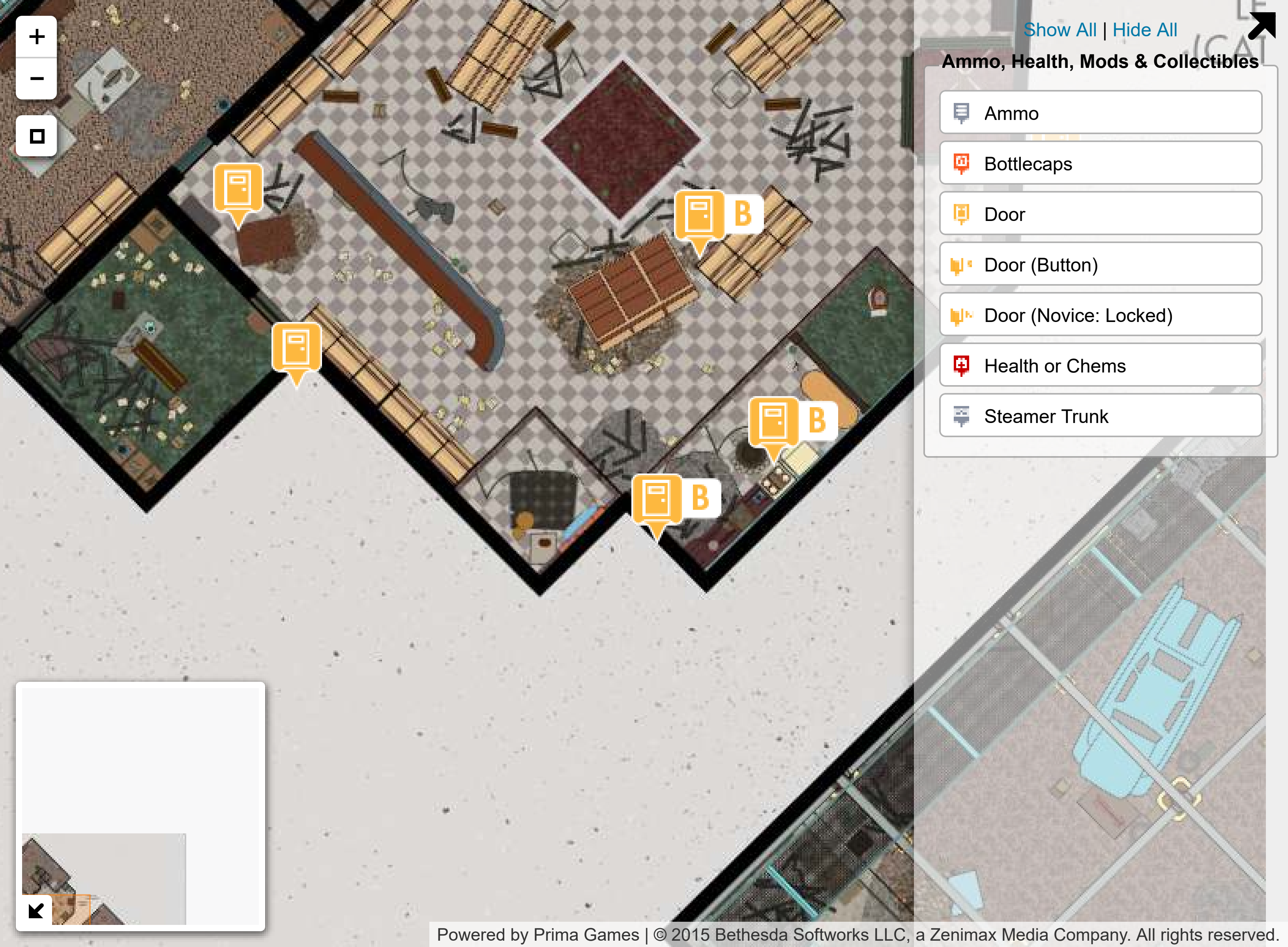
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Ammo, Health, Mods & Collectibles
Ammo
Bottlecaps
Door
Door (Button)
Door (Novice: Locked)
Health or Chems
Steamer Trunk
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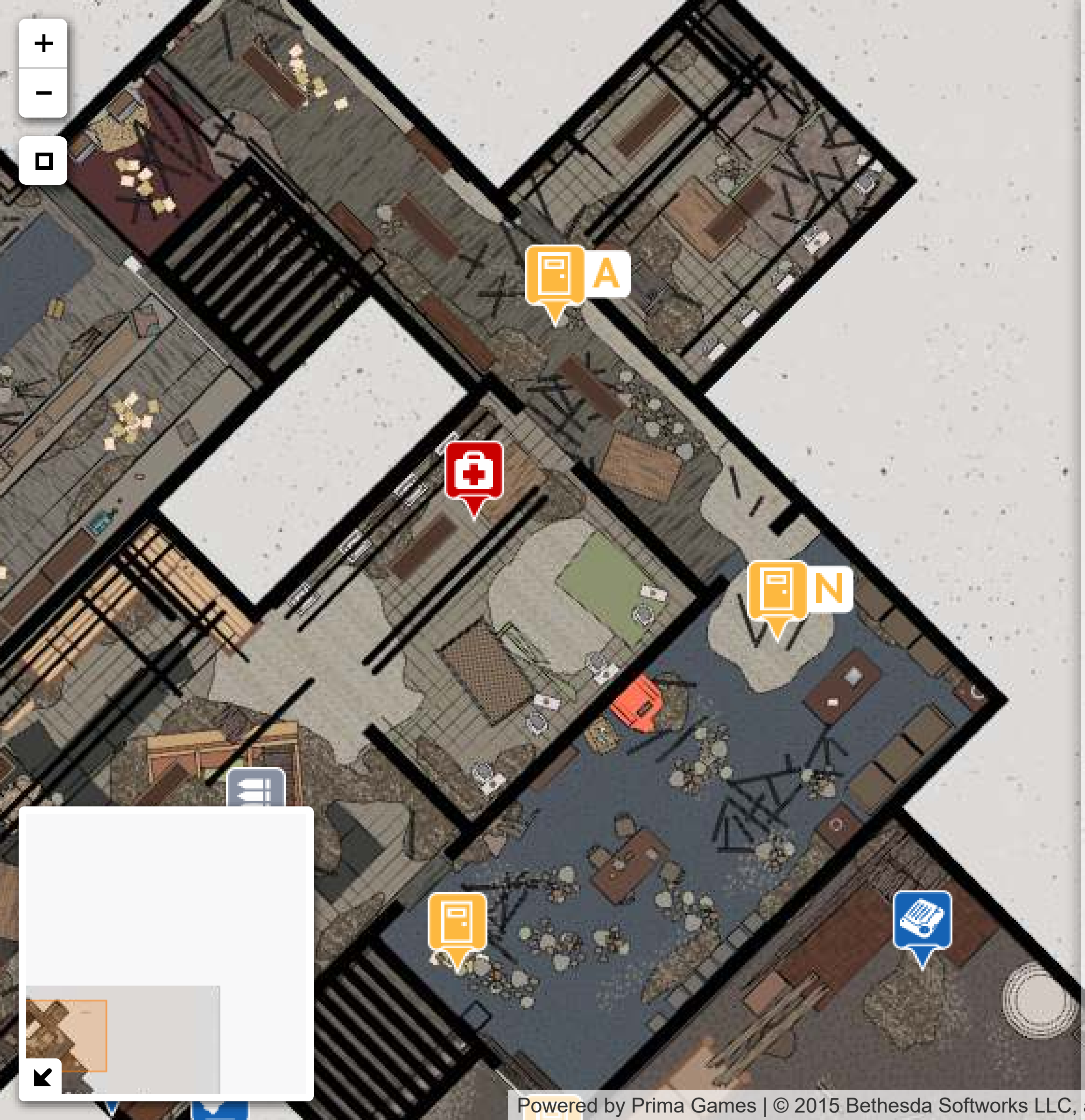

Show All | Hide All

Ammo, Health, Mods & Collectibles

- Ammo
- Bottlecaps
- Door
- Door (Advanced: Locked)
- Door (Expert: Locked)
- Door (Novice: Locked)
- Health or Chems
- Holotape
- Key
- Mini Nuke
- Nuka Cherry
- Nuka Cola
- Safe (Advanced: Locked)
- Safe (Expert: Locked)
- Steamer Trunk
- Terminal
- Terminal (Expert: Locked)

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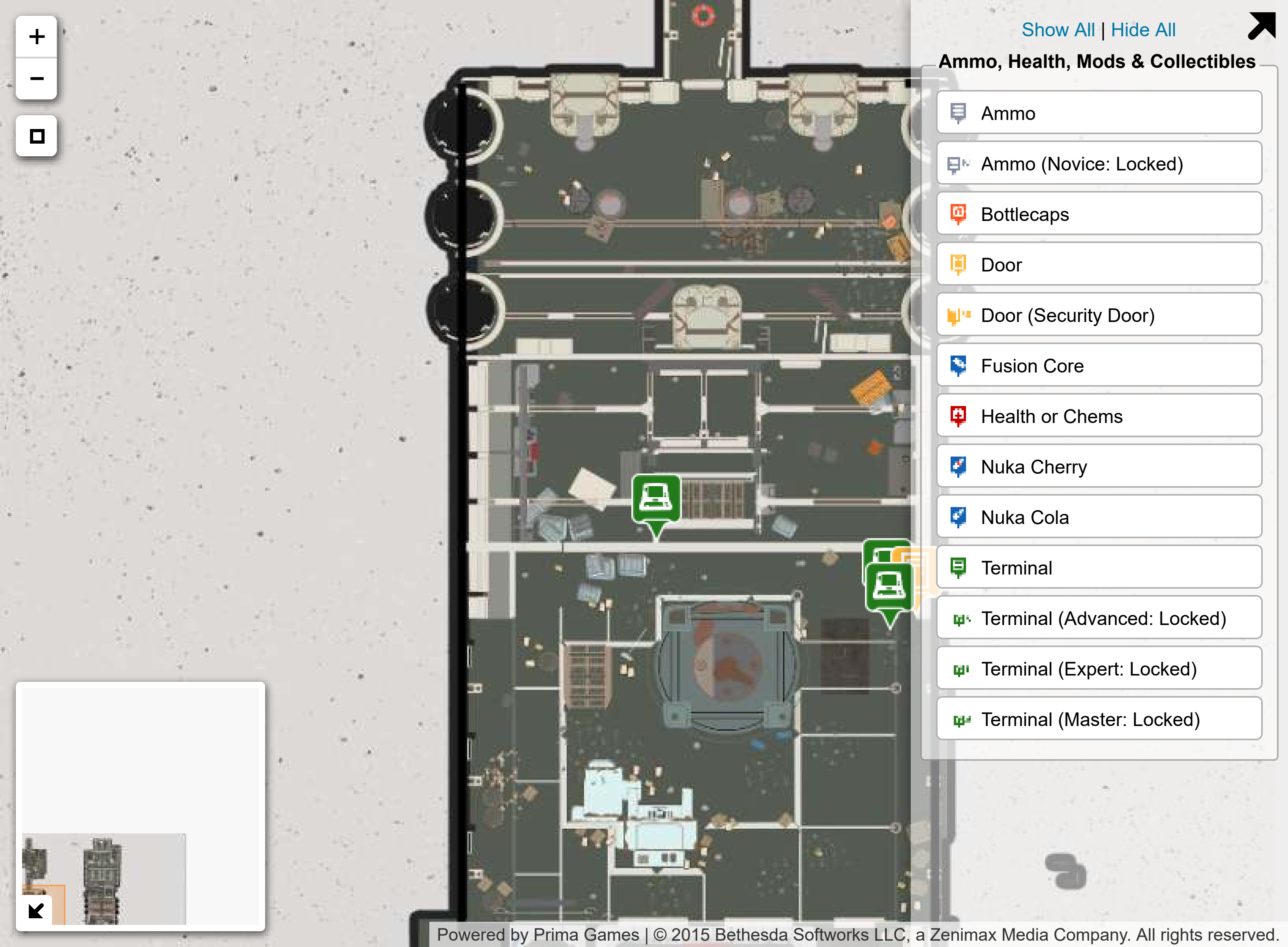
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Ammo, Health, Mods & Collectibles
Ammo
Ammo (Novice: Locked)
Bottlecaps
Door
Door (Security Door)
Fusion Core
Health or Chems
Nuka Cherry
Nuka Cola
Terminal
Terminal (Advanced: Locked)
Terminal (Expert: Locked)
Terminal (Master: Locked)

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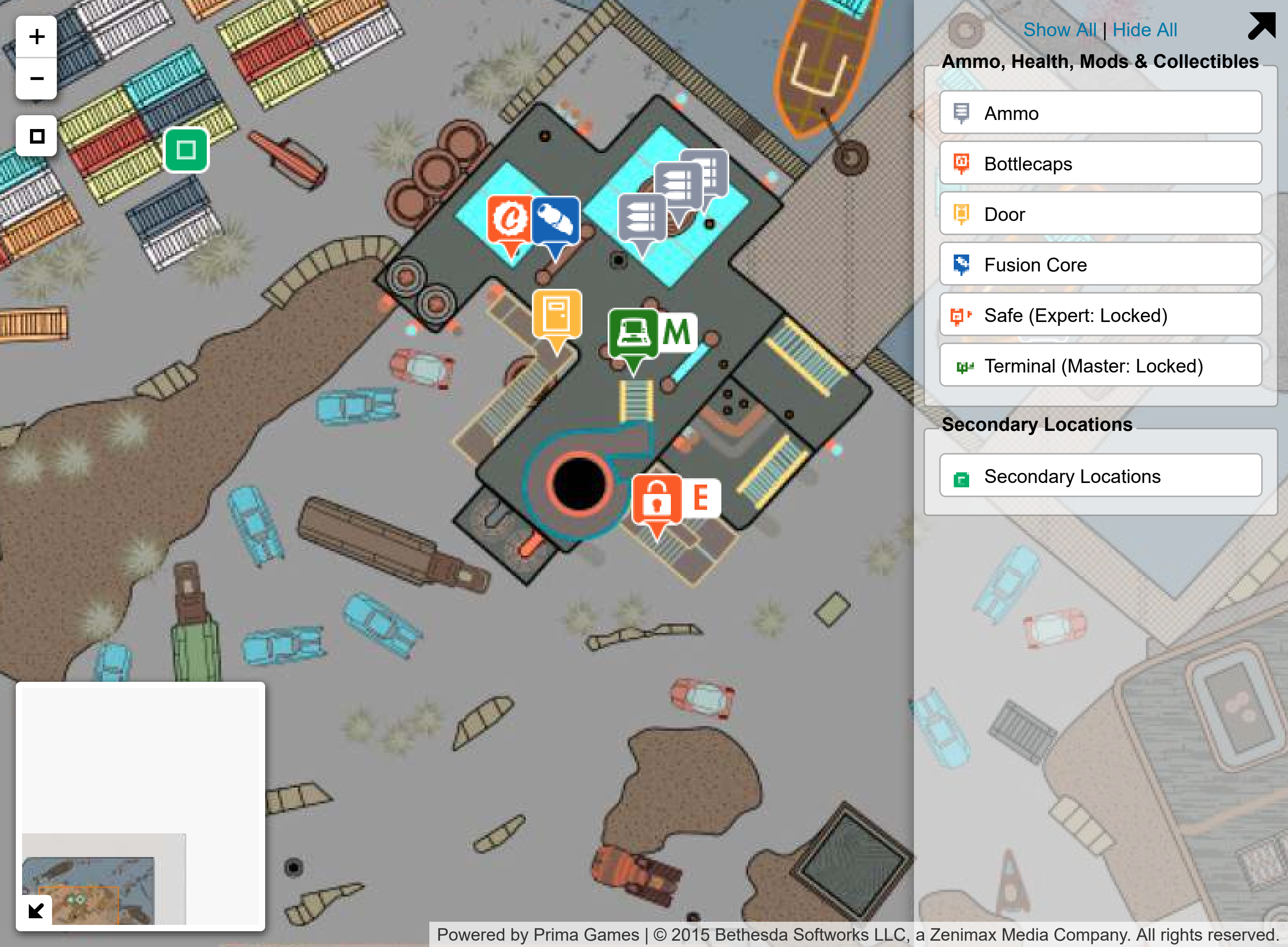
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Ammo, Health, Mods & Collectibles
Ammo
Bottlecaps
Door
Fusion Core
Safe (Expert: Locked)
Terminal (Master: Locked)
Secondary Locations
Secondary Locations

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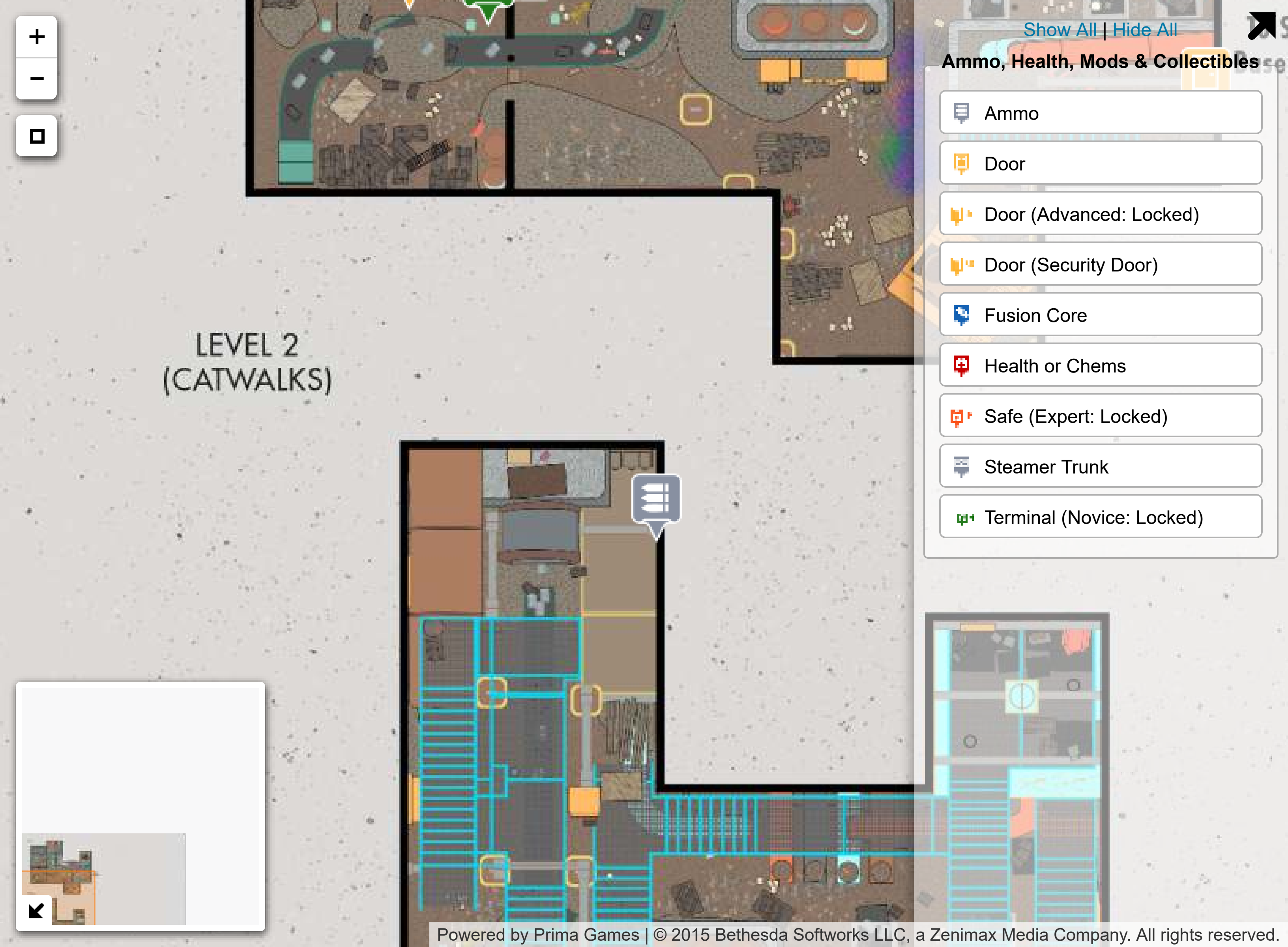
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LEVEL 2
(CATWALKS)
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Ammo, Health, Mods & Collectibles
Ammo
Door
Door (Advanced: Locked)
Door (Security Door)
Fusion Core
Health or Chems
Safe (Expert: Locked)
Steamer Trunk
Terminal (Novice: Locked)

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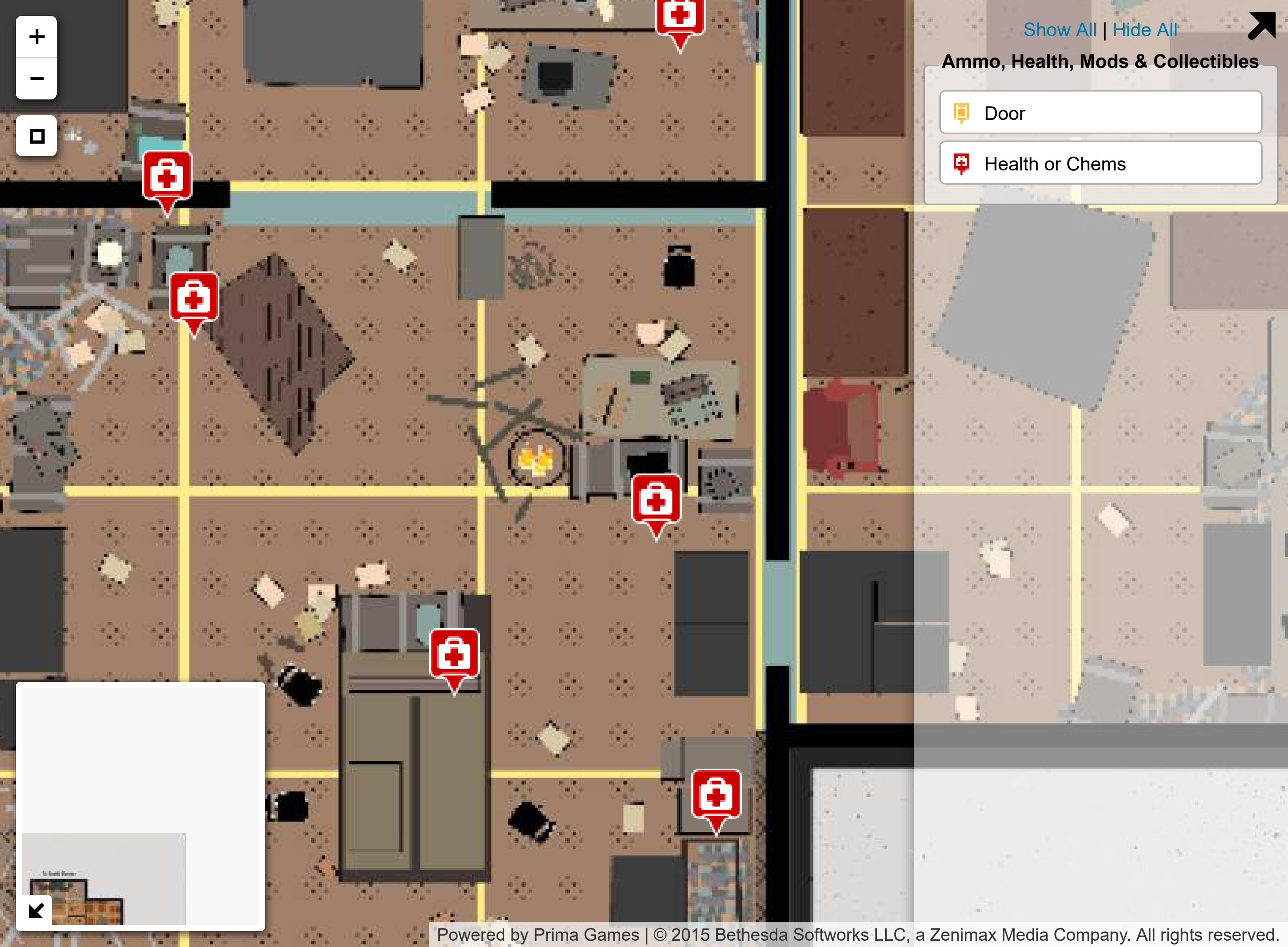
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Health or Chems

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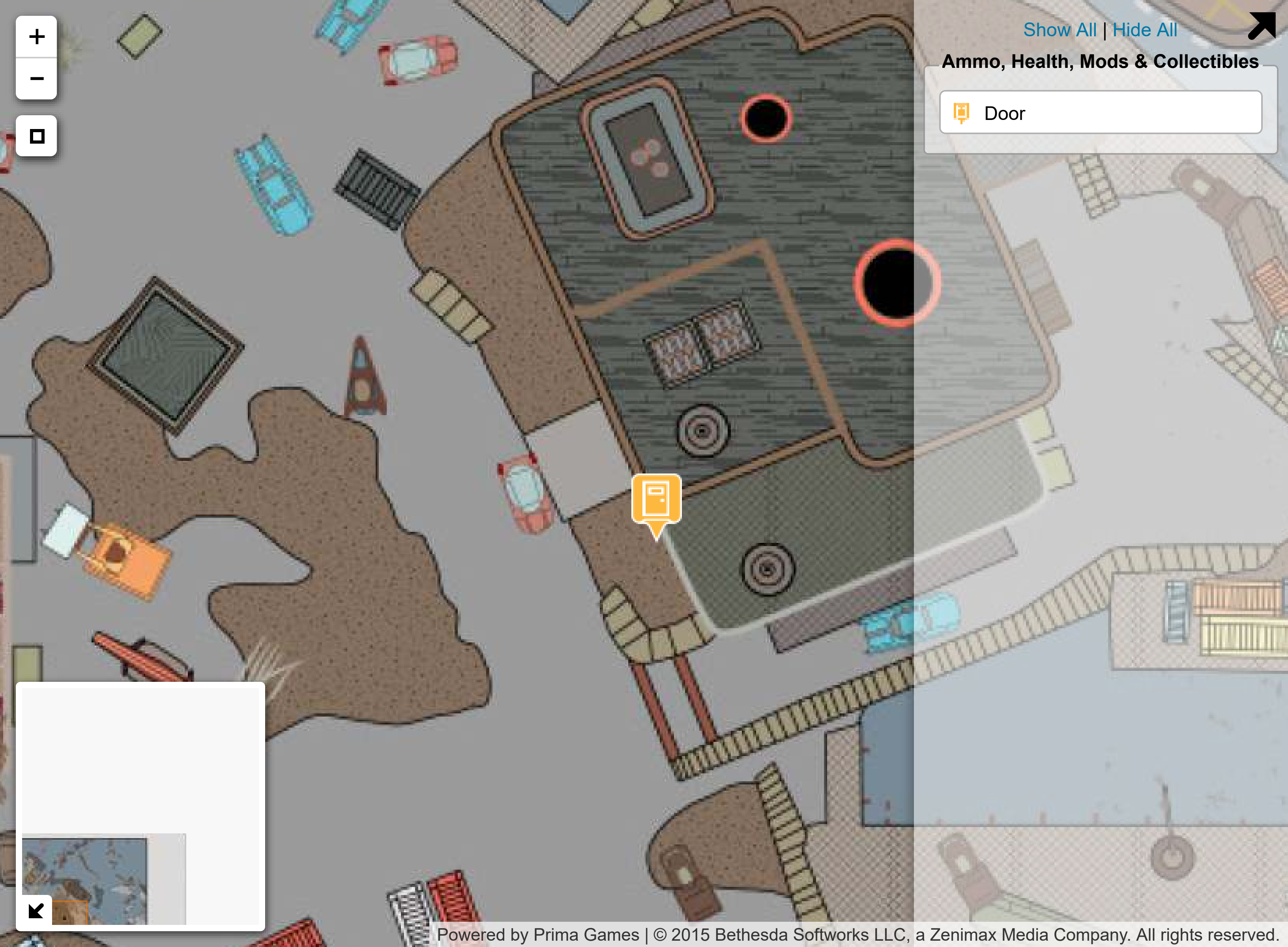
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Ammo, Health, Mods & Collectibles
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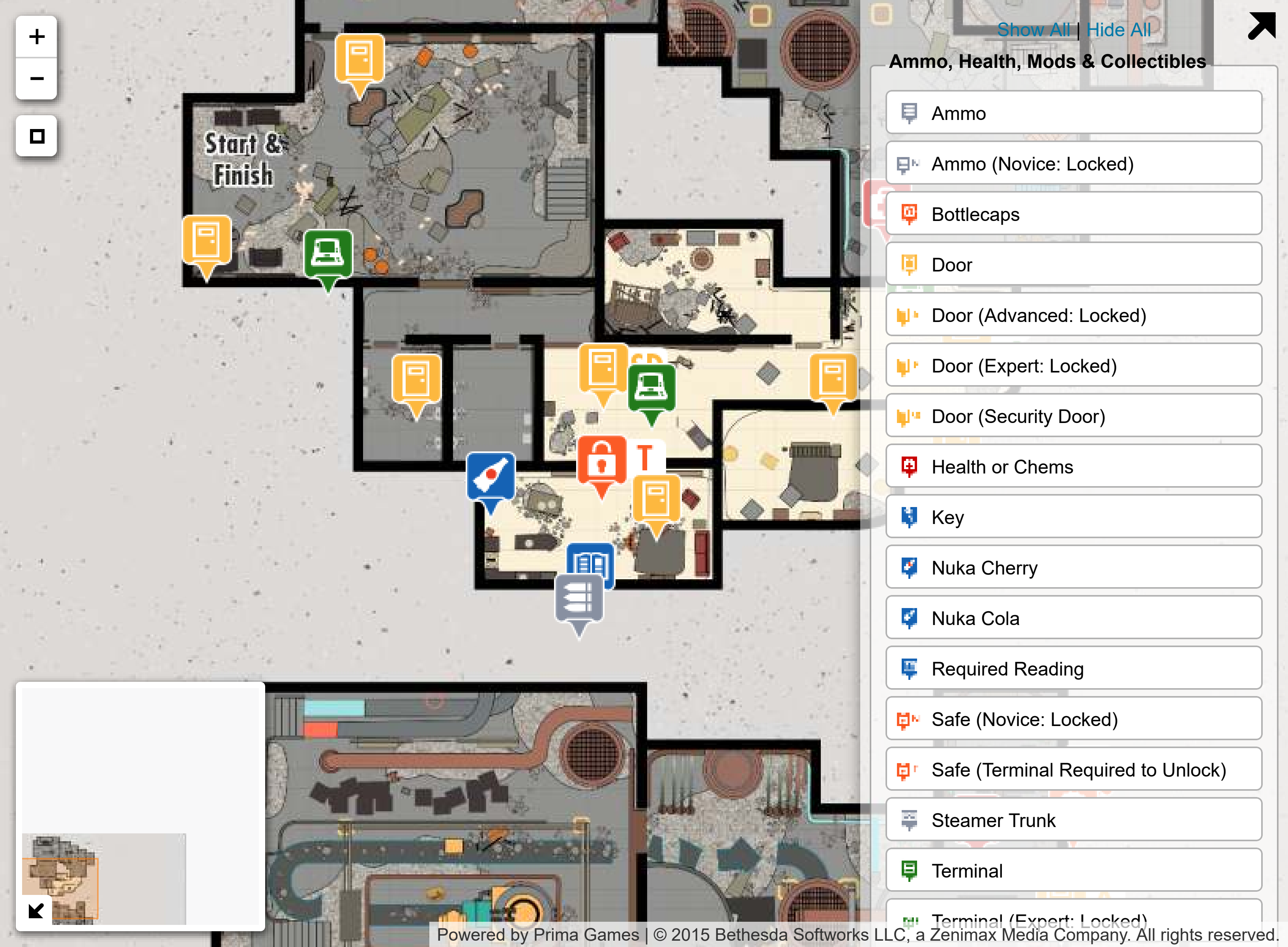
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Ammo, Health, Mods & Collectibles
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Bottlecaps
Door
Door (Advanced: Locked)
Door (Expert: Locked)
Door (Security Door)
Health or Chems
Key
Nuka Cherry
Nuka Cola
Required Reading
Safe (Novice: Locked)
Safe (Terminal Required to Unlock)
Steamer Trunk
Terminal
Terminal (Expert: Locked)

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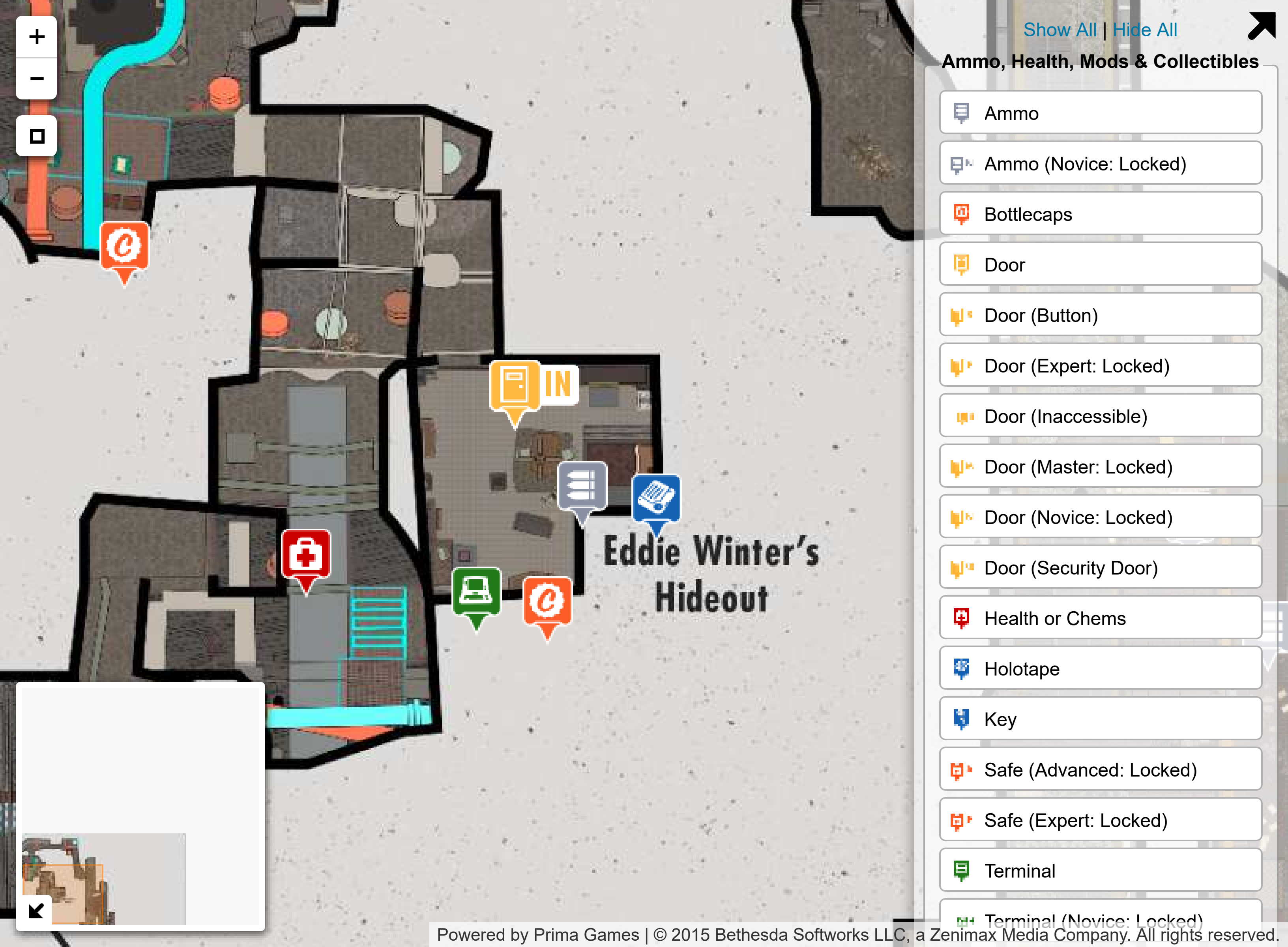

Ammo, Health, Mods & Collectibles

- Ammo
- Ammo (Novice: Locked)
- Bottlecaps
- Door
- Door (Button)
- Door (Expert: Locked)
- Door (Inaccessible)
- Door (Master: Locked)
- Door (Novice: Locked)
- Door (Security Door)
- Health or Chems
- Holotape
- Key
- Safe (Advanced: Locked)
- Safe (Expert: Locked)
- Terminal
- Terminal (Novice: Locked)

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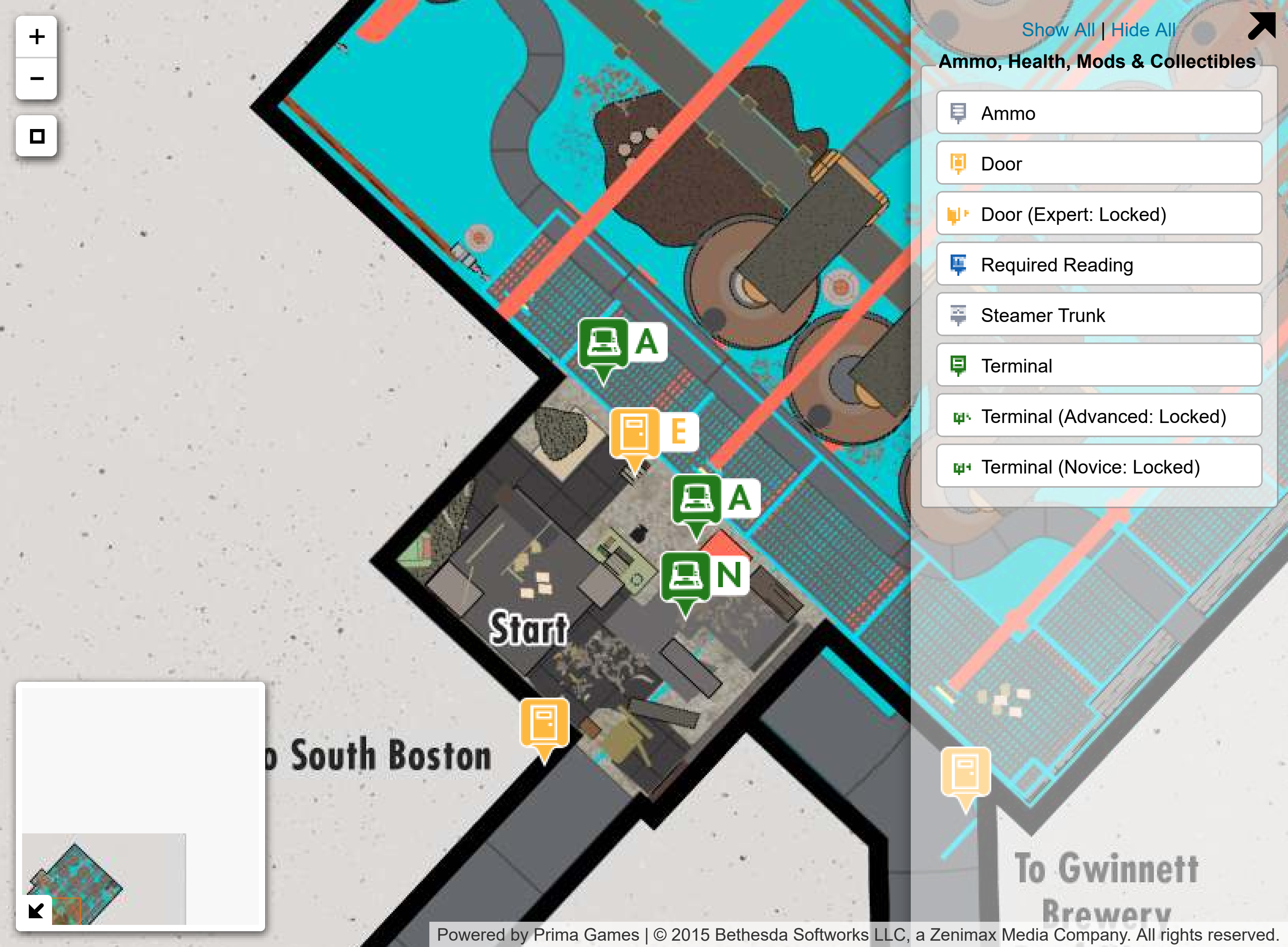
Show All | Hide All
Ammo, Health, Mods & Collectibles
Ammo
Door
Door (Expert: Locked)
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Steamer Trunk
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Terminal (Advanced: Locked)
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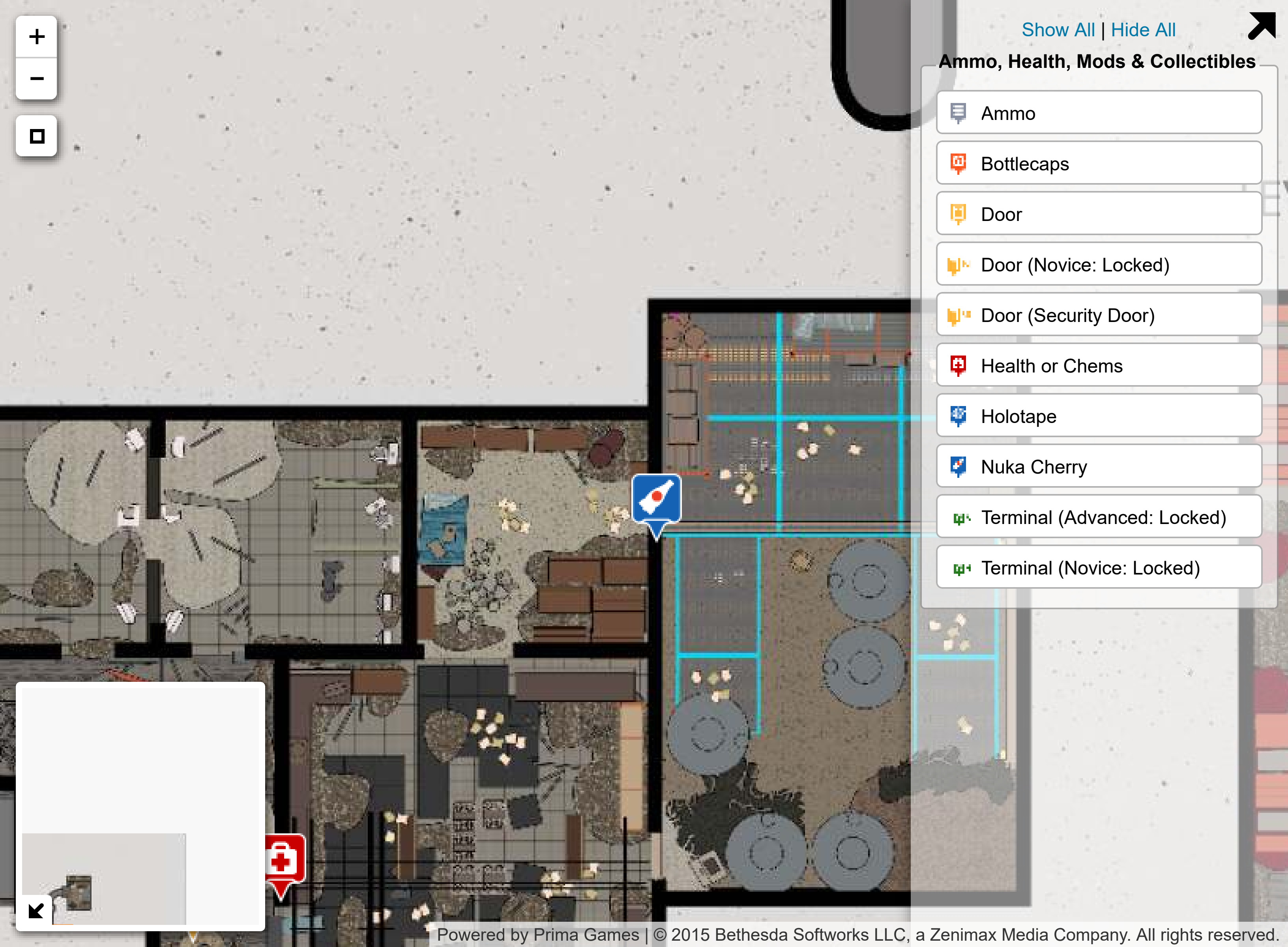
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Ammo, Health, Mods & Collectibles
Ammo
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Health or Chems
Holotape
Nuka Cherry
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Terminal (Novice: Locked)

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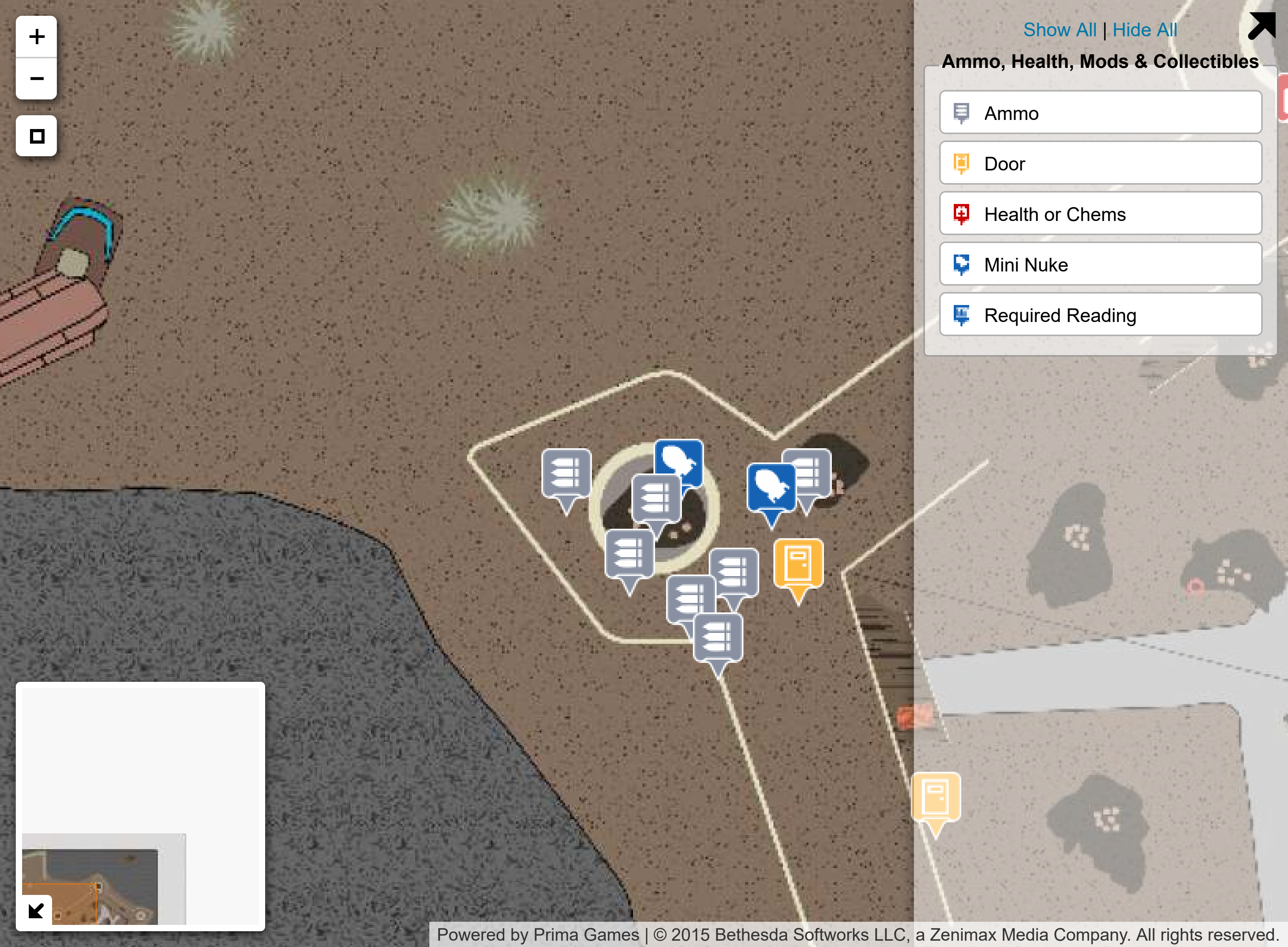

Ammo, Health, Mods & Collectibles

- Ammo
- Door
- Health or Chems
- Mini Nuke
- Required Reading

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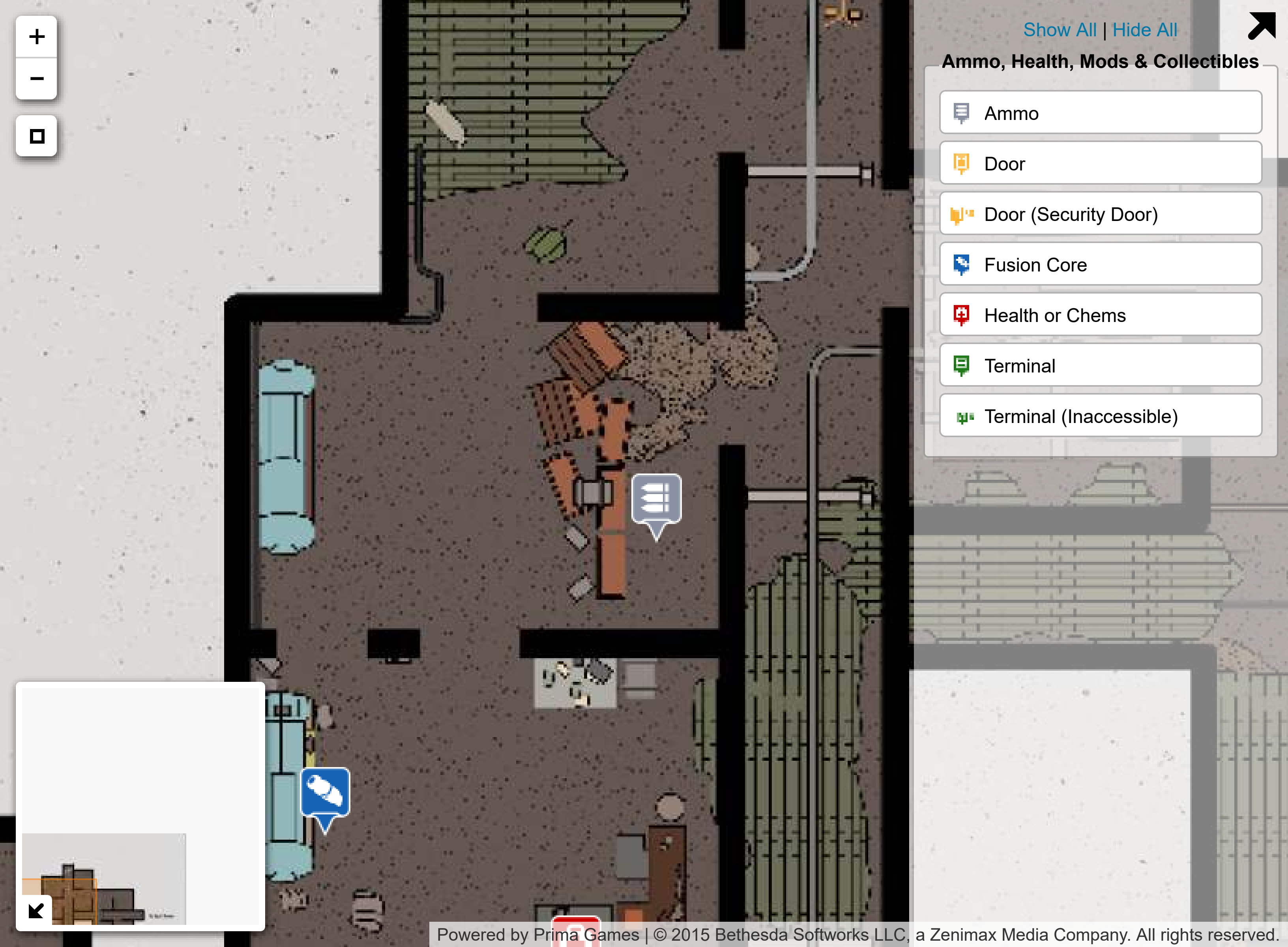
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Ammo, Health, Mods & Collectibles
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Door (Security Door)
Fusion Core
Health or Chems
Terminal
Terminal (Inaccessible)

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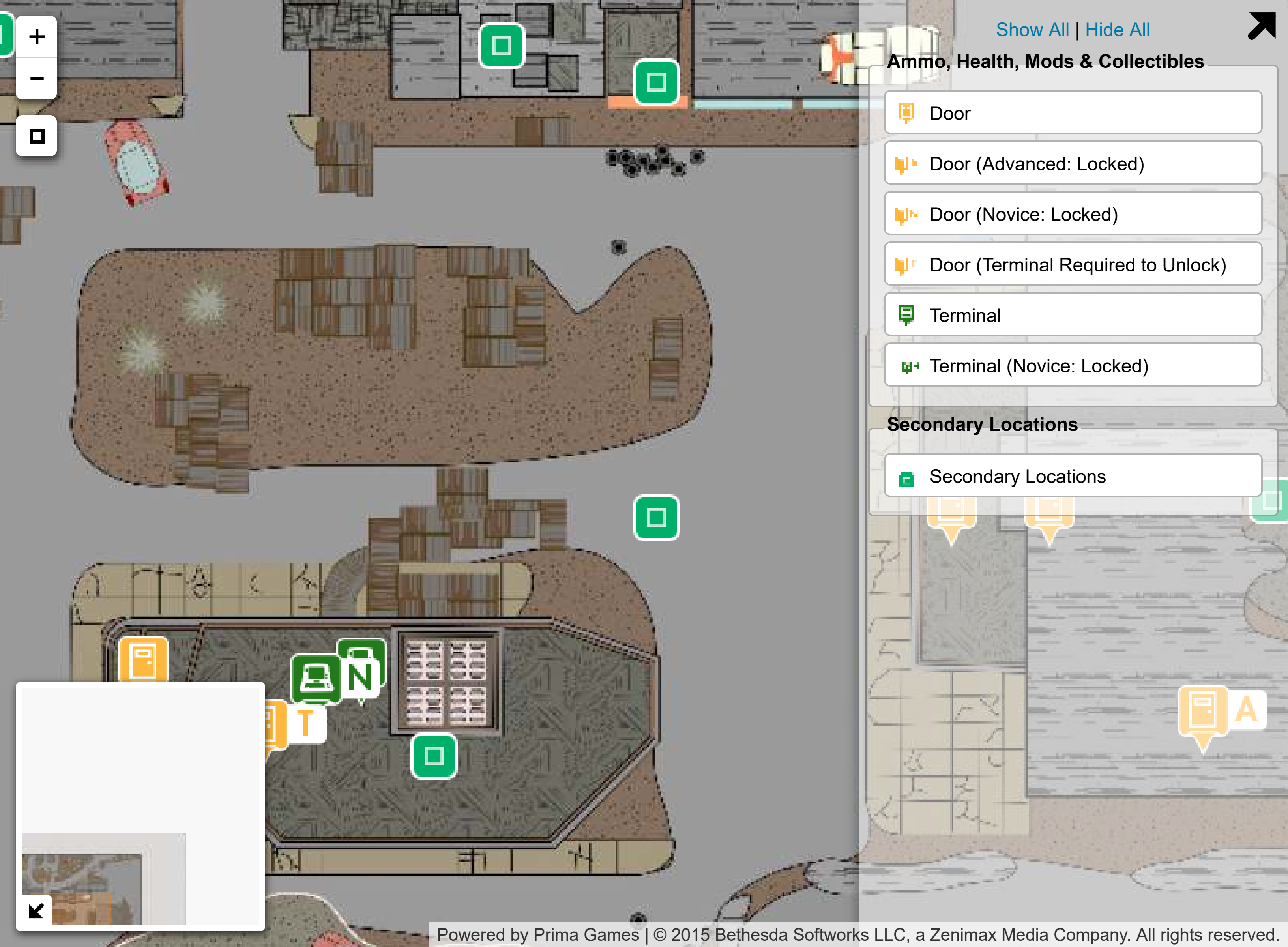
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Door (Novice: Locked)
Door (Terminal Required to Unlock)
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Terminal (Novice: Locked)
Secondary Locations
Secondary Locations
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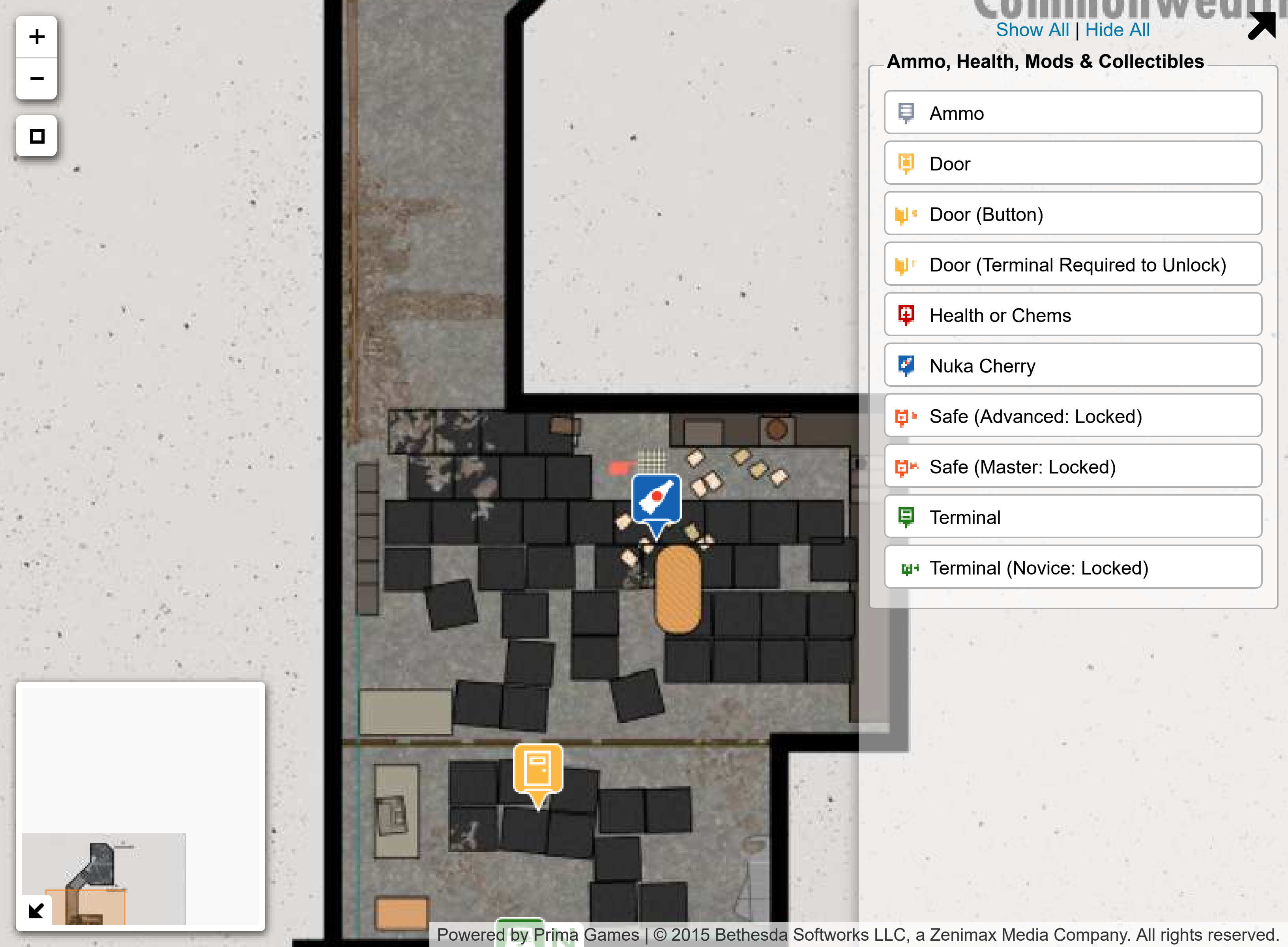
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Ammo, Health, Mods & Collectibles
Ammo
Door
Door (Button)
Door (Terminal Required to Unlock)
Health or Chems
Nuka Cherry
Safe (Advanced: Locked)
Safe (Master: Locked)
Terminal
Terminal (Novice: Locked)

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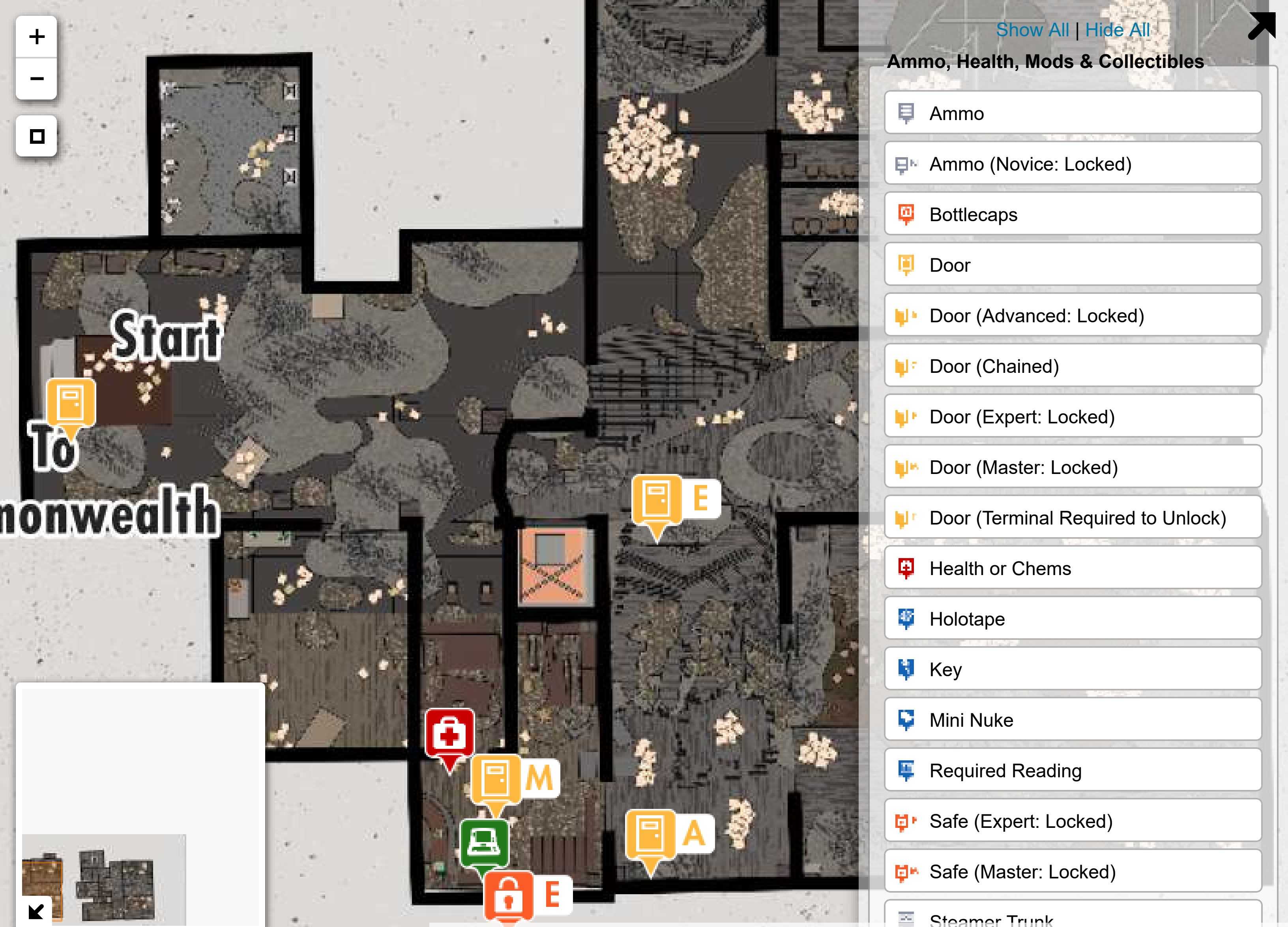
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Ammo, Health, Mods & Collectibles
Ammo
Ammo (Novice: Locked)
Bottlecaps
Door
Door (Advanced: Locked)
Door (Chained)
Door (Expert: Locked)
Door (Master: Locked)
Door (Terminal Required to Unlock)
Health or Chems
Holotape
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Mini Nuke
Required Reading
Safe (Expert: Locked)
Safe (Master: Locked)
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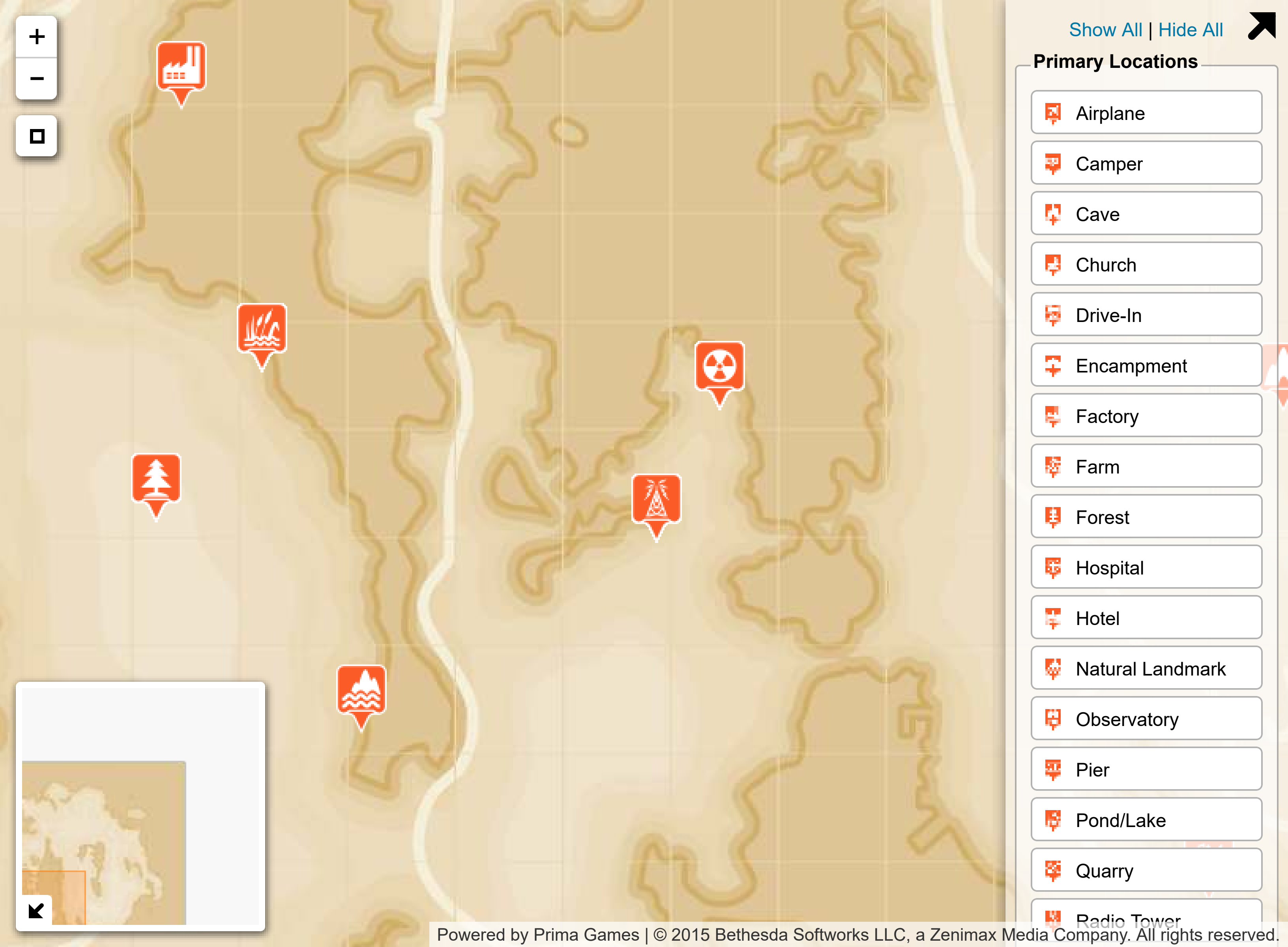
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Show All | Hide All
Primary Locations
Airplane
Camper
Cave
Church
Drive-In
Encampment
Factory
Farm
Forest
Hospital
Hotel
Natural Landmark
Observatory
Pier
Pond/Lake
Quarry
Radio Tower

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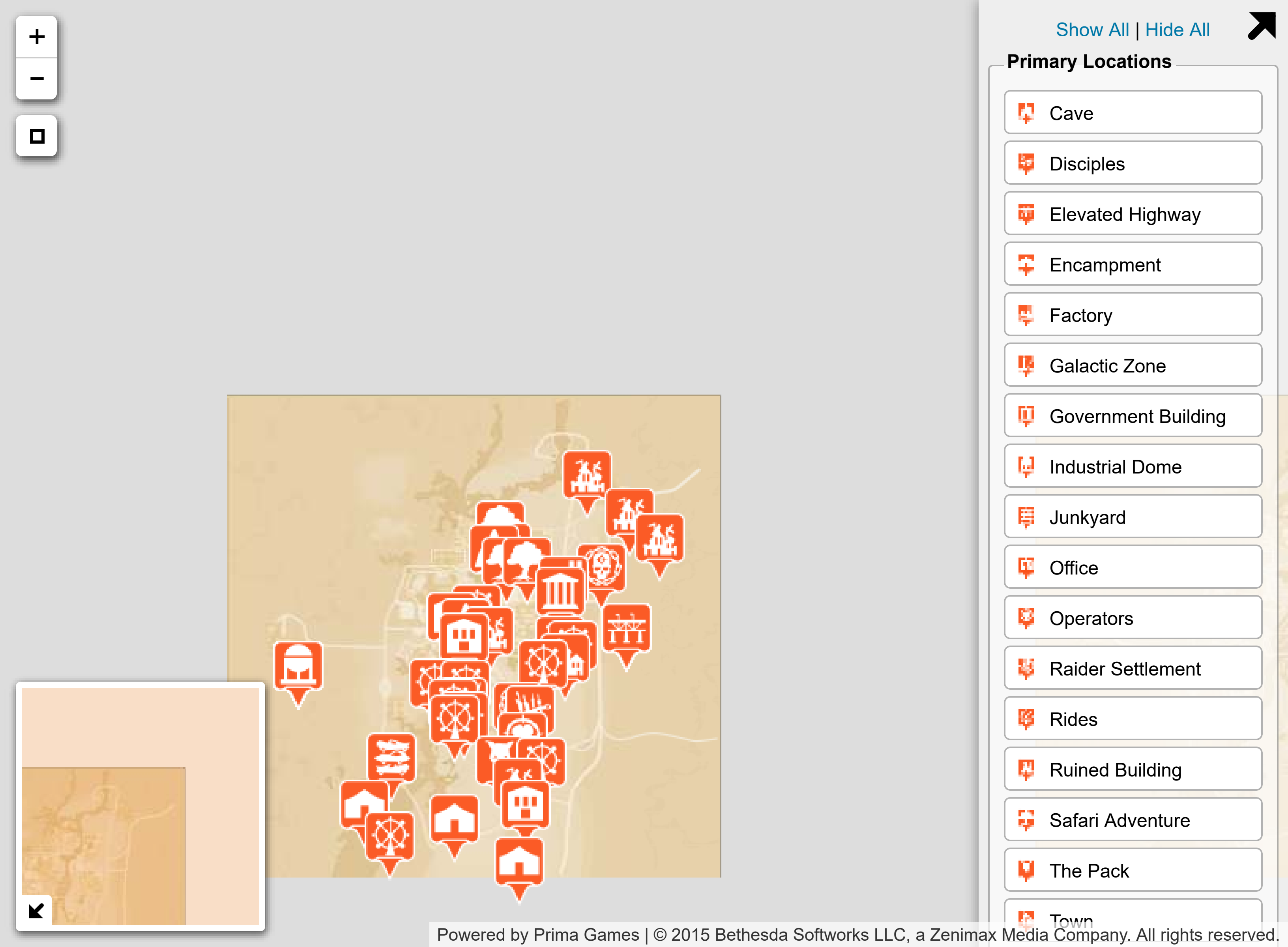
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Show All | Hide All
Primary Locations
Cave
Disciples
Elevated Highway
Encampment
Factory
Galactic Zone
Government Building
Industrial Dome
Junkyard
Office
Operators
Raider Settlement
Rides
Ruined Building
Safari Adventure
The Pack
Town

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Fallout 4
AUTOMATRON

Getting Started

Fallout 4
ROBOTS, ROBOTS AND MORE ROBOTS! EVEN BUILD YOUR OWN!
AUTOMATRON
Bethesda

The mysterious Mechanist has unleashed a horde of evil robots into the Commonwealth, including the devious robobrain. Hunt them down and harvest their parts to build and mod your own custom robot companions. Choose from hundreds of mods; mixing limbs, armor, abilities, and weapons like the all-new lightning chain gun. Even customize their paint schemes and choose their voices!

The Commonwealth may be facing a grave new threat, but it also contains some intriguing new apparel items. From the Rust Devils' custom armor to the Mechanist's signature ensemble, you're sure to find at least a few worthy additions to your wardrobe.

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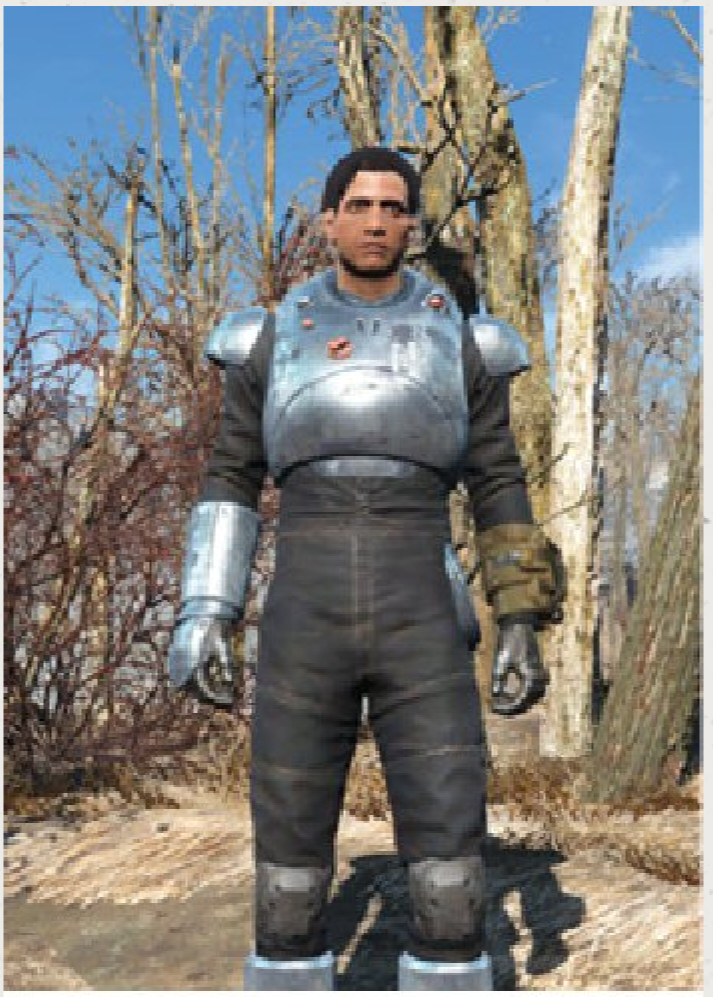
For its weight, the Mechanist's custom armor offers considerable protection. This unique outfit also features some useful bonuses, a slot for Railroad weave mods, and a sleek new look.



MECHANIST'S ARMOR

OUTFITS

NAME	BONUS	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	WEIGHT	VALUE	MODS
Mechanist's **Armor**	Reduces damage from robots by 15%, Endurance +1	72	72	0	20	2000	

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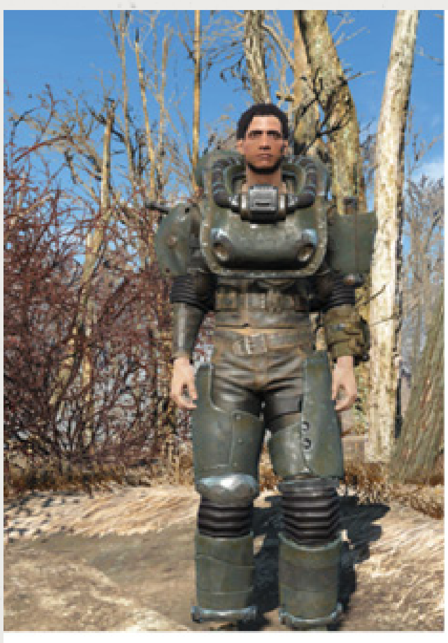
Fallout 4
AUTOMATRON

Overview

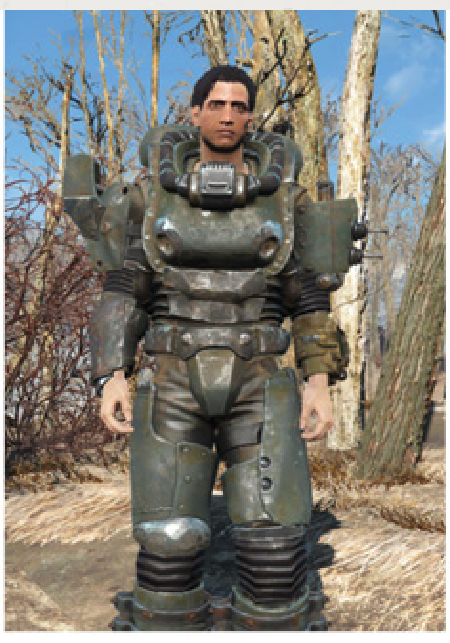
Armor Pieces

ROBOT ARMOR

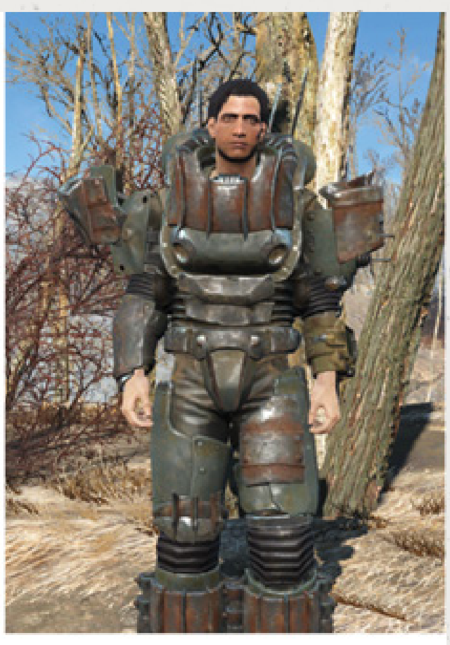
In most respects, the Rust Devils' robot armor pieces are similar to metal armor pieces. These armor sets both favor Damage Resistance over Energy Resistance, they're both relatively heavy, and they both support the same selection of armor mods. However, a robot armor piece tends to offer a bit more protection than its metal armor counterpart. Rust Devils serve as the Commonwealth's only source of robot armor.



ROBOT ARMOR



STURDY ROBOT ARMOR



HEAVY ROBOT ARMOR

ROBOT ARMOR PIECES

NAME	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	WEIGHT	VALUE	MODS
CHEST						
Robot Chest Piece	14	10	0	8	25	👍
Sturdy Robot Chest Piece	27	20	0	15.5	100	👍
Heavy Robot Chest Piece	39	30	0	23.1	175	👍
LEFT ARM						
Robot Left Arm	8	3	0	3	8	👍
Sturdy Robot Left Arm	16	8	0	7.9	58	👍
Heavy Robot Left Arm	23	13	0	12.8	108	👍
LEFT LEG						
Robot Left Leg	8	5	0	3	16	👍
Sturdy Robot Left Leg	16	10	0	7.9	66	👍
Heavy Robot Left Leg	23	15	0	12.8	116	👍
RIGHT ARM						
Robot Right Arm	8	3	0	3	8	👍
Sturdy Robot Right Arm	16	8	0	7.9	58	👍
Heavy Robot Right Arm	23	13	0	12.8	108	👍
RIGHT LEG						
Robot Right Leg	8	5	0	3	10	👍
Sturdy Robot Right Leg	16	10	0	7.9	60	👍
Heavy Robot Right Leg	23	15	0	12.8	110	👍

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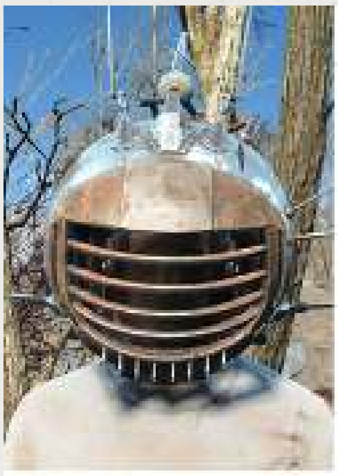
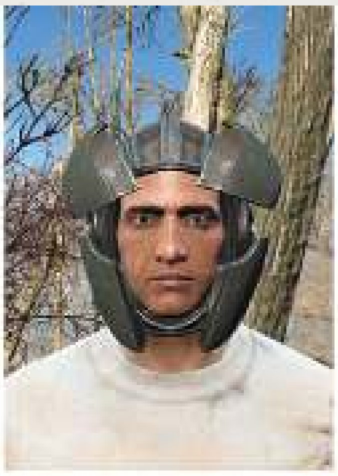
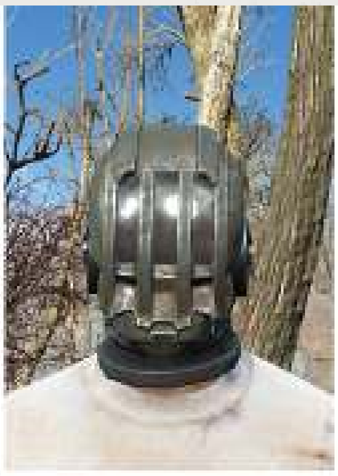
Fallout 4
AUTOMATRON

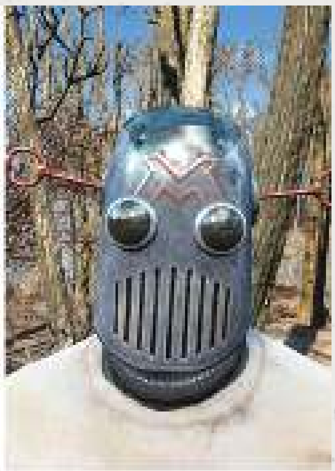
Headgear

Tired of the same old look? Why not update your wardrobe with one of the Commonwealth's newest bits of headgear? The robot-based helmets used by some Rust Devils feature interesting designs, plus they're compatible with all metal helmet mods. The Mechanist's Helmet offers excellent protection, a lightweight design, and some useful bonus effects.


EYEBOT HELMET


ASSAULTRON HELMET


SENTRY BOT HELMET


MECHANIST'S HELMET

HEADGEAR

NAME	BONUS	DAMAGE RESISTANCE	ENERGY RESISTANCE	RADIATION RESISTANCE	WEIGHT	VALUE	MODS
Assaultron Helmet	—	9	5	0	3	20	👍
Eyebot Helmet	—	8	5	0	3	20	👍
Mechanist's Helmet	Charisma +1, Intelligence +1	13	13	0	1	1250	👎
Sentry Bot Helmet	—	10	5	0	4	20	👍

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Fallout 4
AUTOMATRON

Overview

Unique Apparel

UNIQUE APPAREL ITEMS

NAME	ITEM TYPE	BONUS	NOTES
Mechanist's **Armor**	Outfit	Reduces damage from robots by 15%, Endurance +1	Complete "**Restoring Order**" (specific details depend on chosen outcome).
Mechanist's Helmet	**Headgear**	Charisma +1, Intelligence +1	Complete "**Restoring Order**" (specific details depend on chosen outcome).
Tesla T-60 Left Arm	T-60 Left Arm	Increases Energy Damage.	Defeat Ivey in the Fort Hagen Hangar (at the Fort Hagen Satellite Array) and collect the part from her body.
Tesla T-60 Right Arm	T-60 Right Arm	Increases Energy Damage.	Defeat Ivey in the Fort Hagen Hangar (at the Fort Hagen Satellite Array) and collect the part from her body.
Tesla T-60 Torso	T-60 Torso	Increases Energy Damage.	Defeat Ivey in the Fort Hagen Hangar (at the Fort Hagen Satellite Array) and collect the part from her body.

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Fallout 4
AUTOMATRON

Overview

Aid

The technology behind the Mechanist threat has also produced a new aid item. However, this item isn't meant for human consumption. The Robot Repair Kit can only be administered to an incapacitated robotic ally.

ROBOT REPAIR KIT

Even the most durable robot companion can succumb to the rigors of battle. Luckily, the Robot Repair Kit allows you to revive and repair an incapacitated Automatron in mere seconds. These single-use devices can even replace destroyed limbs and unstable mods. Hostile robots often carry Robot Repair Kits, so always remember to search the remains of vanquished Automatrons.

NAME	EFFECTS	WEIGHT	VALUE	ADDICTION %	DURATION	CRAFTED
Robot Repair Kit	HP +30%	0.1	48	—	—	👎

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Fallout 4
AUTOMATRON

Overview

Misc

During your search for the Mechanist, you'll collect a variety of miscellaneous items. You'll find new keys, passcodes, letters, journals—everything from supplemental information to essential quest items. Although experienced adventurers are sure to be familiar with miscellaneous items and their uses, there are a few new additions that warrant special mention.

AUTOMATRON

This challenging Holotape game can be found in the Fort Hagen Hangar (located below the Fort Hagen Satellite Array). To add this game to your collection, simply access the Rust Devils gaming terminal and eject the loaded Holotape.

NAME	WEIGHT	VALUE
Automatron	0	300

SCHEMATICS

Collect newly available schematics to expand your selection of buildable workshop items. Complete "Mechanical Menace" to receive the Robot Workbench Schematics. Schematics for wall-mounted spotlights and the Eyebot Pod can be found in the Mechanist's Lair.

SCHEMATICS

NAME	WEIGHT	VALUE
Eyebot Pot Schematics	0	25
Robot Workbench Schematics	0	25
Spotlight Schematics	0	25

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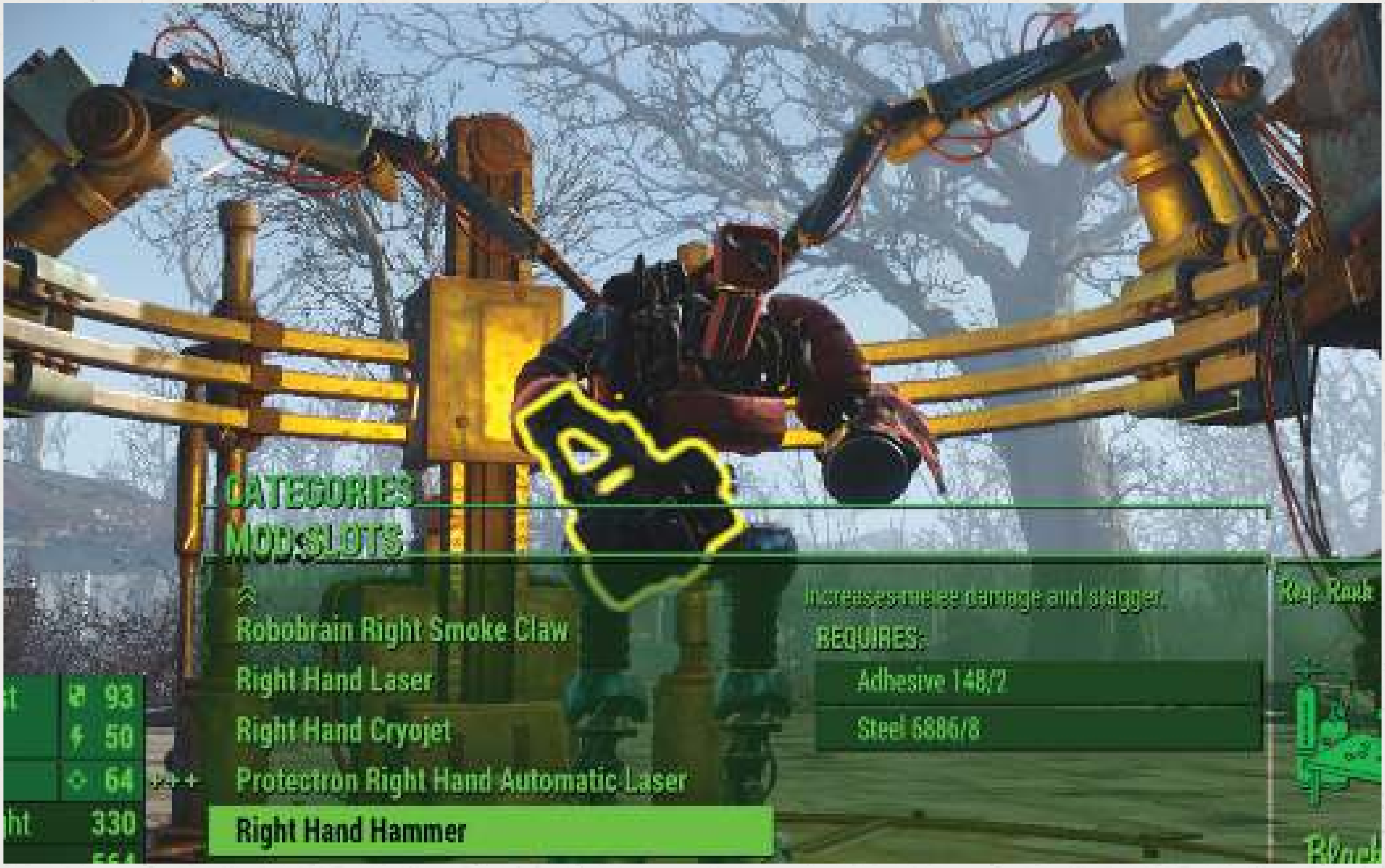
Fallout 4
AUTOMATRON

Overview

Mods

The Mechanist's minions pose a serious danger to the people of the Commonwealth. However, the emergence of this new threat also presents new crafting opportunities. With a Robot Workbench and a supply of materials, you'll be able to utilize a variety of intriguing robot mods.


CATEGORIES
MOD SLOTS
Robobrain Right Smoke Claw
Right Hand Laser
Right Hand Cryojet
Protectron Right Hand Automatic Laser
Right Hand Hammer
93
50
64
330

Increases melee damage and stagger.

REQUIRES:

Adhesive 148/2

Steel 6886/8

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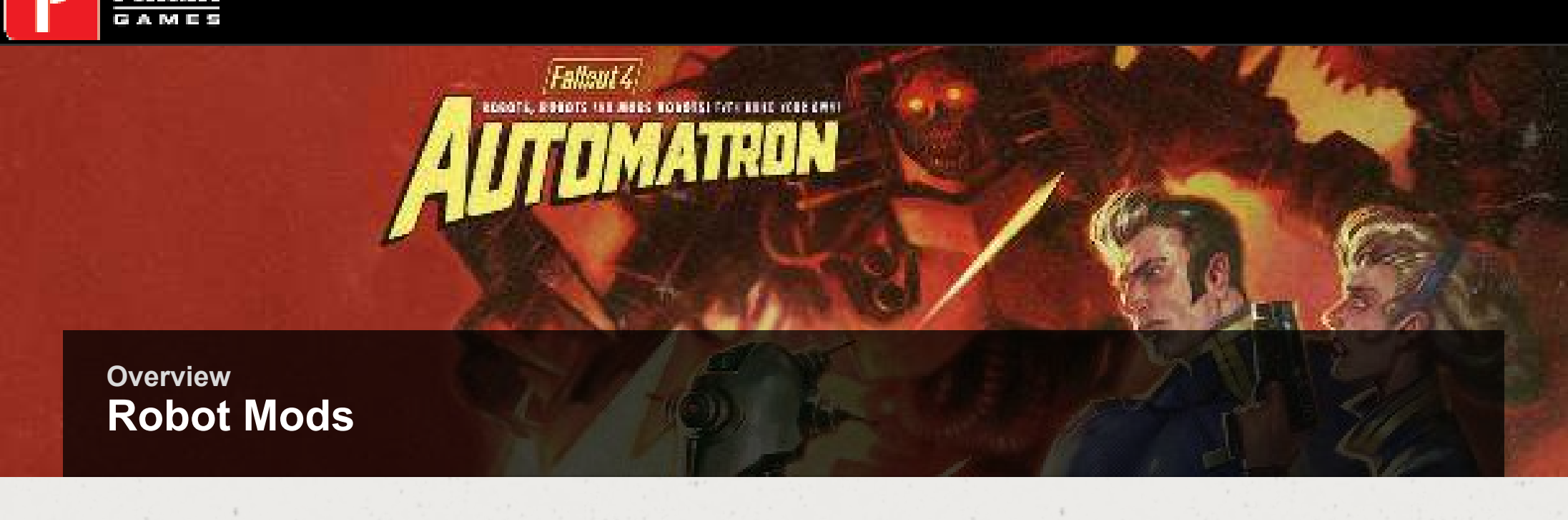


Overview

Robot Mods

Robot **mods** allow you to create and customize robot companions. Offensive capabilities, resistances, movement speed, carrying capacity—everything an Automatron has to offer is determined by the **mods** you choose to install.

A newly built Robot Workbench contains a small selection of robot mod plans. Collect **mods** from vanquished **enemies** to unlock additional options. Building a robot mod usually requires specific materials, and some advanced **mods** also have perk prerequisites. Those interested in Automatron construction would do well to invest in the Robotics Expert perk, along with Science!, Armorer, Blacksmith, and Gun Nut. Each robot mod has its own material requirements, but stocking up on screws, aluminum, copper, adhesive, ceramic, rubber, and steel should get you off to a good start.

While **mods** for **weapons**, **armor**, and **Power Armor** are attached to existing **items**, robot **mods** work differently. Each and every piece of an Automatron is a separate mod, and the available options change depending on which **mods** are currently installed.

HELPFUL HINT FROM VAULT BOY!

Tired of scouring the Commonwealth for an elusive robot mod? Don't fret! Putting an end to the Mechanist threat automatically unlocks plans for all robot **mods** at your Robot Workbench.

MOD CATEGORIES

During customization, the Robot Workbench organizes available **mods** into basic categories—most of which contain multiple subcategories. Some of these categories are always present, but others appear or vanish depending on an Automatron's current configuration.

ROBOT MOD CATEGORIES

CATEGORY	MOD TYPES	FOCUS
Special **Mods**	Quest-specific	Special robot **mods** are used to progress your search for the Mechanist.
Head	Heads, head **armor**	Heads tend to determine an Automatron's accuracy and engagement distance. Some heads feature onboard **weapons**.
Torso	Torsos, torso **armor**, **miscellaneous mods**, model-specific attachments	Most torsos focus on base health, carrying capacity, and model-specific features.
Left Arm	Left arms, left arm **armor**, left hands, left hand **armor**	Arms play important roles in damage output and carrying capacity.
Right Arm	Right arms, right arm **armor**, right hands, right hand **armor**	Arms play important roles in damage output and carrying capacity.
Thruster Arm	Middle thruster arm, middle arm **armor**, middle hands, left thruster arm, left arm **armor**, left hands, right thruster arm, right arm **armor**, right hands	These model-specific arms are used to augment damage output. This category only appears when an Automatron utilizes the Mr. Handy torso and thruster **mods**.
Legs	Legs, waist **armor**, thruster **armor**, left leg **armor**, right leg **armor**	Legs focus on movement speed and carrying capacity.
Voice	Voices	Voice **mods** determine an Automatron's vocal qualities and personality subroutines.
Paint	Paint	Paint determines the color of accent pieces and equipped **armor mods**.

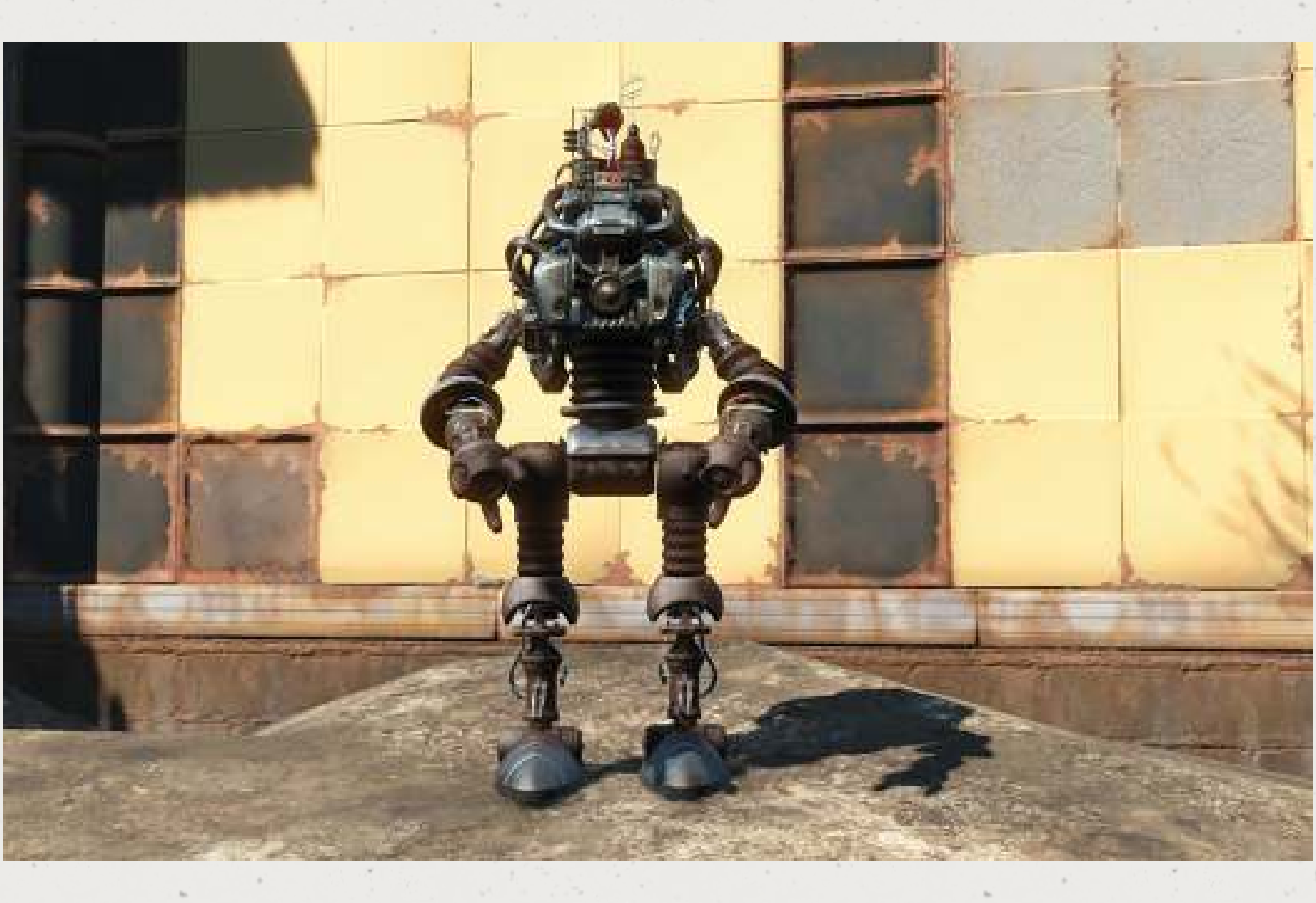
BASE MODS

When combined, **mods** that act as heads, torsos, arms, and legs form the base of your Automatron. These **mods** not only determine factors like movement speed, accuracy, and total health, they also serve as anchor points for **weapons**, **armor**, and **miscellaneous** attachments.

The Robot Workbench allows for a staggering number of configurations, but every base mod belongs to one of five basic robot models. If you want to build an effective companion, it's important to understand the strengths of each base.

Protectron

Each new robot companion you build starts as a collection of Protectron **mods**. This standard Automatron isn't as fast or durable as other models, but it does offer a considerable carrying capacity.

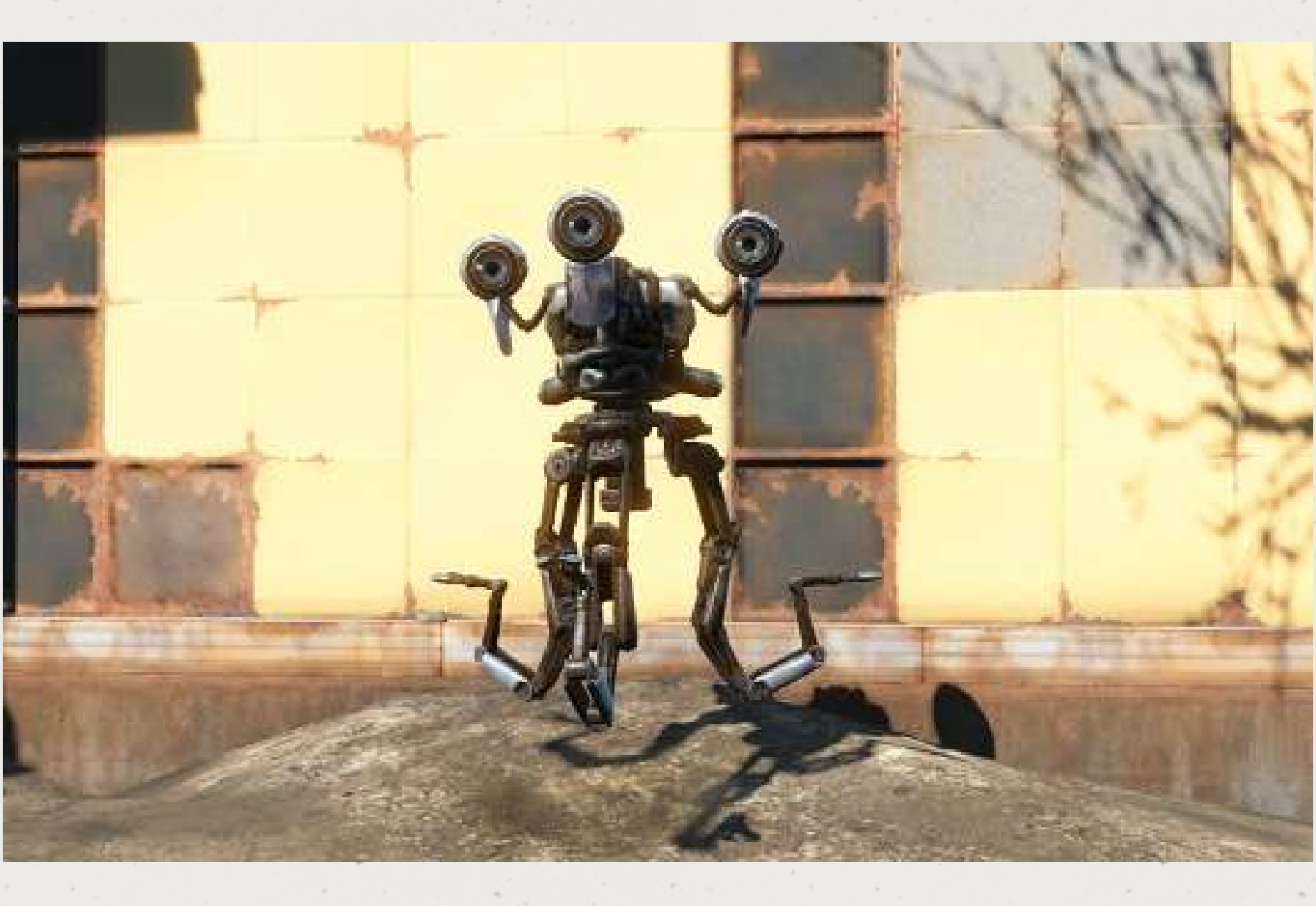


BASIC FEATURES

HEAD	The Protectron head features medium engagement distance and reduced accuracy.
TORSO	The Protectron torso offers no special features.
ARMS	Protectron arms provide superior carrying capacity with reduced melee damage.
LEGS	Protectron legs feature improved carrying capacity with a relatively low movement speed.

Mr. Handy

A complete Mr. Handy assembly offers a blend of speed and versatility. In lieu of a head slot, the Mr. Handy torso **supports** up to three eye attachments. Its thruster arms aren't compatible with the weaponized hands supported by conventional arms, but they do support a reduced selection of model-specific hand **mods**.

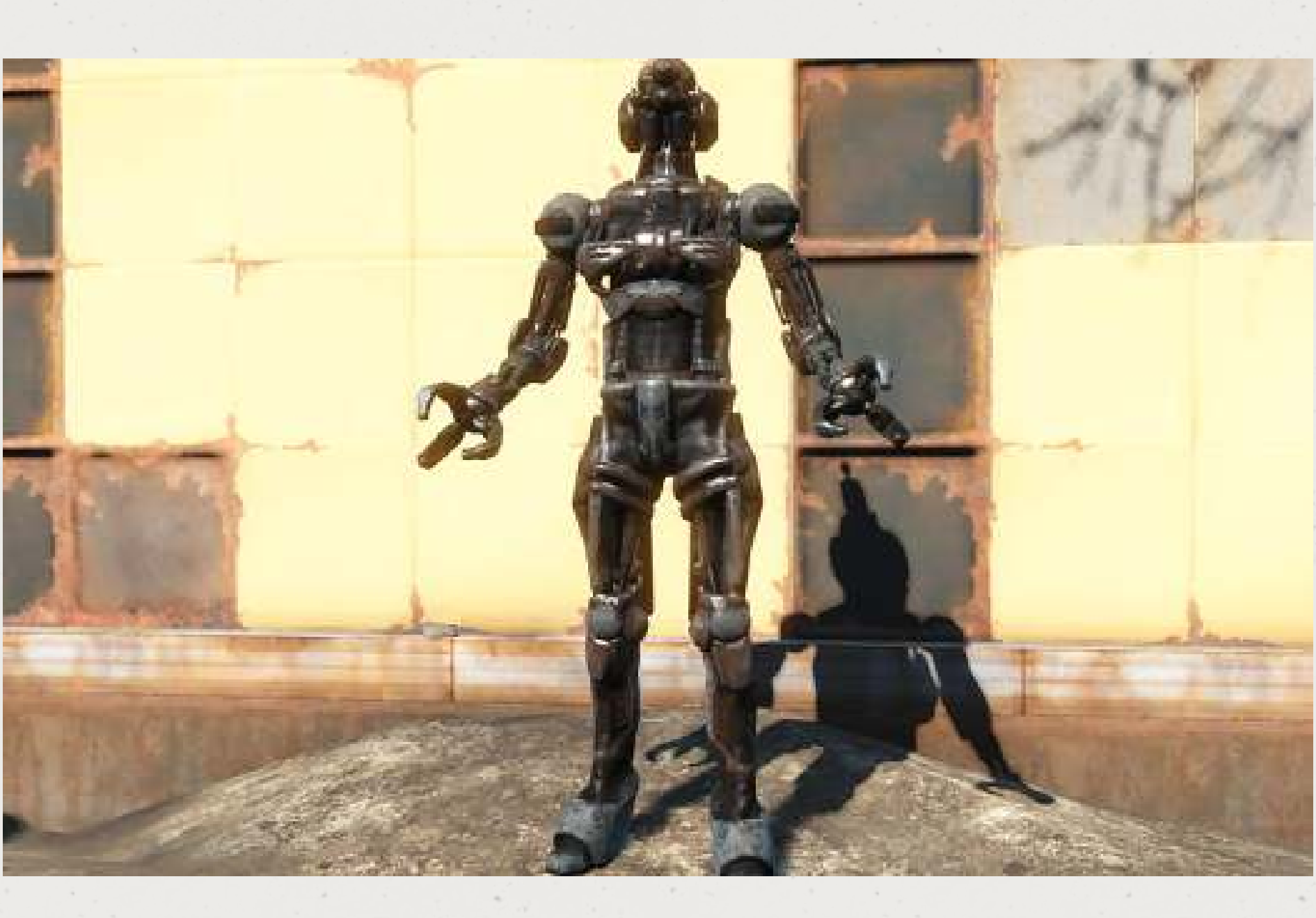


BASIC FEATURES

HEAD	This model does not offer or support head **mods**.
TORSO	The Mr. Handy torso features superior movement speed. This torso prohibits the use of head **mods**, but it does offer slots for up to three Mr. Handy eye attachments. These model-specific eyes improve accuracy and engagement distance.
ARMS	This model doesn't include conventional arms, but up to three thruster arms can be equipped when the Mr. Handy torso and thruster **mods** are both installed. Thruster arms boost melee damage and can support a limited selection of model-specific hand attachments.
LEGS	The Mr. Handy thruster offers exceptional movement speed, but it prohibits the use of heavier **weapons**.

Assaultron

The Assaultron base is both durable and fast, making it an excellent choice for a melee-focused Automatron. Its total health can't match that of the Robobrain or Sentry models, but its considerable speed and powerful attacks make a properly equipped Assaultron a serious threat in close quarters **combat**.

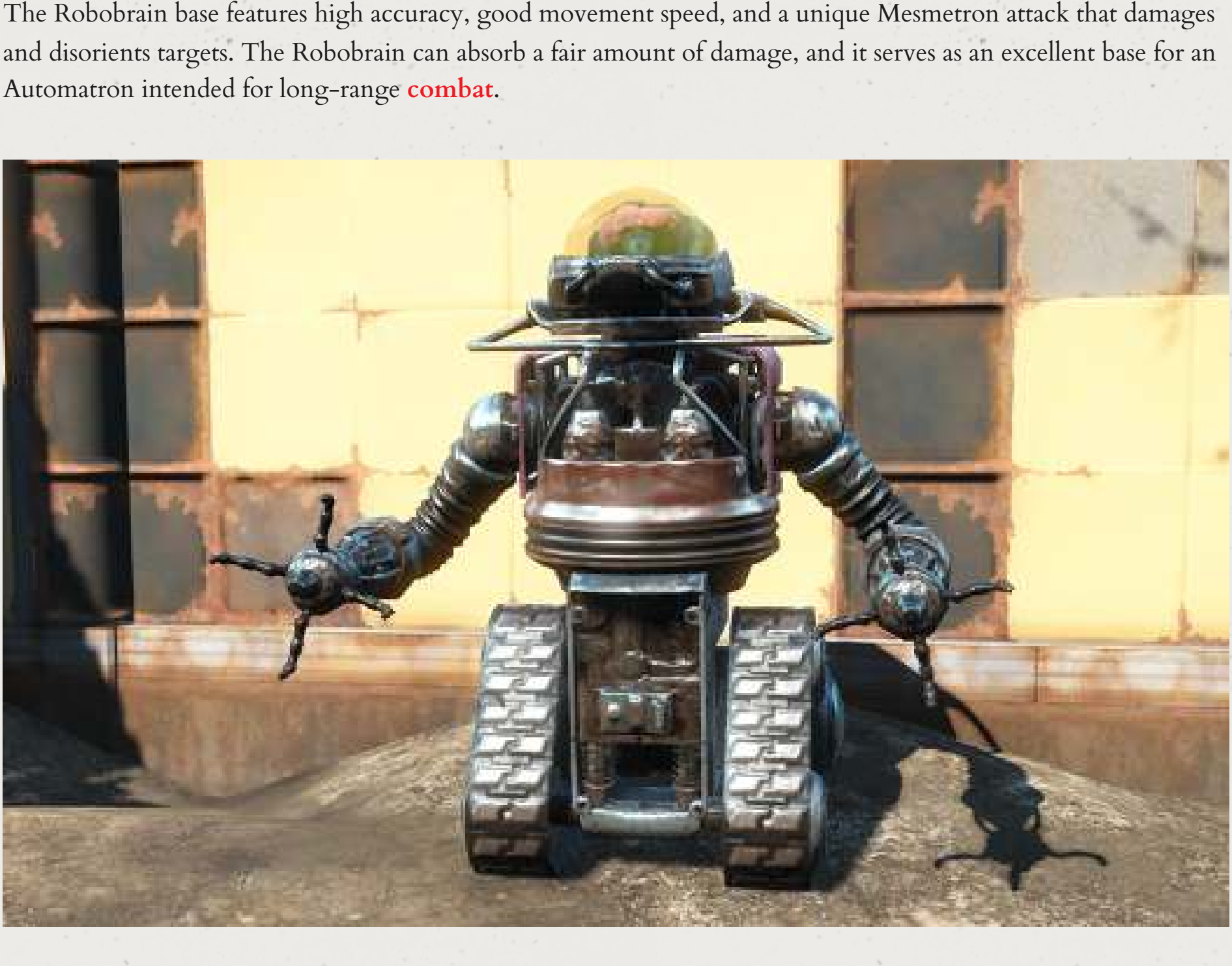


BASIC FEATURES

HEAD	The standard Assaultron head features poor accuracy and a short engagement distance. Advanced Assaultron heads include an onboard laser for powerful energy attacks.
TORSO	The Assaultron torso provides improved health.
ARMS	Assaultron arms offer superior melee damage with reduced carrying capacity.
LEGS	Assaultron legs boast superior movement speed.

Robobrain

The Robobrain base features high accuracy, good movement speed, and a unique Mesmetron attack that damages and disorients targets. The Robobrain can absorb a fair amount of damage, and it serves as an excellent base for an Automatron intended for long-range **combat**.

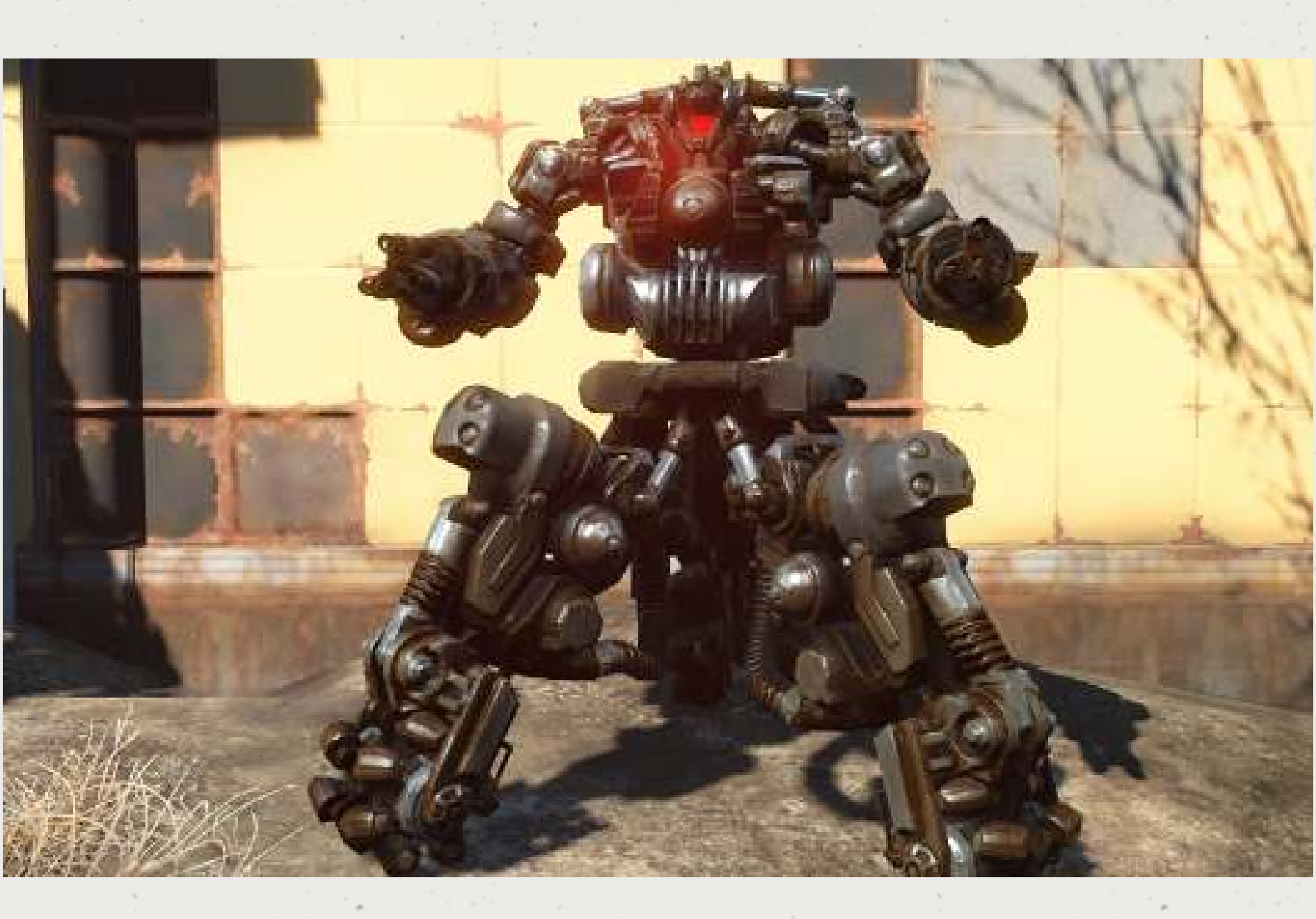


BASIC FEATURES

HEAD	The Robobrain head boasts superior accuracy, extra-long engagement distance, and an incorporated Mesmetron.
TORSO	Robobrain torsos feature better health.
ARMS	Robobrain arms offer improved melee damage and carrying capacity.
LEGS	Robobrain treads feature better movement speed and carrying capacity.

Sentry

As a complete set, Sentry **mods** create an Automatron base with exceptional carrying capacity and unmatched durability. Its torso includes slots for shoulder-mounted launchers, making a fully equipped Sentry a valuable ally in **combat**. Of course, this formidable base isn't without its drawbacks. The Sentry torso can sometimes overheat (resulting in a temporary shutdown), and the massive Sentry legs can make it difficult for your companion to navigate tight spaces.



BASIC FEATURES

HEAD	The standard Sentry head allows for a medium engagement distance. The factory-model head adds a bit of Damage Resistance, but it's only compatible with the Sentry torso, and it limits the selection of available head **armor** and torso **armor mods**.
TORSO	The Sentry torso provides superior health and slots for shoulder-mounted **weapons**, but it's vulnerable to overheating.
ARMS	Sentry arms offer exceptional carrying capacity and improved melee damage.
LEGS	Sentry legs feature superior carrying capacity and improved movement speed, but they restrict movement in tight spaces.

ARMOR MODS

Nearly all robot **armor mods** increase an Automatron's resistance to damage from ballistic damage and energy attacks, but most **armor mods** also affect carrying capacity and damage output. Additionally, you'll find robot **armor mods** that inflict targets with effects like bleeding, burning, poison, and irradiation.

Most robot **armor mods** are part-specific. **Armor** that's compatible with an Assaultron left arm can't be placed on a right arm, nor can it be attached to an arm belonging to any other model of robot.

HAND MODS

In most cases, robot hand **mods** provide the bulk of an Automatron's damage output. Some hand **mods** add **weapons** like clubs, blades, or drills for melee damage. Other hand **mods** provide ballistic **guns** or energy **weapons**. Many advanced hand **mods** offer a combination of damage types and bonus effects. From sniper lasers to missile launchers, you'll find hand **mods** suited to any **combat** role.

Robot hand **mods** are interchangeable, but they're also limb-specific. A left hand mod can only be attached to a left arm. A hand mod designed for a thruster arm is incompatible with a more conventional Automatron arm.

Some hand **mods** also feature **armor** slots. Hand **armor** is limb-specific and model-specific, but it's not always part-specific. For example, a Protectron left hand **armor** mod can be attached to a Protectron left hand claw, a Protectron left hand laser, and a variety other Protectron-based left hand **mods**.

MISCELLANEOUS MODS

Every Automatron torso features one slot for a **miscellaneous** mod. **Miscellaneous mods** offer useful features that can greatly increase your robot companion's utility. Install modules for hacking or lock picking to **aid** your scavenging efforts. Build sensors that track targets or boost the Perception of nearby allies to increase **combat** awareness. You can even craft **mods** that generate stealth fields, reduce incoming damage, replenish lost health, and more.

Miscellaneous robot **mods** are compatible with all robot torsos. When a torso equipped with a **miscellaneous** mod is swapped out at a Robot Workbench, the **miscellaneous** mod is automatically installed in the new torso.

MODEL-SPECIFIC ATTACHMENTS

Some base **mods** offer extra slots for model-specific attachments. The Mr. Handy torso features three slots for eye attachments, while the Mr. Handy thruster offers three slots for thruster arms. The Sentry torso includes two slots for shoulder-mounted launchers.

The Robot Workbench only lists subcategories for model-specific attachments when the prerequisite base **mods** are in place. Obstructing an available slot can also prevent it from appearing in the list of subcategories. For example, mounting a right arm onto a Mr. Handy torso prohibits the use of a right eye attachment.

BUILDING A BETTER COMPANION

A well-crafted robot companion can make a big difference out in the field, and the right balance of speed, durability, firepower, and utility can allow your companion to fill any number of roles.

It's likely to take a bit of experimentation before you find the configuration that best suits your needs, but there are a few things budding Automatron enthusiasts might find useful:

- Some robot **mods** are known to be unstable. Unstable **mods** usually include features like increased damage or bonus effects, but they sometimes break during normal use.
- An Automatron that utilizes a Mr. Handy thruster can't support heavy flamers, missile launchers, or shoulder-mounted **weapons**.
- When an Automatron features a combination of conventional arms and thruster arms, thruster hand **mods** that include projectile **weapons** cannot be equipped.
- Most robot companions can be ordered to self-destruct. The resulting explosion destroys the Automatron and all equipped **mods**, but any **items** stored in its inventory can be looted from its remains. Once a self-destruct order has been given, it can't be cancelled.
- Some voice **mods** offer an optional personality mode. Speak to a properly equipped Automatron to activate or deactivate this setting.
- Speaking to a robot companion sometimes yields **junk items**.

The Magic Of Mods

SAMPLE ROBOT MODIFICATIONS

This compact robot companion was designed for indoor exploration. With its Mr. Handy torso and thruster **mods**, this Automatron offers excellent mobility. Its Assaultron right arm features a Shishkebab for burning melee attacks. Its left Sentry arm holds an automatic laser, enabling ranged energy attacks. The installed eye improves accuracy and engagement distance, while the onboard resistance field reduces incoming damage for nearby allies. Various noxious, voltaic, and hydraulic **armor mods** combine to offer a good balance of protection and carrying capacity, along with the ability to poison melee targets.

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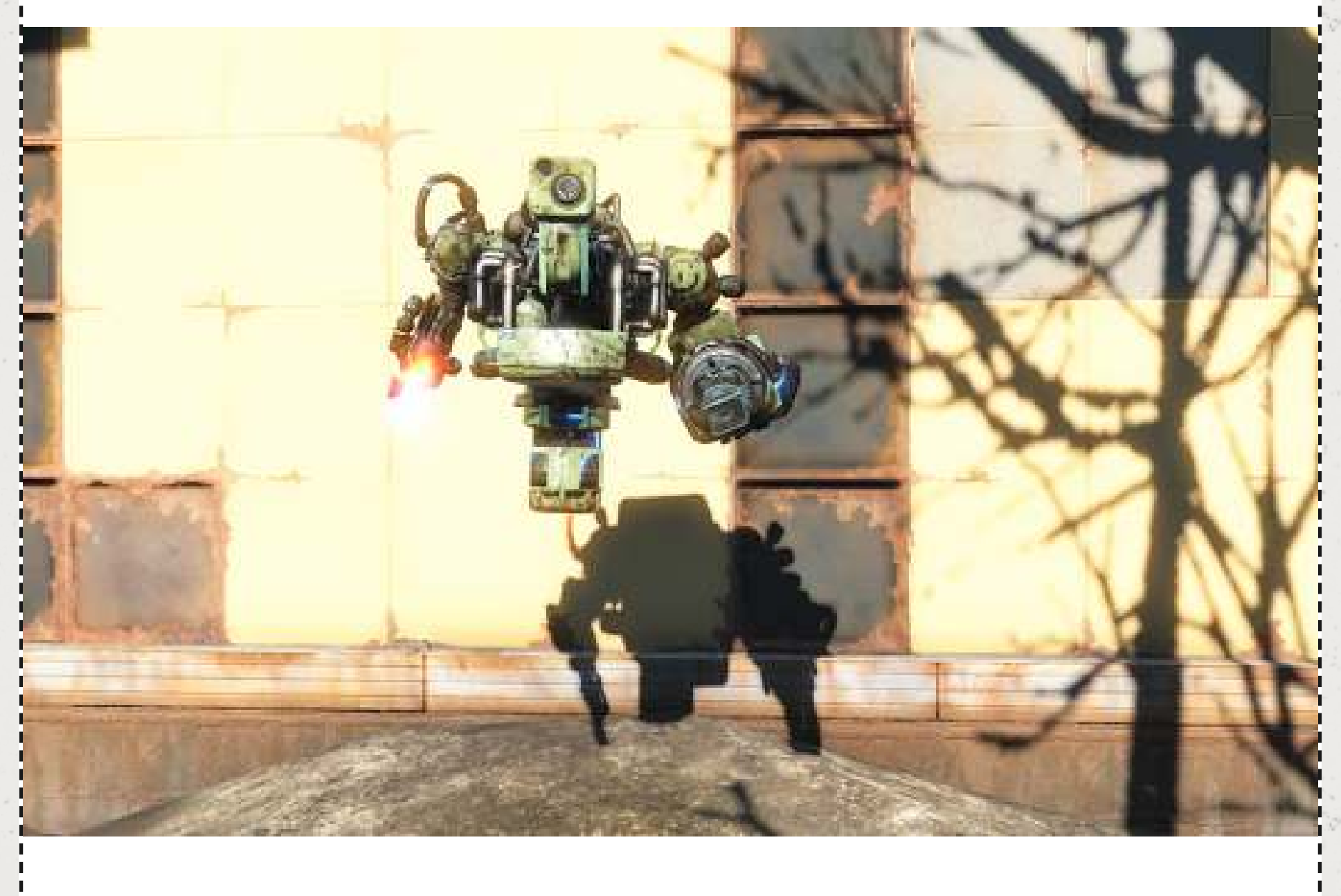
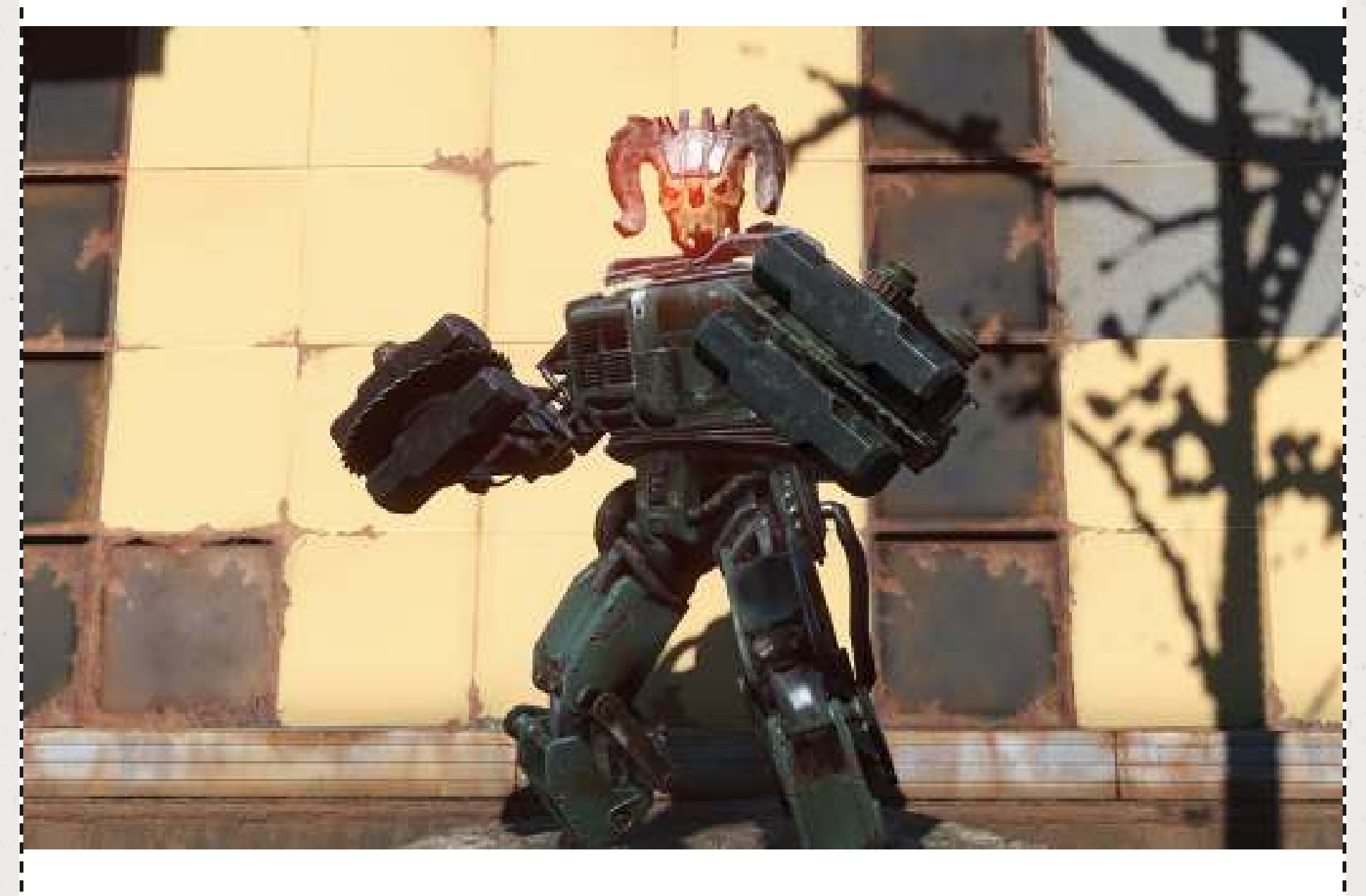


Equipped with a Sentry head, a Robobrain torso, and Assaultron limbs, this melee-focused Automatron offers a good balance of **power** and mobility. Duel hammer saws, noxious arm **armor**, and Ahab's Helm allow its powerful melee attacks to inflict targets with burning, bleeding, and poison—all while onboard tesla coils deal energy damage to nearby **enemies**. Hydraulic **armor** is installed in the remaining slots for a significant boost in durability.

This Sentry-based Automatron was designed for outdoor exploration and scavenging runs. The attached Carnage Helm adds a chance for targets to explode, and the installed gatling laser and minigun hand **mods** take full advantage of this bonus effect. The equipped shoulder launchers make this Automatron particularly good at engaging and distracting large groups of **enemies**, and the onboard regeneration field helps minimize downtime between battles. The remaining **armor** slots hold voltaic **mods**, offering excellent protection without compromising carrying capacity.



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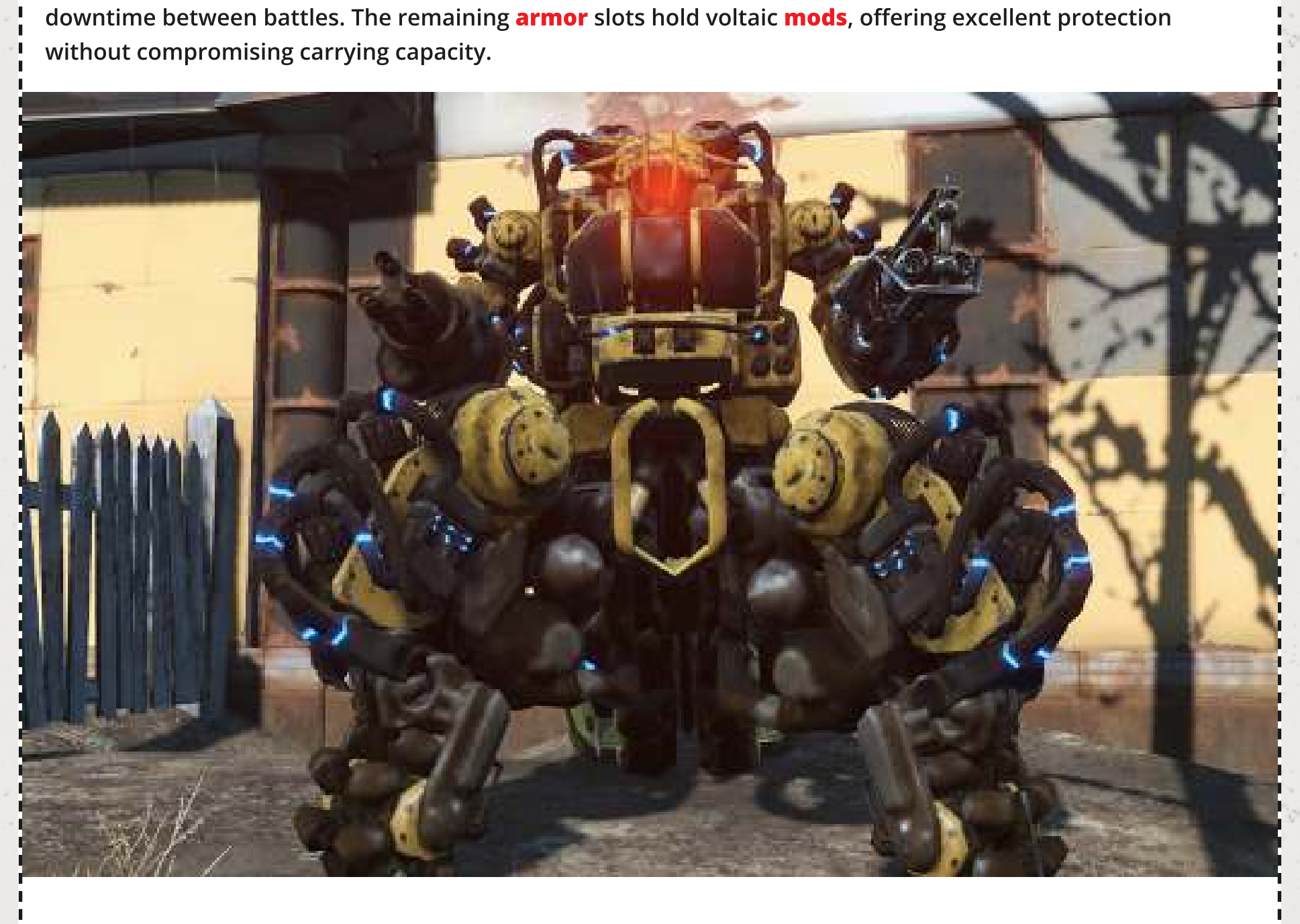

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Fallout 4
AUTOMATRON

Automatron Main Quests

Mechanical Menace

1. Listen to the caravan distress call.

2. Find the caravan.

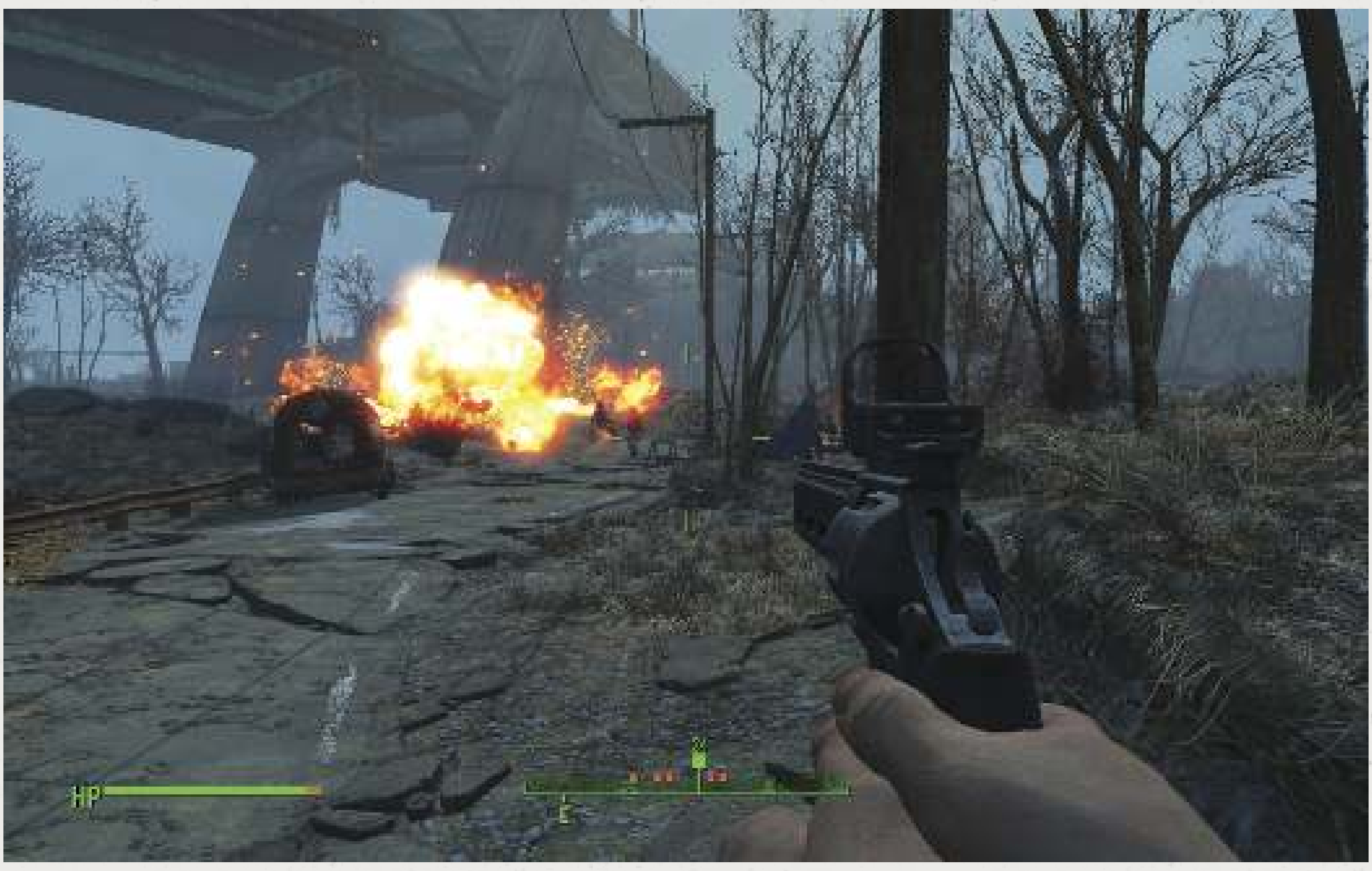
3. Eliminate the hostile robots.

4. Speak to the robot.

LOCATIONS TO EXPLORE

- Wattz Consumer Electronics A Call for Help

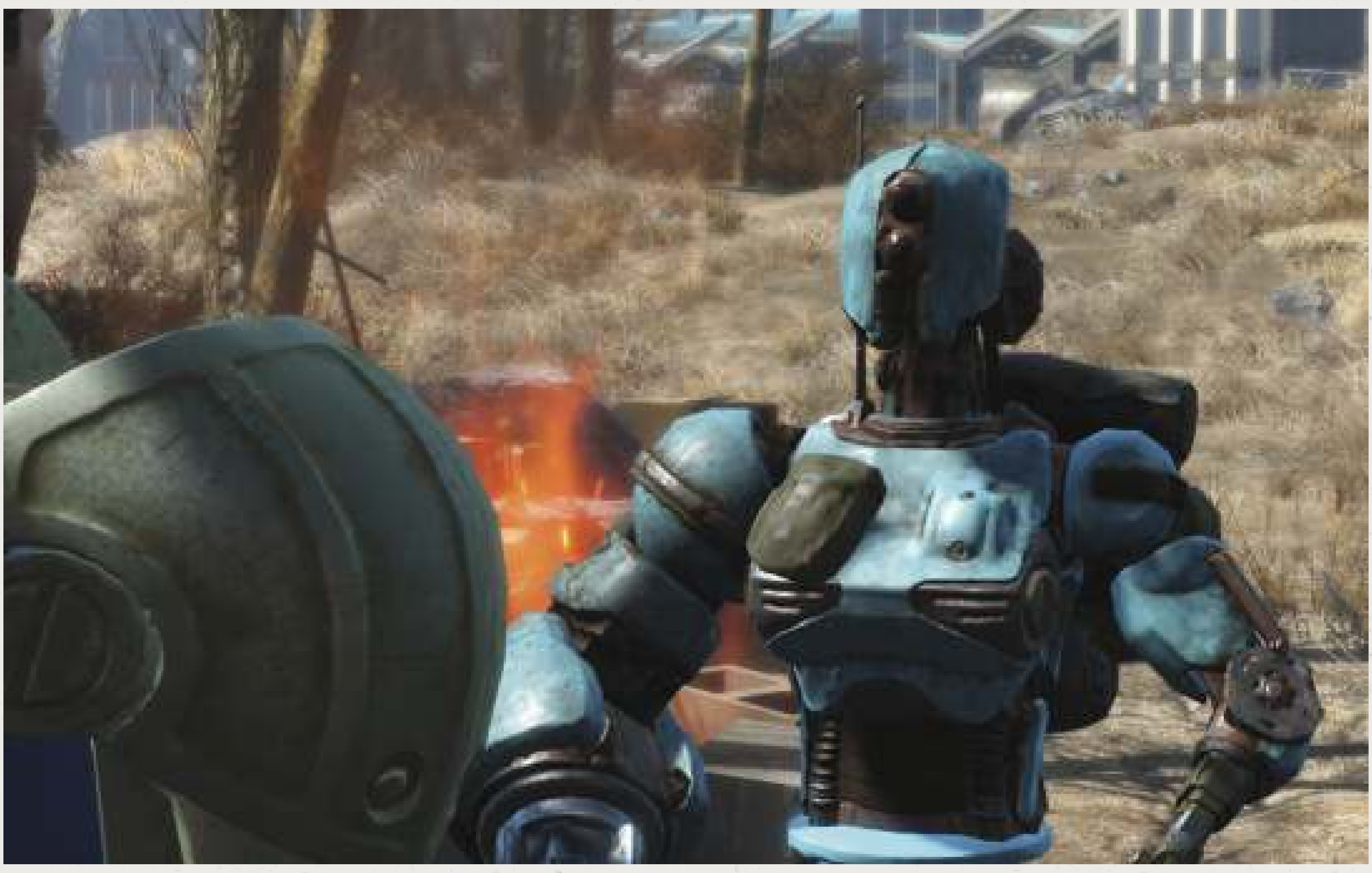
Your Pip-Boy is picking up a new distress call! Tune in and have a listen, then set out to look for the source of the emergency broadcast. Travel to Wattz Consumer Electronics and follow the sounds of gunfire to the east. Defeat the hostile robots and then speak to the caravan's only surviving member.



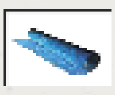
CHARISMA

(Easy) Probe for more information about Ada's state of mind.

Finish your conversation with Ada to gain a new companion, the Robot Workbench Schematics, and some information about the Mechanist threat.



Companion: Ada


Robot Workbench Schematics

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A New Threat

1. Investigate the General Atomics Factory.

2. Search the Robobrain.

3. Speak to Ada.

4. Build the robot workbench.

5. Speak to Ada.

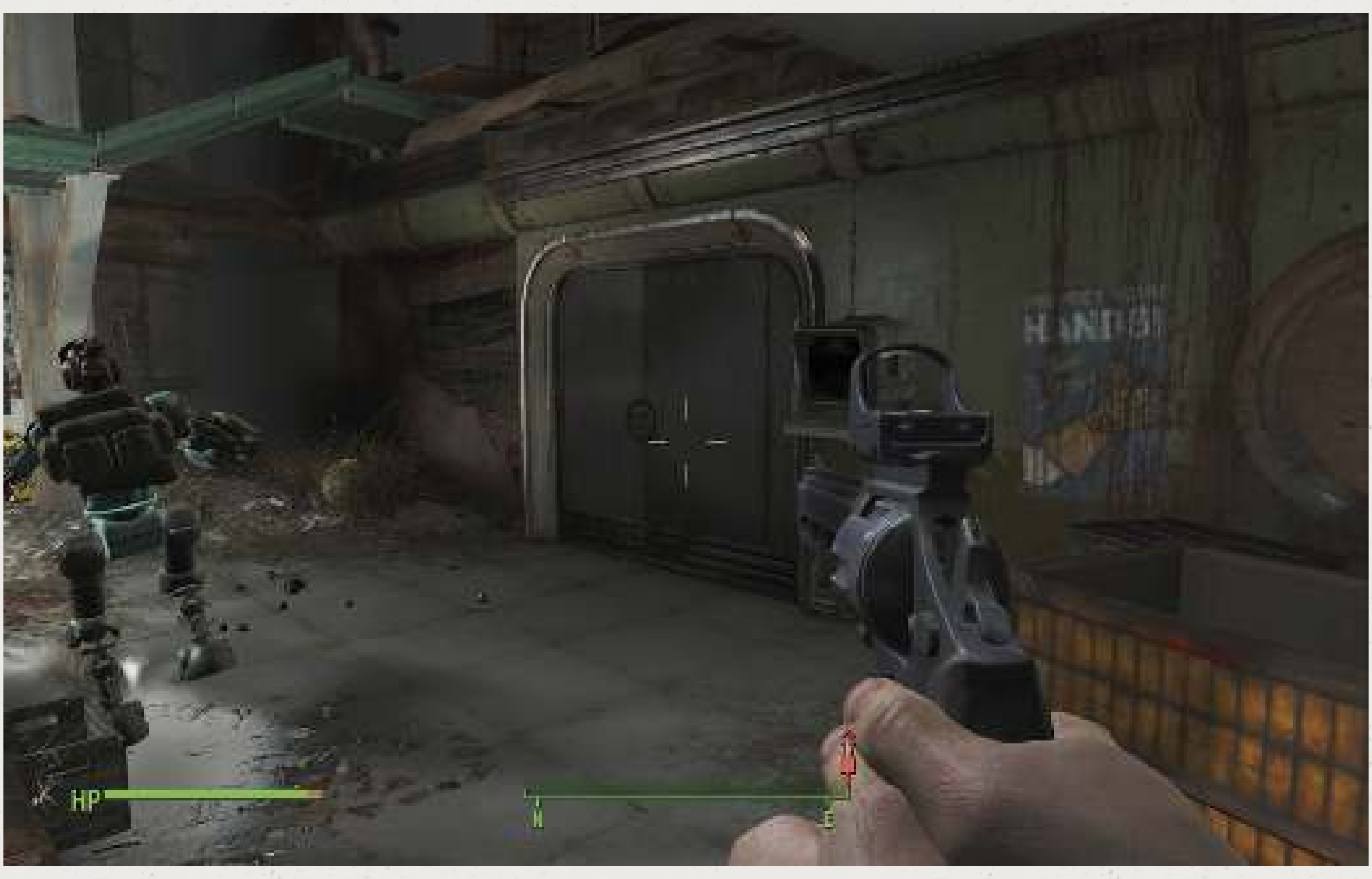
6. Install Radar Beacon on Ada.

7. Speak to Ada.

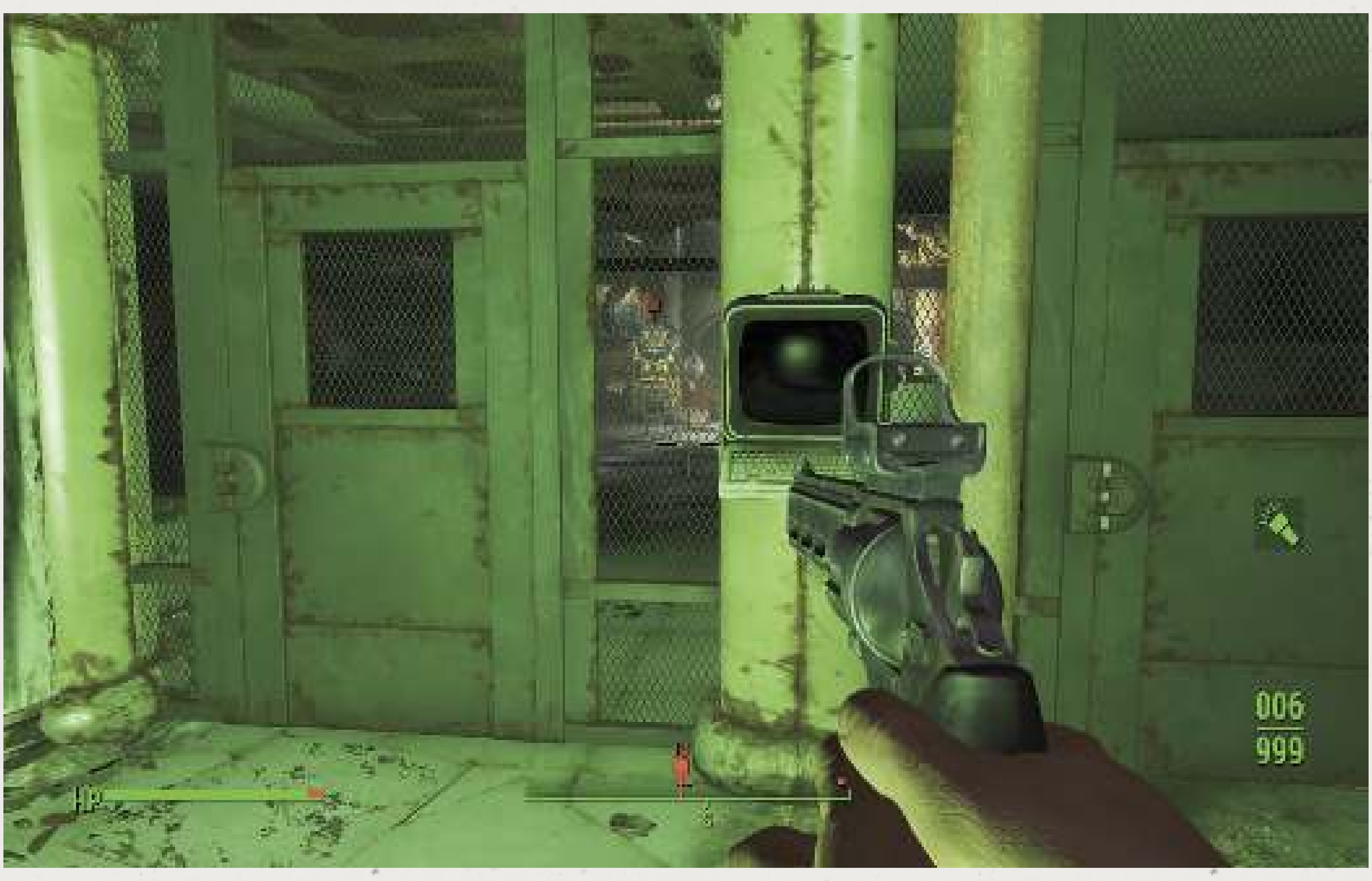
LOCATIONS TO EXPLORE

- General Atomics Factory A Call for Help

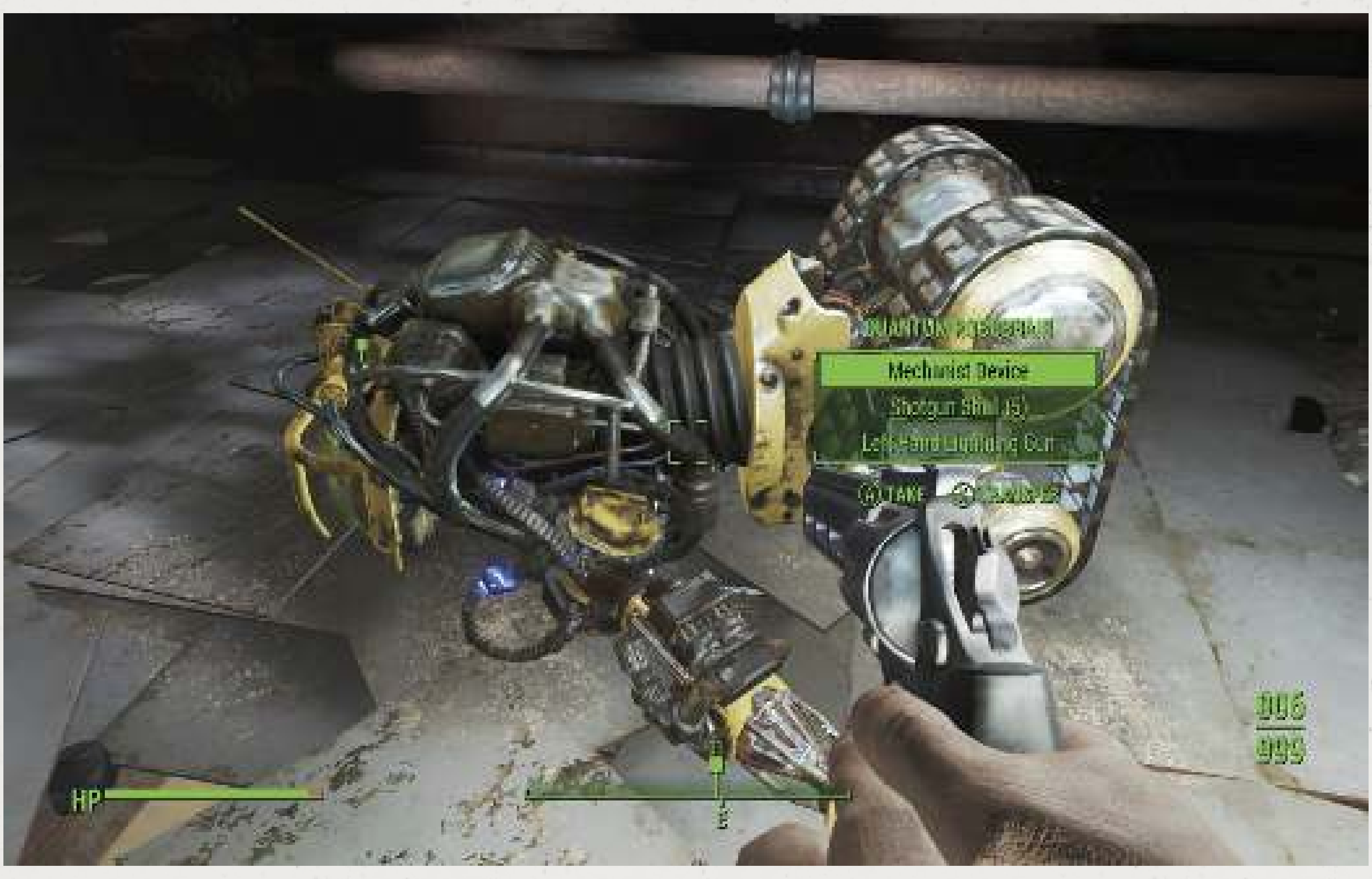
Ada claims to have seen the Mechanist's robots at the General Atomics Factory. It's the only lead at the moment, so travel to the neighborhood of South Boston and search the factory for clues. Enter the factory and continue to the assembly floor north of the reception area. Hack the terminal (Novice) to open the security doors to the east, or climb up to the conveyer belt and drop down into the room beyond the locked doors.



Use the stairs to the east to reach the factory's second floor. Exit the office at the top of the stairs and locate the security gates to the south. Access the nearby terminal, open the gates, and neutralize the Robobrain waiting inside.



Collect the Mechanist Device from the Robobrain's remains and speak to Ada. She believes this device is a Radar Beacon that could help pinpoint the Mechanist's location. After a brief analysis, Ada asks you to integrate the device into her own systems. This procedure requires the use of a Robot Workbench; if you haven't already built one, you must do so before you can continue the search for the Mechanist.



Radar Beacon

SOME ASSEMBLY REQUIRED

Travel to your preferred workshop settlement, find a suitable space, and use the following materials to construct a Robot Workbench from the "Special" tab of the Workshop Menu:

- Gear (6)
- Oil (4)
- Screw (4)
- Plastic (4)
- Aluminum (12)
- Fiberglass (6)
- Circuitry (3)
- Nuclear Material (4)

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Automatron Main Quests

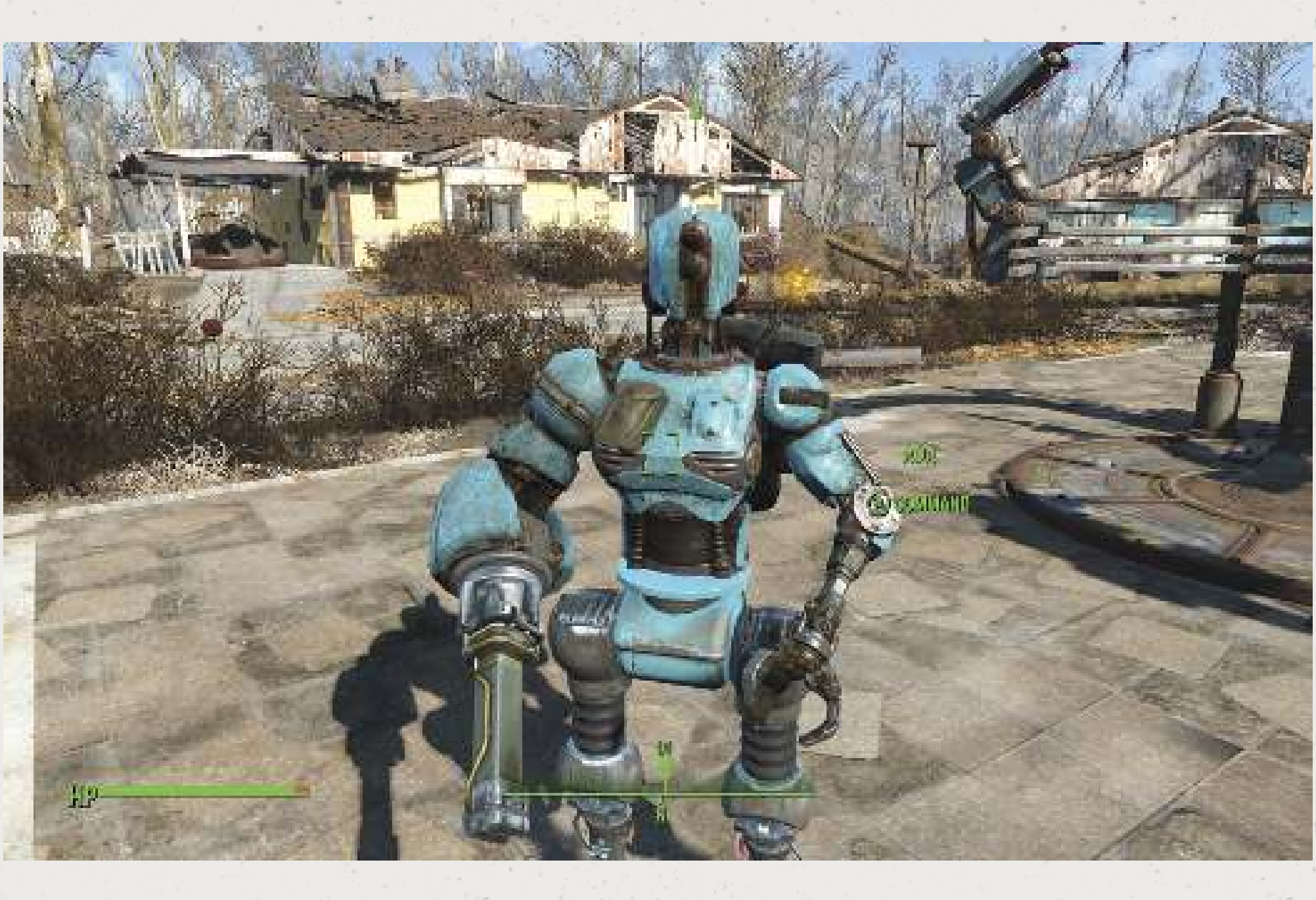
Headhunting

1. Collect second Radar Beacon.
2. Speak to Ada.
3. Proceed to Fort Hagen Satellite Array.
4. Enter Fort Hagen Hangar.
5. Find the Robobrain.
6. Speak to Jezebel.
7. Take Jezebel.
8. Exit the Fort Hagen Hangar.
9. Speak to Ada.
10. Build Jezebel a body.
11. Speak to Jezebel.

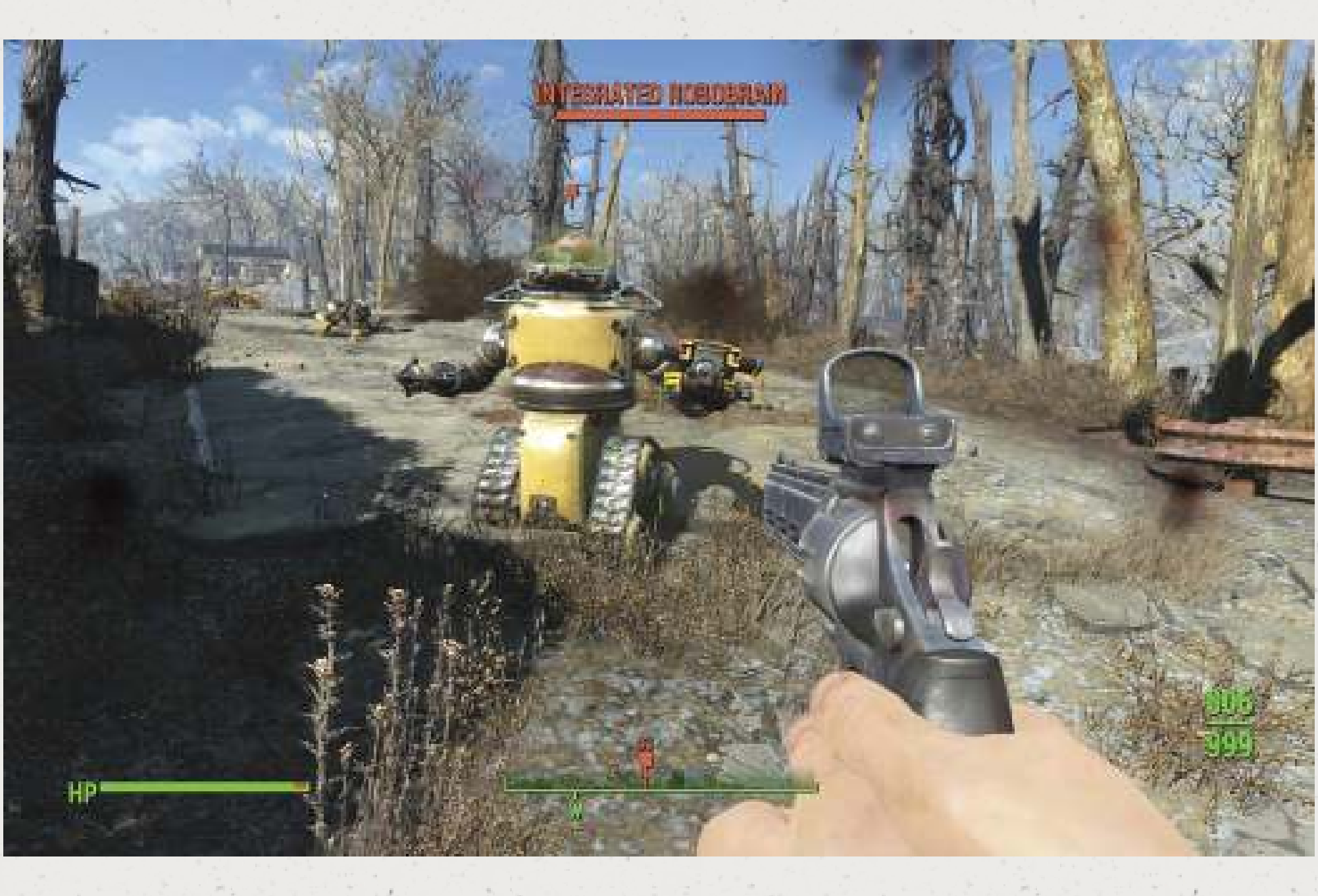
LOCATIONS TO EXPLORE

- Fort Hagen Satellite Array
- Fort Hagen Hangar The Second Radar Beacon

Ada has detected a signal from another Robobrain somewhere in the Commonwealth and she believes acquiring a second Radar Beacon will help narrow the search for the Mechanist.



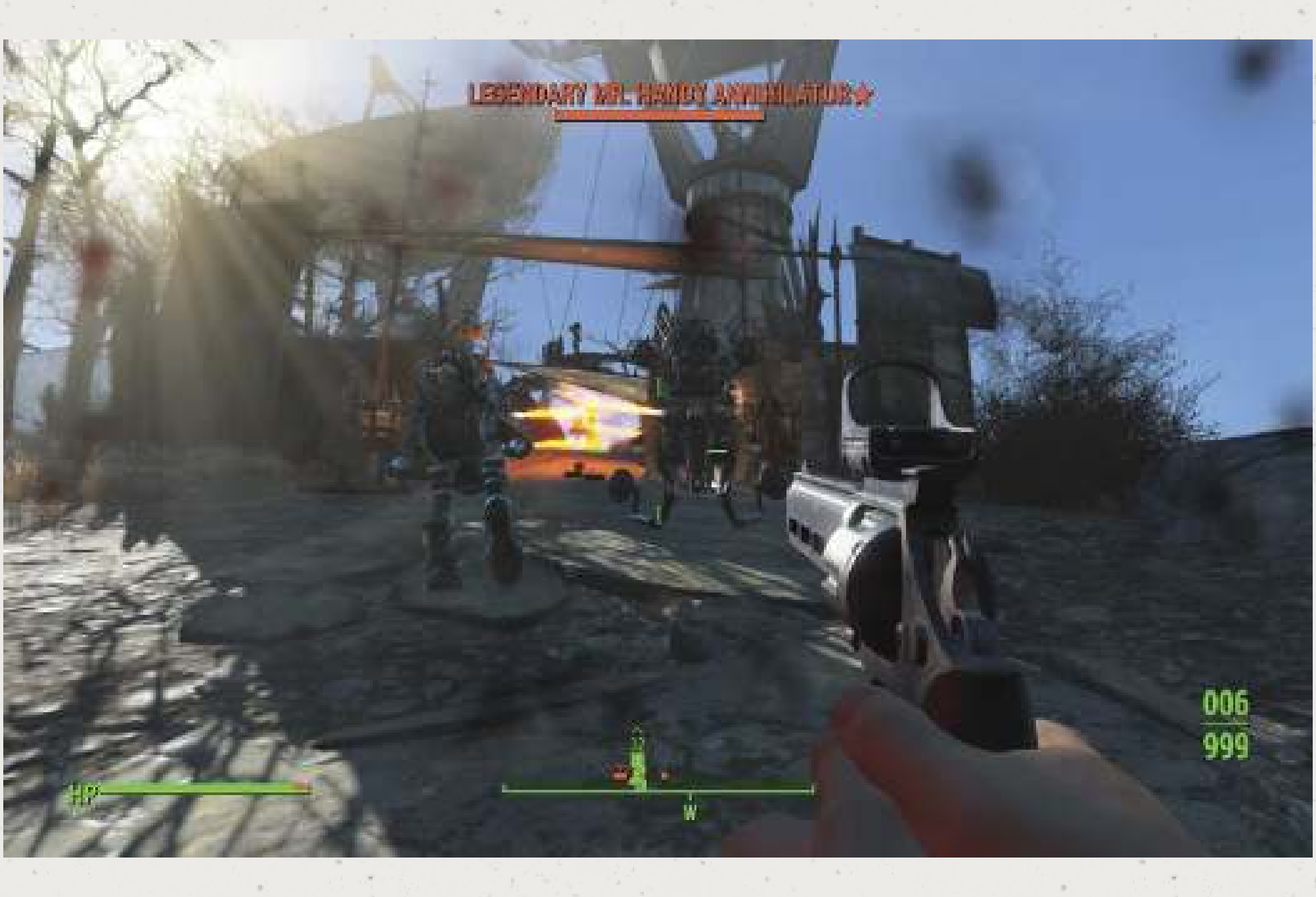
Head to the marked location on your Pip-Boy's map, neutralize the second Robobrain, and claim its Radar Beacon. Speak to Ada and give her the device for analysis. Ada needs time to decrypt the newly acquired data, but she has managed to determine the location of a third Robobrain. One more Radar Beacon should reveal the Mechanist's location and Ada is more than happy to continue her decryption on the move.



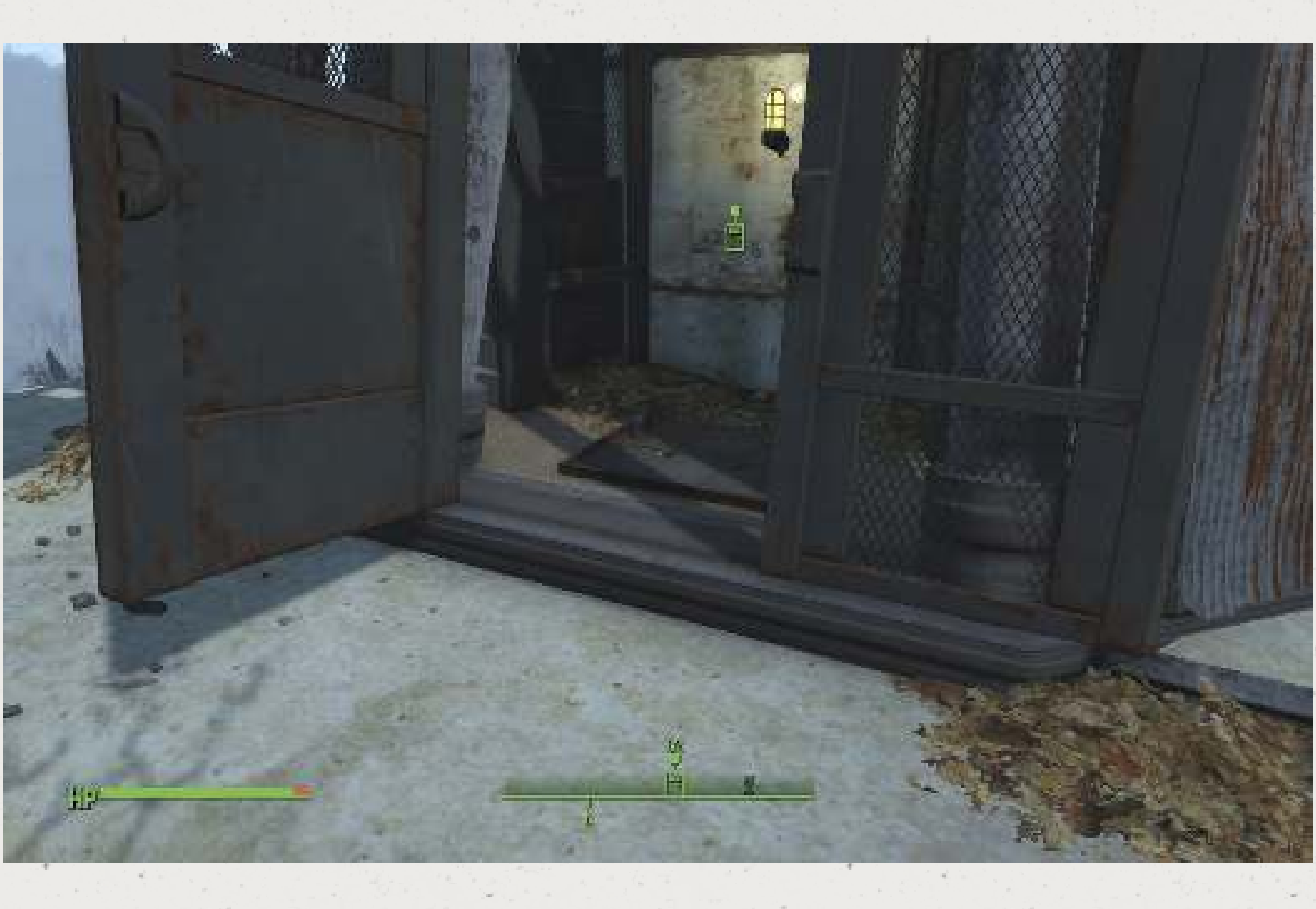
Radar Beacon

THE THIRD RADAR BEACON

The new signal is coming from the Fort Hagen Satellite Array, a location recently claimed by the Rust Devils. These tech-savvy raiders bolster their numbers with crudely modified robots, so expect heavy resistance upon your arrival.



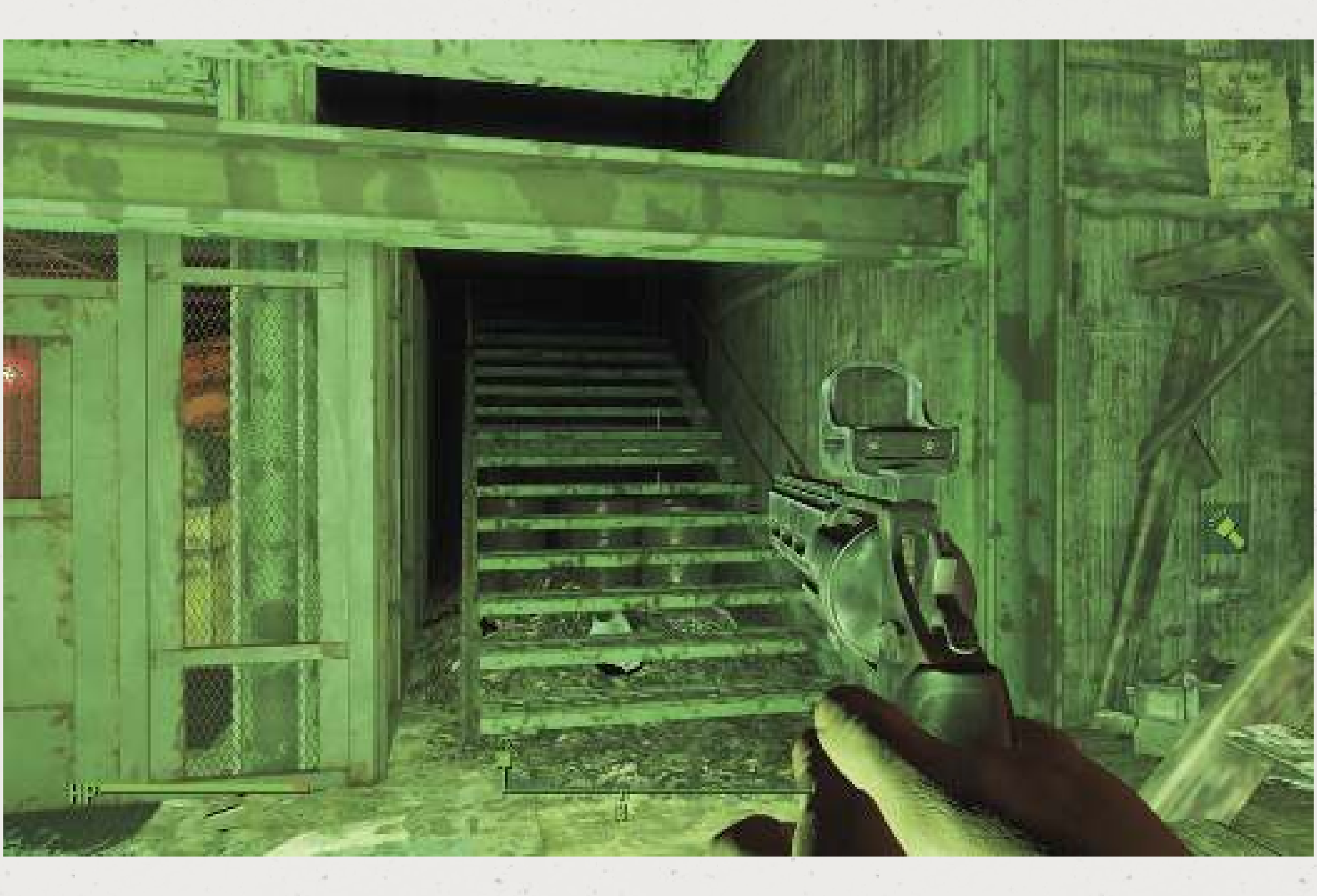
There's a hatch blocked by a security door at the base of the northern satellite dish. Head through the camp's main shelter and follow the ramp to the raised walkways. Use the terminal above the security door to gain access to the hatch, then return to the base of the satellite dish and enter the Fort Hagan Hangar.



HELPFUL HINTFROM VAULT BOY!

The Rust Devils utilize robot **armor** made from bits of their mechanical victims. Search your vanquished foes to claim interesting **apparel** you won't find elsewhere.

Fight your way down the available path to find a large room filled with enemies. There are two available routes to the next area: climb the stairs near the room's northeast corner or pick the locked security gates (Expert) near the center of the room's north wall.

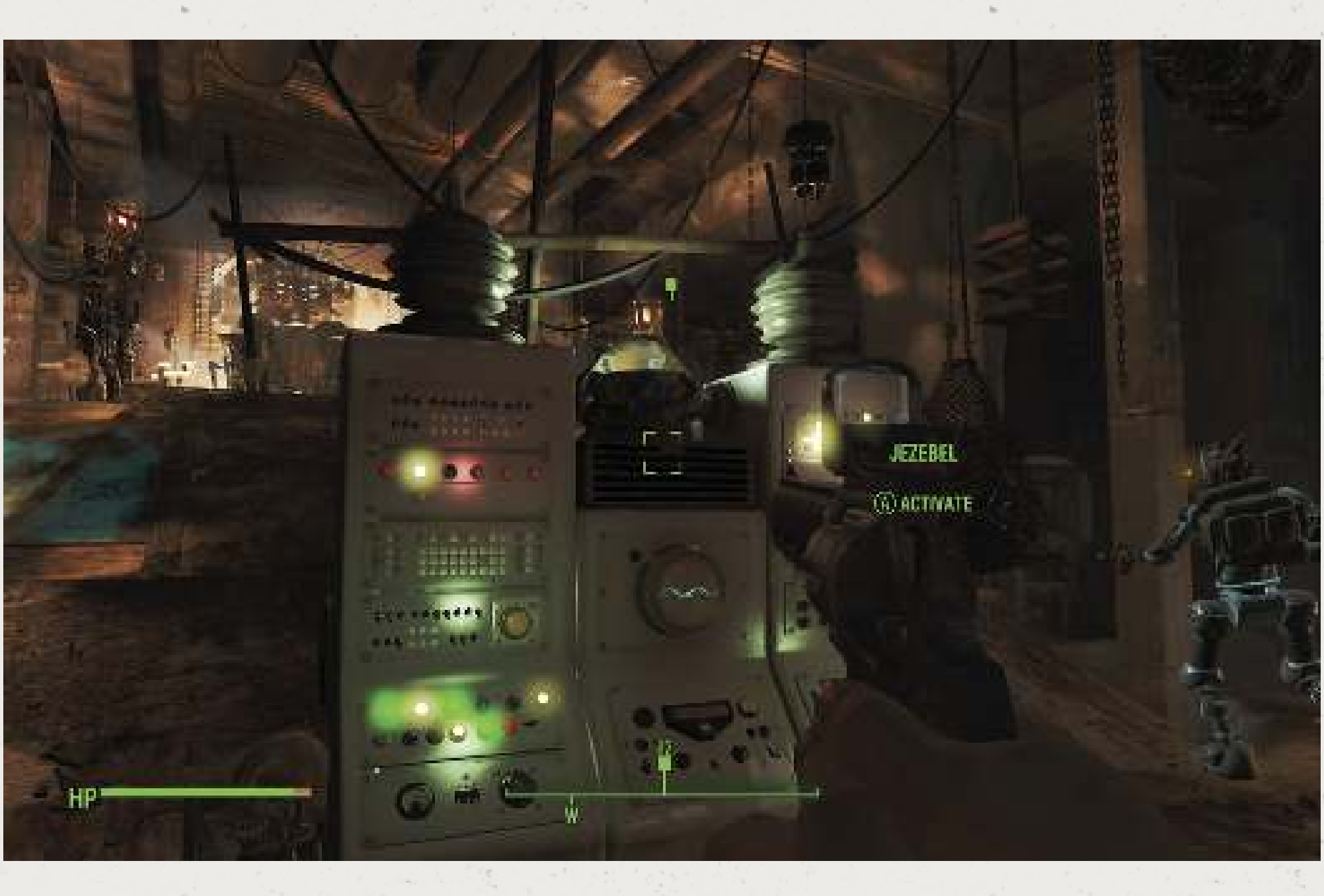


POWER IN PREPARATION

Power Armor (Leveled)

There's a suit of **Power Armor** locked between the security **doors** (Expert) along the vehicle bay's northern wall. If you're looking for a little extra protection, consider commandeering this valuable piece of equipment before proceeding.

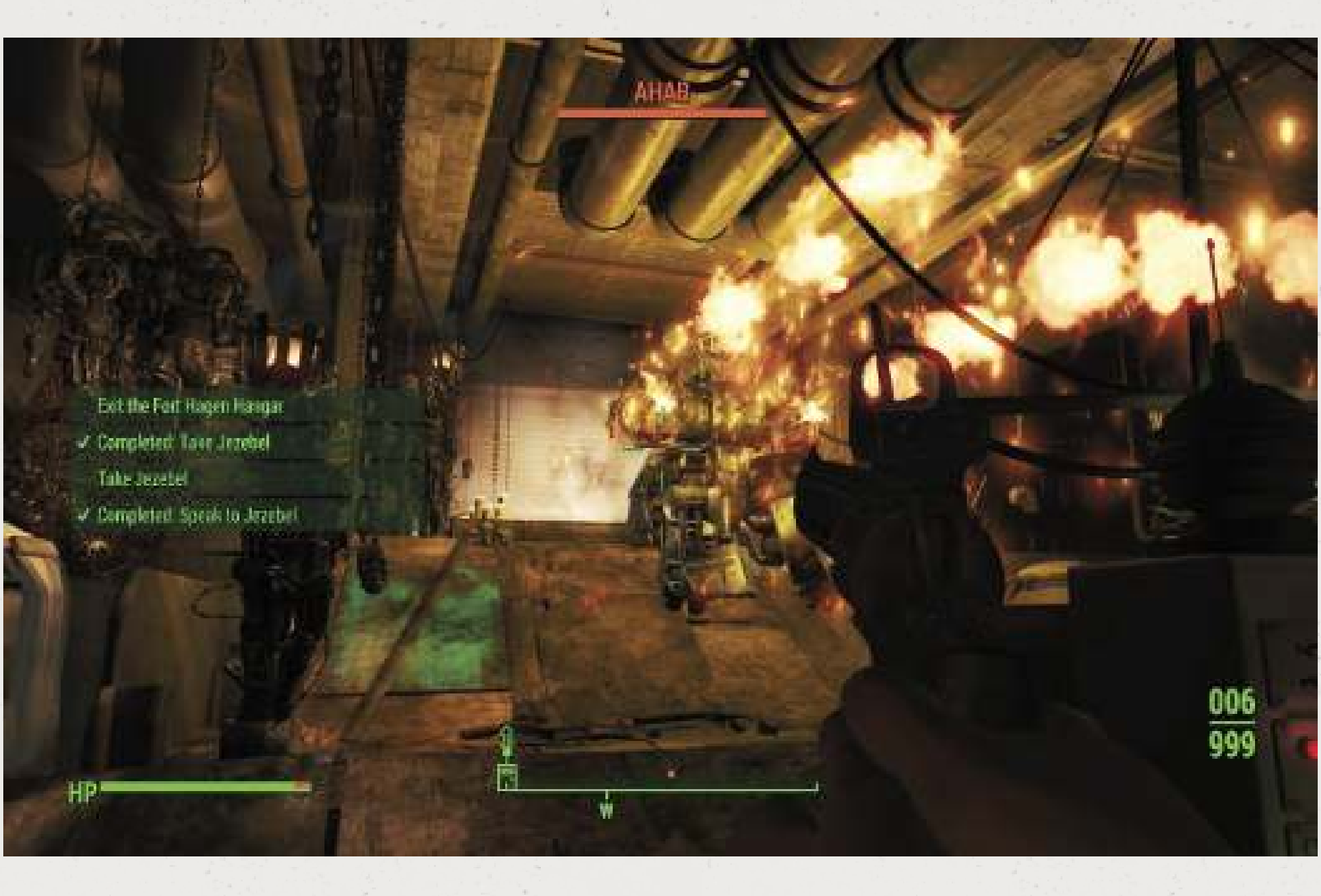
Continue past the robot charging pods to find the third Robobrain attached to a large console in the corner of the room. Speak to the Robobrain (Jezebel) to learn of her predicament and hear her proposition. In exchange for her liberation and a new body, Jezebel is willing to surrender her Radar Beacon and provide access to the Mechanist's Lair.



CHARISMA

(Medium) Having trouble trusting one of the Mechanist's minions? Jezebel might be convinced to offer a bit of reassurance.

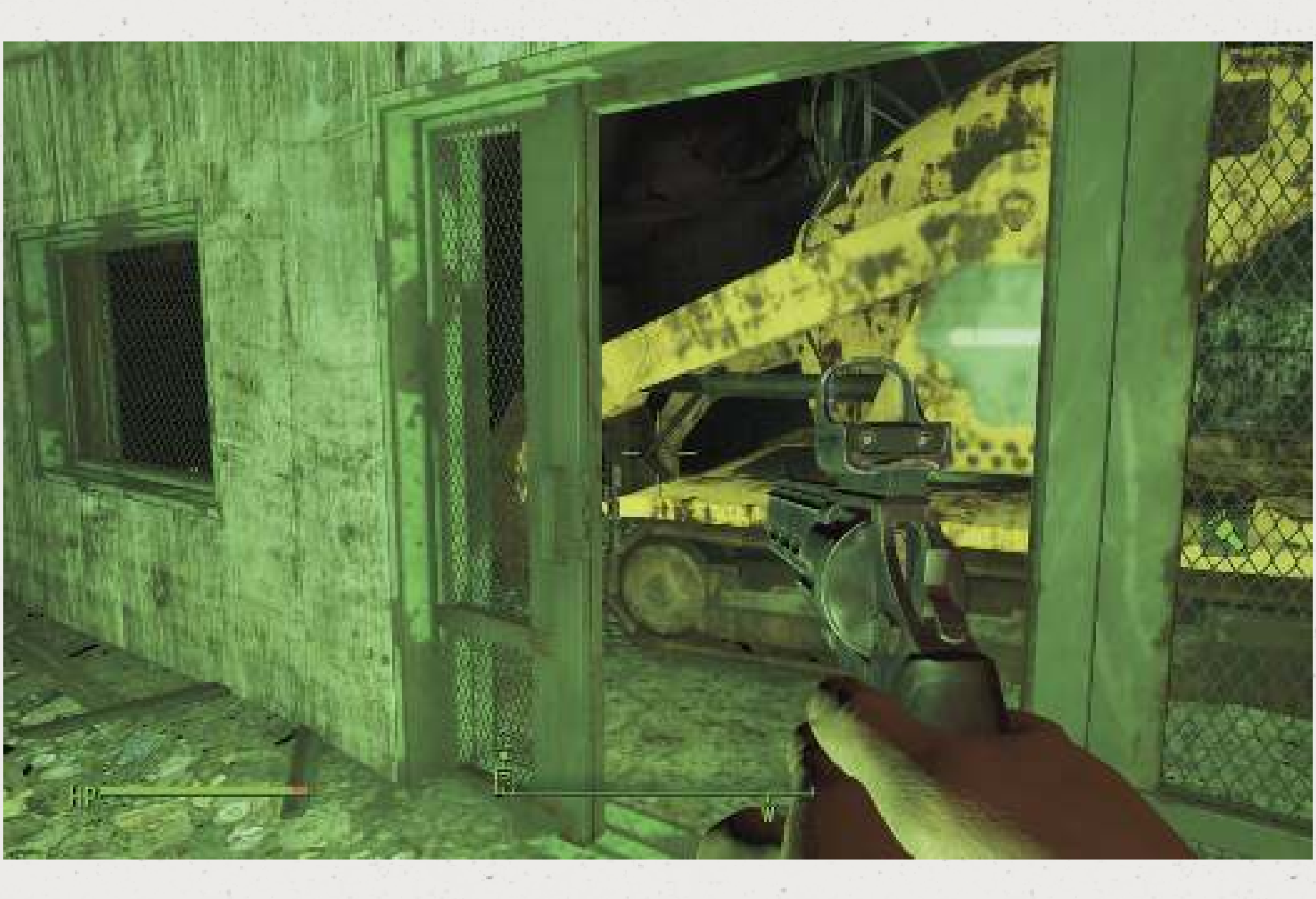
When you're ready to strike a deal, remove Jezebel from the console. Doing so triggers a lockdown and activates Ahab, a formidable Rust Devil Sentry Bot located just past Jezebel's console. Neutralize Ahab and sift through its wreckage to recover a unique robot mod.


AHAB
Exit the Fort Hagen Hangar
✓ Completed: Take Jezebel
Take Jezebel
✓ Completed: Speak to Jezebel
HP
006
999

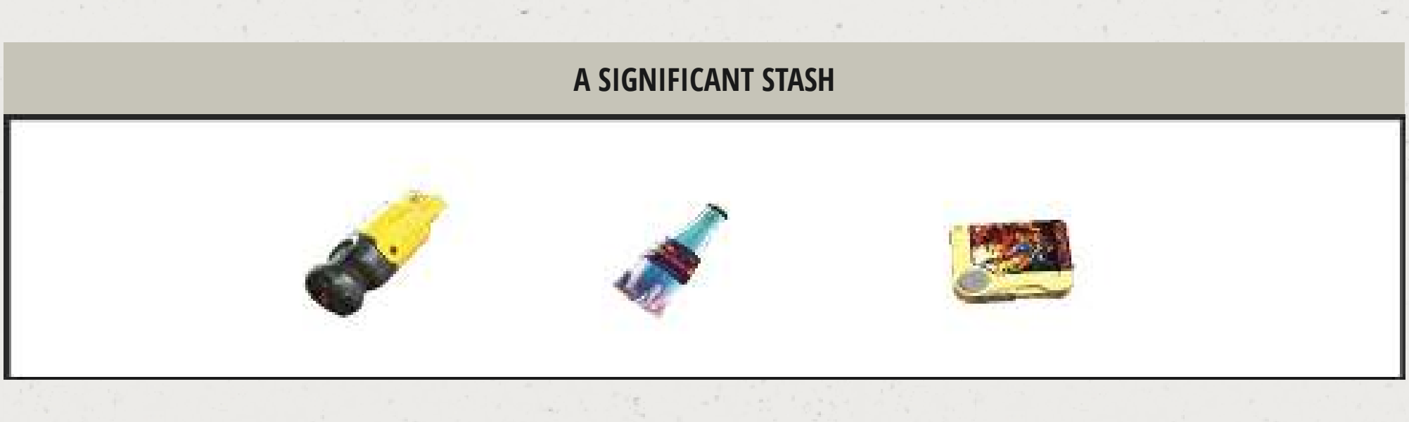
Jezebel's Head

Sentry Ahab's Helm

The path back to the hatch is blocked, so you must find another way out of the hangar. Look for the passage south of Jezebel's console and use it to reach the large utility space beyond a set of double doors. The area contains a variety of useful items, so conduct a thorough search before you engage the enemies patrolling the vehicle bay beyond it.



A SIGNIFICANT STASH



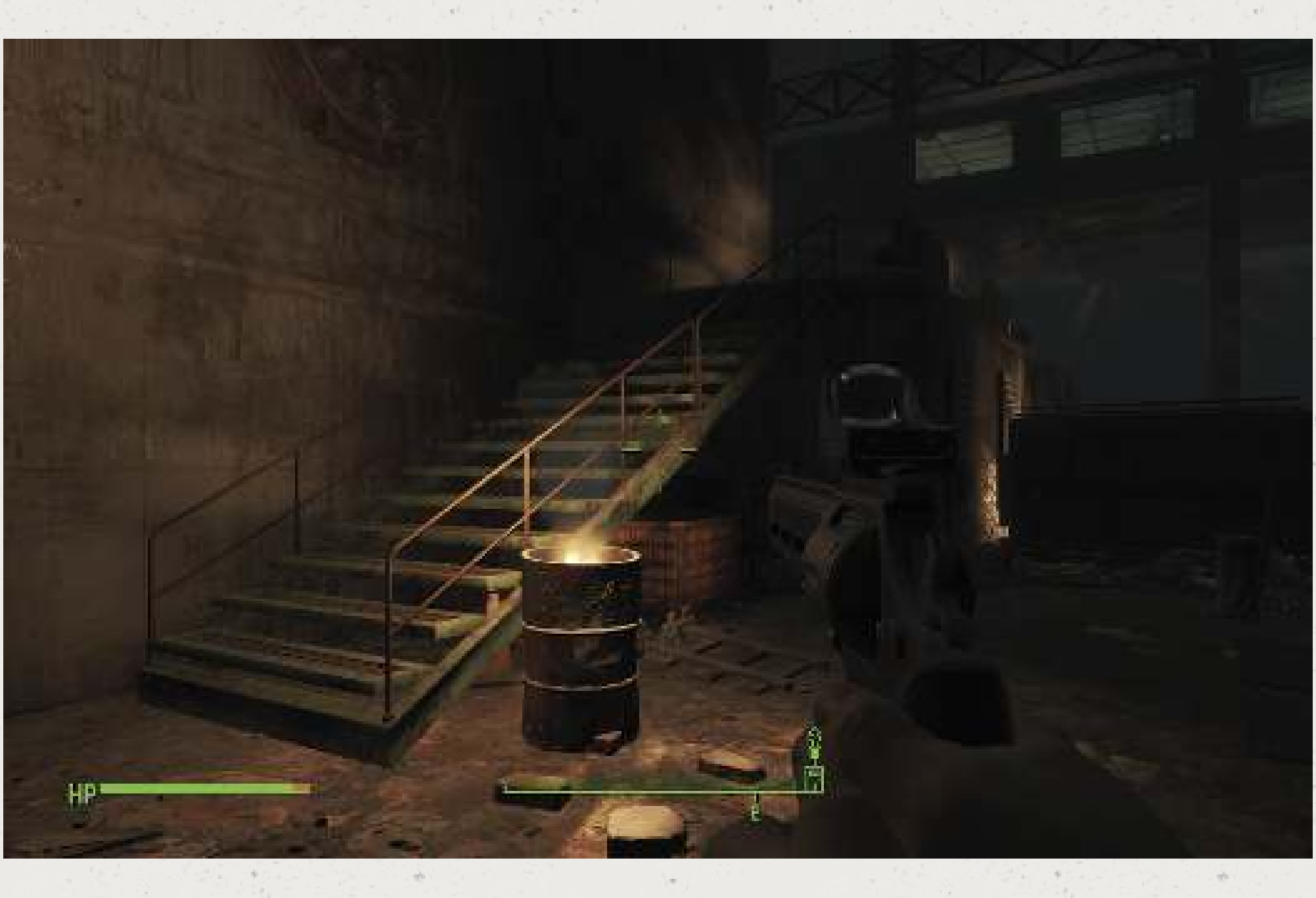
Fusion Core

Nuka Cola Quantum

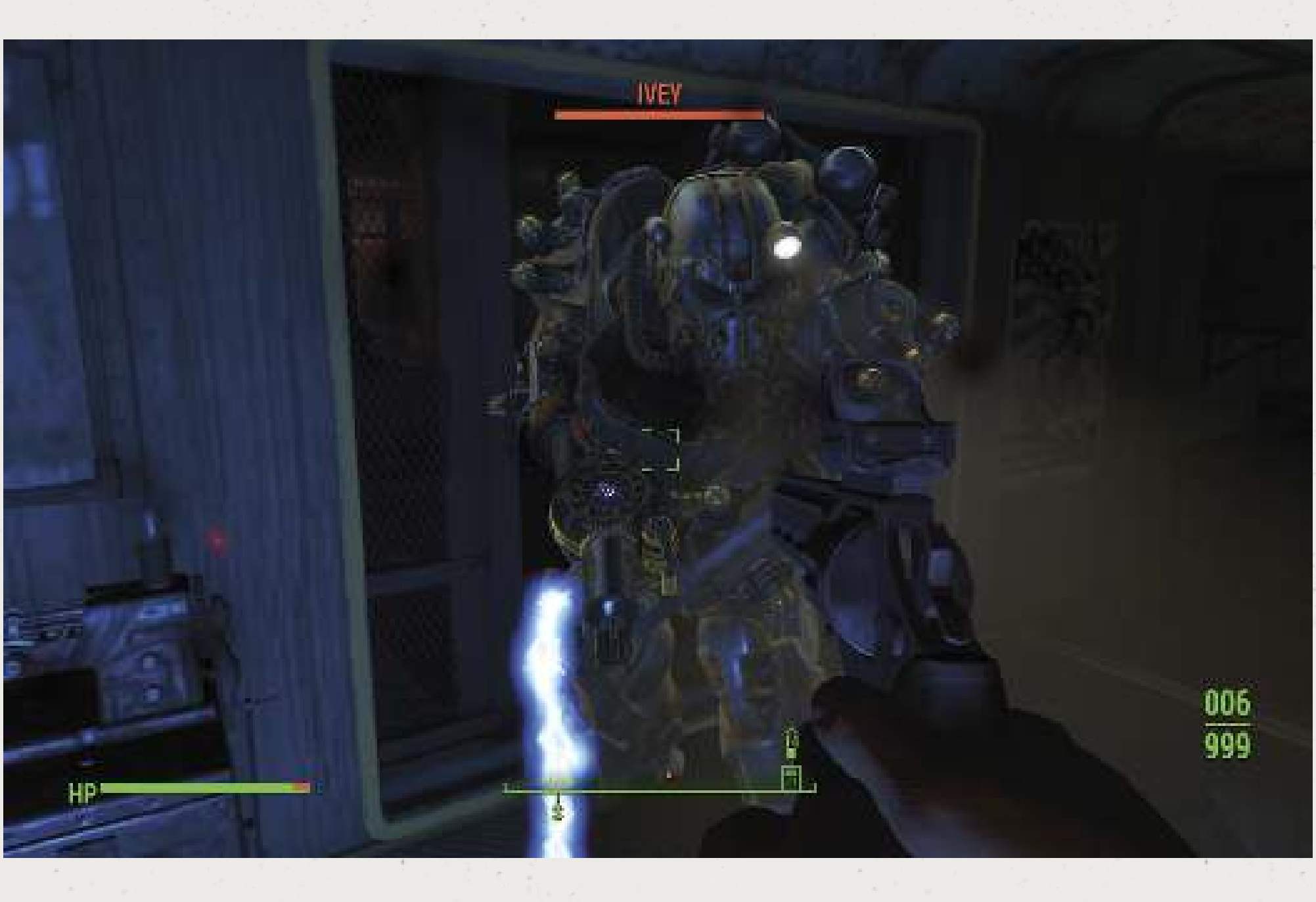
Automatron

The utility area contains a Fusion Core, a Nuka Cola Quantum, and a variety of other useful **items**. The big draw, though, is the Automatron holotape game hidden within the Rust Devi gaming terminal. Access the terminal and eject the game to add this challenging distraction to your personal collection.

Enter the second vehicle bay and fight your way to the stairs near the room's northwest corner. Follow the path as it winds through a series of unlocked security gates to the east.



The path leads to a particularly formidable Rust Devil named Ivey. Vanquish Ivey and search her remains to claim her Tesla rifle and some unique T-60 Power Armor parts.



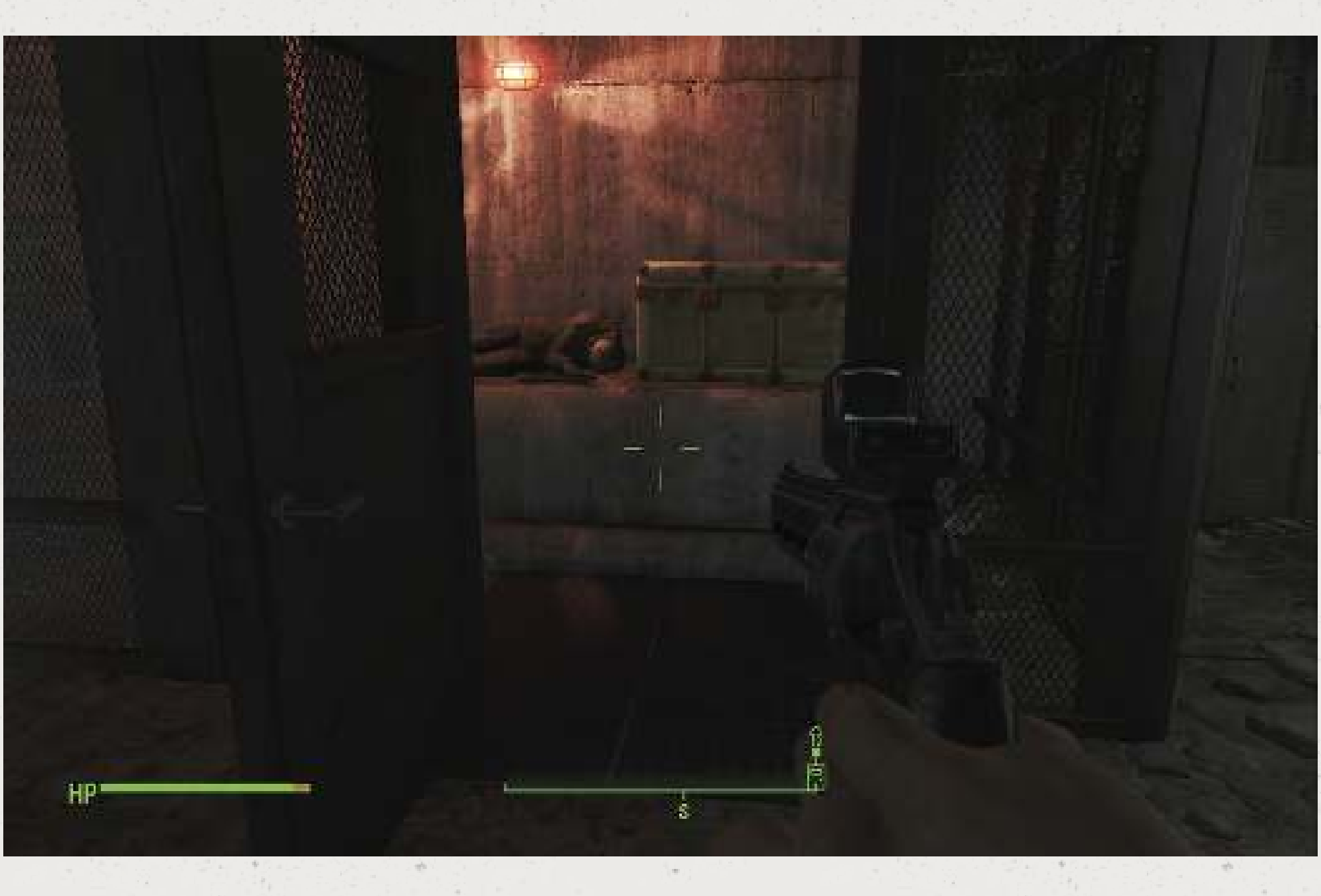
Tesla Rifle

Tesla T-60 Torso

Tesla T-60 Left Arm

Tesla T-60 Right Arm

After defeating Ivey, proceed to the next room to find a Steamer Trunk and the Fort Hagen Hangar lockdown terminal. Loot the trunk to discover an intriguing weapon made from an Assaultron's head, then use the terminal to open a path back to the hangar's entrance.



Salvaged Assaultron Head

Exit the hangar and speak to Ada to extract Jezebel's Radar Beacon. You should now have everything to determine the Mechanist's location, but Jezebel won't provide the access key until you provide her with a new body.

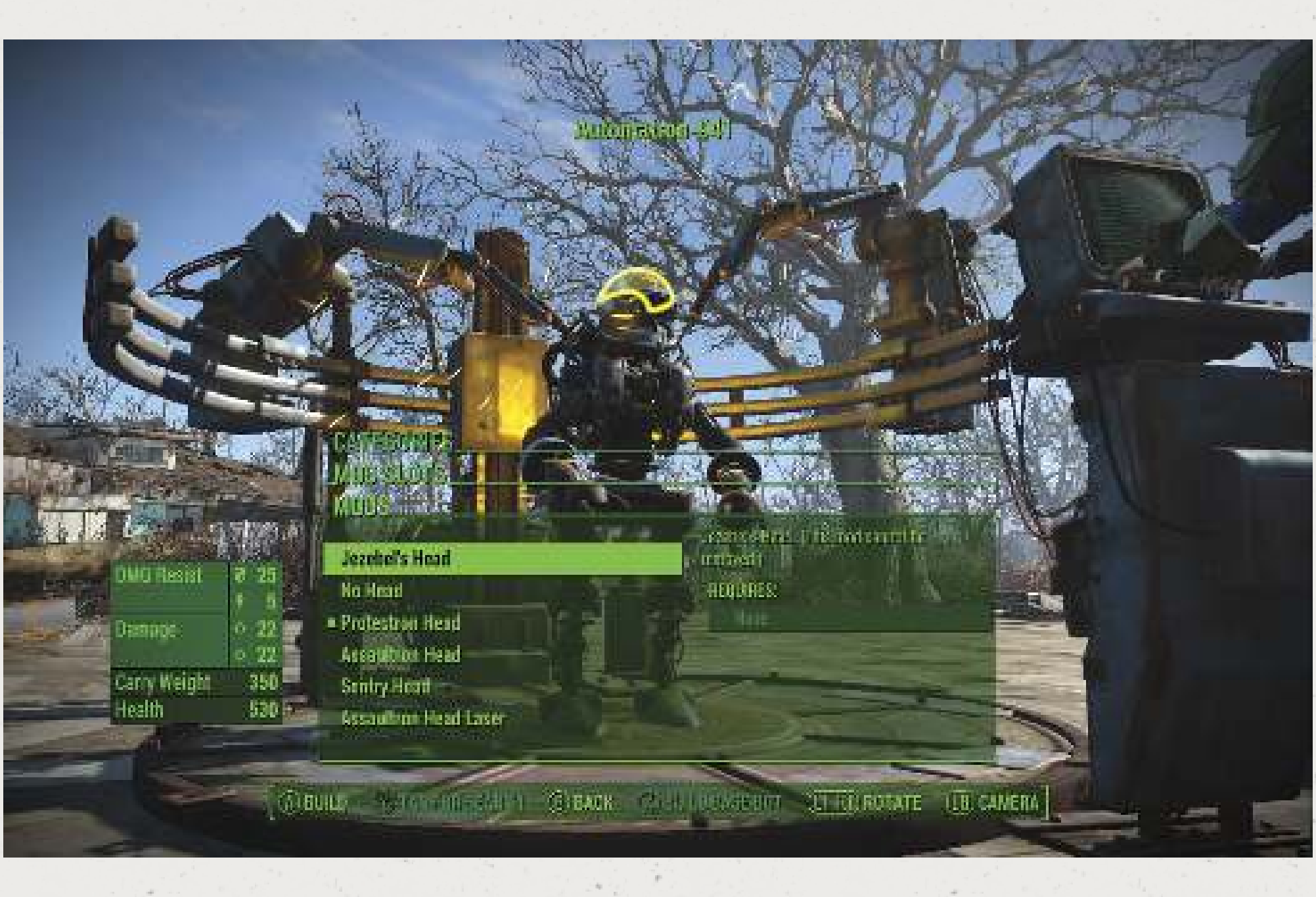
CHARISMA

(Easy/Medium) Ada has some concerns about her personality subroutine. A kind word might set her mind at ease.

A PROMISE KEPT

Return to your Robot Workbench and build a new body for Jezebel. If you haven't already built a new Automatron, use the following materials to do so now:

- Rubber (6)
- Circuitry (6)
- Ceramic (9)
- Aluminum (11)
- Adhesive (8)



You can modify the Automatron as you see fit, but Jezebel is likely to find fault with any configuration you choose. Luckily, she'll consider your end of the bargain upheld as long as the body functions. Attach Jezebel's head to the new body and speak with her. During the conversation, Jezebel uploads plans for a special M-SAT robot mod directly to your Pip-Boy.

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Fallout 4
AUTOMATRON

Automatron Main Quests

Restoring Order

1. Speak to Ada.

2. Install the M-SAT on a robot.

3. Access the Mechanist's Lair.

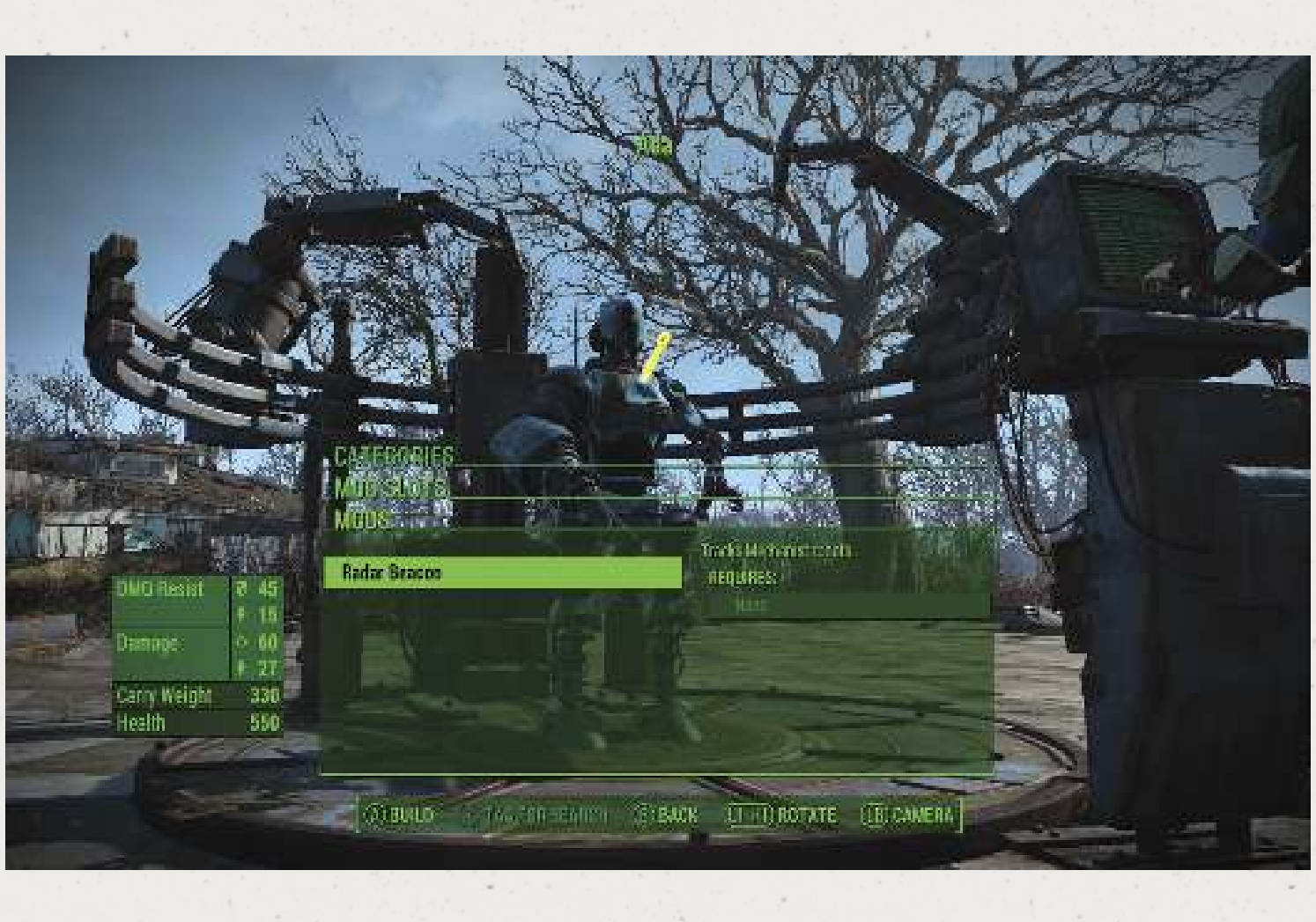
4. Stop the Mechanist.

5. Take control of the facility.

6. Speak to Ada.

LOCATIONS TO EXPLORE

- RobCo Sales & Service Center
- The Mechanist's Lair The Key to the Plan

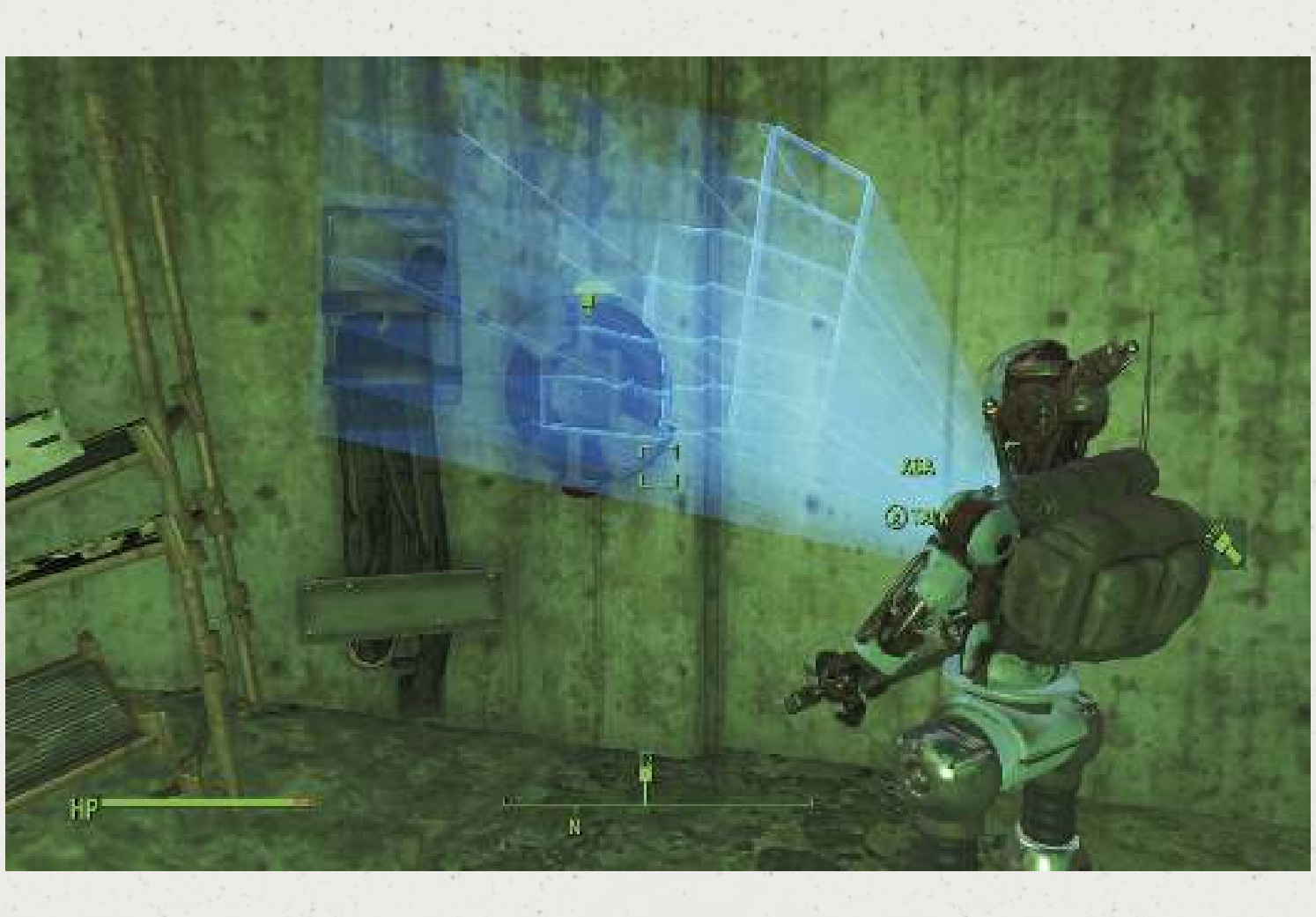


When you've concluded your business with Jezebel, return to Ada and discuss your progress. Ada believes she's located the Mechanist's Liar. Before you head out, however, you must utilize Jezebel's M-SAT plans. Return to your Robot Workbench and use the following materials to equip Ada (or a new Automatron) with a special M-SAT mod:

- Adhesive (1)
- Aluminum (2)
- Circuitry (3)
- Rubber (2) The Beginning of the End

Once complete, Ada reveals the location of the Mechanist's facility. Take your specially equipped robot companion and travel to the RobCo Sales & Service Center located to the northwest of the Boston Airport.

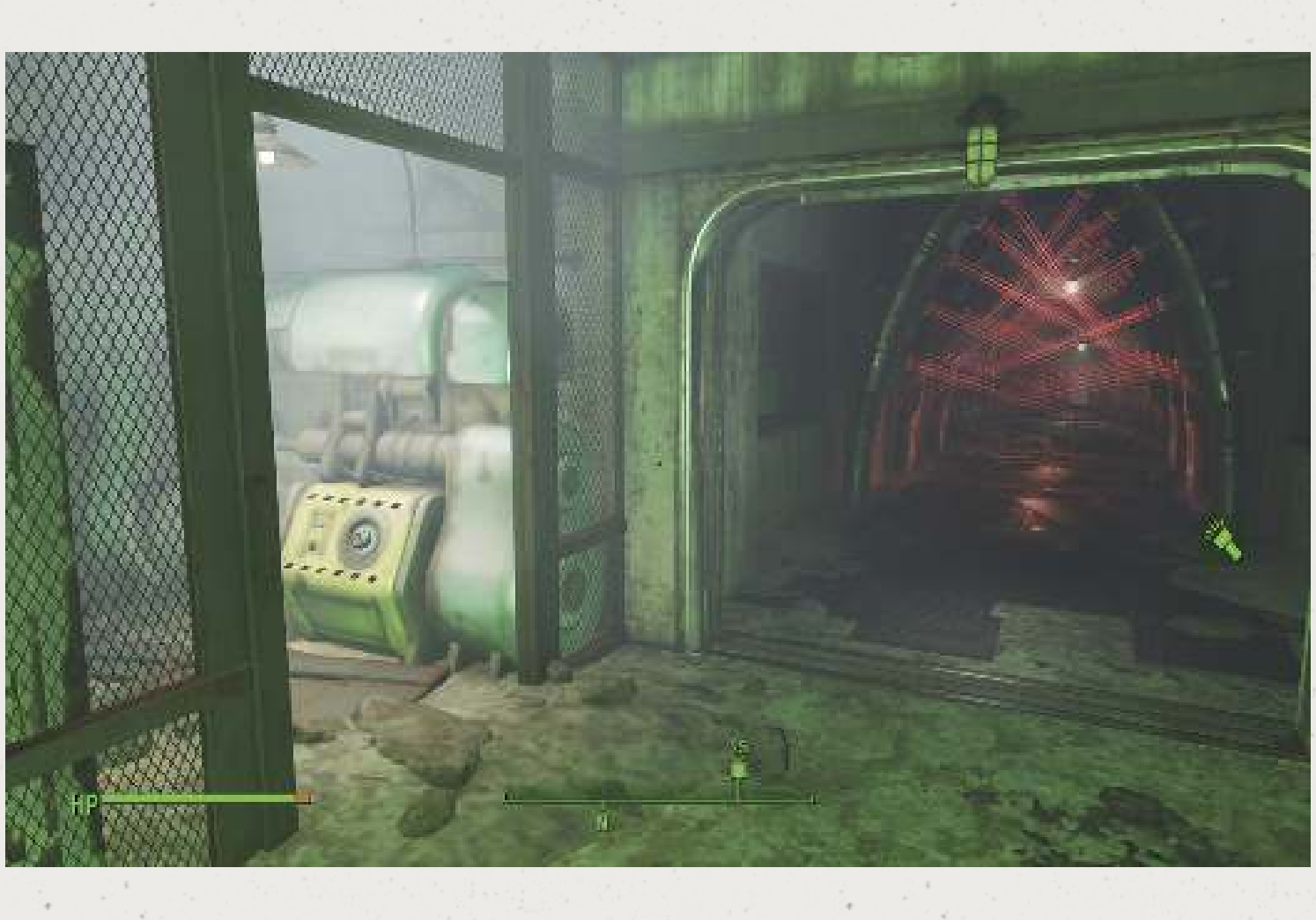
Enter the building and lead your robot companion down to the strange device marked by your Pip-Boy. Have your companion activate the access port to reveal a hidden passage to the Mechanist's Lair. A RobCo Sales & Service Key is located on the file cabinet near the building's rear exit; consider adding it to your collection before proceeding.



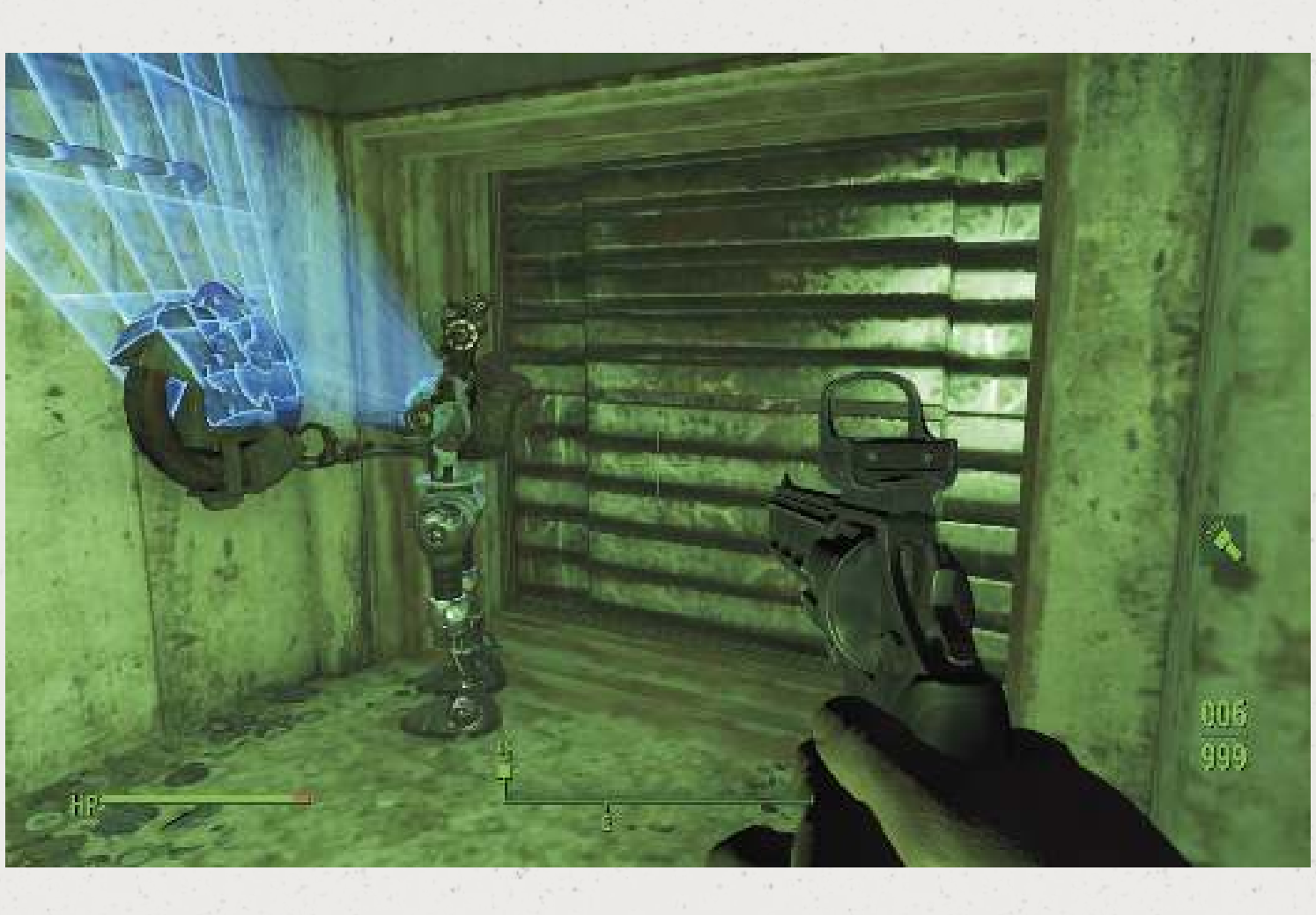
RobCo Sales & Service Key

DECONTAMINATION

The M-SAT is required to access various areas within the Mechanist's Lair, so keep your robot companion close. A thorough search reveals many useful items, but the facility also contains some formidable security measures—including a series of tripwires in the decontamination area. Disarm the individual tripwires, or use the passage just past the nearby Fusion Core to slip into the security office. From there, you can hack the decontamination control terminal (Advanced) and deactivate all of the tripwires, or pick the locked security door (Expert) to simply bypass the tripwires.



Fight your way to the access port at the end of the decontamination area, then have your companion open the path to the facility's production wing.



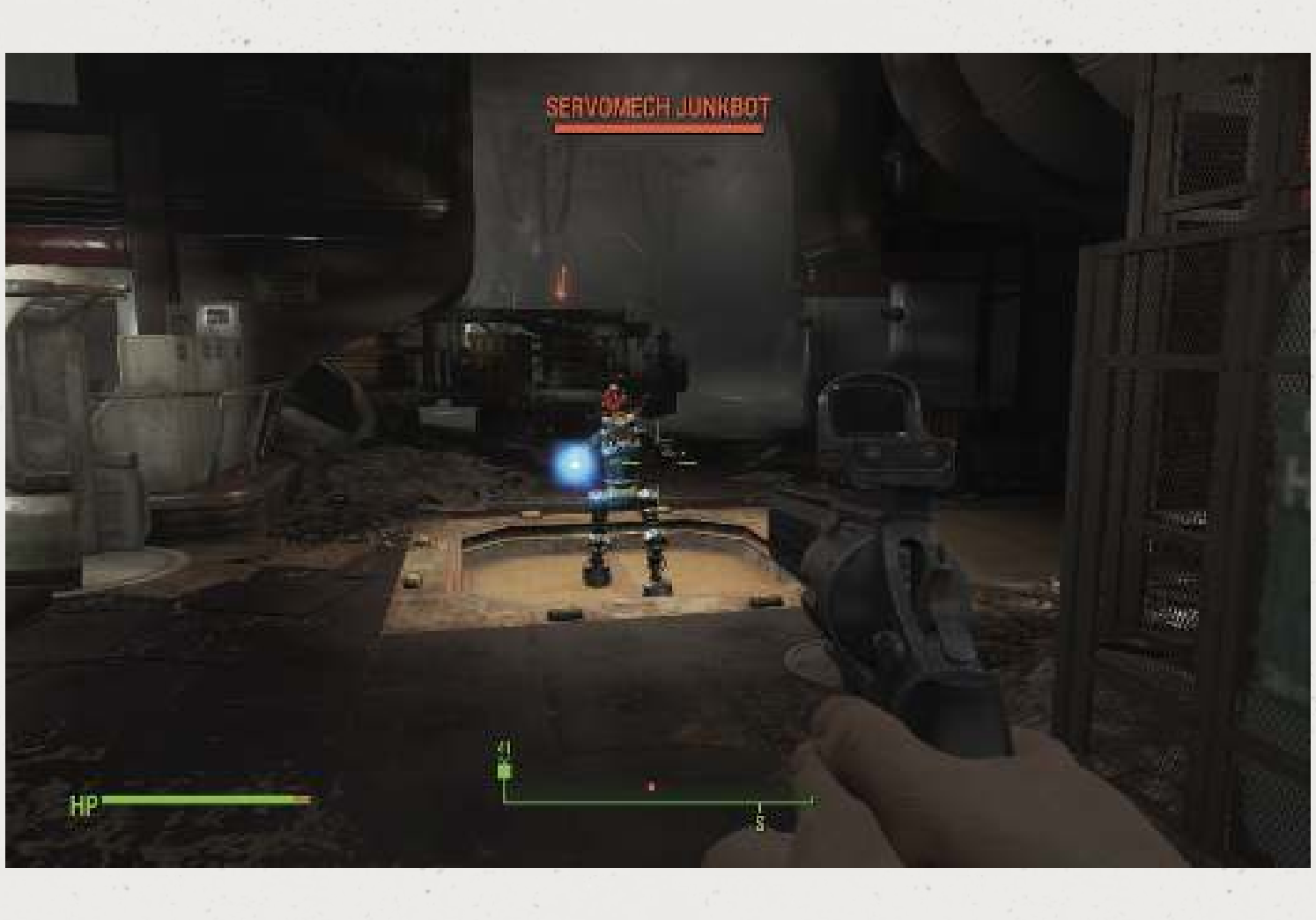
LOOTING DECONTAMINATION

Fusion Core

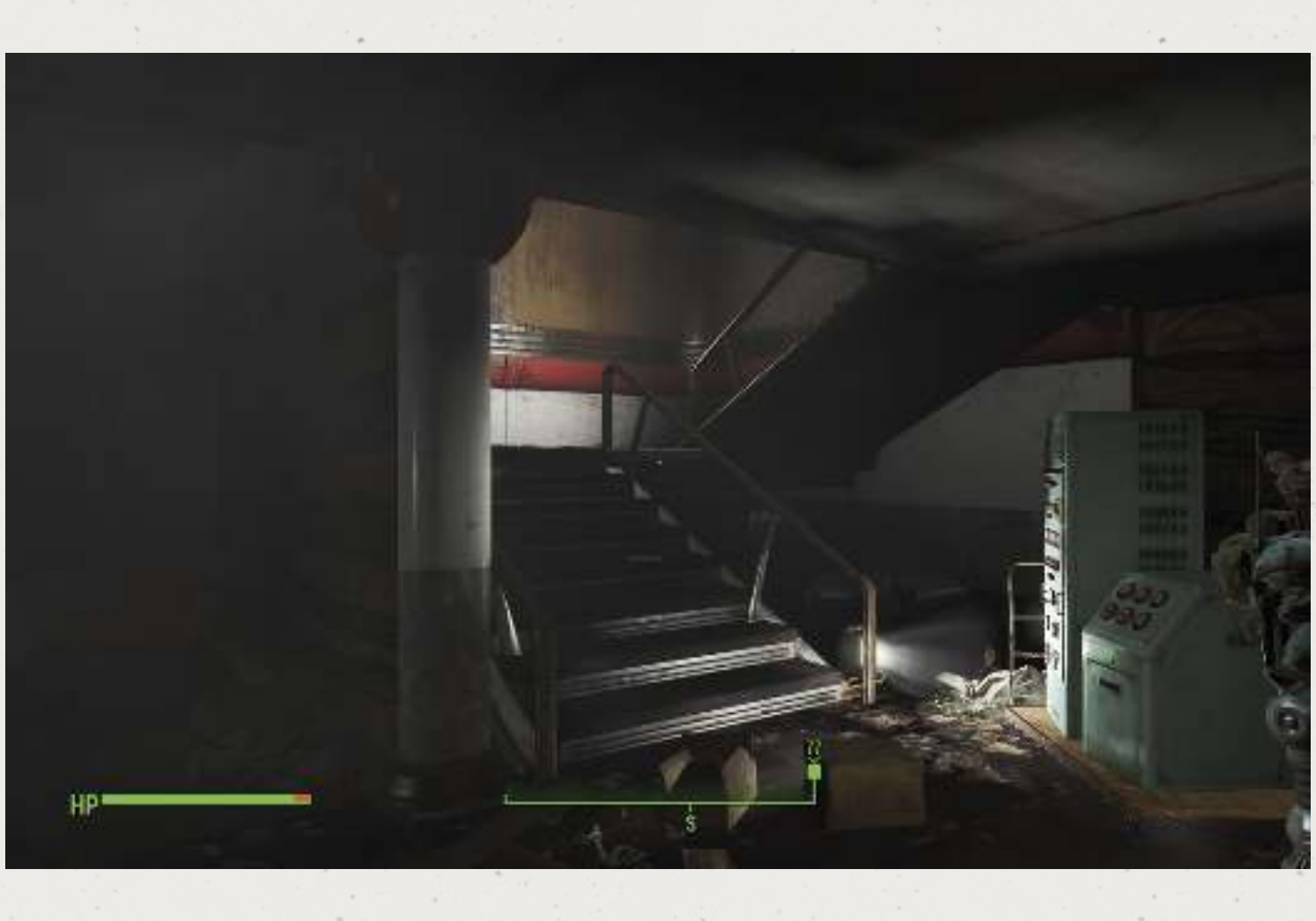
There's never a reason to pass up a free Fusion Core. Grab this valuable item on your way through the decontamination area.

THE PRODUCTION WING

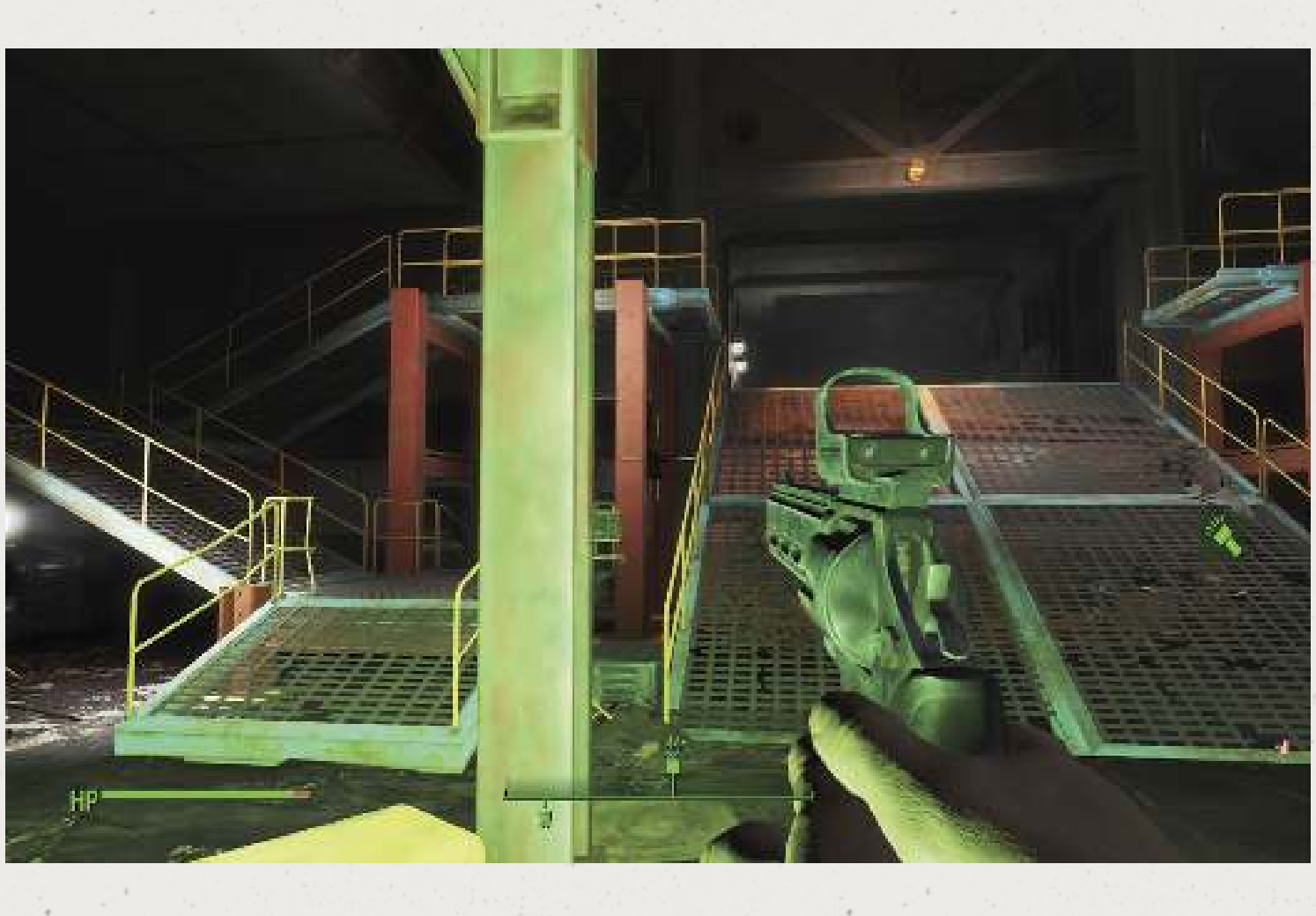
The facility's production wing is filled with useful items and dangerous enemies. Conduct a thorough search of the area as you follow the corridor past the charging stations and into the quality control offices.



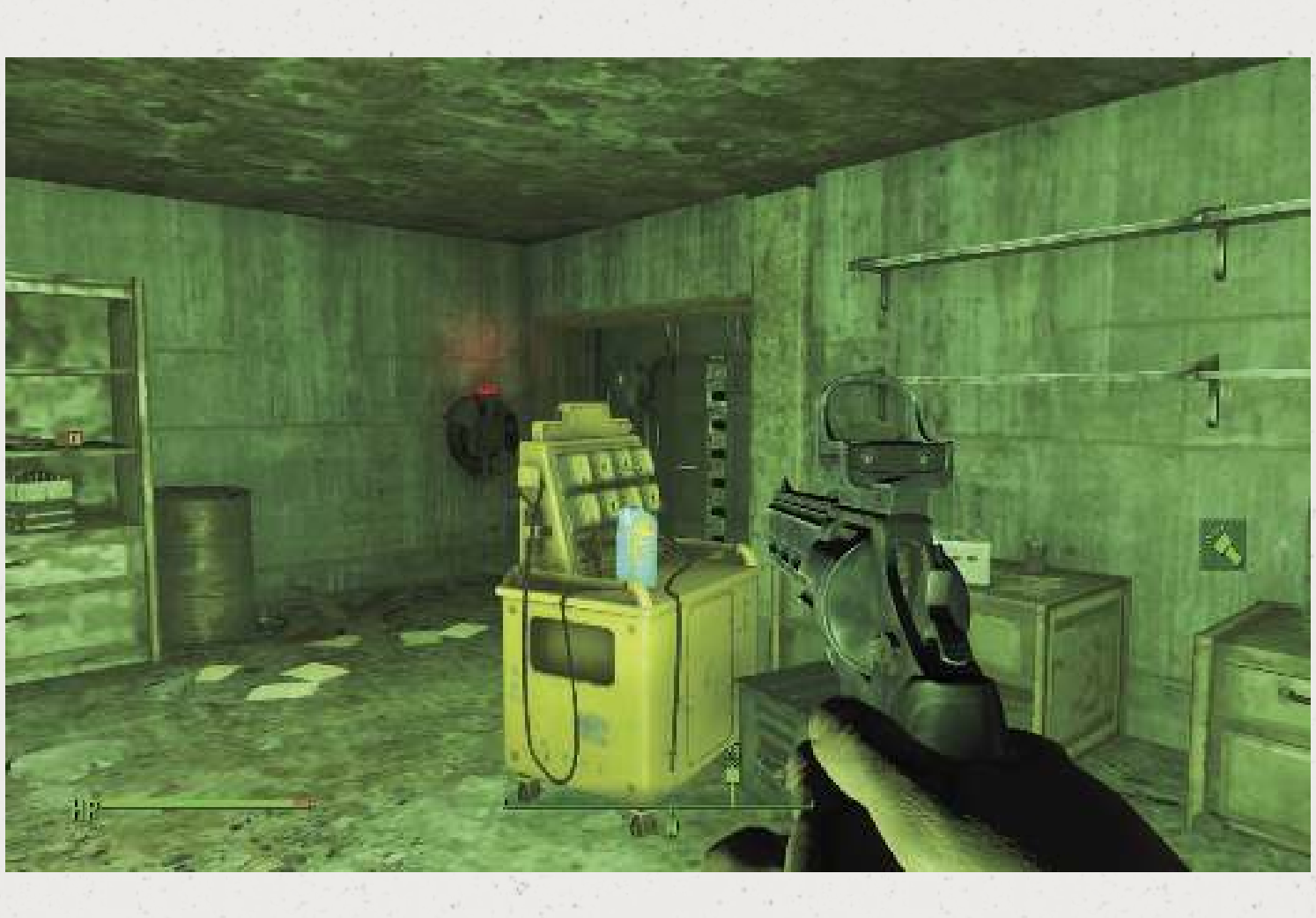
Search the quality control offices for items of interest, then locate the stairs near the chief engineer's terminal and head up to the next level.



The upper offices overlook some assembly lines. Follow the stairs down to the assembly floor, neutralize the waiting robots, and approach the ramps at the end of the room. When the coast is clear, climb the narrow ramps to the left and use the button at the top to close the gap in the retractable walkway.



Continue across the walkway and through the nearby doors to find another access port mounted within a small utility area. Activate the access port and leave the production wing.



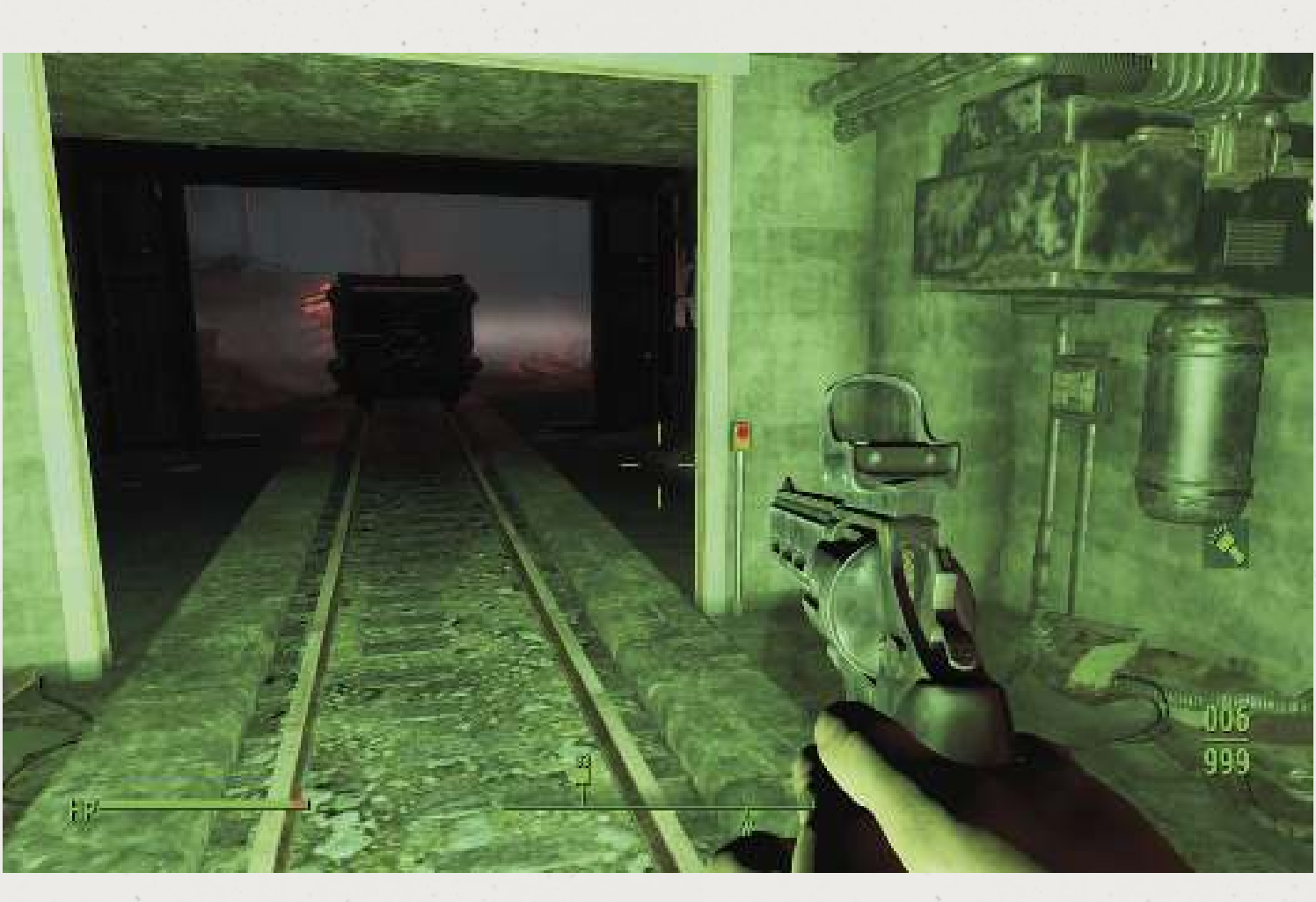
LOOTING THE PRODUCTION WING

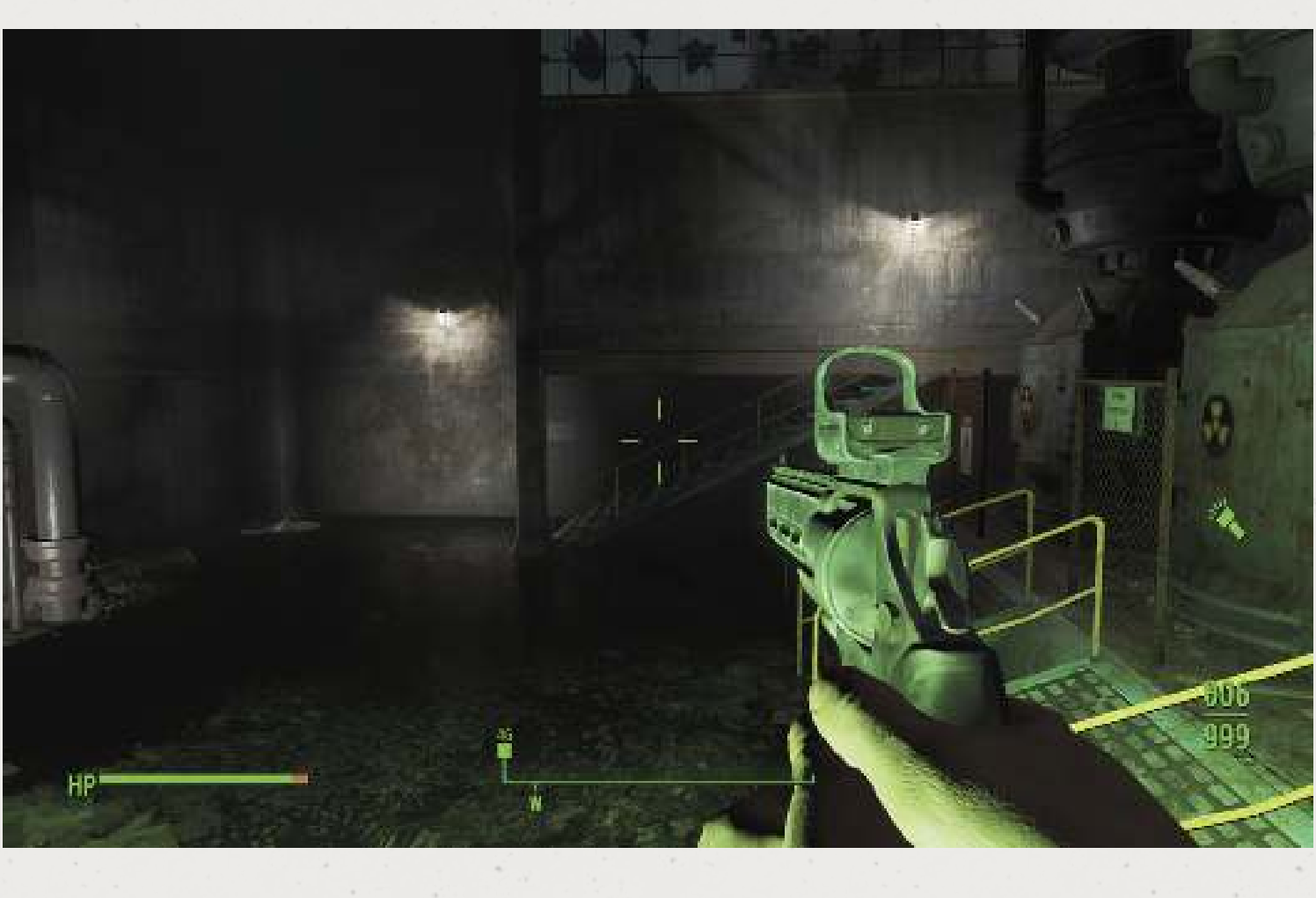
Nuka Cola Quantum

The production wing contains two thirst-quenching Nuka Cola Quantums. The first is located just outside of the quality control offices; the second is near the chief engineer's terminal.

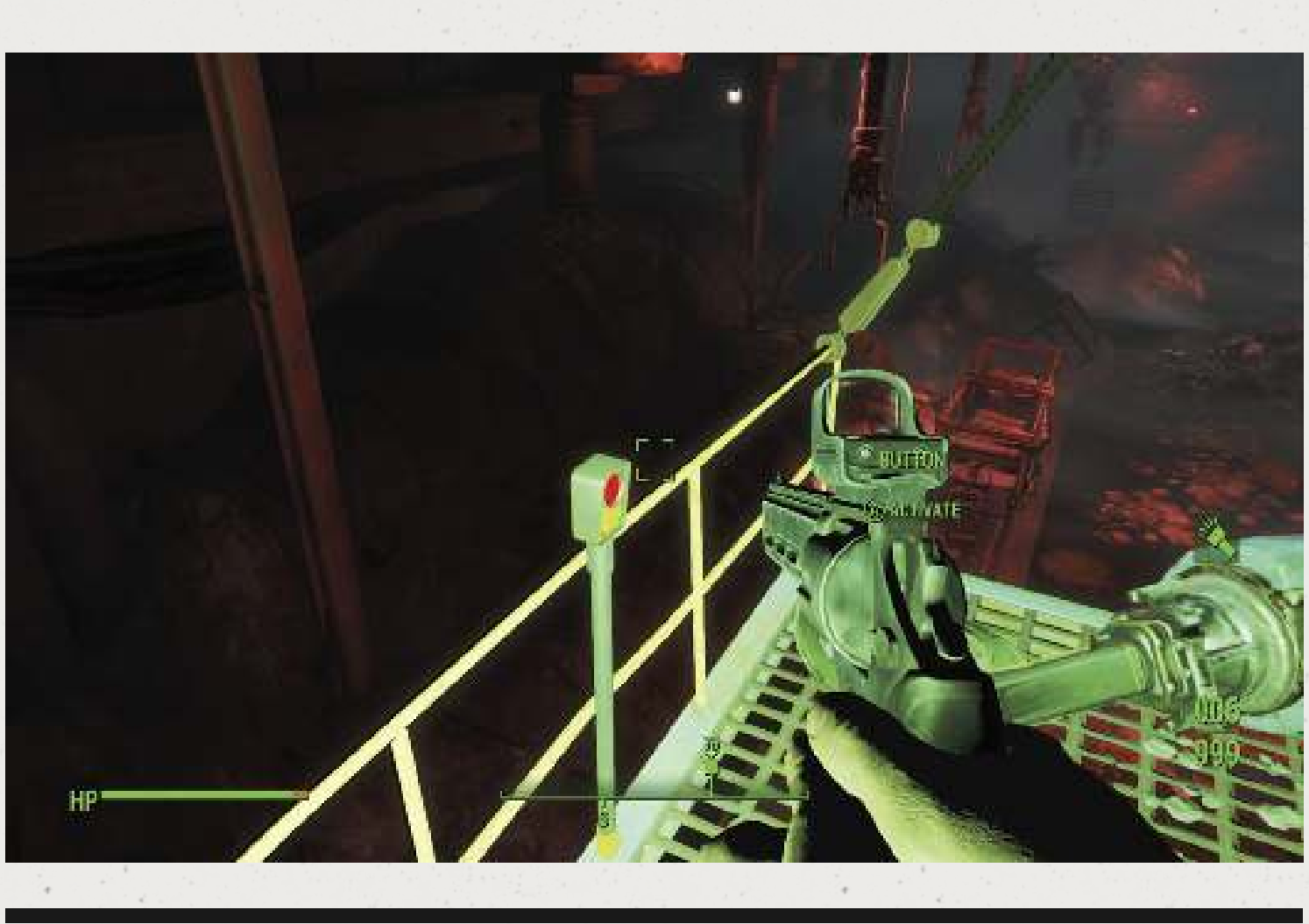
THE FACILITIES WING

After leaving the production wing, look for the access port across the enclosure. Have your robot companion activate the port, then head through the open door and into the facilities wing. Follow the pipe-lined corridor past the power substation to find a set of tracks leading into the parts warehouse. Use the nearby button to raise the warehouse door, then head inside. Fight your way across the parts warehouse and follow the stairs up to the management office.



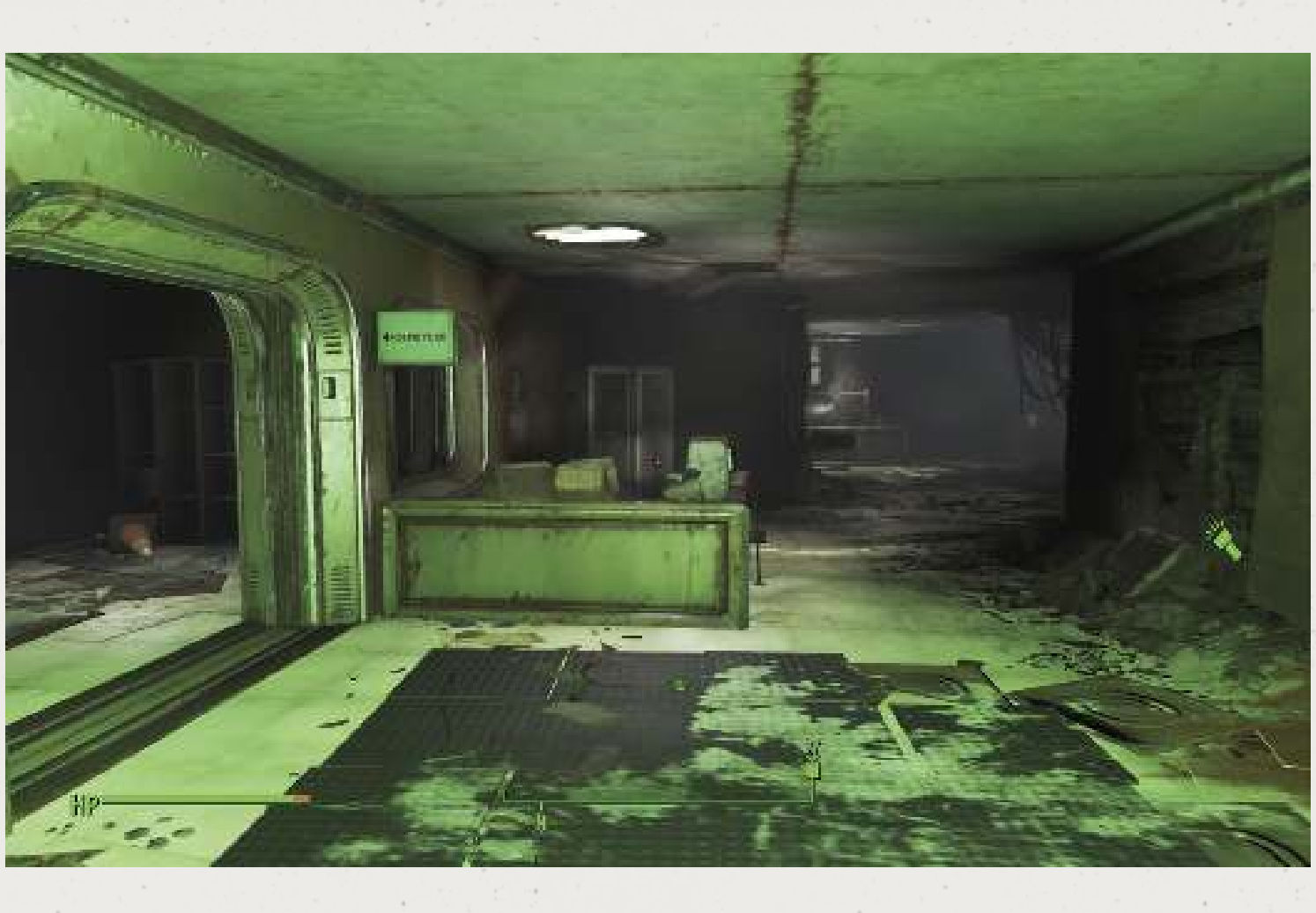


Continue through the management office to find a suspended platform. Activate the button and allow the platform to carry you back across the length of the parts warehouse. When the platform stops, step onto the landing and follow the corridor to find another access port. When you're ready, activate the port and exit the facilities wing.



THE RESEARCH WING

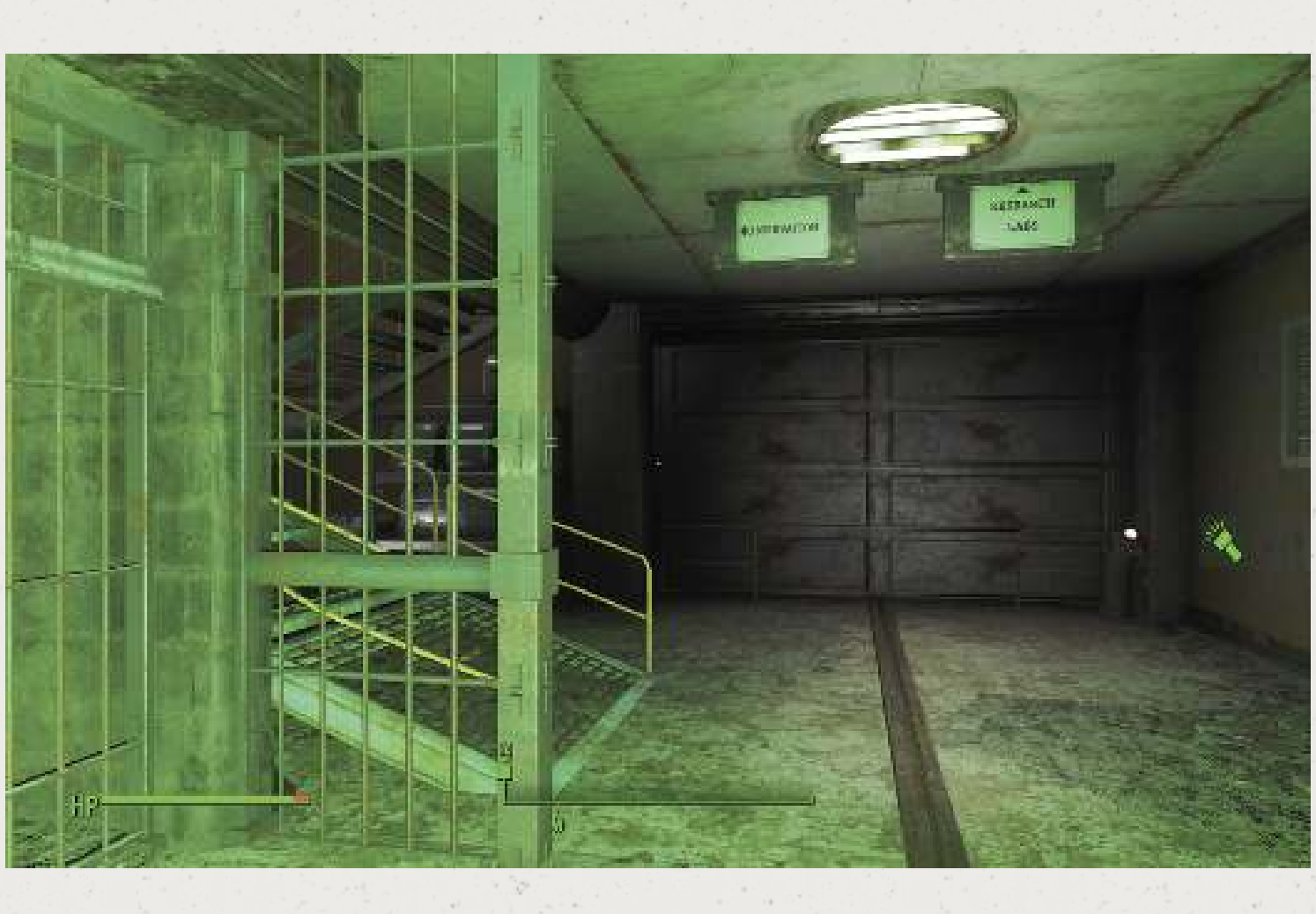
After leaving the facilities wing, follow the corridor down to the research wing entrance. Activate the nearby access port, then head through the open door. The research wing contains a variety of useful items, so the area is well worth exploring. However, if you're particularly eager to confront the Mechanist, you can bypass the forfeiture office (which contains property storage rooms) and head straight for the holding block to the north.



LOOTING PROPERTY STORAGE

Property storage contains some easily accessible **items**, but the more valuable **items** (like **weapons**, **ammo**, and **chems**) are stashed in a secure lockup. Collect the Forfeiture Terminal Password tucked underneath the watch station desk just outside of the forfeiture office, then use it to access the property storage lockup terminal. If you prefer, you can also hack the terminal (Master) or pick the locked door (Master).

The holding block contains several locked cells, an upper-level observation area, and a freight elevator. When you're done exploring the holding cells, use the button at the end of the corridor to summon the elevator and ride down to the research labs.



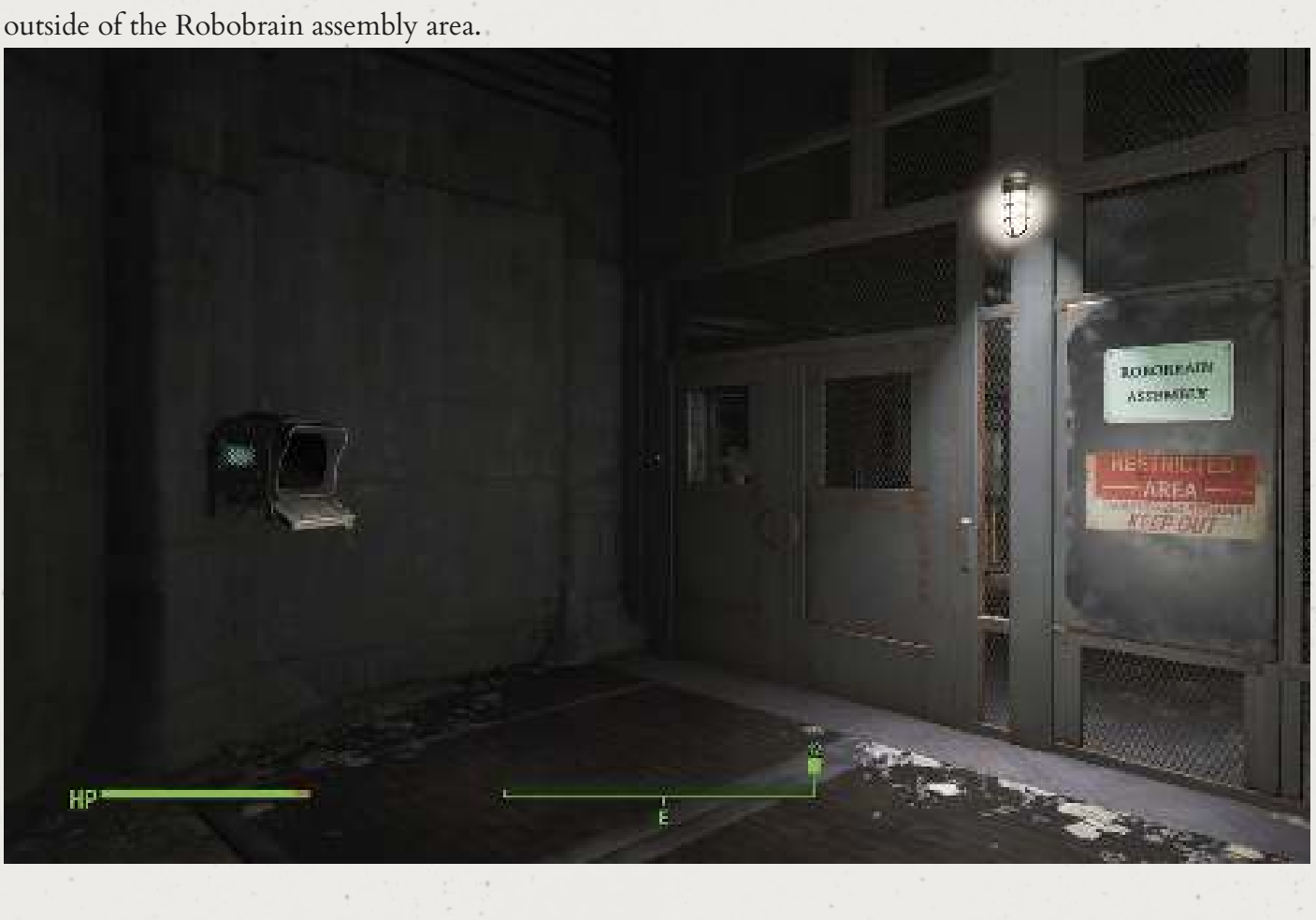
LOOTING THE HOLDING BLOCK

Stealth Boy

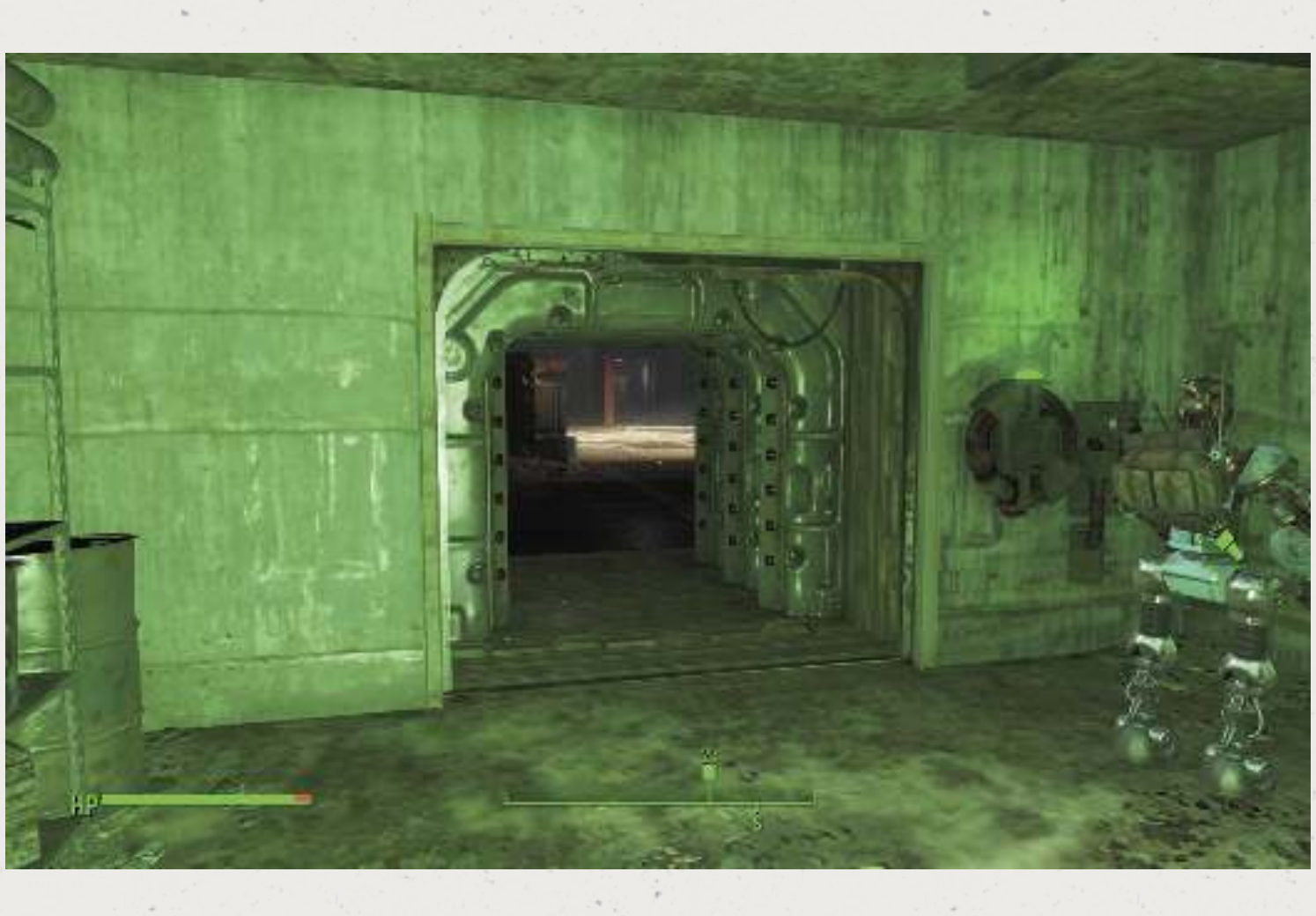
You can pick the locked cells (Advanced) to gain access to various **chems** and **junk items**, but the most valuable item is located on the upper level. Climb the stairs up to the observation area and look for the Stealth Boy tucked away at the end of the corridor.

Once you reach the research labs, you must find a way into the Robobrain assembly area. There are two basic methods for accomplishing this task:

- Neutralize the hostile robots near the incinerator and search the Robobrain wreckage to collect the Medical Terminal Password. Locate the Robobrain assembly area east of the incinerator and use the nearby terminal to unlock the security doors.
- Steer clear of the incinerator alcove, sneak past the hostile robots, and hack the terminal (Master) located outside of the Robobrain assembly area.

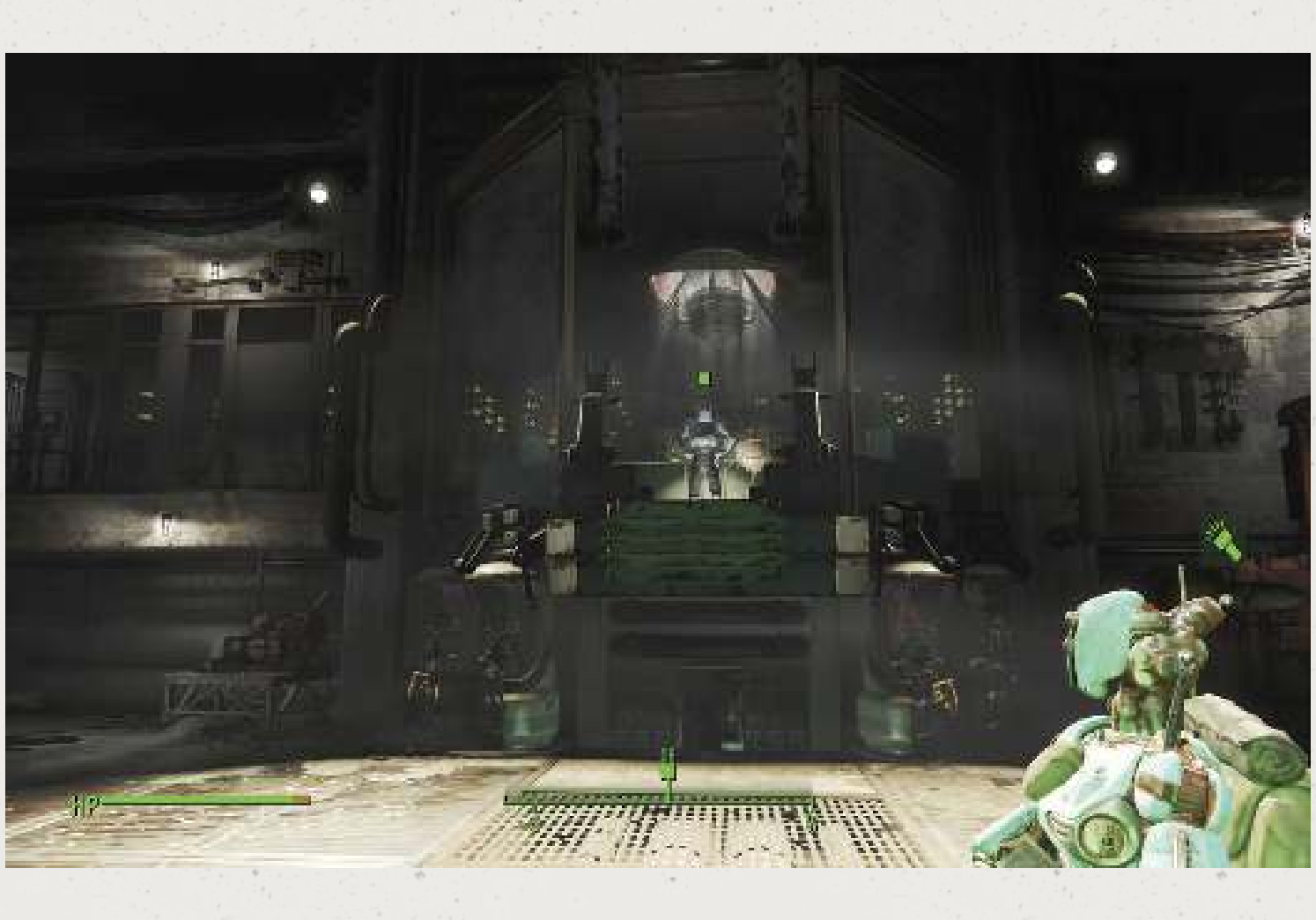


Enter the Robobrain assembly area and activate the access port at the end of the corridor to reveal the heart of the Mechanist's Lair.

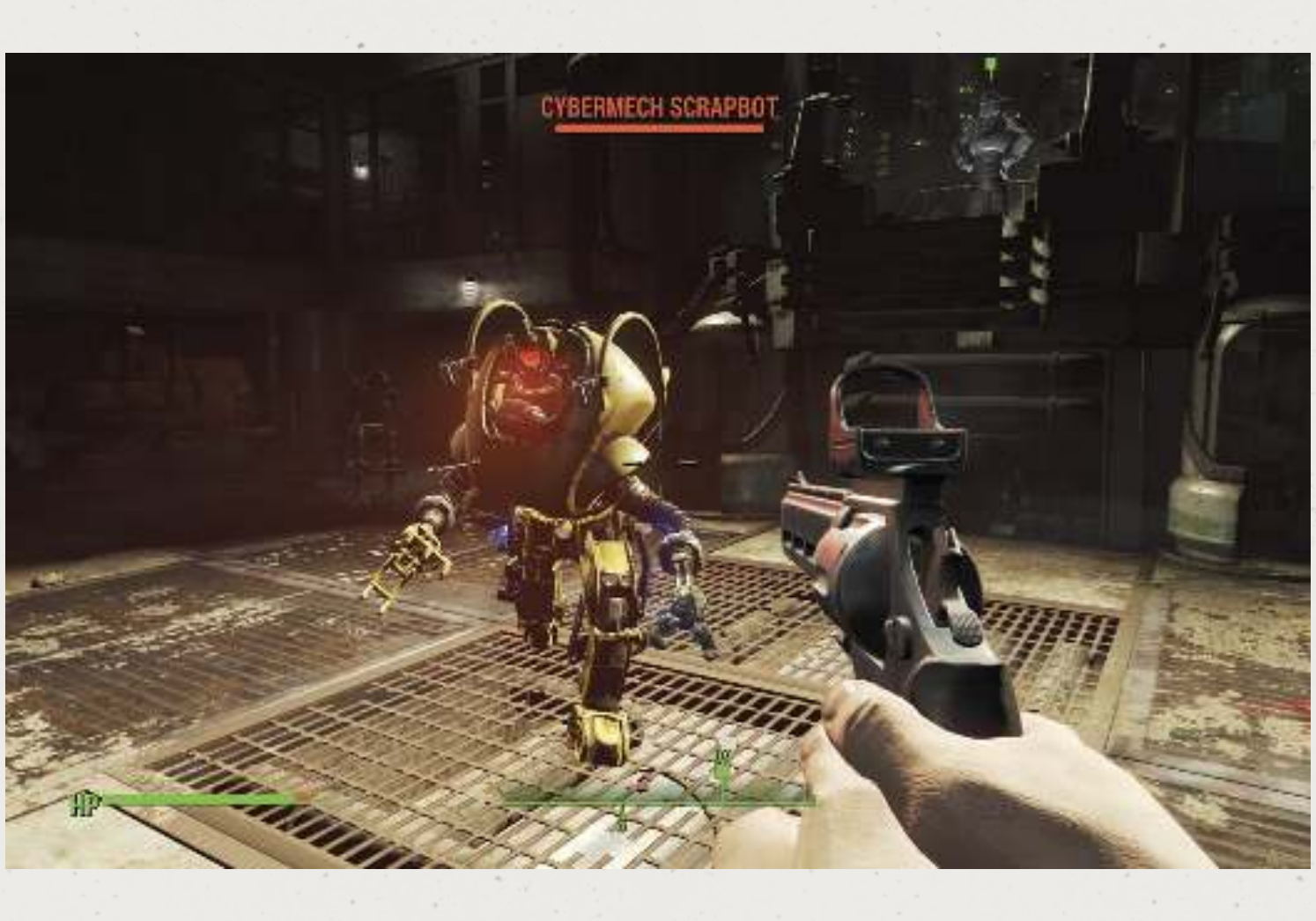


CONFRONTING THE MECHANIST

The Mechanist has taken refuge in the facility's control center, but this foe is far from helpless. After a brief conversation, hostile robots flood the area. Prepare your weapon and defend yourself from the Mechanist's minions.



Surviving the first wave of enemies grants you a moment to catch your breath, but the battle is far from over. Heal, reload, and prepare for another round of combat. In addition to more powerful robots, the Mechanist utilizes environmental hazards and self-destruct subroutines. During the fight, listen to the Mechanist for clues about incoming threats.



Defeat the remaining robotic minions to force the Mechanist into another conversation. Once this happens, you can:

- Convince the Mechanist to step out of the control center to talk.
- Provoke the Mechanist into leaving the control center to fight.

Either option can be achieved through basic dialogue, but the conversation includes some optional speech challenges.

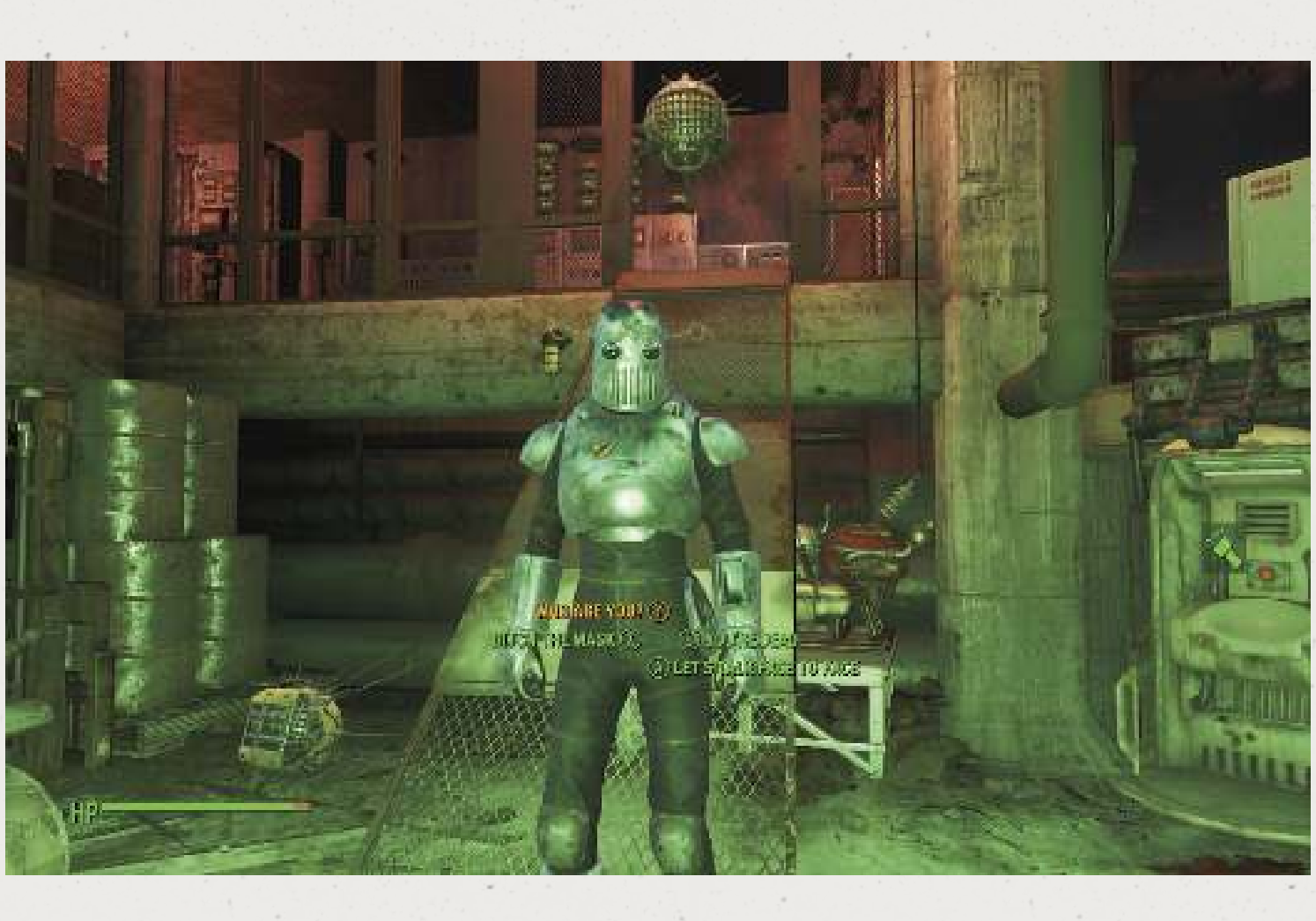
CHARISMA

(Medium) Convince the Mechanist to hear you out before resuming hostilities.

(Medium) Convince the Mechanist to speak face-to-face.

(Medium) Convince the Mechanist you're not the enemy.

If you opt for a peaceful resolution, the Mechanist surrenders the password to the facility's control console. Use the password to cancel the security alert, then speak to Isabel to receive the Mechanist's costume pieces. If you choose a violent outcome, you can collect the same items along with a unique laser pistol from the Mechanist's remains.



RB-2851 Master Control Password

Mechanist's Armory

Mechanist's Helmet

Protectron's Gaze

No matter which outcome you choose, use the acquired password to claim the Mechanist's Lair as a workshop settlement. Next, speak to Ada to report your success to unlock the plans for all remaining robot mods.

LOOTING THE MECHANIST'S LAIR

Eyebot Pod Schematics

Spotlight Schematics

The Mechanist's Lair contains an impressive collection of valuable **items**. Search the **rooms** beyond the control center to find a Steamer Trunk, locked containers, and loose goods scattered throughout the area. Most importantly, collect the Eyebot Pod Schematics from the living quarters and the Spotlight Schematics in the **crafting** area across from the elevator. These rare schematics unlock new workshop **items** for your settlements.

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Fallout 4
AUTOMATRON

Automatron Radiant Quests

Rogue Robot

1. Destroy the rogue robot(s)

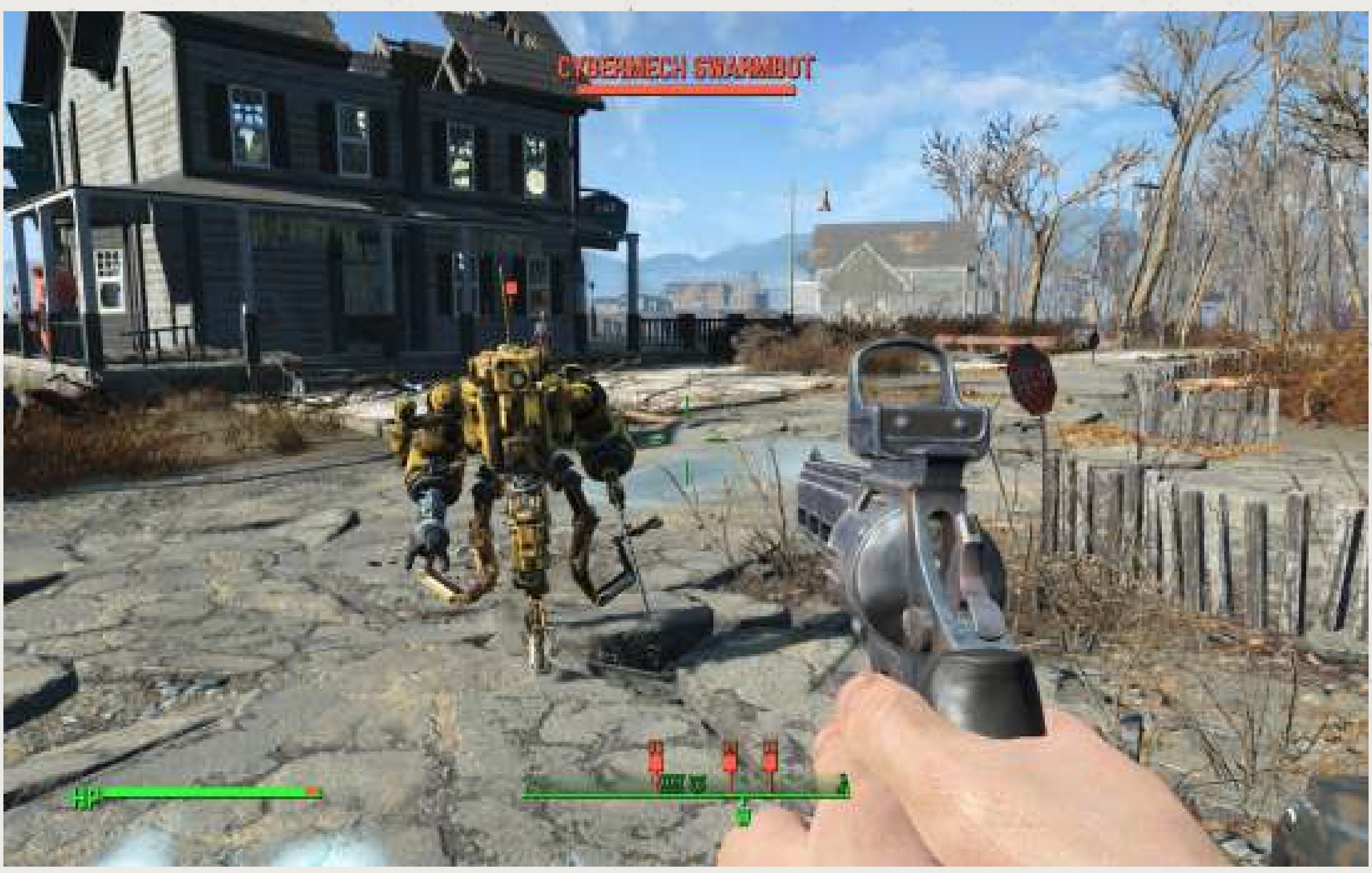
LOCATIONS TO EXPLORE

- The Mechanist's Lair

ROBOTIC REMNANTS

This repeatable quest is given by Ada or Isabel (depending on how you chose to deal with the Mechanist) after you take control of The Mechanist's Lair. An unknown number of the Mechanist's minions are still wandering around the Commonwealth and it falls on you to deal with these threats as they're identified.

Head to the indicated (random) location and eliminate all marked targets. In addition to a standard XP reward, your success yields whatever items you can salvage from your vanquished foes. To repeat the quest, return to Ada/Isabel and ask about any new targets that have appeared.



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Fallout 4
AUTOMATRON

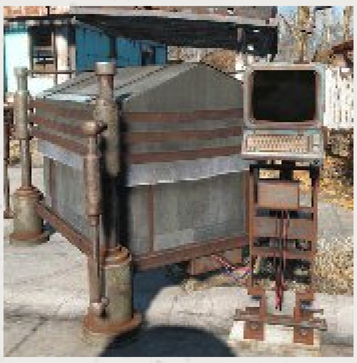
Automatron Radiant Quests

Robotic Reconnaissance*

- **Miscellaneous**: Wait for Eyebot to locate [selected item]
- (This quest appears in the **Miscellaneous** part of your Quest Menu.)

SCAN FOR SUPPLIES

This quest becomes available after you've built an Eyebot Pod. To start the quest, use the pod's terminal to scan the Commonwealth for a desired component, ammo type, or explosive. Deploy the Eyebot and wait for it to locate the specified item.



Once the Eyebot has completed its scan, head to the specified location and recover your item. You can build additional Eyebot Pods to perform simultaneous scans, but each item can only be assigned to one Eyebot at a time. To cancel an active scan, return to the designated pod and recall its Eyebot.

SAFE
Ⓐ UNLOCK
[MASTER]
HP
W

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Fallout 4
WASTELAND
WORK SHOP

DLC Wasteland Workshop

Overview

Fallout 4
BUILD YOUR OWN ARENA OF DEATH WHILE REDECORATING YOUR LAIR
ADD ON 2
WASTELAND
WORK SHOP
Bethesda

With the Wasteland Workshop, design and set cages to capture live creatures – from raiders to Deathclaws! Tame them or have them face off in battle, even against your fellow settlers. The Wasteland Workshop also includes a suite of new design options for your settlements like nixie tube lighting, letter kits, taxidermy and more!

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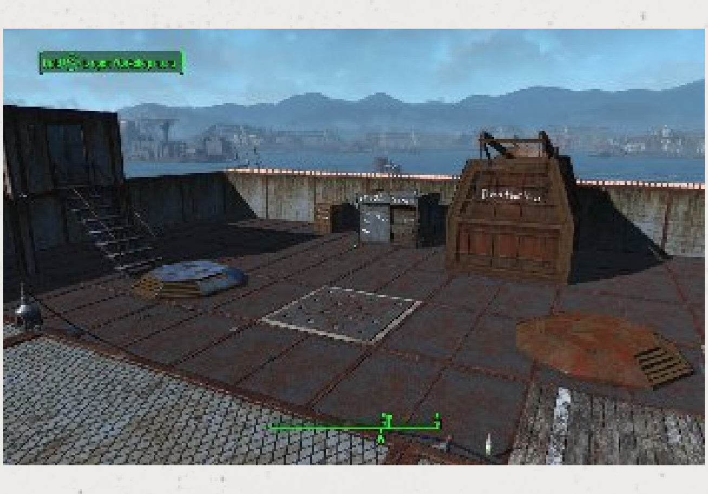
PRIMA GAMES

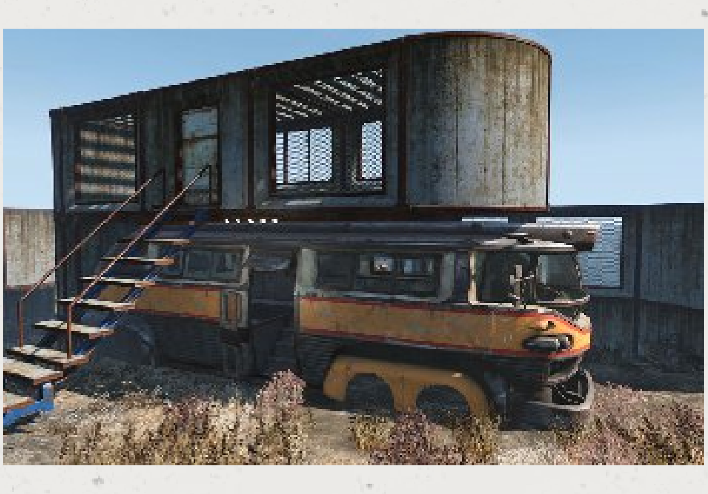
Fallout 4
WASTELAND
WORK SHOP

Items

Structures



This category contains a variety of new items geared toward basic construction, the bulk of which can be found in a new subcategory for concrete **structures**. However, there are also some exciting new items in existing subcategories.

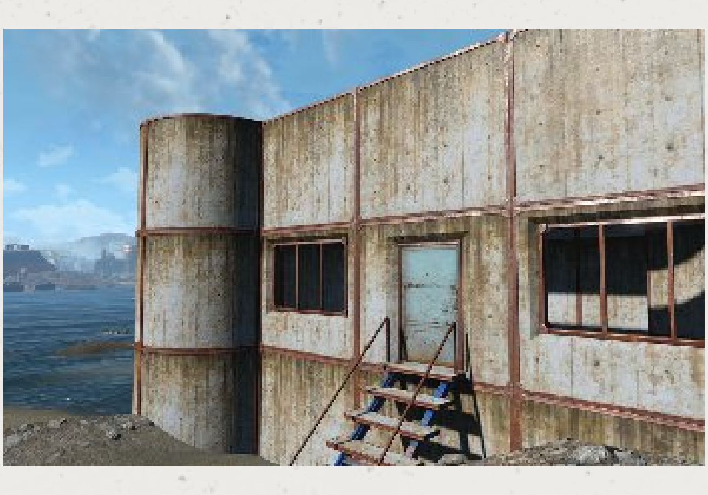


NEW OR EXPANDED SUBCATEGORIES

- Structures > Concrete
- Structures > Doors
- Structures > Miscellaneous

STRUCTURES > CONCRETE

The introduction of concrete **structures** opens up exciting new building opportunities. Concrete items tend to be thicker than those made of wood or metal and many of them feature angled edges or curves that weren't previously available.

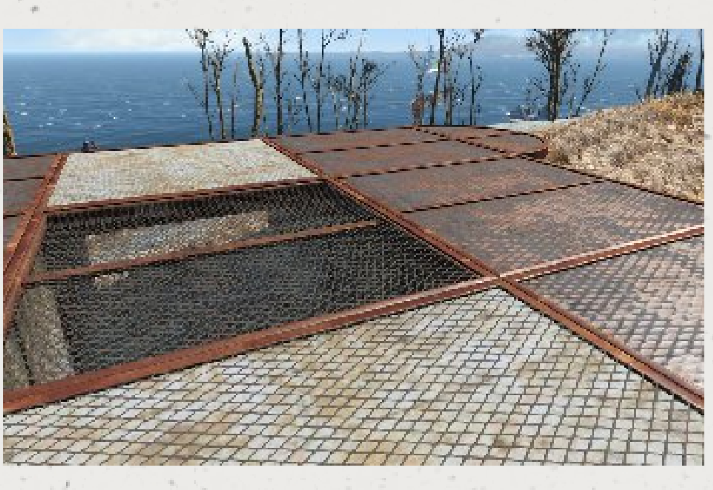


NEW OR EXPANDED SUBCATEGORIES

- Structures > Concrete > Floors
- Structures > Concrete > Walls
- Structures > Concrete > Roofs
- Structures > Concrete > Stairs
- Structures > Concrete > Miscellaneous

Structures > Concrete > Floors

Concrete floors work similarly to wooden floors. They level uneven ground, snap to each other, and serve as anchor points for walls. Most concrete floor panels are interchangeable with wood floor panels, making it fairly easy to mix and match pieces based on available materials or aesthetic choices. However, the "Floor—Curve" and "Floor—Angled" options feature all-new shapes with no wood floor counterparts.

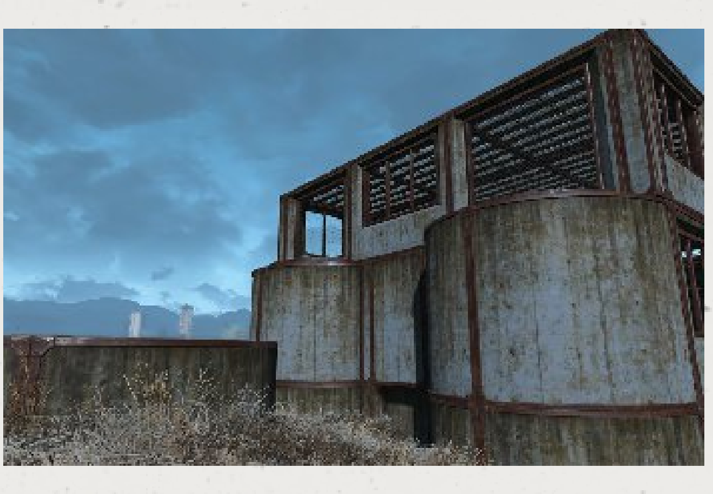


CONCRETE FLOORS

NAME	BUILD WITH	PREREQUISITES	NOTES
Floor	Steel (2), Concrete (4)	—	A basic floor.
Floor	Steel (8)	—	A basic floor.
Concrete Foundation	Steel (8), Concrete (4)	—	Used to level uneven ground.
Floor—Upper	Steel (4), Concrete (6)	—	A double-thick floor.
Floor—Curve	Steel (4)	—	A wedge-shaped floor.
Floor—Small	Steel (4)	—	A small floor tile.
Floor—Angled	Steel (4), Wood (6)	—	A triangular floor.

Structures > Concrete > Walls

Concrete walls are much thicker than basic wall panels, allowing them to be stacked vertically or snapped together perpendicularly. Some concrete walls feature angled edges for even more snapping options. The "Concrete Wall—Curve" can be used to create rounded **structures** or partitions and you'll find some narrow wall pieces that are perfect for filling gaps or creating pillars. Concrete walls can also sink into the ground, making it possible to build a sleek-looking structure without a conventional foundation.

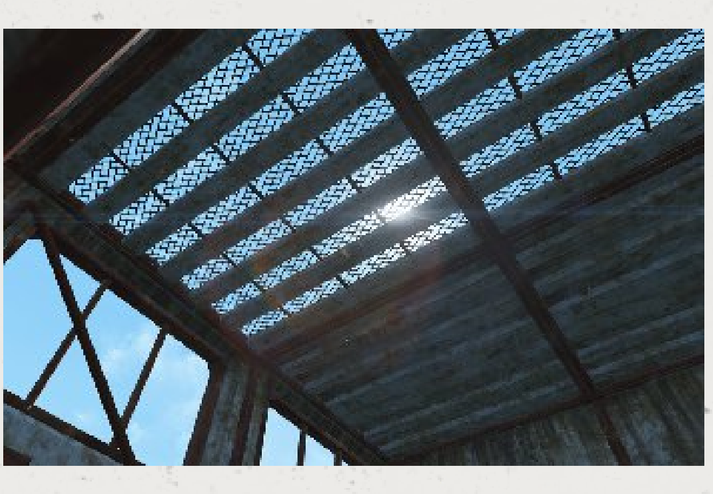


CONCRETE WALLS

NAME	BUILD WITH	PREREQUISITES	NOTES
Concrete Wall	Concrete (8)	—	A basic wall.
Concrete Wall—Doorway	Concrete (6)	—	Features a doorway.
Concrete Wall	Concrete (6), Steel (4)	—	Features a large grate.
Concrete Wall	Concrete (6), Steel (4)	—	Features steel bars.
Concrete Wall	Concrete (6)	—	A narrow wall panel.
Concrete Wall	Concrete (4)	—	A very narrow wall panel.
Concrete Wall—Angled	Concrete (8)	—	Features beveled edges.
Concrete Wall—Angled Doorway	Concrete (6)	—	Features a doorway and beveled edges.
Concrete Wall—Curve	Concrete (8)	—	A curved wall panel.

Structures > Concrete > Roofs

This subcategory contains two flat roof pieces. The first option offers a solid design that is very effective at blocking light. The second option features a more open design that allows a great deal of natural light to pass through.

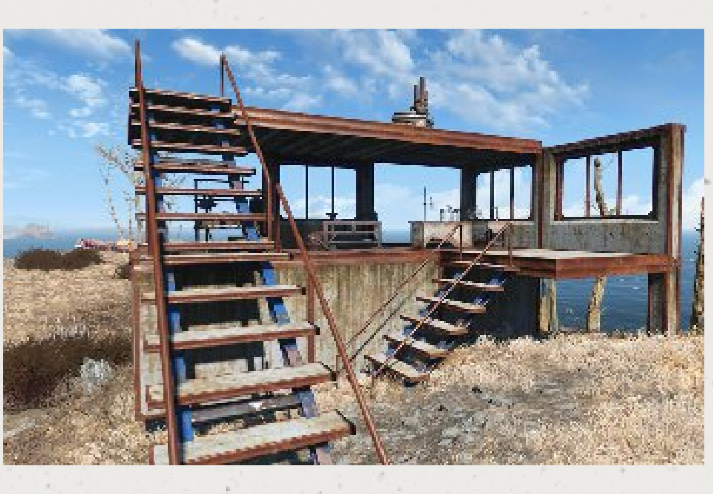


CONCRETE ROOFS

NAME	BUILD WITH	PREREQUISITES	NOTES
Roof	Steel (4), Concrete (6)	—	A flat roof.
Roof	Steel (4), Concrete (6)	—	A flat roof.

Structures > Concrete > Stairs

Like wood stairs, concrete stairs can be used to reach raised platforms and doorways. Some stairs can sink into the ground and snap to each other, allowing you to create perfectly placed stairs of any length.

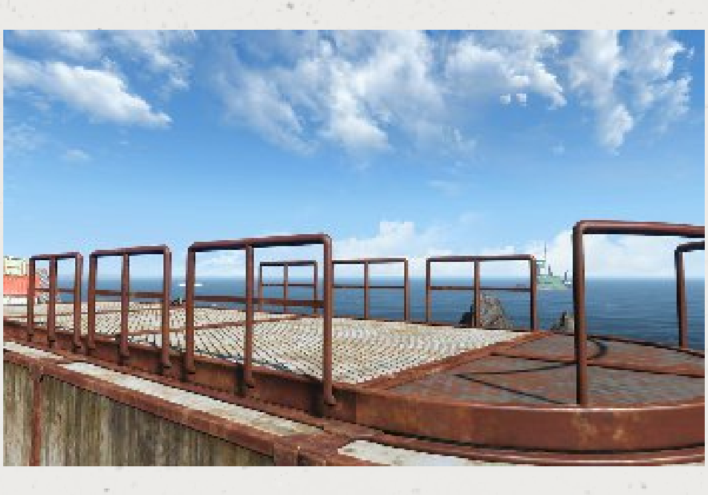


CONCRETE STAIRS

NAME	BUILD WITH	PREREQUISITES	NOTES
Concrete Steps	Concrete (8), Steel (6)	—	A long set of stairs.
Concrete Steps	Concrete (4), Steel (4)	—	A short set of stairs.

Structures > Concrete > Miscellaneous

This subcategory contains a variety of steel railings that help compliment a concrete structure's stark aesthetic. Most of these railings are designed to be placed on horizontal surfaces, but one option includes a curved base that can snap to the edges of most floor panels.

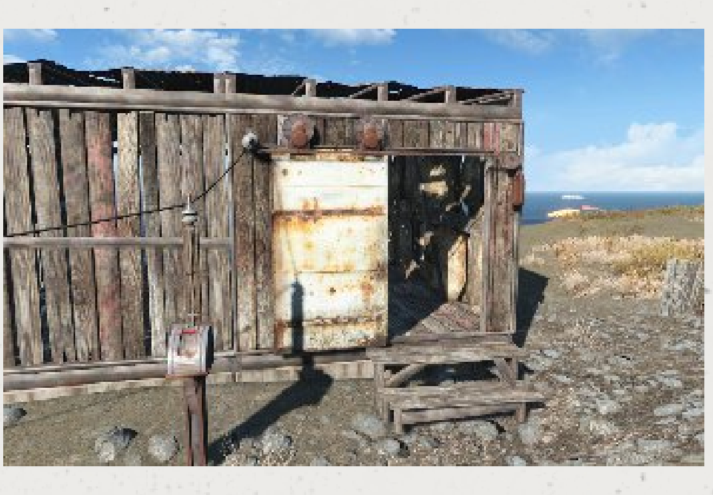


MISCELLANEOUS CONCRETE STRUCTURES

NAME	BUILD WITH	PREREQUISITES	NOTES
Railing	Steel (6)	—	A long railing.
Railing	Steel (4)	—	A curved railing.
Railing	Steel (4)	—	A short railing.
Railing	Steel (4)	—	A short railing.

STRUCTURES > DOORS

This subcategory now includes options for powered **doors**. Powered **doors** only open when a suitable **power** source is connected; disconnecting the **power** source causes the **doors** to close. Attaching a switch between a **power** source and one of these **doors** makes it possible to control a powered door from a remote location.

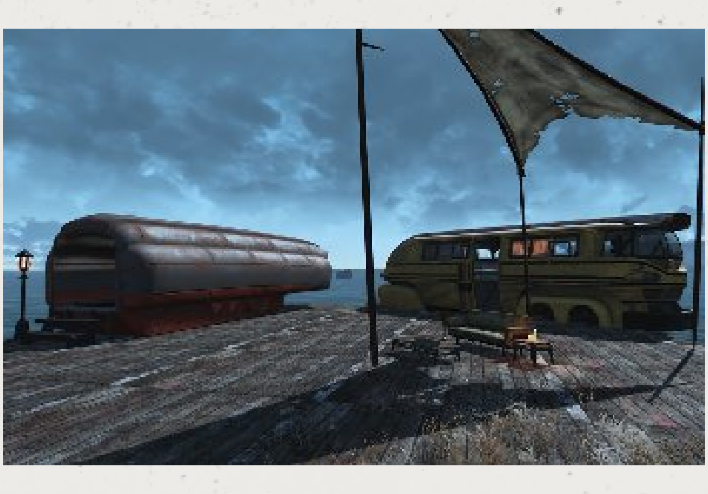


NEW DOORS

NAME	BUILD WITH	PREREQUISITES	NOTES
Powered Door	Wood (8), Steel (4), Copper (2)	—	Includes a sliding door. Requires 1 **Power**.
Powered Door	Steel (2), Copper (2), Concrete (6)	—	Includes retractable double **doors**. Requires 1 **Power**.
Powered Door	Steel (2), Copper (2), Concrete (6)	—	Includes retractable double **doors**. Requires 1 **Power**.
Powered Door	Steel (2), Copper (2), Concrete (6)	—	Includes retractable double **doors**. Requires 1 **Power**.

STRUCTURES > MISCELLANEOUS

This subcategory now includes two buses and a trailer, all of which can serve as premade shelters.



NEW MISCELLANEOUS STRUCTURES

NAME	BUILD WITH	PREREQUISITES	NOTES
Bus	Steel (20), Glass (5), Circuitry (2)	—	The body of a large bus.
Bus	Steel (20), Glass (5), Circuitry (2)	—	The body of a large bus.
Trailer	Steel (16), Wood (2)	—	An empty trailer.

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Fallout 4
WASTELAND
WORK SHOP

Items

Decorations

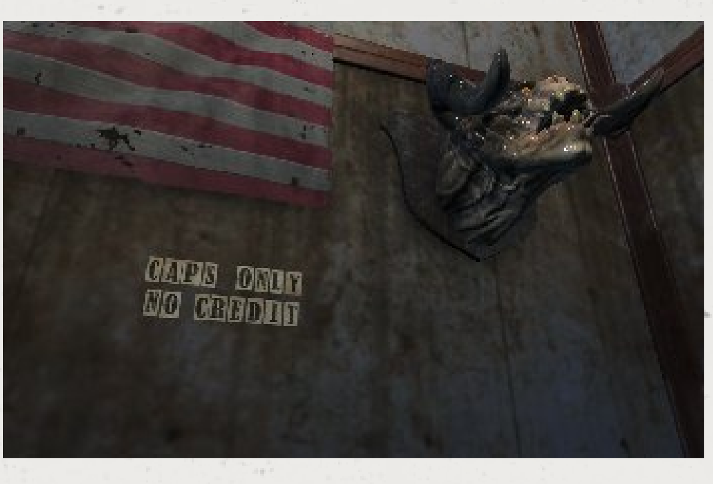
This section of the Workshop menu contains a wide variety of new decorative items, as well as some items geared toward organization and customization.

NEW OR EXPANDED SUBCATEGORIES

- Decorations > Wall Decorations
- Decorations > Miscellaneous

DECORATIONS > WALL DECORATIONS

Wall decorations go a long way in determining a settlement's look and feel. In addition to familiar flags, paintings, and signs, there is an expanded selection of mounted creatures and an all-new subcategory filled with lettering options.



NEW OR EXPANDED SUBCATEGORIES

- Decorations > Wall Decorations > Mounted Creatures
- Decorations > Wall Decorations > Lettering

Decorations > Wall Decorations > Mounted Creatures

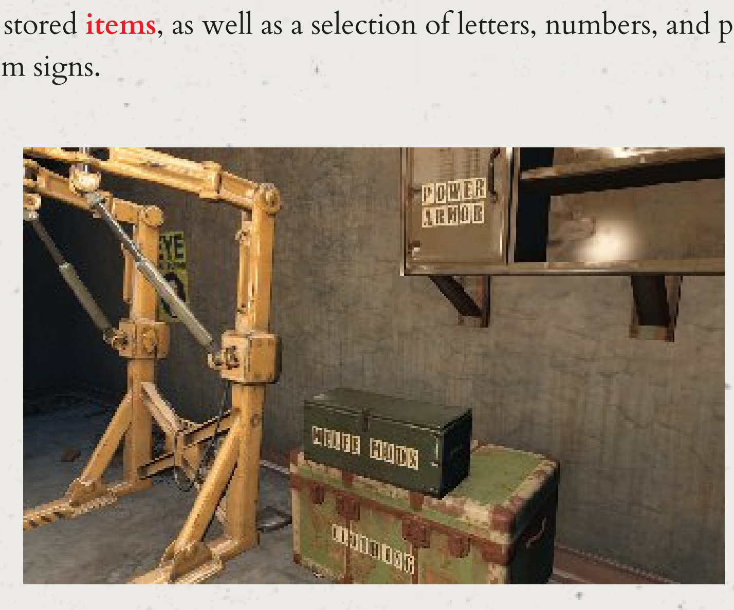
This subcategory now contains a slew of new wall-mounted creatures. Whether you're looking to inspire respect, fear or disgust, a properly selected and proudly displayed trophy can send a clear message to your settlers.

NEW MOUNTED CREATURES

NAME	BUILD WITH	PREREQUISITES	NOTES
Mounted Bloatfly Heads	Wood (2), Cloth (2), Bloatfly Gland (2), Bloatfly Larva (1)	—	A wall-mounted trophy.
Mounted Bloodbug	Wood (2), Cloth (2), Bloodbug Proboscis (2), Empty Blood Sac (1)	—	A wall-mounted trophy.
Mounted Cat Head	Wood (2), Cloth (2), Cat Meat (2)	—	A wall-mounted trophy.
Mounted Deathclaw Head	Wood (2), Cloth (2), Deathclaw Hide (2)	—	A wall-mounted trophy.
Mounted Dog Head	Wood (2), Cloth (2), Mongrel Dog Meat (2)	—	A wall-mounted trophy.
Mounted Feral Ghoul Head	Wood (2), Cloth (2), Skull (1)	—	A wall-mounted trophy.
Mounted Glowing One Head	Wood (2), Cloth (2), Skull (1), Glowing Blood Pack (1)	—	A wall-mounted trophy.
Mounted Gorilla Head	Wood (2), Cloth (2), Synthetic Gorilla Meat (2)	—	A wall-mounted trophy.
Mounted Hound Head	Wood (2), Cloth (2), Mutant Hound Meat (2)	—	A wall-mounted trophy.
Mounted Mirelurk Hunter Head	Wood (2), Cloth (2), Mirelurk Meat (2)	—	A wall-mounted trophy.
Mounted Mirelurk King Head	Wood (2), Cloth (2), Mirelurk Meat (3)	—	A wall-mounted trophy.
Mounted Mirelurk Queen Claw	Wood (2), Cloth (2), Queen Mirelurk Meat	—	A wall-mounted trophy.
Mounted Mongrel Head	Wood (2), Cloth (2), Mongrel Dog Meat	—	A wall-mounted trophy.
Mounted Radroach	Wood (2), Cloth (2), Radroach Meat (2)	—	A wall-mounted trophy.
Mounted Radscorpion	Wood (2), Cloth (2), Radscorpion Meat (2), Radscorpion Stinger (1)	—	A wall-mounted trophy.
Mounted Stingwing	Wood (2), Cloth (2), Stingwing Meat (2)	—	A wall-mounted trophy.
Mounted Yao Guai Head	Wood (2), Cloth (2), Yao Guai Meat (2), Yao Guai Hide (1)	—	A wall-mounted trophy.

Decorations > Wall Decorations > Lettering

Adventurers who value organization would do well to utilize this all-new subcategory. There are premade labels that can help keep track of stored items, as well as a selection of letters, numbers, and punctuation marks that can be arranged to create custom signs.



SMALL LETTERS

NAME	BUILD WITH	PREREQUISITES	NOTES
AMMO	Steel (4)	—	A wall-mounted label.
ARMOR	Steel (5)	—	A wall-mounted label.
CHEMS	Steel (5)	—	A wall-mounted label.
CLOTHING	Steel (8)	—	A wall-mounted label.
COMPONENTS	Steel (10)	—	A wall-mounted label.
FOOD	Steel (4)	—	A wall-mounted label.
GUNS	Steel (4)	—	A wall-mounted label.
INGREDIENTS	Steel (10)	—	A wall-mounted label.
LOOT	Steel (4)	—	A wall-mounted label.
MELEE	Steel (5)	—	A wall-mounted label.
MODS	Steel (5)	—	A wall-mounted label.
STORAGE	Steel (7)	—	A wall-mounted label.
WEAPONS	Steel (7)	—	A wall-mounted label.
Small Number—0	Steel (2)	—	A wall-mounted number.
Small Number—1	Steel (2)	—	A wall-mounted number.
Small Number—2	Steel (2)	—	A wall-mounted number.
Small Number—3	Steel (2)	—	A wall-mounted number.
Small Number—4	Steel (2)	—	A wall-mounted number.
Small Number—5	Steel (2)	—	A wall-mounted number.
Small Number—6	Steel (2)	—	A wall-mounted number.
Small Number—7	Steel (2)	—	A wall-mounted number.
Small Number—8	Steel (2)	—	A wall-mounted number.
Small Number—9	Steel (2)	—	A wall-mounted number.
Small Letter—A	Steel (2)	—	A wall-mounted letter.
Small Letter—B	Steel (2)	—	A wall-mounted letter.
Small Letter—C	Steel (2)	—	A wall-mounted letter.
Small Letter—D	Steel (2)	—	A wall-mounted letter.
Small Letter—E	Steel (2)	—	A wall-mounted letter.
Small Letter—F	Steel (2)	—	A wall-mounted letter.
Small Letter—G	Steel (2)	—	A wall-mounted letter.
Small Letter—H	Steel (2)	—	A wall-mounted letter.
Small Letter—I	Steel (2)	—	A wall-mounted letter.
Small Letter—J	Steel (2)	—	A wall-mounted letter.
Small Letter—K	Steel (2)	—	A wall-mounted letter.
Small Letter—L	Steel (2)	—	A wall-mounted letter.
Small Letter—M	Steel (2)	—	A wall-mounted letter.
Small Letter—N	Steel (2)	—	A wall-mounted letter.
Small Letter—O	Steel (2)	—	A wall-mounted letter.
Small Letter—P	Steel (2)	—	A wall-mounted letter.
Small Letter—Q	Steel (2)	—	A wall-mounted letter.
Small Letter—R	Steel (2)	—	A wall-mounted letter.
Small Letter—S	Steel (2)	—	A wall-mounted letter.
Small Letter—T	Steel (2)	—	A wall-mounted letter.
Small Letter—U	Steel (2)	—	A wall-mounted letter.
Small Letter—V	Steel (2)	—	A wall-mounted letter.
Small Letter—W	Steel (2)	—	A wall-mounted letter.
Small Letter—X	Steel (2)	—	A wall-mounted letter.
Small Letter—Y	Steel (2)	—	A wall-mounted letter.
Small Letter—Z	Steel (2)	—	A wall-mounted letter.
Small Punctuation—Period	Steel (2)	—	A wall-mounted punctuation mark.
Small Punctuation—Exclamation Point	Steel (2)	—	A wall-mounted punctuation mark.
Small Punctuation—Question Mark	Steel (2)	—	A wall-mounted punctuation mark.
Small Punctuation—Colon	Steel (2)	—	A wall-mounted punctuation mark.
Small Punctuation—Space	Steel (2)	—	A wall-mounted punctuation mark.

DECORATIONS > MISCELLANEOUS

This area of the Workshop menu includes several new decorative items, all of which offer additional functionality. Fires, candles, and oil lamps bring low-tech lighting options to less developed settlements, while cat bowls encourage house cats to remain near designated areas.

NEW MISCELLANEOUS DECORATIONS

NAME	BUILD WITH	PREREQUISITES	NOTES
Camp Fire	Oil (1), Wood (5)	—	A rustic fire.
Candles	Oil (1), Cloth (2)	—	A cluster of candles.
Cat Bowl	Plastic (4)	—	A small **food** dish.
Fire Barrel	Wood (7), Steel (1), Oil (1)	—	A fire contained within a grated receptacle.
Oil Lamp	Oil (1), Glass (1), Steel (2)	—	A small oil lamp.
Oil Lamp Post	Oil (1), Glass (1), Steel (6)	—	A tall oil lamp.
Wall Sconce	Oil (1), Cloth (1), Steel (2)	—	Wall-mounted candles.

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Items

Power

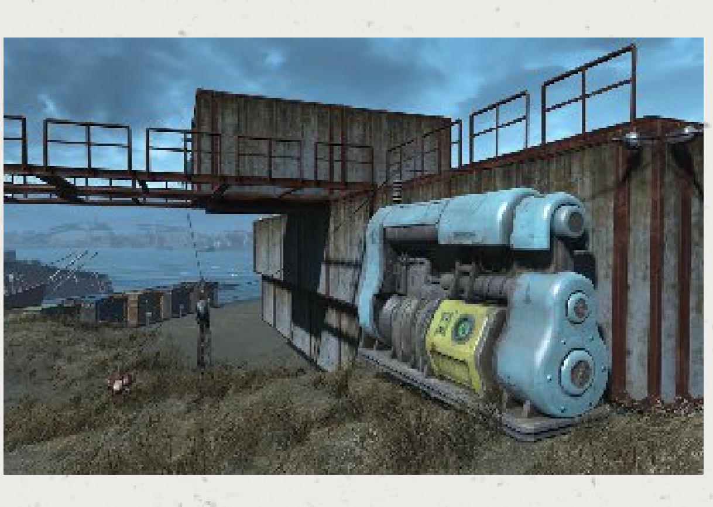
This area of the Workshop menu now includes a variety of new **items**, some of which offer impressive utility. With these new devices (and a brand new subcategory), your settlement can reach new levels of efficiency and visual flair.

NEW OR EXPANDED SUBCATEGORIES

- Power > Generators
- Power > Lights
- Power > **Miscellaneous**
- Power > Neon

POWER > GENERATORS

This subcategory now contains a fusion-based generator capable of producing a massive amount of power. Its construction requires a considerable amount of scarce materials and a heavy investment in the Science! perk, but this high-tech generator can support an extensive power grid.



NEW GENERATORS

NAME	BUILD WITH	PREREQUISITES	NOTES
Generator—Fusion	Gear (12), Screw (10), Copper (20), Aluminum (25), Nuclear Material (12), Crystal (8), Rubber (2)	Rank 4: Science!	Produces 100 **Power**

POWER > LIGHTS

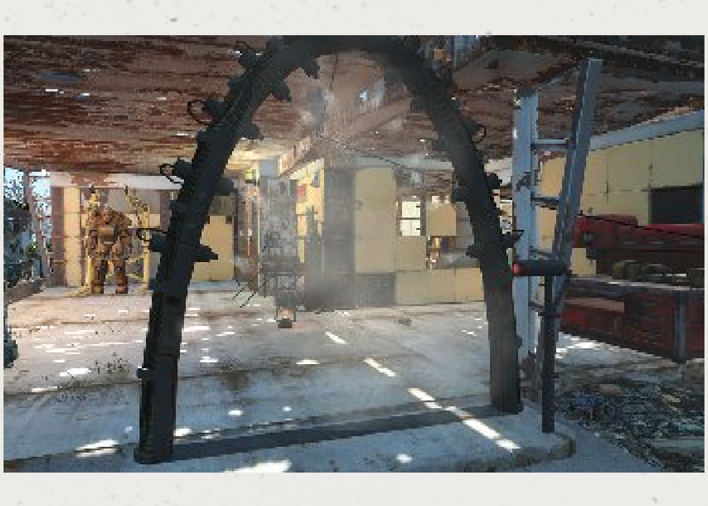
This subcategory includes a large selection of new freestanding lights, hanging lights, and wall-mounted lights. Table lamps and track lights can have a big effect on an interior space, while some well-placed street lights can change the look of an entire settlement. With these new options, you're bound to find at least a few lighting solutions that compliment your chosen aesthetic.

NEW LIGHTS

NAME	BUILD WITH	PREREQUISITES	NOTES
Cage Wall Light	Glass (1), Copper (1), Steel (2)	—	A wall-mounted light. Requires **power**.
Street Light	Glass (2), Copper (2), Steel (20)	—	A freestanding light. Requires 1 **Power**.
Street Light	Glass (2), Copper (2), Steel (20)	—	A freestanding light. Requires 1 **Power**.
Street Light	Glass (2), Copper (2), Steel (20)	—	A freestanding light. Requires 1 **Power**.
Traffic Light	Glass (2), Copper (2), Steel (4)	—	A cycling traffic light. Requires **power**.
Table Lamp Blue	Glass (1), Copper (1), Ceramic (1), Steel (2)	—	A freestanding light. Requires **power**.
Yellow Table Lamp	Glass (1), Copper (1), Ceramic (1), Steel (2)	—	A freestanding light. Requires **power**.
Ceiling Light	Glass (1), Copper (1), Steel (2)	—	A hanging light. Requires **power**.
Wall Light	Glass (1), Copper (1), Steel (2)	—	A wall-mounted light. Requires **power**.
Wall Light	Glass (1), Copper (1), Steel (2)	—	A wall-mounted light. Requires **power**.
Fancy Wall Light	Glass (1), Copper (1), Steel (2)	—	A wall-mounted light. Requires **power**.
Fancy Wall Light	Glass (1), Copper (1), Steel (2)	—	A wall-mounted light. Requires **power**.
String of Lights	Glass (1), Copper (1), Steel (2)	—	A hanging light. Requires **power**.
Fluorescent Light	Glass (1), Copper (1), Steel (2)	—	A hanging light. Requires **power**.
Subway Light	Glass (1), Copper (1), Steel (2)	—	A wall-mounted light. Requires **power**.
Track Light	Glass (1), Copper (1), Steel (2)	—	A hanging light. Requires **power**.
Track Light	Glass (1), Copper (1), Steel (2)	—	A hanging light. Requires **power**.
Track Light Ground	Glass (1), Copper (1), Steel (2)	—	A freestanding light. Requires **power**.

POWER > MISCELLANEOUS

This subcategory now includes new cosmetic options like a cycling light and an adjustable nixie tube. There is also a smaller (and much more efficient) version of the lightbox. However, the decontamination arch--which clears the user of radiation damage--is a particularly useful addition to the Workshop menu.



NEW MISCELLANEOUS POWER ITEMS

NAME	BUILD WITH	PREREQUISITES	NOTES
Lightbox	Glass (1), Copper (1), Steel (2)	—	A smaller Lightbox. Use a connected terminal to access additional functionality. Requires **power**.
Cycling Light	Glass (1), Copper (1), Steel (2)	—	A hanging light. Use a connected terminal to access additional functionality. Requires **power**.
Oversized Nixie Tube	Copper (4), Ceramic (1), Steel (1)	—	Displays numbers. Requires a connected **power** source.
Decontamination Arch	Copper (4), Aluminum (8), Circuitry (4), Fiber Optics (6), Rubber (5)	—	Clears radiation damage when powered. Requires 2 **Power**.

POWER > NEON

This all-new section of the Workshop menu contains an extensive selection of wall-mounted neon lights divided between eight subcategories. Most of these **items** can snap to one other for precision placement and all neon lights are powered by radiant energy.

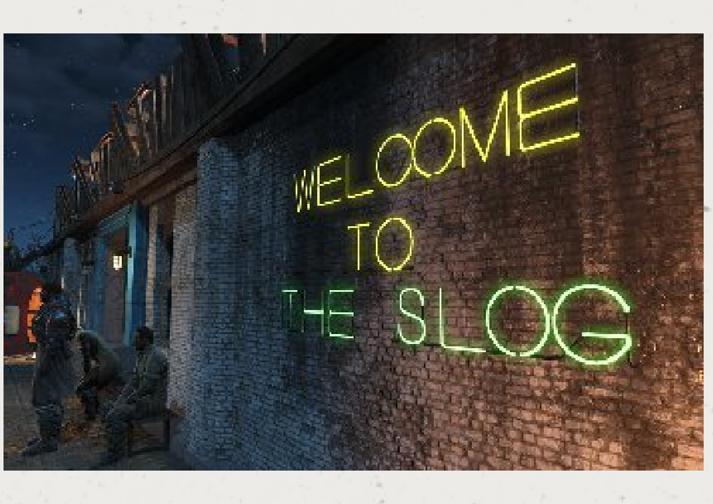
WEAPONS
ARMOR
CLINIC

NEW OR EXPANDED SUBCATEGORIES

- Power > Neon > White
- Power > Neon > Red
- Power > Neon > Orange
- Power > Neon > Yellow
- Power > Neon > Green
- Power > Neon > Blue
- Power > Neon > Purple
- Power > Neon > Signs

Power > Neon > White/Red/Orange/Yellow/Green/Blue/Purple

Differing only in available colors, all of these subcategories contain the same selection of neon letters, numbers, and punctuation marks. Any two **items** from any of these subcategories can be snapped together, making it easy to mix and match individual characters for custom signs.

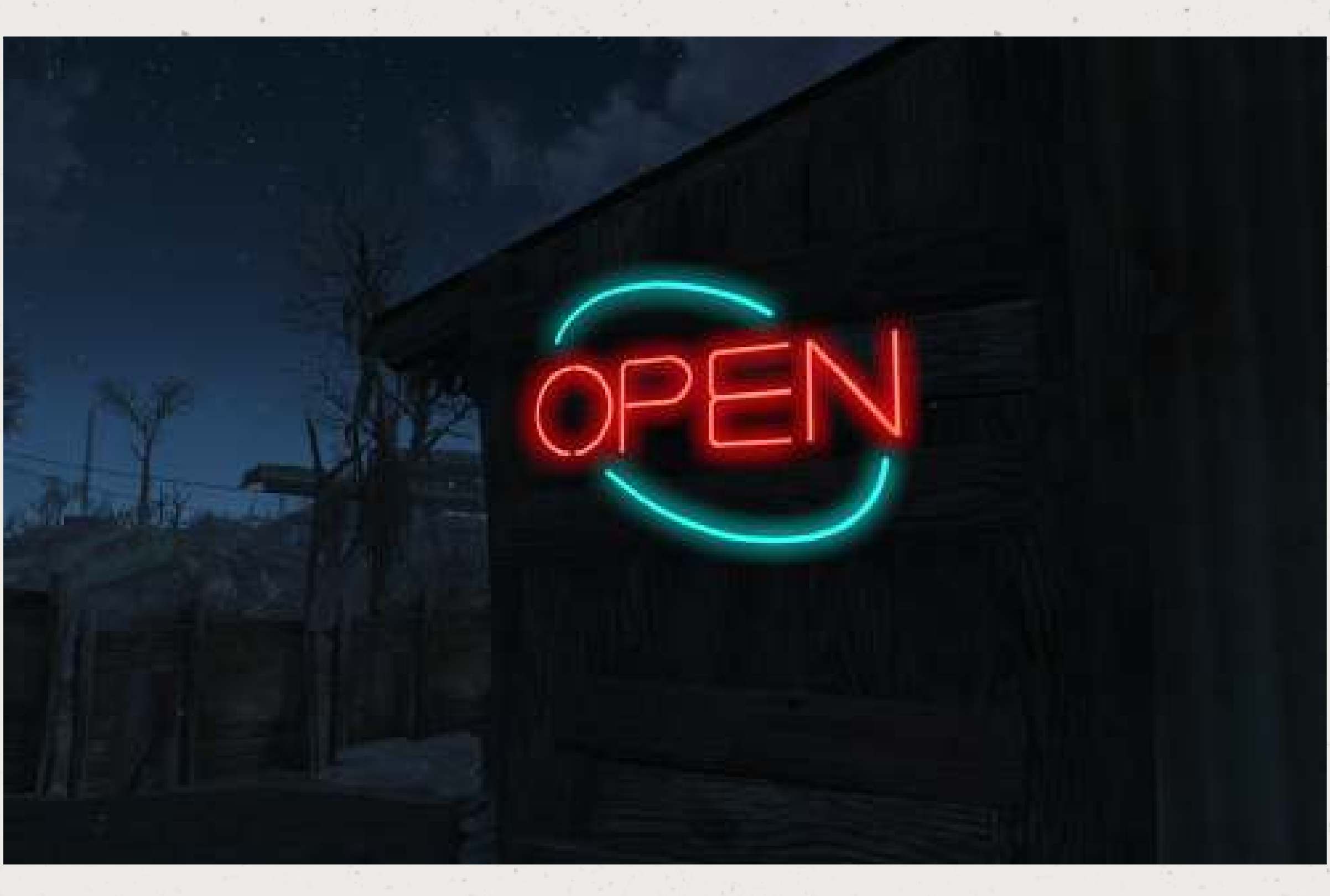


NEON LETTERS (ALL COLORS)

NAME	BUILD WITH	PREREQUISITES	NOTES
Neon Letter—A	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Letter—B	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Letter—C	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Letter—D	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Letter—E	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Letter—F	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Letter—G	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Letter—H	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Letter—I	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Letter—J	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Letter—K	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Letter—L	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Letter—M	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Letter—N	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Letter—O	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Letter—P	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Letter—Q	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Letter—R	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Letter—S	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Letter—T	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Letter—U	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Letter—V	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Letter—W	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Letter—X	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Letter—Y	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Letter—Z	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Punctuation—Apostrophe	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Punctuation—Quotation Marks	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Punctuation—Hyphen	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Punctuation—Exclamation Mark	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Punctuation—Question Mark	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Number—0	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Number—1	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Number—2	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Number—3	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Number—4	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Number—5	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Number—6	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Number—7	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Number—8	Glass (1), Steel (2)	—	A neon light. Requires **power**.
Neon Number—9	Glass (1), Steel (2)	—	A neon light. Requires **power**.

Power > Neon > Signs

This subcategory contains only one item: a premade "open" sign featuring accent pieces and cycling lights.



NEON SIGNS

NAME	BUILD WITH	PREREQUISITES	NOTES
Neon Sign—OPEN	Glass (1), Steel (2)	—	A premade neon sign. Requires **power**.

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Fallout 4
WASTELAND
WORK SHOP

Items

Defense

This category contains several new items, most of which can be used to boost a settlement's Defense rating. However, you won't find any new guard posts or turrets––all of the defense–related additions come in the form of devious traps.

NEW OR EXPANDED SUBCATEGORIES

- Defense > Traps

DEFENSE > TRAPS

This subcategory offers a selection of new traps. These devices are larger and simpler than familiar traps like the tesla arc, radiation emitter, and flamethrower, but their comparatively primitive designs mean that they don't need to be repaired between uses. Aside from the trap door floor panel, all of these new traps can be used to raise a settlement's Defense rating; of course, pressure–activated mechanisms are just as likely to be triggered by friendly targets as they are by hostiles.

NEW TRAPS

NAME	BUILD WITH	PREREQUISITES	NOTES
Trap Door	Wood (6), Steel (2), Screw (4)	—	Does not produce **Defense**.
Powered Spring Trap	Screw (3), Aluminum (5), Wood (2), Spring (2), Circuitry (1)	—	When powered, impaling spikes are released. Requires **power**. Produces 1 **Defense**.
Spring Trap	Screw (3), Aluminum (5), Wood (2), Spring (2)	—	Spring-loaded impaling trap. Produces 1 **Defense**.
Sawblade Trap	Spring (4), Gear (2), Circuitry (2), Aluminum (10), Wood (2)	—	When powered, spinning blades move across the track. Requires **power**. Produces 2 **Defense**.
Spike Trap	Steel (9), Spring (3), Concrete (6), Gear (3)	—	Pressure plate with embedded spikes. Produces 1 **Defense**.

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Items

Resources

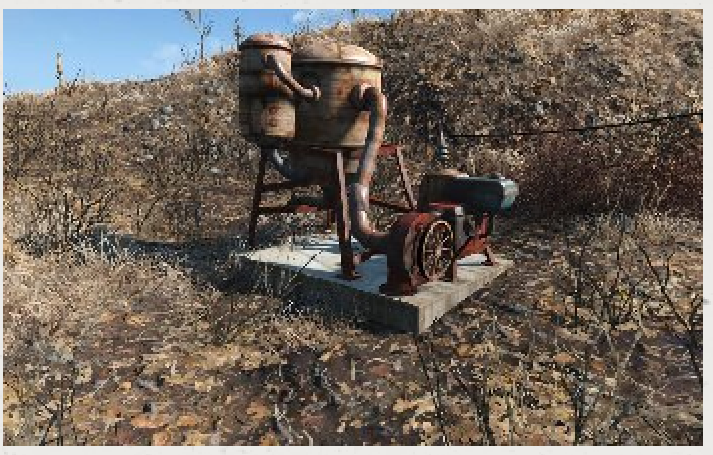
This category contains two new items, both of which can make it much easier to meet the basic needs of struggling settlements.

NEW OR EXPANDED SUBCATEGORIES

- Resources > Water
- Resources > Miscellaneous

RESOURCES > WATER

This subcategory now includes a powered water pump. Like basic water pumps, this device must be placed in dirt. However, once a suitable power source is attached, a powered water pump produces much more Water than a manual pump yields.

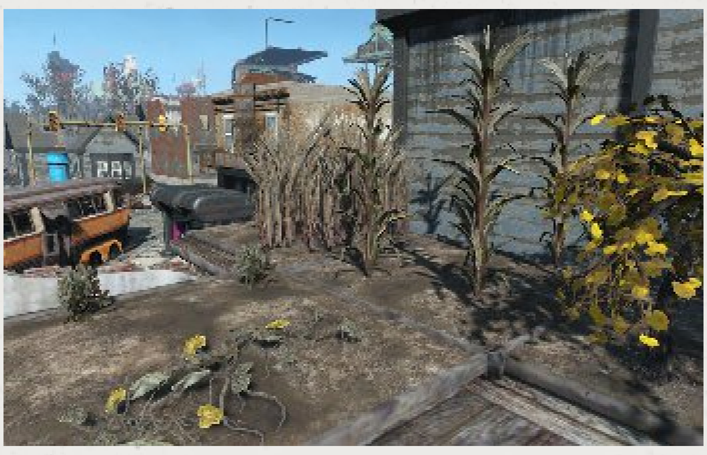


NEW WATER ITEMS

NAME	BUILD WITH	PREREQUISITES	NOTES
Water Pump—Powered	Oil (4), Ceramic (2), Rubber (8), Copper (4), Steel (15), Screw (4)	—	Must be placed in dirt. Requires 4 **Power**. Produces 10 Water.

RESOURCES > MISCELLANEOUS

When a settlement expands to accommodate a growing population, it can be difficult to preserve enough space for food production. Luckily, this subcategory now includes a garden plot that can turn virtually any flat surface into farmable land. With enough garden plots, almost any settlement can be transformed into a farming community.



NEW MISCELLANEOUS RESOURCE ITEMS

NAME	BUILD WITH	PREREQUISITES	NOTES
Garden Plot	Wood (4), Fertilizer (1)	—	**Supports** crops.

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Fallout 4
WASTELAND
WORK SHOP

Items

Cages

This brand new category contains items that allow you to capture creatures and humanoids, pit settlers against each other, and more. Whether you're looking to raise a settlement's Happiness rating, salvage rare items from various enemies, or simply satisfy a bit of bloodlust, this category contains a variety of new devices that help meet your needs.

NEW OR EXPANDED SUBCATEGORIES

- Cages > Small Cages
- Cages > Medium Cages
- Cages > Large Cages
- Cages > Arena
- Cages > Miscellaneous

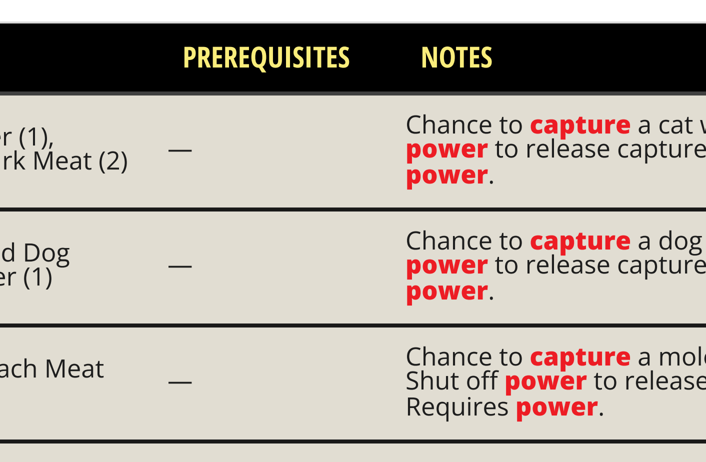
HELPFUL HINT FROM VAULT BOY!

Repair, Restock, and Reuse

Cages only function when they're powered, baited, and in good working order. Use the Workshop menu to repair a cage after a successful capture or whenever it's been damaged by a hostile action.

CAGES > SMALL CAGES

This category contains a selection of cages meant to trap relatively small animals. You'll find devices to capture house cats, dogs (both friendly and hostile), mole rats, and mutant hounds. Placing a small cage near an active beta wave emitter ensures that any potentially hostile occupants are passive when they're released.

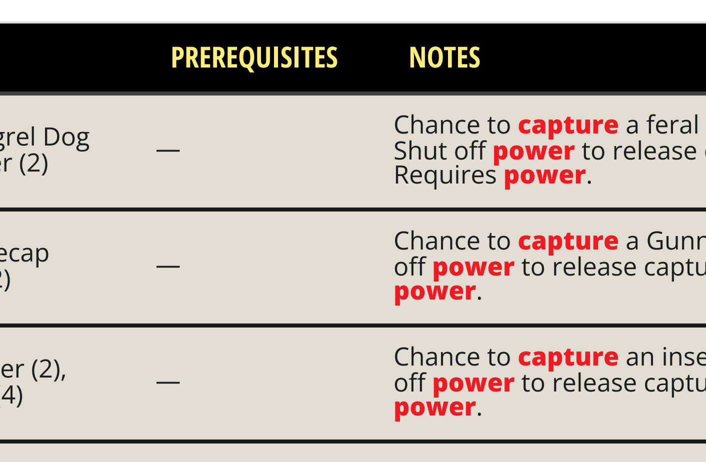


SMALL CAGES

NAME	BUILD WITH	PREREQUISITES	NOTES
Cat Cage	Steel (6), Copper (1), Softshell Mirelurk Meat (2)	—	Chance to capture a cat when powered. Shut off power to release captured creature. Requires power.
Dog Cage	Steel (6), Canned Dog Food (3), Copper (1)	—	Chance to capture a dog when powered. Shut off power to release captured creature. Requires power.
Mole Rat Cage	Steel (6), Radroach Meat (4), Copper (1)	—	Chance to capture a mole rat when powered. Shut off power to release captured creature. Requires power.
Mutant Hound Cage	Steel (6), Brahmin Meat (2), Copper (1)	—	Chance to capture a mutant hound when powered. Shut off power to release captured creature. Requires power.

CAGES > MEDIUM CAGES

This subcategory contains a selection of cages meant to trap humanoids and smaller insects. An active beta wave emitter can be used to pacify trapped insects and feral ghouls, but Gunners, raiders, and Super Mutants are always hostile when they're released.

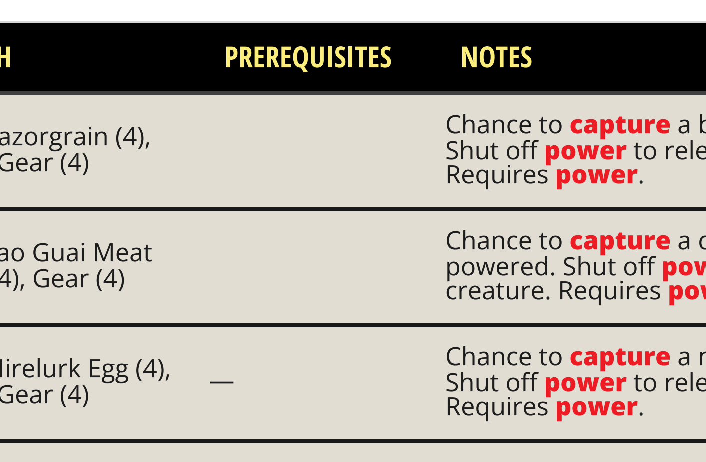


MEDIUM CAGES

NAME	BUILD WITH	PREREQUISITES	NOTES
Feral Ghoul Cage	Steel (10), Mongrel Dog Meat (4), Copper (2)	—	Chance to capture a feral ghoul when powered. Shut off power to release captured creature. Requires power.
Gunner Cage	Steel (10), Bottlecap (500), Copper (2)	—	Chance to capture a Gunner when powered. Shut off power to release captured creature. Requires power.
Insect Cage	Steel (10), Copper (2), Mole Rat Meat (4)	—	Chance to capture an insect when powered. Shut off power to release captured creature. Requires power.
Raider Cage	Steel (10), Jet (6), Copper (2)	—	Chance to capture a raider when powered. Shut off power to release captured creature. Requires power.
Super Mutant Cage	Steel (10), Brahmin Meat (5), Copper (2)	—	Chance to capture a super mutant when powered. Shut off power to release captured creature. Requires power.

CAGES > LARGE CAGES

This subcategory contains a selection of cages meant to trap large creatures. Captured brahmin are always passive, but beta wave emitters can be used to pacify any deathclaws, mirelurks, radscorpions, radstags, or yao guai you manage to trap.

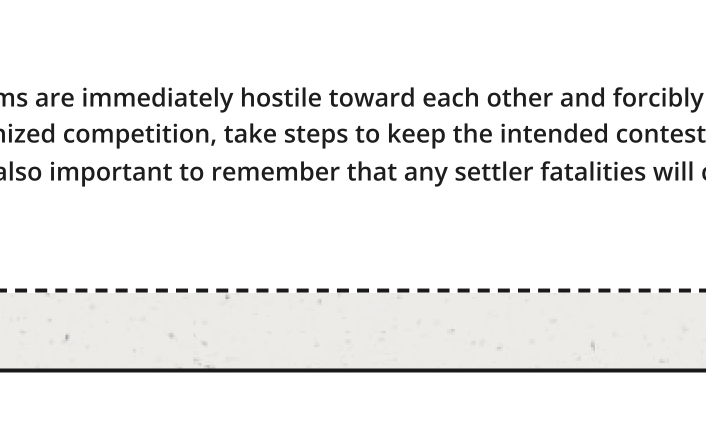


LARGE CAGES

NAME	BUILD WITH	PREREQUISITES	NOTES
Brahmin Cage	Steel (16), Razorgrain (4), Copper (4), Gear (4)		Chance to capture a brahmin when powered. Shut off power to release captured creature. Requires power.
Deathclaw Cage	Steel (16), Yao Guai Meat (4) Copper (4), Gear (4)		Chance to capture a deathclaw when powered. Shut off power to release captured creature. Requires power.
Mirelurk Cage	Steel (16), Mirelurk Egg (4), Copper (4), Gear (4)	—	Chance to capture a mirelurk when powered. Shut off power to release captured creature. Requires power.
Radscorpion Cage	Steel (16), Stingwing Meat (4), Gear (4), Copper (4)	—	Chance to capture a radscorpion when powered. Shut off power to release captured creature. Requires power.
Radstag Cage	Steel (16), Carrot (4), Copper (4), Gear (4)	—	Chance to capture a radstag when powered. Shut off power to release captured creature. Requires power.
Yao Guai Cage	Steel (16), Radstag Meat (4), Gear (4), Copper (4)	—	Chance to capture a yao guai when powered. Shut off power to release captured creature. Requires power.

CAGES > ARENA

This subcategory contains two color-coded arena items. Any settler assigned to an arena item is designated as a member of the corresponding team. This makes the settler hostile to members of the opposing team and any tamed creatures within the settlement. Only one settler can be assigned to a single arena item at a time, but building duplicate arena items makes it possible to assign multiple settlers to the same team.



HELPFUL HINT FROM VAULT BOY!

Unfriendly Competition

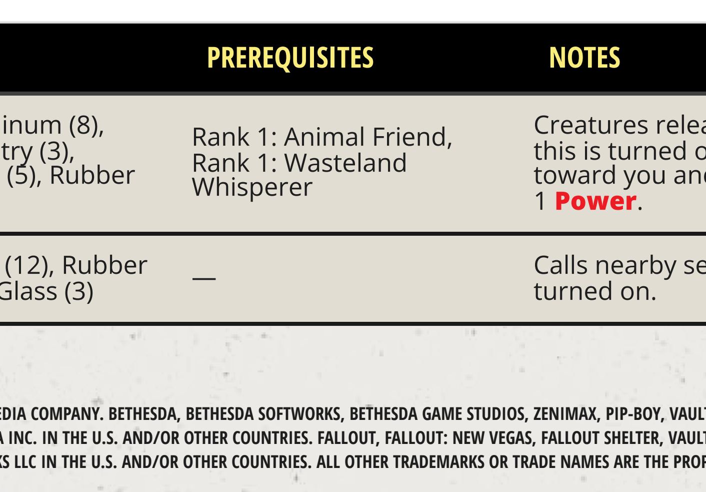
Members of opposing teams are immediately hostile toward each other and forcibly tamed animals. If you're planning to stage an organized competition, take steps to keep the intended contestants separated until everything is in place. It's also important to remember that any settler fatalities will cause a settlement's Happiness rating to drop.

ARENA ITEMS

NAME	BUILD WITH	PREREQUISITES	NOTES
Arena Contestant—Blue Team	Wood (4), Steel (10)	—	Settlers assigned to this will be hostile to Red Team arena contestants, as well as tamed captured creatures. Requires an assigned worker.
Arena Contestant—Red Team	Wood (4), Steel (10)	—	Settlers assigned to this will be hostile to Blue Team arena contestants, as well as tamed captured creatures. Requires an assigned worker.

CAGES > MISCELLANEOUS

This subcategory contains two items: the beta wave emitter and the quitting time siren. Beta wave emitters pacify captured creatures that would otherwise be hostile. This effect only occurs if the device is active when the creature is released and deactivating a beta wave emitter causes any forcibly tamed creatures to become hostile. The quitting time siren encourages nearby settlers to relax when they would otherwise normally be working.



MISCELLANEOUS CAGE ITEMS

NAME	BUILD WITH	PREREQUISITES	NOTES
Beta Wave Emitter	Copper (5), Aluminum (8), Crystal (4), Circuitry (3), Nuclear Material (5), Rubber (2)	Rank 1: Animal Friend, Rank 1: Wasteland Whisperer	Creatures released from cages while this is turned on will be non-aggressive toward you and your settlers. Requires 1 Power.
Quitting Time Siren	Copper (3), Steel (12), Rubber (1), Circuitry (2), Glass (3)	—	Calls nearby settlers to relax when turned on.

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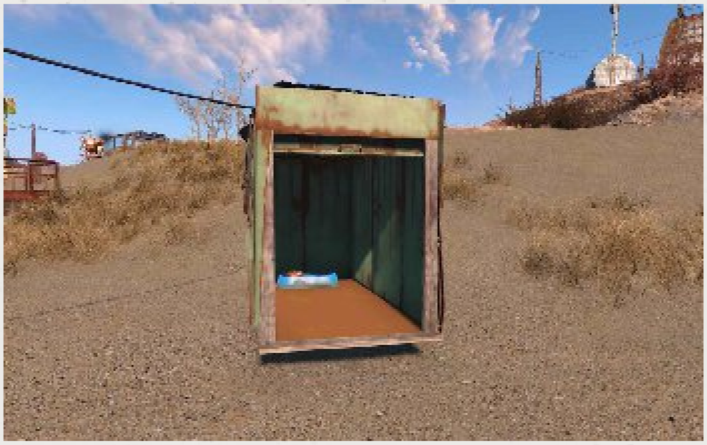
Fallout 4
WASTELAND
WORK SHOP

Cages

Overview

You can use cages to capture a wide variety of creatures and enemies in nearly any settlement you control. Whether you're looking to trap a new pet or a challenging foe, you're sure to find cages that meet your needs.



Different cages require different components and baits, but new trappers would do well to stock up on steel, copper, and gears. Cages must be repaired and restocked after each use, so it's best to maintain a supply of any materials used during a cage's construction.

If you want to make the most of your captured creatures, consider investing in Rank 1: Animal Friend and Rank 1: Wasteland Whisperer. These perks are both required to build creature-taming Beta Wave Emitters.

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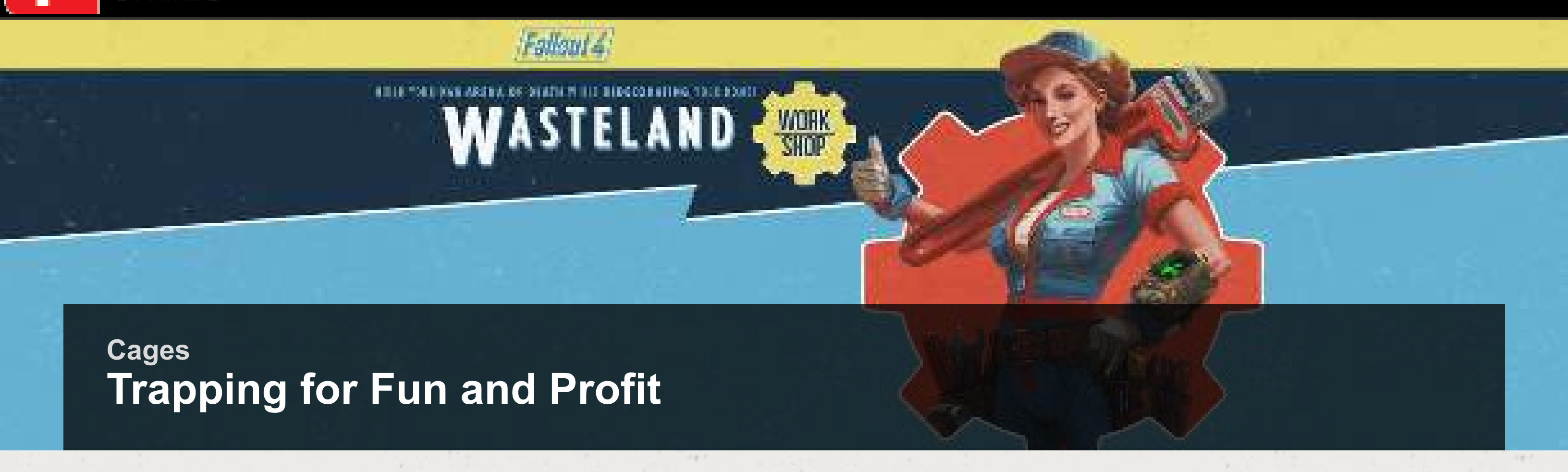


Cages

Trapping for Fun and Profit

To capture a creature or enemy, all you need is the right cage and a suitable power supply. Once a powered cage is in place, it's only a matter of time until something stumbles into your trap. Of course, your specific reasons for capturing creatures will determine which cages you build, where you build them, and what the effects your trapping operation may have on your settlement.

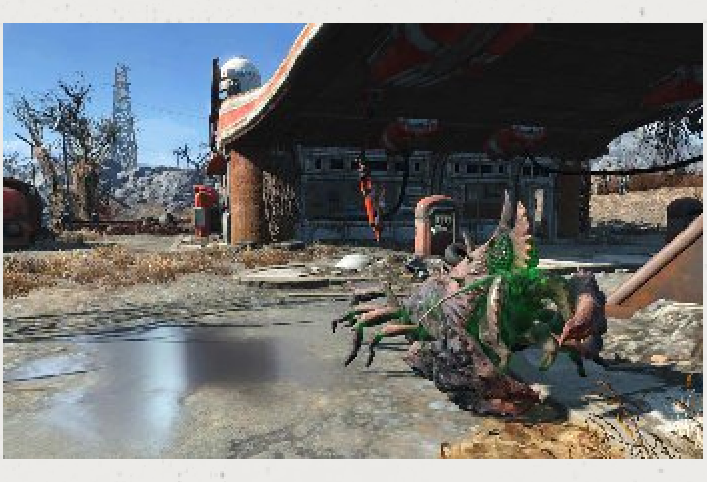
POTENTIAL BENEFITS

The simplest way to utilize your captives is to kill them for the items they carry. Creatures often yield meat and leather, while humans and super mutants usually carry weapons, armor, and ammunition. Why bother scouring the Commonwealth for a Radscorpion Stinger when you can simply lure various radscorpions to a location of your choice? Looking for a specific piece of combat armor? Capture some Gunners until you find one who has what you need.

FREE!
CAPS
GUNS+AMMO!

All inherently friendly creatures improve some aspect of a settlement when they're released. House cats raise Happiness. Junkyard dogs boost Happiness and Defense. Brahmin produce fertilizer and increase a settlement's food production. Of course, you can also kill friendly creatures to harvest the items they carry, but doing so cancels the benefits they grant.

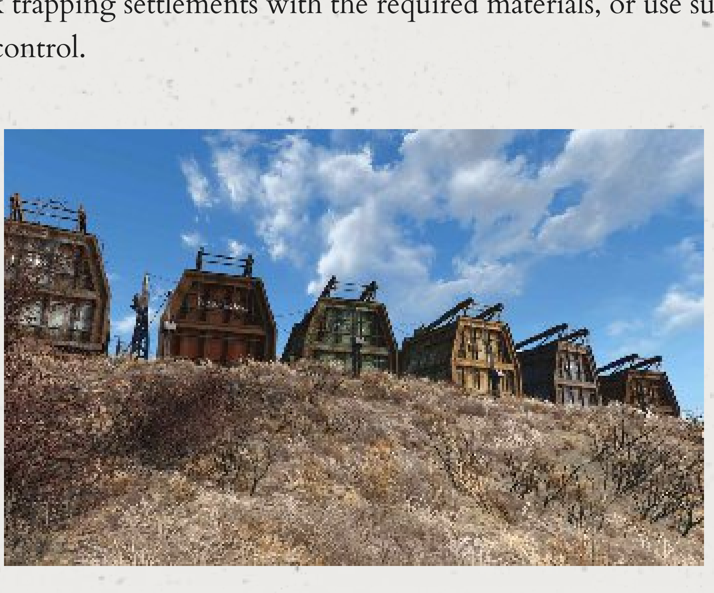
If you construct a Beta Wave Emitter, most hostile creatures can be transformed into productive members of the community. As long as a settlement contains an active Beta Wave Emitter, hostile creatures are automatically tamed as they exit their cages. While they're tamed, most of these creatures boost a settlement's Defense rating and attack unwelcome visitors on sight.



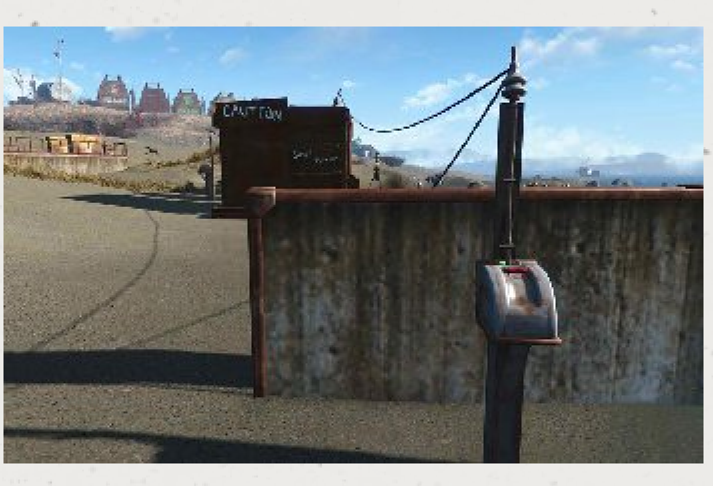
You can also use your captives to stage arena battles. Each category of tamed creature acts much like an arena team. For example, two tamed mole rats won't attack each other, but they will attack other types of tamed creatures and any settlers you've assigned to a contestant platform. Of course, hostile captives can also be released during an arena battle, but their unchecked aggression makes for a less predictable (and more dangerous) event.

CAGE CONSTRUCTION

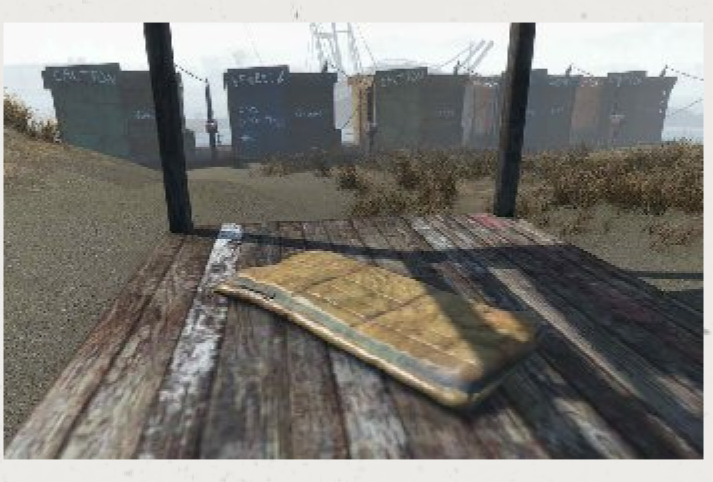
Most cages take up a considerable amount of space. If you plan to establish an extensive trapping operation, consider doing so in the largest, least-developed settlement under your control. Remember that cages must be repaired between uses. Stock trapping settlements with the required materials, or use supply lines to draw support from other settlements you control.



It's usually best to install a switch between a cage and its power source. This not only makes it easier to reset a cage between captures, it allows you to release a potentially dangerous captive from a safe distance.



An active cage only has a chance to capture a creature when you're away from the settlement or while you're sleeping. If trapping is your priority, consider placing a bed somewhere near your cages. This makes it easier to check for successful captures between naps.



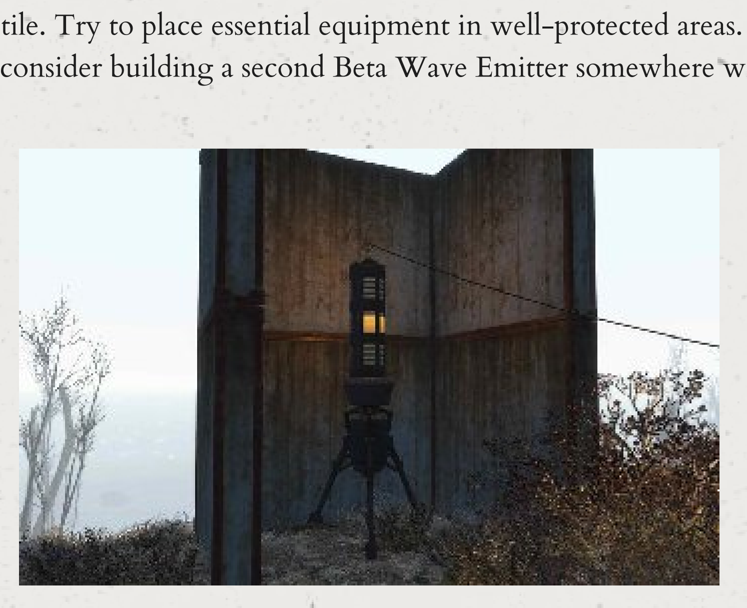
A properly prepared cage is just as effective within an enclosure as it is outside. If your captives are bound for the arena, it's best to place cages within the designated combat area. Creatures that are meant to join or protect your settlement should generally be captured out in the open, ensuring that they're granted free reign of the area upon their release.

SECURITY MEASURES

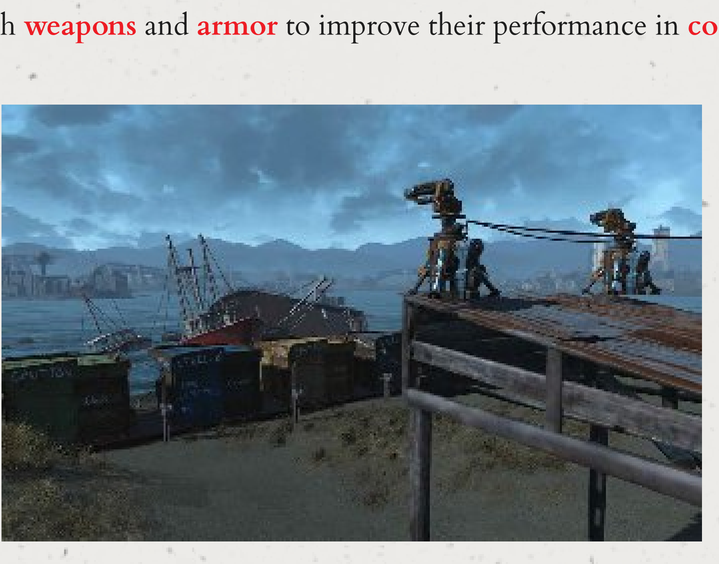
Releasing a hostile from its cage is obviously a dangerous moment, but that's not the only risk that comes with trapping creatures. Cages (and the generators that power them) are susceptible to damage—a few stray bullets can cause a cage to spring open. Additionally, holding captives in their cages increases the likelihood of a settlement coming under attack.

The simplest precaution you can take is to check your cages each time you visit a settlement or after you sleep. Minimizing the time your captives are held goes a long way toward discouraging hostile forces from launching retaliatory attacks.

If you have tamed creatures roaming your settlement, protecting your Beta Wave Emitter should be a priority. Emitters and generators are both vulnerable to damage and a sudden equipment failure would cause all of your tamed creatures to turn hostile. Try to place essential equipment in well-protected areas. If your tamed creatures are particularly dangerous, consider building a second Beta Wave Emitter somewhere within the settlement.



Of course, conventional security measures are also helpful. Install turrets at key points to ensure that hostile captives and invading forces never go unchallenged, build walls to keep hostiles away from delicate equipment, and provide your settlers with weapons and armor to improve their performance in combat.



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Fallout 4
WASTELAND
WORK SHOP

Cages
Creature Types

With the right selection of cages, you can capture everything from house pets to apex predators. The types of creatures you capture (and what you do with them) can significantly affect a settlement's productivity and security. Before you build a cage, consider the impact a potential captive may have on your settlers.

FRIENDLY CREATURES

Some creatures are inherently friendly and will join your settlement as soon as they're released from their cages. Capturing friendly creatures can be a fast and simple way to improve a settlement's happiness and productivity.

FRIENDLY WORKSHOP CREATURES

TYPE	REQUIRED CAGE	COMMONLY DROPPED ITEMS	NOTES
Brahmin	Brahmin Cage	Brahmin Meat, Brahmin Hide	Produces Fertilizer. Increases **food** production.
House Cat	Cat Cage	Cat Meat	Increases Happiness.
Junkyard Dog	Dog Cage	Mongrel Dog Meat	Produces 5 **Defense**. Increases Happiness.

TAMABLE CREATURES

Most hostile creatures can be tamed upon their release. Unless they're provoked, tamed creatures refrain from attacking settlers and friendly creatures. However, very few tamed creatures will tolerate the presence of other predators within the settlement. For example, releasing a mole rat near a mongrel will always result in a fight, even while both creatures are under the effect of a Beta Wave Emitter. Virtually any tamed creature can be used to boost a settlement's Defense rating, but some creature types are much more effective than others.

TAMABLE WORKSHOP CREATURES

TYPE	REQUIRED CAGE	COMMONLY DROPPED ITEMS	NOTES
Bloatfly	Insect Cage	Bloatfly Meat, Bloatfly Gland	Produces 2 **Defense** (while tamed). Non-hostile toward radroaches, bloodbugs, and stingwings.
Bloodbug	Insect Cage	Bloodbug Proboscis	Produces 3 **Defense** (while tamed). Non-hostile toward radroaches, bloatflies, and stingwings.
Deathclaw	Deathclaw Cage	Deathclaw Meat, Deathclaw Hand	Produces 10 **Defense** (while tamed).
Feral Ghoul	Feral Ghoul Cage	**Junk items**, **ammo**	Produces 4 **Defense** (while tamed).
Glowing One	Feral Ghoul Cage	**Junk items**, **ammo**, Irradiated Blood	Produces 8 **Defense** (while tamed).
Mirelurk	Mirelurk Cage	Mirelurk Meat, Mirelurk Egg	Produces 6 **Defense** (while tamed).
Mole Rat	Mole Rat Cage	Mole Rat Meat, Mole Rat Teeth, Mole Rat Hide	Produces 4 **Defense** (while tamed). Sometimes carries pressure-sensitive **explosives**.
Mongrel	Dog Cage	Mongrel Dog Meat	Produces 4 **Defense** (while tamed).
Mutant Hound	Mutant Hound Cage	Mutant Hound Meat	Produces 5 **Defense** (while tamed).
Radroach	Insect Cage	Radroach Meat	Produces 1 **Defense** (while tamed).
Radscorpion	Radscorpion Cage	Radscorpion Meat, Radscorpion Stinger	Produces 7 **Defense** (while tamed).
Radstag	Radstag Cage	Radstag Meat, Radstag Hide	Produces 2 **Defense** (while tamed).
Radstag Doe	Radstag Cage	Radstag Meat, Radstag Hide	Produces no **Defense** while tamed. Usually flees from **combat**.
Stingwing	Insect Cage	Stingwing Meat, Stingwing Barb	Produces 8 **Defense** (while tamed). Non-hostile toward radroaches, bloatflies, and bloodbugs.
Yao Guai	Yao Guai Cage	Yao Guai Meat, Yao Guai Hide	Produces 7 **Defense** (while tamed).

ENEMY HUMANOIDS

Captured Gunners, raiders, and super mutants are always hostile—even when your settlement has an active Beta Wave Emitter. Upon its release, a humanoid enemy typically uses the weapon it's carrying to attack the nearest available target. This also means that any nearby settlers, turrets, or companions will attack a captured enemy the moment it emerges from its cage.

ENEMY HUMANOIDS

TYPE	REQUIRED CAGE	COMMONLY DROPPED ITEMS	NOTES
Gunner	Gunner Cage	**Combat armor**, **weapons**, **ammo**	Always hostile.
Raider	Raider Cage	Raider **armor**, **weapons**, **ammo**	Always hostile.
Super Mutant	Super Mutant Cage	**Weapons**, **ammo**	Always hostile.

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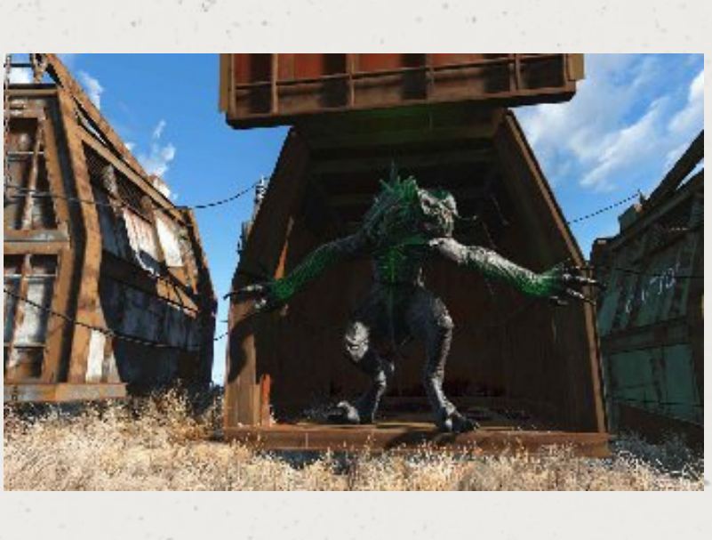
Fallout 4
WASTELAND
WORK SHOP

Cages

Possible Captives

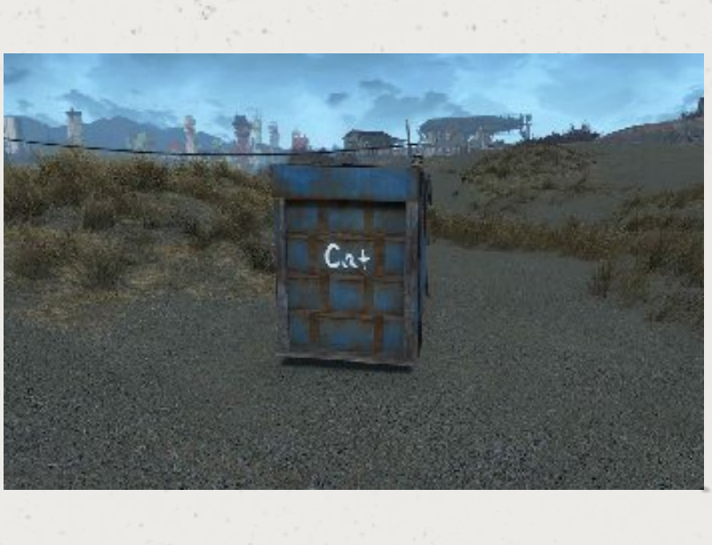
In most cases, the only way to know exactly which creature you've captured is to open its cage. For example, opening a Deathclaw Cage can reveal anything from a standard specimen to a rare Mythic Deathclaw. The likelihood of capturing more powerful creature variants depends on your current level—the higher your level, the better your chances of trapping stronger creatures.



SMALL CAGE CAPTIVES

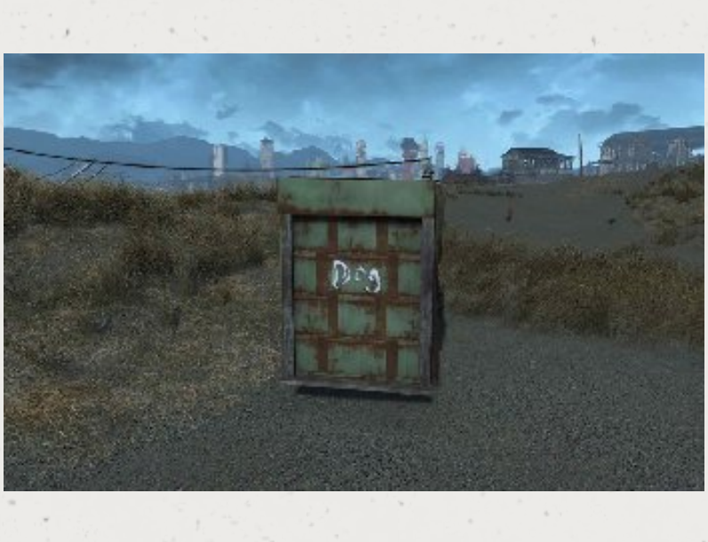
Cat Cage

Cat Cages are only capable of trapping friendly cats, so a successful capture is guaranteed to yield a new pet for your settlement. House Cats are never aggressive and they possess no combat abilities.



POSSIBLE CAPTIVES

NAME	LEVEL
House Cat	10



Dog Cage

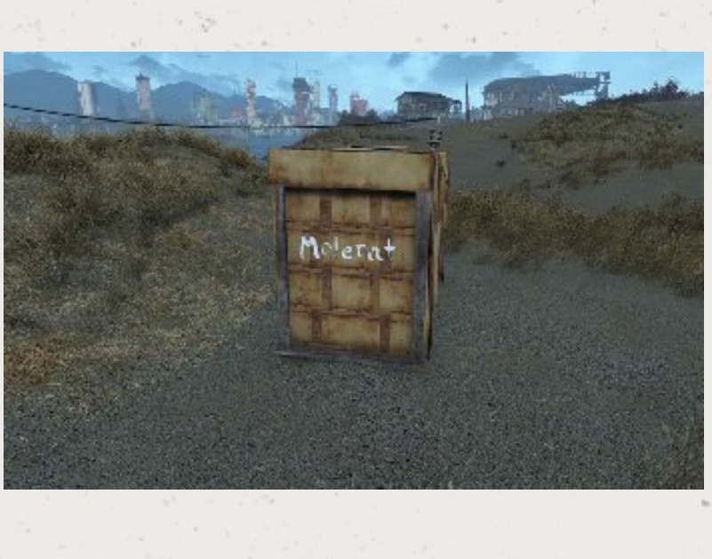
An active Dog Cage can capture a variety of canines. Junkyard Dogs are always friendly, but opening one of these cages can also reveal a hostile mongrel. In combat, all dogs use biting attacks to damage their targets.

POSSIBLE CAPTIVES

NAME	LEVEL
FRIENDLY DOGS	
Junkyard Dog	1
HOSTILE DOGS	
Wild Mongrel	3
Vicious Mongrel	12
Feral Mongrel	20
Albino Mongrel	30
Rabid Mongrel	40
Glowing Mongrel	50

Mole Rat Cage

This cage can capture a variety of mole rats, most of which have a chance to emerge with explosives strapped to their backs. Mole rats tend to burrow into the ground before ambushing their targets with biting attacks.

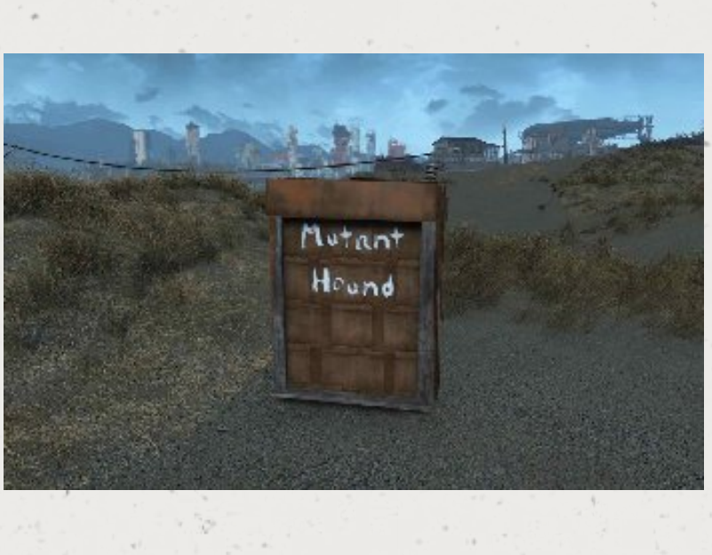


POSSIBLE CAPTIVES

NAME	LEVEL
Mole Rat	1
Rabid Mole Rat	7
Glowing Mole Rat	14
Mole Rat Brood Mother	21

Mutant Hound Cage

In addition to the standard Mutant Hound, this cage has a chance to trap the considerably more powerful Glowing Mutant Hound. Like standard dogs, these mutated canines utilize biting attacks.



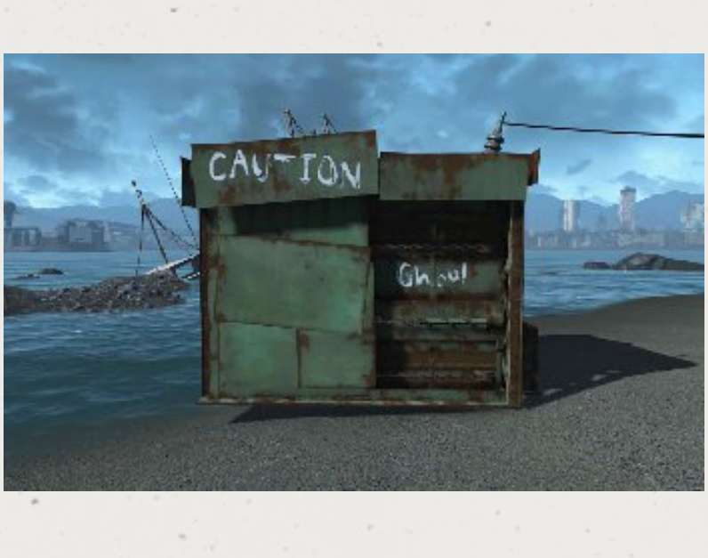
POSSIBLE CAPTIVES

NAME	LEVEL
Mutant Hound	8
Glowing Mutant Hound	28

MEDIUM CAGE CAPTIVES

Feral Ghoul Cage

A Feral Ghoul Cage can capture a wide variety of standard ghouls, but it also has a chance to capture some Glowing One variants. Most feral ghoul attacks feature a combination of melee damage and radiation damage.

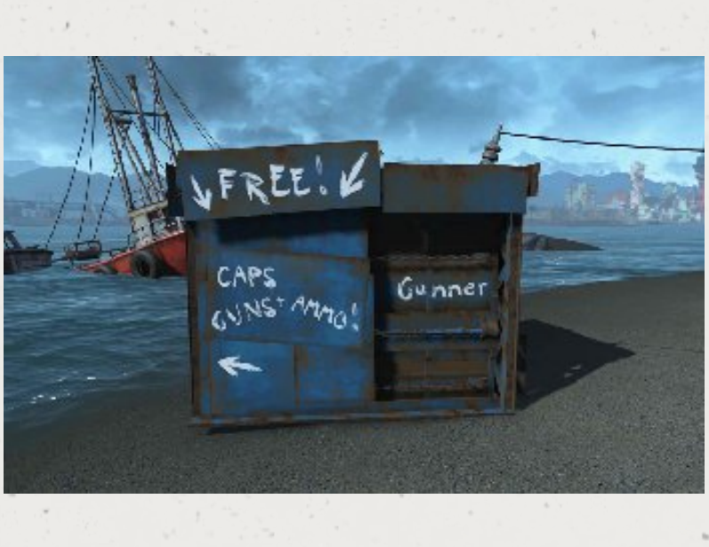


POSSIBLE CAPTIVES

NAME	LEVEL
FERAL GHOULS	
Feral Ghoul	1
Feral Ghoul Roamer	9
7Feral Ghoul Stalker	15
Feral Ghoul Reaver	22
Withered Feral Ghoul	32
Gangrenous Feral Ghoul	42
Rotting Feral Ghoul	52
Charred Feral Ghoul	62+
GLOWING ONES	
Glowing One	22
Putrid Glowing One	40
Bloated Glowing One	58+

Gunner Cage

Opening this cage always reveals a hostile Gunner. High-ranking Gunners tend to carry better weapons and armor than their subordinates.

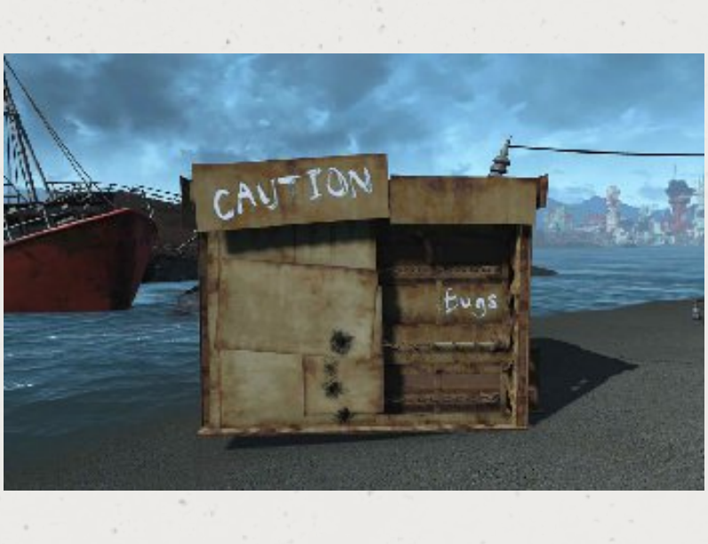


POSSIBLE CAPTIVES

NAME	LEVEL
Gunner	8
Gunner Conscript	14
Gunner Private	22
Gunner Corporal	30
Gunner Sergeant	38
Gunner Lieutenant	46
Gunner Captain	58
Gunner Major	70
Gunner Colonel	82
Gunner Brigadier	94

Insect Cage

This cage can capture a variety of radroaches, bloatflies, bloodbugs, and stingwings. Most flying insects favor ranged attacks, many of which inflict targets with some type of harmful effect. None of these creature types are hostile toward each other, so it's possible to keep a variety of tamed insects within a single settlement.

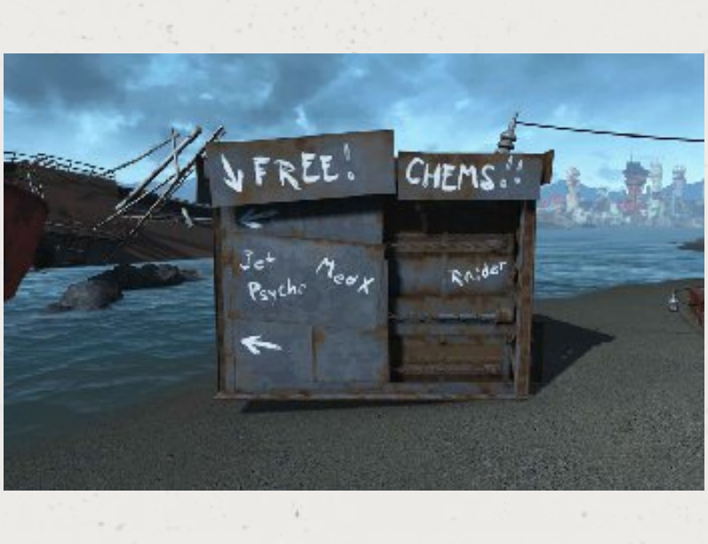


POSSIBLE CAPTIVES

NAME	LEVEL
RADROACHES	
Radroach	1
Glowing Radroach	5
BLOATFLIES	
Bloatfly	1
Black Bloatfly	9
Festering Bloatfly	17
Glowing Bloatfly	27
BLOODBUGS	
Bloodbug Hatchling	2
Bloodbug	10
Red Widow Bloodbug	18
Infected Bloodbug	26
Glowing Bloodbug	34
Vampiric Bloodbug	42+
STINGWINGS	
Stingwing	10
Stingwing Darter	18
Stingwing Skimmer	30
Glowing Stingwing	42
Stingwing Chaser	54+

Raider Cage

Opening this cage always reveals a hostile raider. Low-level raiders usually carry crude weapons, but more formidable raiders often wield powerful ballistic guns.

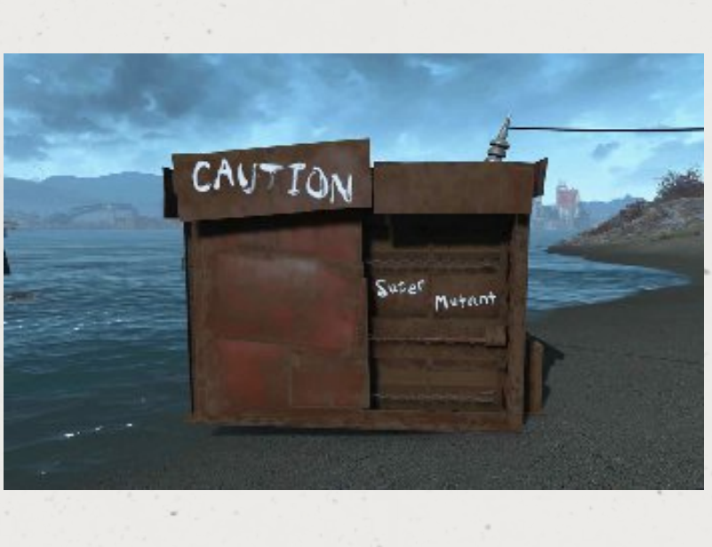


POSSIBLE CAPTIVES

NAME	LEVEL
Raider	1
Raider Scum	4
Raider Psycho	9
Raider Scavver	14
Raider Waster	21
Raider Survivalist	30
Raider Veteran	39

Super Mutant Cage

Opening this cage always reveals some sort of hostile super mutant. Low-level variants usually carry pipe rifles or makeshift melee weapons, but miniguns and missile launchers are often found on more powerful captives.



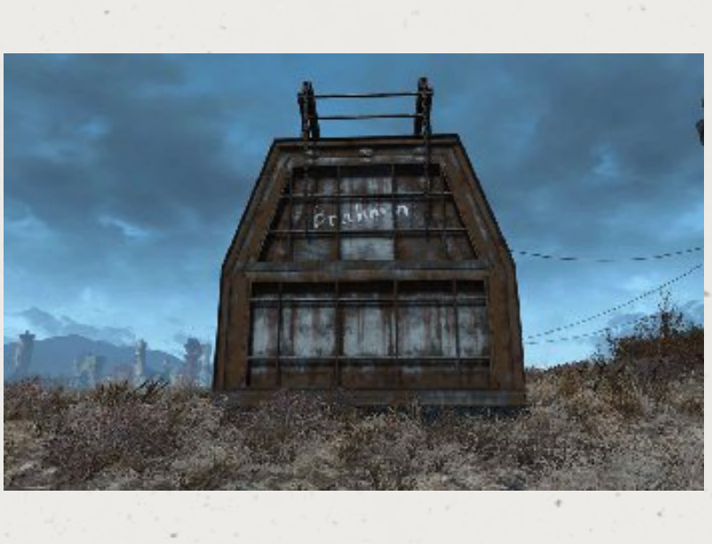
POSSIBLE CAPTIVES

NAME	LEVEL
Super Mutant	10
Super Mutant Skirmisher	16
Super Mutant Brute	22
Super Mutant Enforcer	28
Super Mutant Butcher	35
Super Mutant Master	42
Super Mutant Overlord	48
Super Mutant Primus	59
Super Mutant Warlord	68+

LARGE CAGE CAPTIVES

Brahmin Cage

Brahmin Cages are only capable of capturing friendly brahmin, so a successful capture is sure to yield a new beast for your settlement. Even when it gets attacked, a domesticated brahmin typically refuses to fight back.

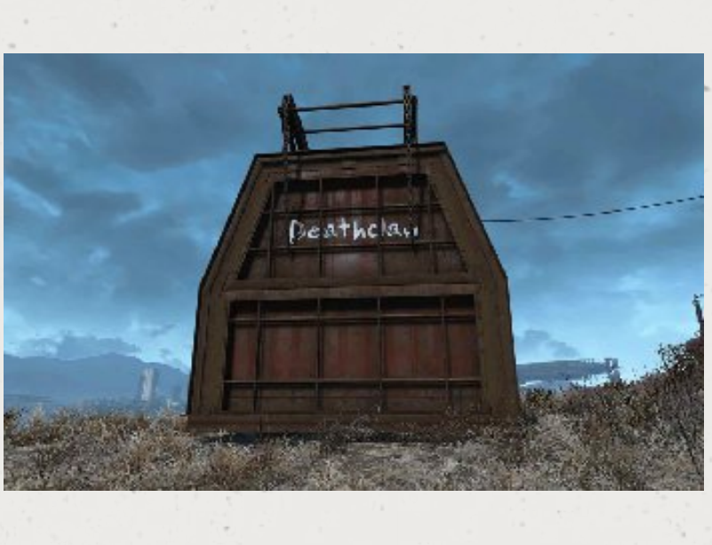


POSSIBLE CAPTIVES

NAME	LEVEL
Brahmin	3

Deathclaw Cage

Even low-level deathclaws are formidable enemies, but this cage is capable of capturing some of the most powerful predators in the Commonwealth. Deathclaws can toss rocks for low-damage ranged attacks, but they're extremely effective melee combatants.

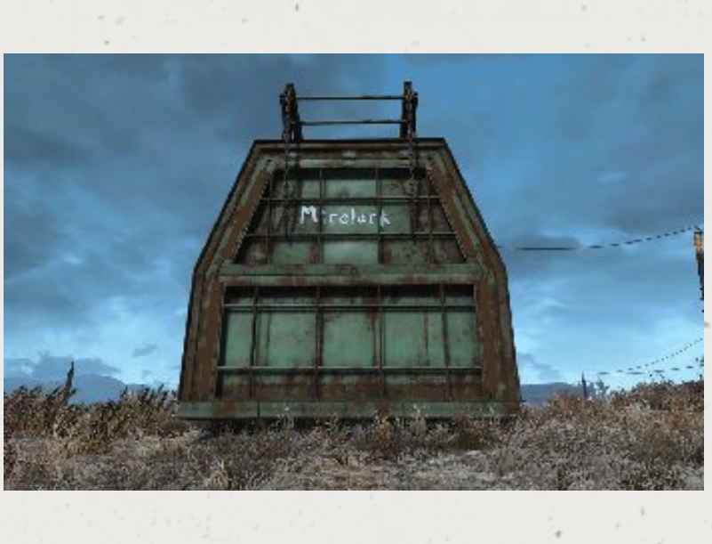


POSSIBLE CAPTIVES

NAME	LEVEL
Deathclaw	22
Alpha Deathclaw	31
Glowing Deathclaw	41
Deathclaw Matriarch	51
Savage Deathclaw	61
Albino Deathclaw	71
Chameleon Deathclaw	81
Mythic Deathclaw	91

Mirelurk Cage

Opening a Mirelurk Cage can reveal anything from the standard crab-like specimens to hunters and kings. Different variants utilize different abilities, but hunters and kings tend to favor ranged attacks.

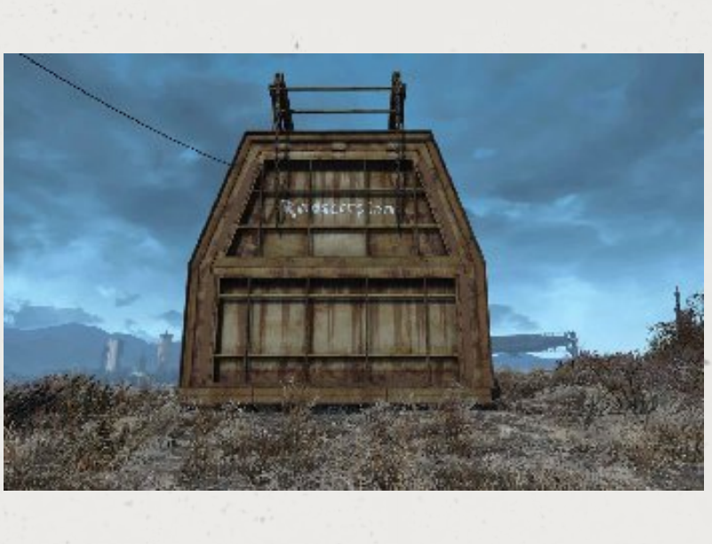


POSSIBLE CAPTIVES

NAME	LEVEL
Softshell Mirelurk	5
Mirelurk	12
Mirelurk Razorclaw	18
Mirelurk Hunter	24
Mirelurk King	30
Mirelurk Killclaw	26
Glowing Mirelurk	34
Glowing Mirelurk Hunter	34
Mirelurk Deep King	40
Albino Mirelurk Hunter	46+
Glowing Mirelurk King	50+

Radscorpion Cage

This cage captures a variety of radscorpions. These large, mutated bugs often burrow into the ground before ambushing their prey with a combination of poison and melee attacks.

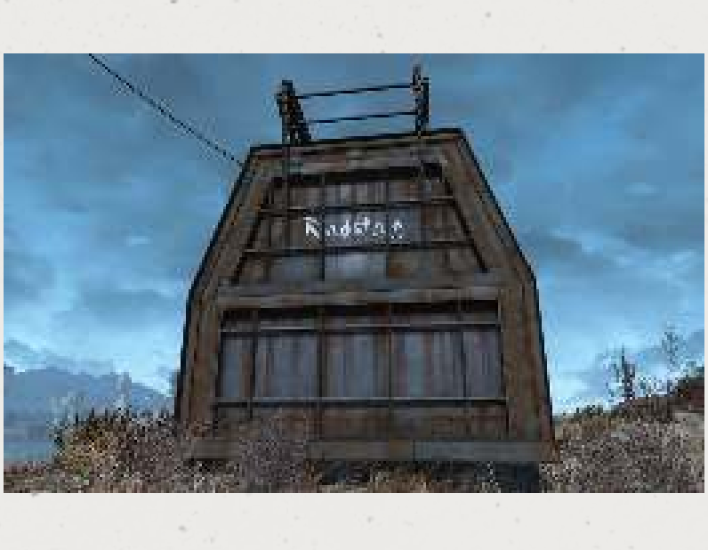


POSSIBLE CAPTIVES

NAME	LEVEL
Radscorpion	14
Radscorpion Hunter	22
Glowing Radscorpion	30
Albino Radscorpion	38
Radscorpion Stalker	46
Radscorpion Predator	54
Deathskull Radscorpion	64+

Radstag Cage

Opening this cage will always reveal some sort of radstag variant, all of which utilize comparatively low-damage melee attacks. However, the Radstag Doe typically flees from battle, engaging in combat only when it's cornered.

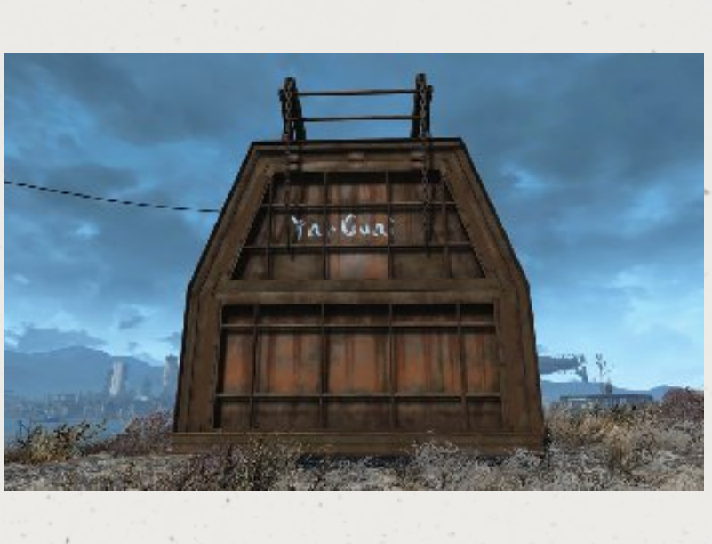


POSSIBLE CAPTIVES

NAME	LEVEL
Radstag Doe	4
Radstag	10
Albino Radstag	16
Rabid Radstag	24
Glowing Radstag	32

Yao Guai Cage

This cage is capable of capturing a variety of yao guai. These mutated bears boast a combination of power and durability, making them very effective melee combatants.



POSSIBLE CAPTIVES

NAME	LEVEL
Stunted Yao Guai	16
Yao Guai	26
Shaggy Yao Guai	36
Glowing Yao Guai	46
Albino Yao Guai	56
Rabid Yao Guai	66
Dusky Yao Guai	76+

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Fallout 4
WASTELAND
WORK SHOP

Weapons

Overview

Thanks to the Rust Devils' ingenuity, the Commonwealth now contains a selection of repurposed robot weapons. Whether you're a gun enthusiast or a melee specialist, you'd do well to add these weapons to your arsenal.

HELPFUL HINT FROM VAULT BOY!

Weapon Stats

Weapon stats can vary based on your **S.P.E.C.I.A.L.** ranks, active **perks**, and any **mods** that are currently attached to the item in question. The details provided here apply to standard weapon configurations as wielded by an adventurer with a rank of 4 in all **S.P.E.C.I.A.L.** categories and no damage-enhancing **perks**.

The Rust Devils have used the remains of their robotic victims to craft two unique guns. The Salvaged Assaultron Head is a pistol capable of firing powerful charged shots, while the Tesla Rifle emits raw electrical energy capable of arcing between targets. These makeshift energy weapons aren't as customizable as production model laser guns, but the Tesla Rifle can be modified to serve as a non-automatic rifle or an automatic weapon.

POSSIBLE GUN CONVERSIONS

WEAPON NAME	NON-AUTOMATIC PISTOL	NON-AUTOMATIC RIFLE	AUTOMATIC WEAPON	HEAVY GUN
Salvaged Assaultron Head	👍	👎	👎	👎
Tesla Rifle	👎	👍	👍	👎

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Any adventurer can do serious damage with a fully-charged shot from the Salvaged Assaultron Head, but those who have invested in the Gunslinger perk will find this non-automatic pistol to be a much more effective weapon.

SALVAGED ASSAULTRON HEAD

Damage: 35 (energy)

Ammo: Fusion Cell

Fire Rate: 11

Range: 93

Accuracy: 65

Weight: 8

Value: 40

The Salvaged Assaultron Head can't be modified, but it does offer considerable power for a weapon of its size. A standard shot delivers an impressive blast of energy damage, but you can charge your attacks by performing up to five consecutive reloads between uses. Unfortunately, each shot fired from this weapon also inflicts the user with 50 points of radiation damage. Fans of this weapon would do well to invest in radiation resistance and/or a good supply of RadAway. The Salvaged Assaultron Head is located within a steamer trunk in the Fort Hagen Hangar.

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WASTELAND
WORK SHOP

Weapons

Non-Automatic Rifles

Although the Tesla Rifle can be converted into an automatic weapon, most of its advanced barrel mods allow for charged shots of one kind or another. Your choice of barrels determines the nature of your Tesla Rifle, but any non-automatic configuration allows this weapon to benefit from the Rifleman perk.

STANDARD MODEL: TESLA RIFLE

The Tesla Rifle fires a beam of electricity capable of arcing between closely grouped targets. This energy rifle may not be as versatile as common laser guns, but it does support an optional reflex sight and a selection of powerful barrel mods. The Tesla Rifle is carried by Ivey in the Dust Raiders stronghold beneath the Fort Hagen Satellite Array.

Damage: 32 (energy)

Ammo: Fusion Cell

Fire Rate: 40

Range: 83

Accuracy: 70

Weight: 8.1

Value: 90

ATTACHED MODS

Semi-Automatic Barrel

Standard Sights

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Fallout 4
WASTELAND
WORK SHOP

Weapons

Automatic Weapons

The standard Tesla Rifle features a semi-automatic barrel, but with the right materials and a bit of know-how, you can modify this Rust Devil weapon to take advantage of any investment you've made in the Commando perk.

STANDARD MODEL: TESLA RIFLE

With an automatic barrel mod, you can turn the Tesla Rifle into a rapid-fire energy weapon. In addition to a superior rate of fire, the Automatic Tesla Rifle features better ammo capacity than you'll find in any of this weapon's non-automatic configurations.

Damage: 31 (energy)

Ammo: Fusion Cell

Fire Rate: 90

Range: 83

Accuracy: 67

Weight: 9.8

Value: 98

ATTACHED MODS

Automatic Barrel

Standard Sights

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Melee Weapons

Like all melee weapons, these Rust Devil creations benefit from any investments you've made in the Big Leagues and Rooted perks. Of course, adventurers with superior Strength will find these weapons even more effective in battle.

STANDARD MODEL: BUZZ BLADE

This converted Mr. Handy weapon is essentially a larger, heavier, and more powerful alternative to the Ripper. Rather than swinging a buzz blade, hold it against your target to deliver a series of low-damage attacks at a very fast rate. This melee weapon can also be modified to add energy damage to each attack.

Damage: 7 (ballistic)

Speed: Very Fast

Weight: 10

Value: 50

ATTACHED MODS

No upgrade

STANDARD MODEL: ASSAULTRON BLADE

The Assaultron Blade offers better per-swing damage than more familiar swords, but it doesn't support quite as many mods. You won't find options for serrated blades or stun packs, but the Electrified Assaultron Blade mod can be used to add energy damage to your melee attacks.

Damage: 23 (ballistic)

Speed: Medium

Weight: 3

Value: 50

Attached Mods

No upgrade

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Fallout 4
WASTELAND
WORK SHOP

Unique Weapons

UNIQUE WEAPONS

NAME	WEAPON TYPE	BONUS	NOTES
Protectron's Gaze	Laser gun	25% faster fire rate, 15% faster reload.	Carried by the Mechanist in the Mechanist's Lair.
Salvaged Assaultron Head	Salvaged Assaultron Head	Charged by reloading repeatedly. The more charges, the higher the damage. (Irradiates user.)	Inside a steamer trunk in the Fort Hagen Hangar (Fort Hagan Satellite Array).
Tesla Rifle	Tesla Rifle	Fires an electrical discharge that arcs between targets.	Carried by Ivey in the Fort Hagen Hangar (Fort Hagen Satellite Array).

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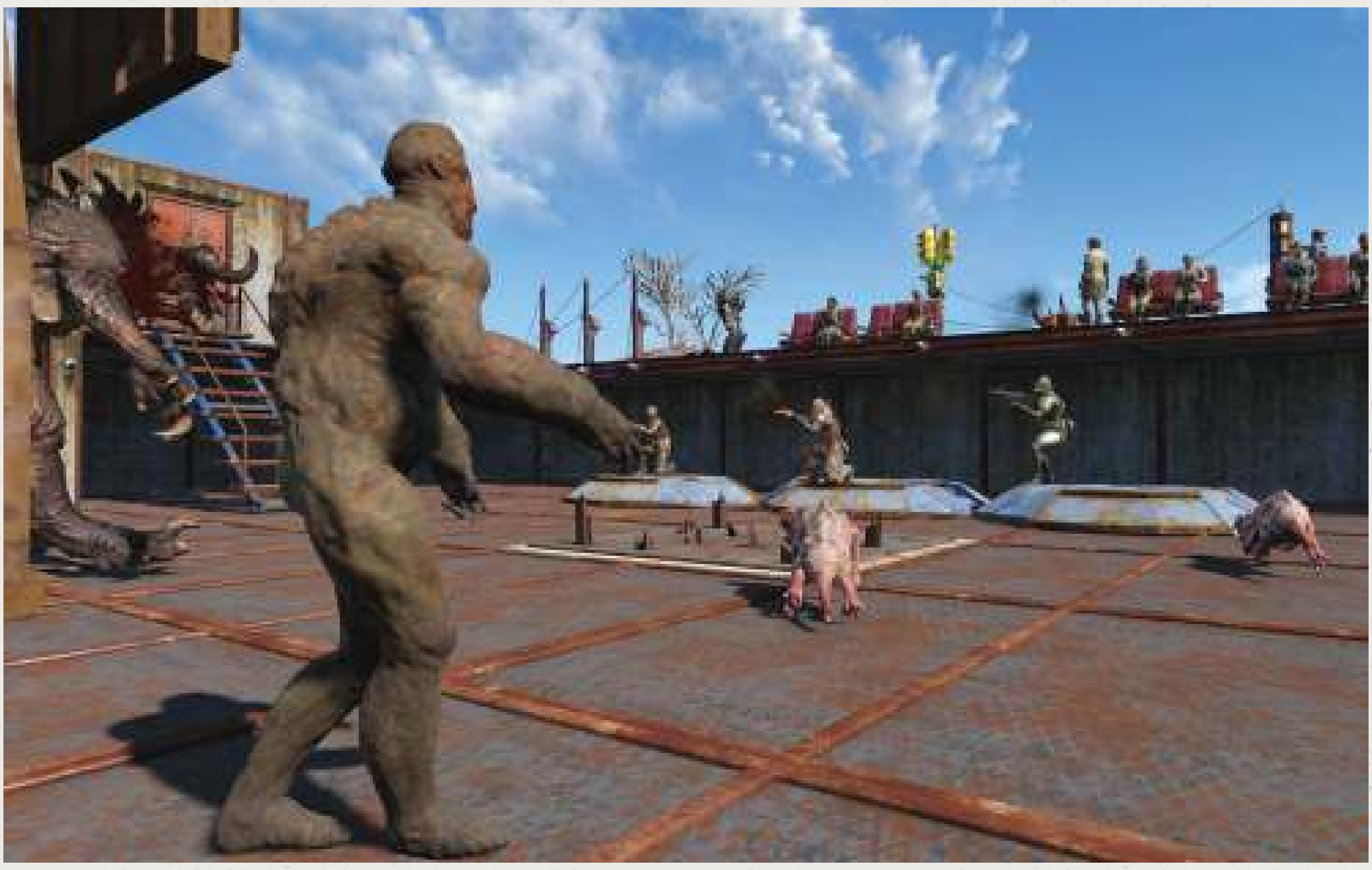
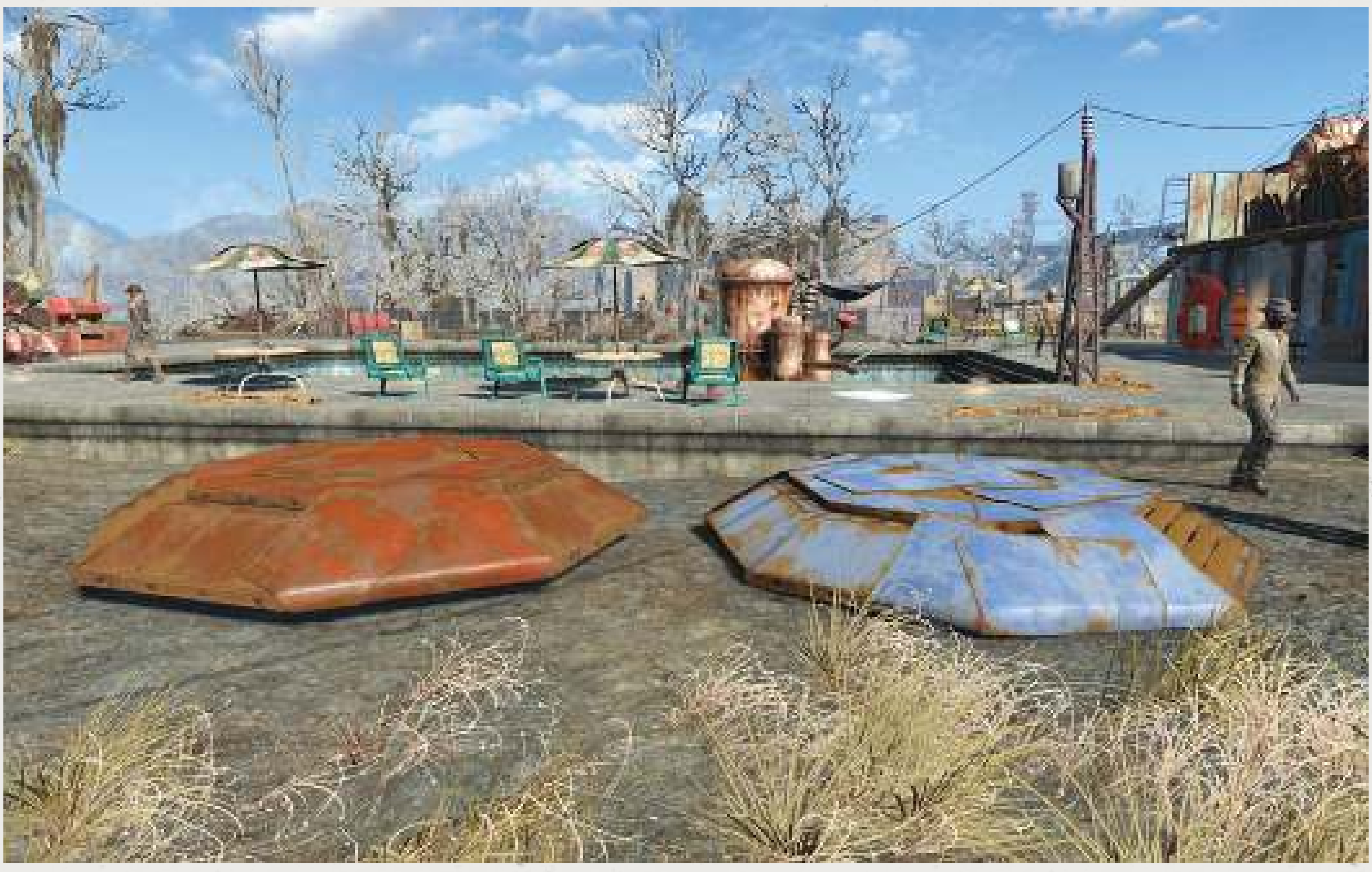
Arena

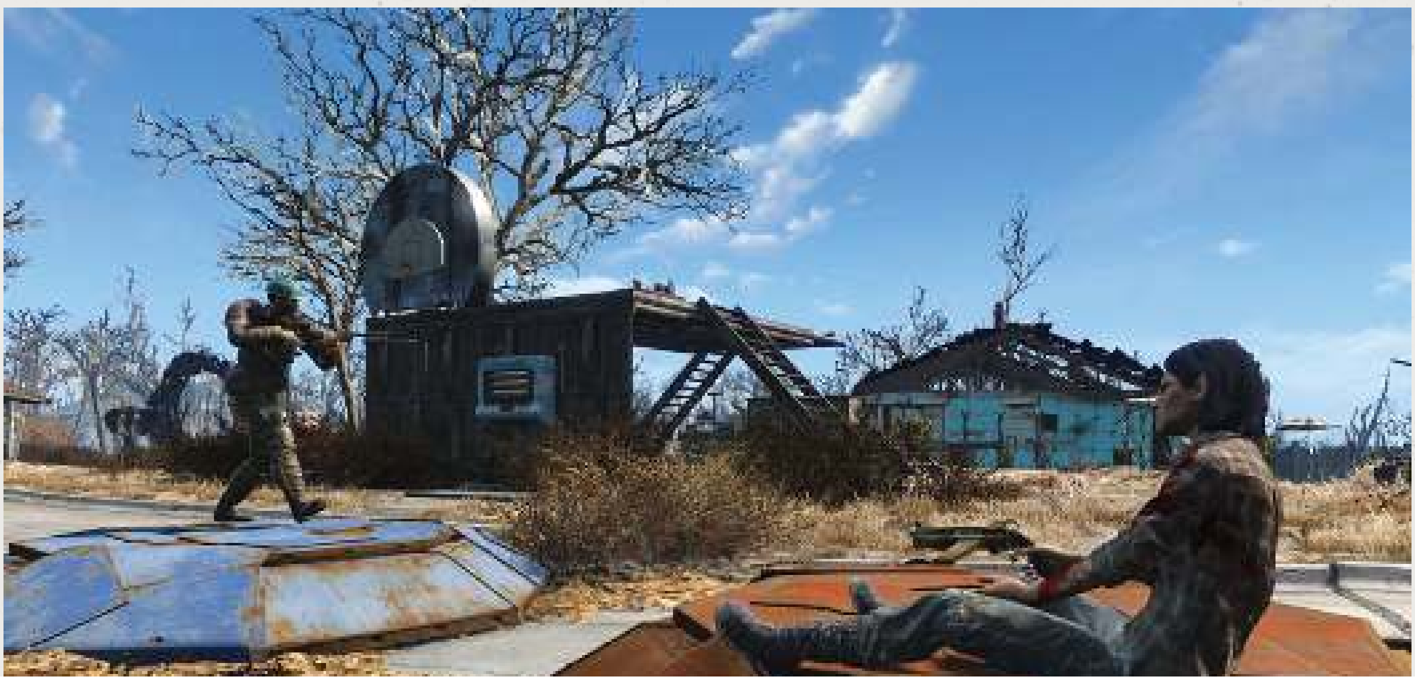
Arena Battles

Whether you're hoping to thrill your settlers or weed out the weaker members of the community, staging arena battles is a great way to enjoy the excitement of the wasteland in the comfort of your settlement. With the right materials and a supply of contestants, you can organize everything from simple duels to large-scale battles—all while a captivated crowd cheers from the sidelines.



Build contestant platforms to assign settlers to color-coded teams. Members of opposing teams are hostile toward each other and members of both teams are hostile toward tamed animals. An arena battle begins the moment two opponents spot each other; it ends only when one contestant (or team) remains. To cancel a battle, use the Workshop menu to reassign fighters to other tasks or move contestant platforms into storage.

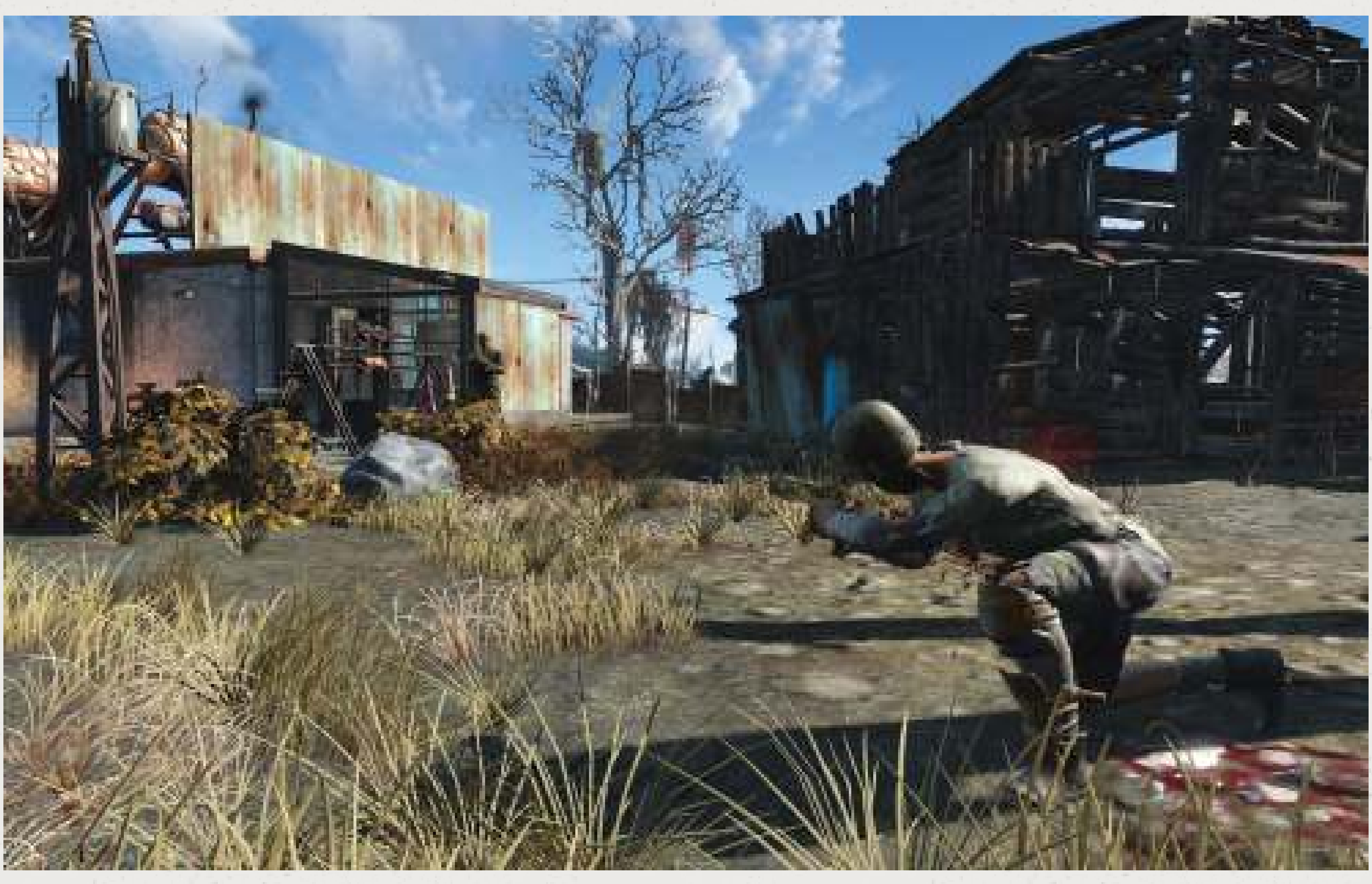




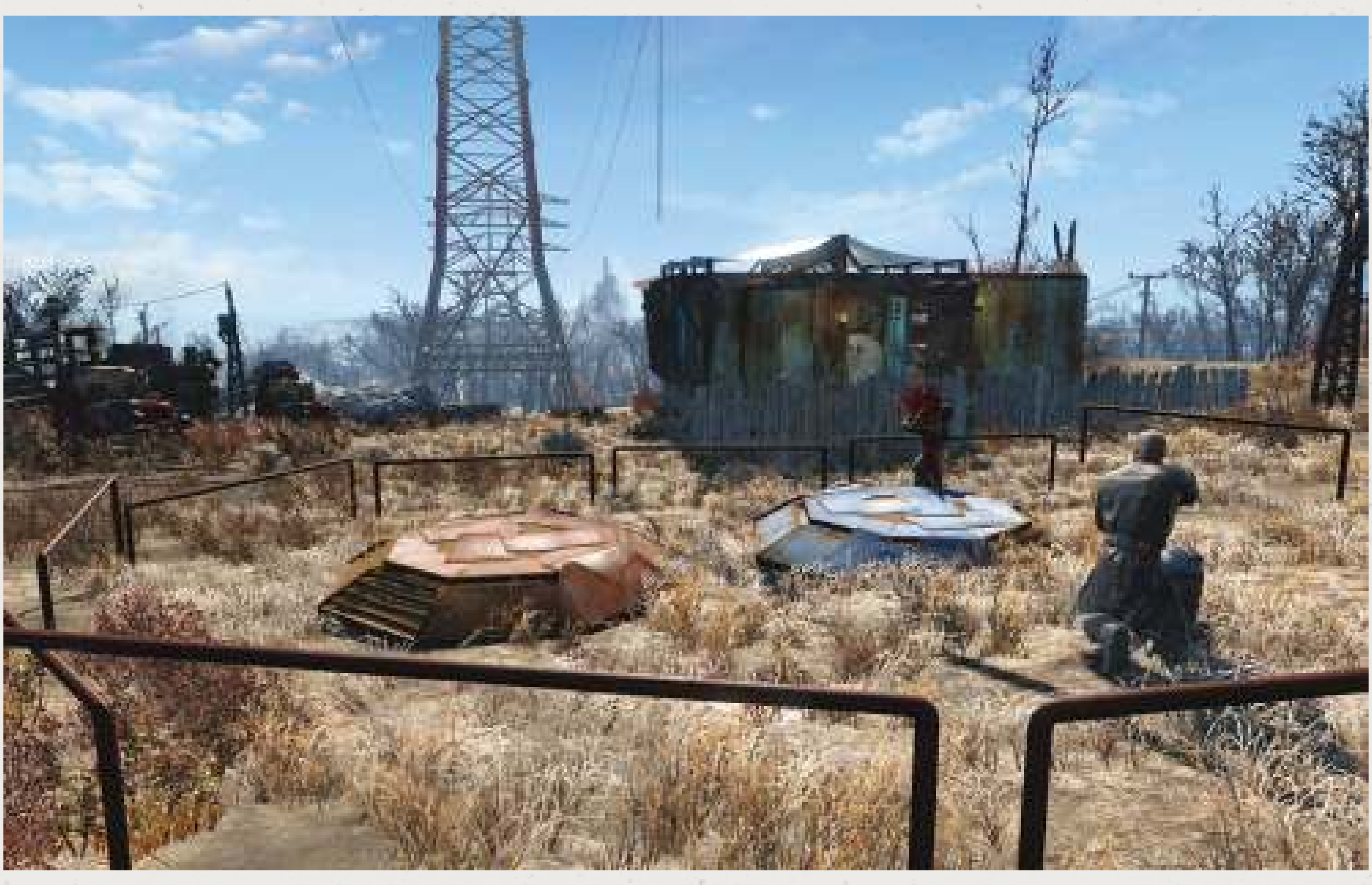
Arena

Arena Construction

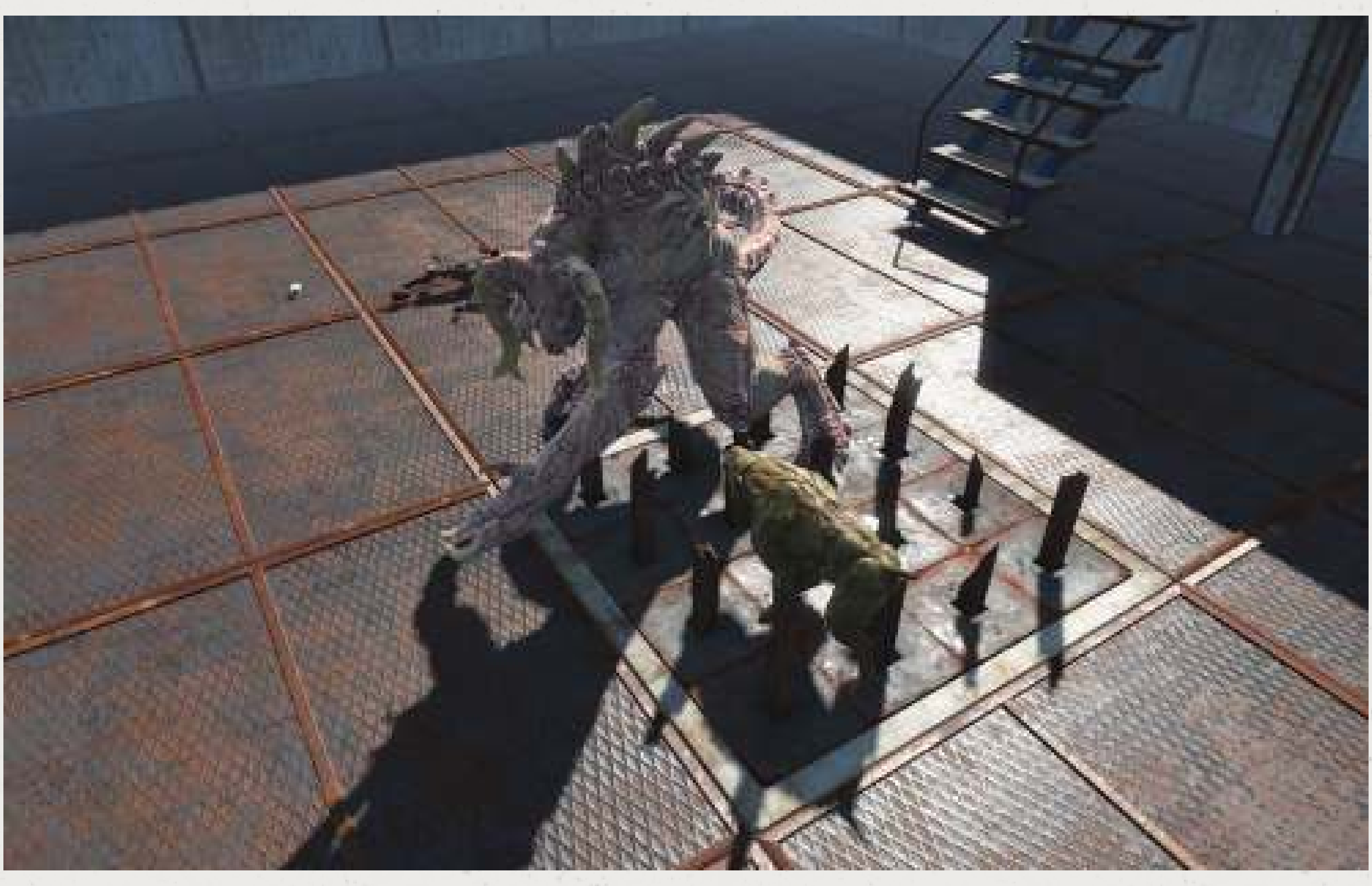
When left to their own devices, arena contestants can drag a battle through an entire settlement. This not only makes it difficult for spectators to watch the fight, it increases the risk of accidental damage to essential items like generators, water pumps, and crops. In order to control your arena battles, you must place your designated combat area within some sort of enclosure.



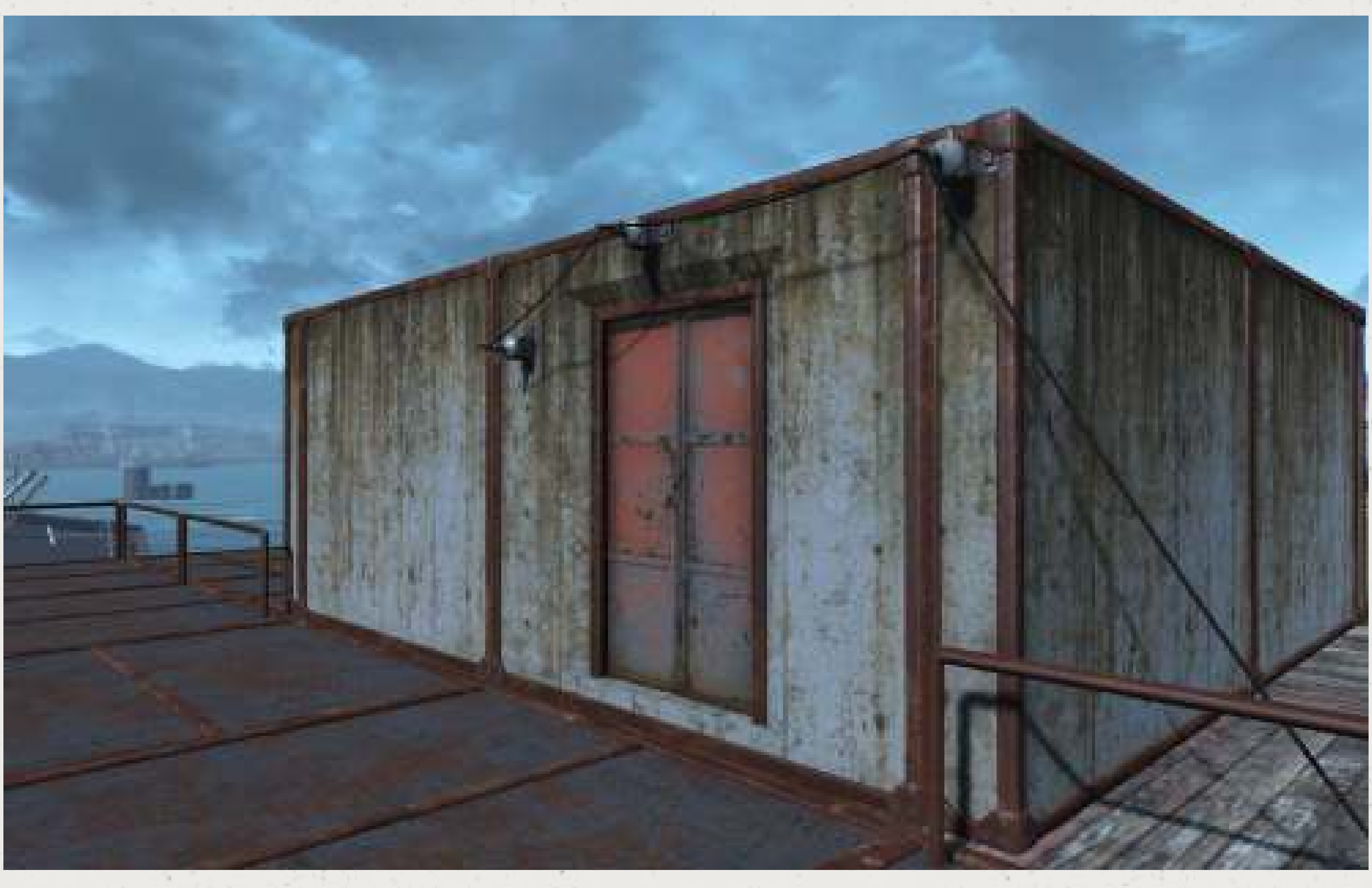
Cement-style railings are particularly good for keeping battles contained without compromising the audience's view, while solid walls are best for keeping arena contestants from attacking any tamed creatures that might be patrolling your settlement. Otherwise, any arrangement of items that prevents contestants from leaving the area can make a serviceable arena.



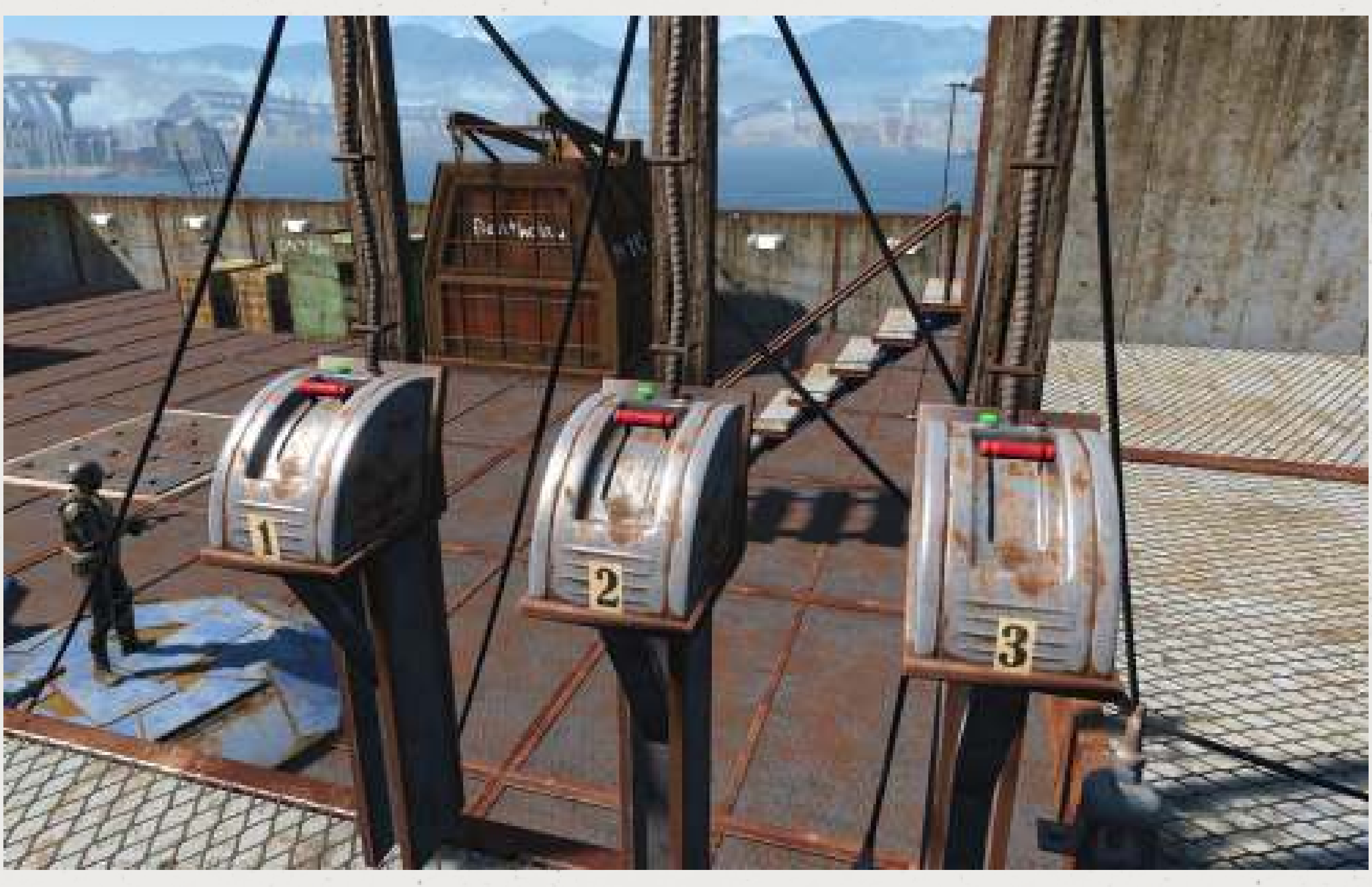
If you have the space and resources to construct a more substantial arena, consider using foundation-style floor pieces to establish a nice, level combat area. A proper foundation not only serves as an anchor point for walls and railings, it also makes it much easier to incorporate items like floor traps and large cages.



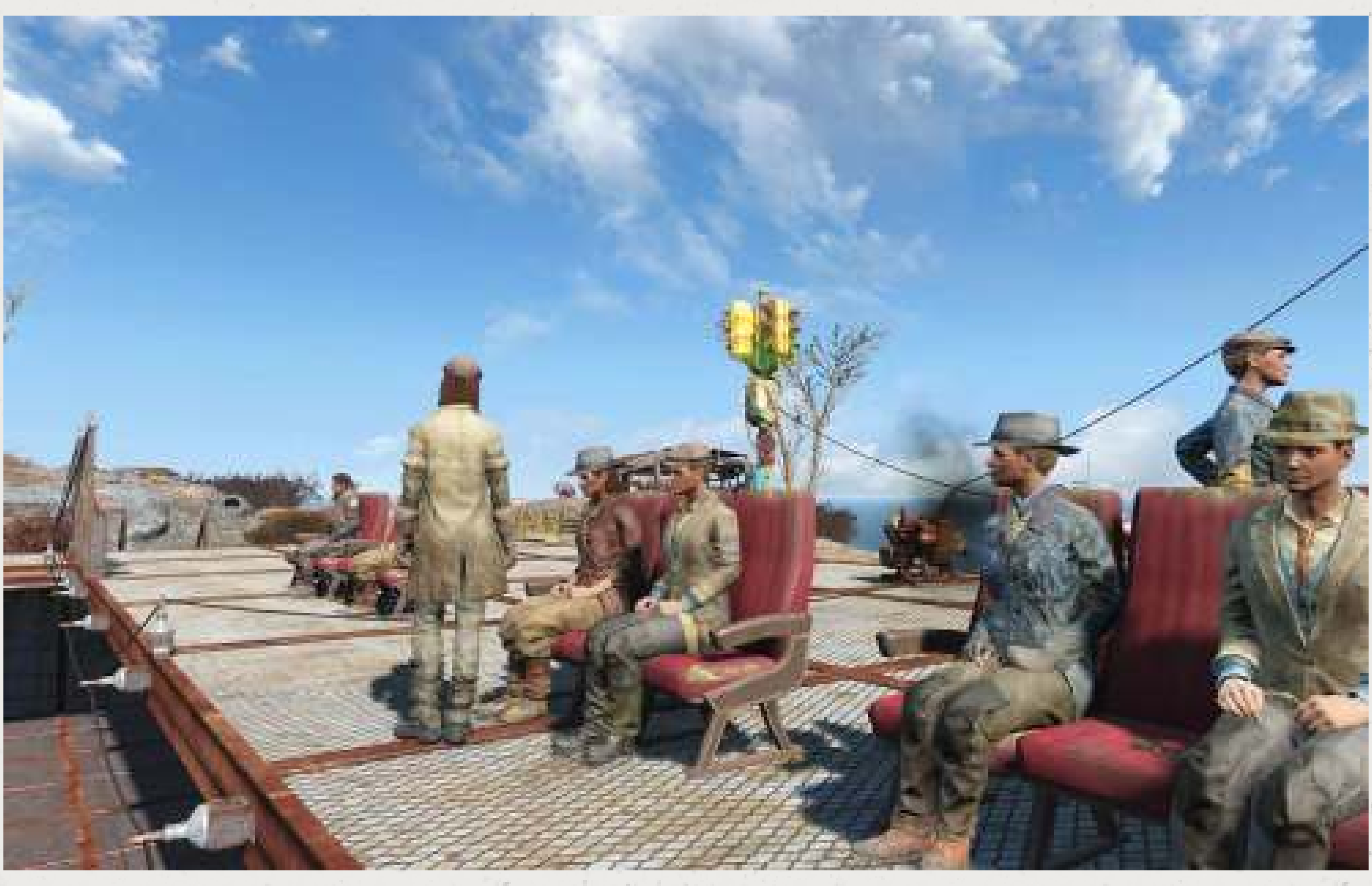
Of course, you'll need some way to move contestants in and out of a designated combat area. You can simply use the Workshop menu to rearrange barriers between fights, but installing powered doors is a much more convenient option. You can even build color-coded holding pens to keep opposing teams away from each other until you're ready for the battle to begin.



It's usually best to install switches between arena devices and their power sources. Doing so makes it much easier to control items like powered doors, traps, and cages during a fight.



If you want an audience for your fight, use a Quitting Time Siren to call nearby settlers to the arena. Providing seats can help ensure that your intended spectators have the best possible view of the action. When the show is over, switch off the siren to send your settlers back to work.



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Fallout 4
WASTELAND
WORK SHOP

Arena

Setting the Stage

An exciting arena battle depends on much more than the venue. The opponents you select, the gear you provide, and the devices you utilize go a long way toward determining how long a fight will last, how bloody a fight will be, and how well it will go over with your audience.

You can equip most human competitors with any gear you like. Why not provide one team with powerful **weapons** while giving the other team superior **armor**? Perhaps you'd rather pit a single, well-armed contestant against an army of opponents? You can even provide **aid items** for specific contestants to use during a fight. Of course, not every fight has to be a fair one. Whether you're looking to balance the playing field or give one team an unfair advantage, the **items** your competitors carry into the **arena** help determine the nature of each battle.

If you're looking for a pure test of skill, try stripping your contestants of their **weapons** before a fight. Under the right circumstances, settlers can utilize a surprising variety of strikes, blocks, throws, and takedowns. A battle between unarmed combatants can quickly turn just as brutal as anything involving **guns**, blades, or clubs.

To add an element of suspense to your fights, consider leaving **items** like **weapons** and **ammo** scattered around the **arena**. Contestants will often ignore loose **items**, but a well-timed acquisition can often allow a struggling combatant to emerge victorious.

If you really want to mix things up, try placing a functional suit of **Power Armor** in the ring—the first opponent to reach it will have a serious advantage in battle. Of course, you should never wager what you can't afford to lose. If a contestant wearing **Power Armor** dies, you won't be able to reclaim the **Power Armor** frame from his or her body.

Pressure-activated traps make great additions to **arena battles**, but you can also use powered traps to create manually controlled hazards. With a properly wired switch, you can choose just the right moment to activate a dormant trap.

If you plan to use tamed creatures in **arena battles**, it's best to place the required **cages** within the **combat** area. Because different **creature types** are usually hostile toward each other, you can combine **cages** to achieve different effects. Build a variety of **cages** to stage creature-only bouts, or use duplicate **cages** to establish creature-based **arena** teams.

If you're interested in staging a friendly exhibition, simply assign idle companions to opposing **arena** teams. Companions can never be killed in **arena battles**, so you can pit them against each other as often as you like. Whether you're worried about a fatality-related drop in Happiness or you're simply running short of contestants, staging fights between your companions is the safest and easiest way to keep your **arena** active and your settlers entertained.

You can also release captured hostiles during **arena battles**, but your audience isn't likely to respond well to uncooperative competitors. Instead of cheering from the sidelines, nearby settlers and idle companions generally attack **enemies** and hostile creatures on sight. The result can be fairly exciting, but such a disruption tends to cause a temporary drop in your settlement's Happiness rating.

When a battle ends, take a moment to repair damaged devices, collect **items** from slain competitors, and make desired modifications to your **arena**. You can use any combination of settlers, companions, and tamed creatures in your **arena battles**, and as long as you maintain a supply of competitors, there's no limit to the number of fights you can stage.

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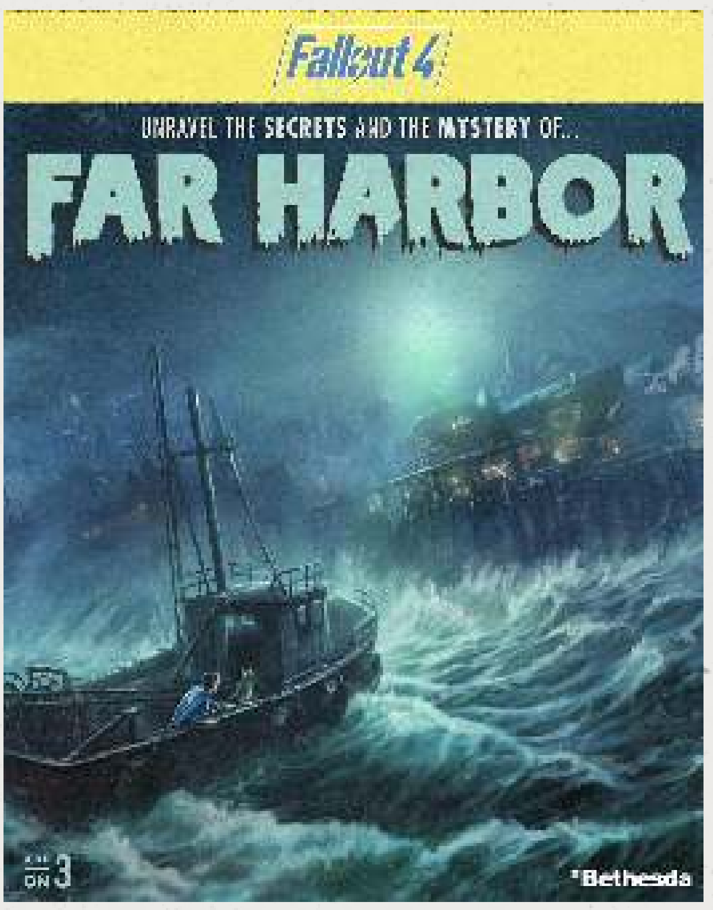
Getting Started


Fallout 4
UNRAVEL THE SECRETS AND THE MYSTERY OF...
FAR HARBOR
ADD ON 3
Bethesda

Far to the north of the Commonwealth sits a land mass known only as "The Island," and your introduction to the Island comes in the form a case from Valentine's Detective Agency. Begin (or complete) Main Quest: Reunions to cement your partnership with Nick, then travel to any settlement or major city to discover a broadcast from Valentine's Detective Agency. Tune into the broadcast and/or visit Ellie at Nick's office in Diamond City, then accept the case and follow the available leads to gain passage to Far Harbor.

HELPFUL HINT FROM VAULT BOY!

An Ounce of Preparation

Most of the Island is covered in a mysterious, radioactive fog. Before you make the trip north, consider fortifying your radiation resistance and gathering a supply of RadAway. It's also worth noting that most of the Island's inhabitants are distrustful of outsiders. Apparel and chems that boost your Charisma can make it much easier to win new allies.

The choices you make during your investigation have a significant effect on the fate of the Island. The tasks you undertake—and the methods you utilize—can present new opportunities, but they can also prevent you from completing active quests. Even within a single faction, solidifying one alliance often means breaking another. Always remember that your actions have consequences.

HELPFUL HINT FROM VAULT BOY!

A Pair of Gumshoes

Nick Valentine is not only an experienced detective; he's uniquely suited to dealing with the synths of Acadia. Consider bringing him along on your investigation, or turn to him for help if you find yourself having trouble with the case.

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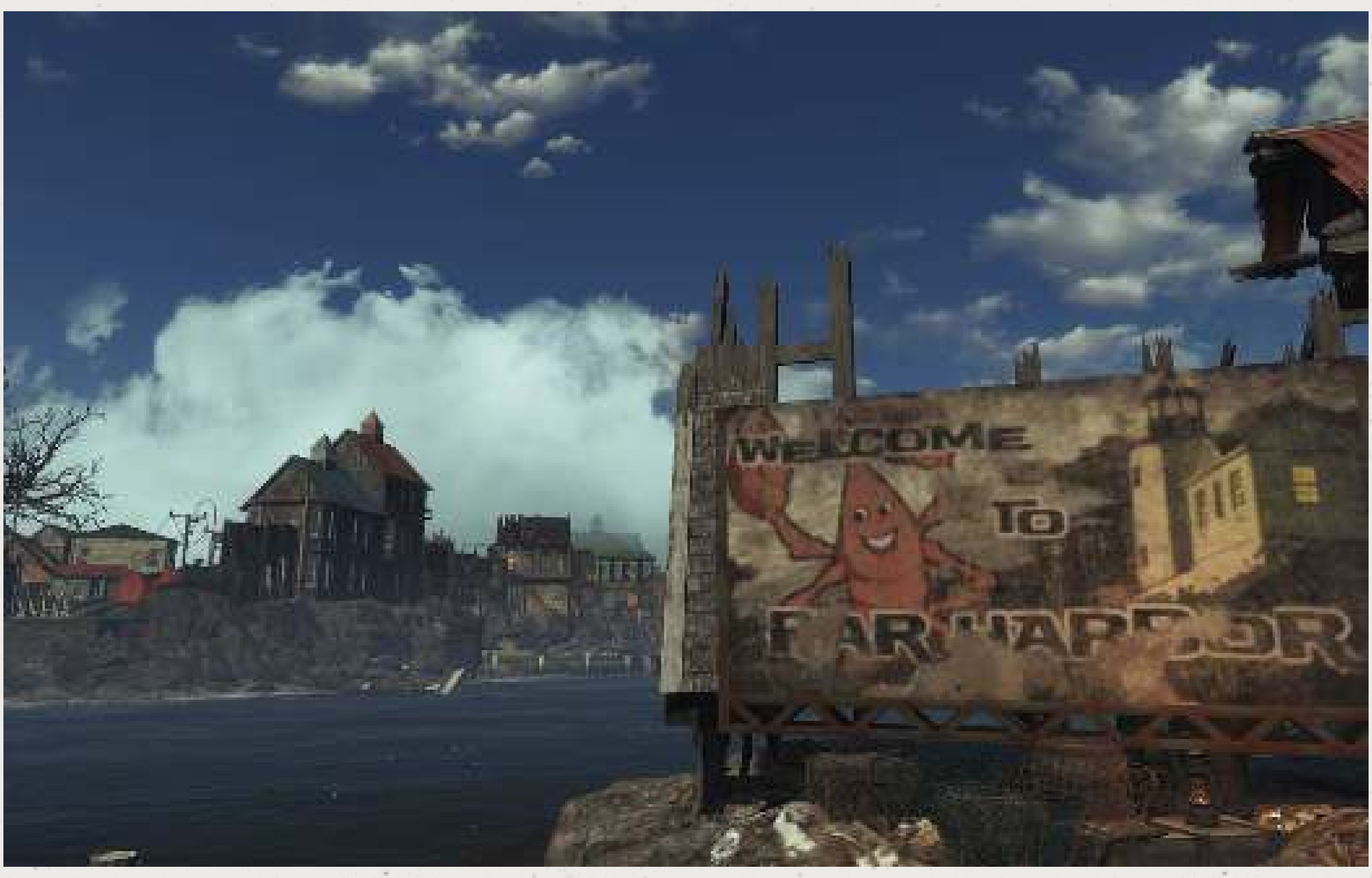
Factions

Apart from the hostiles living out in the wilds, most of the Island's inhabitants belong to one of three community-based factions. So far, these three factions have managed to coexist, but tensions now seem to be at an all-time high.

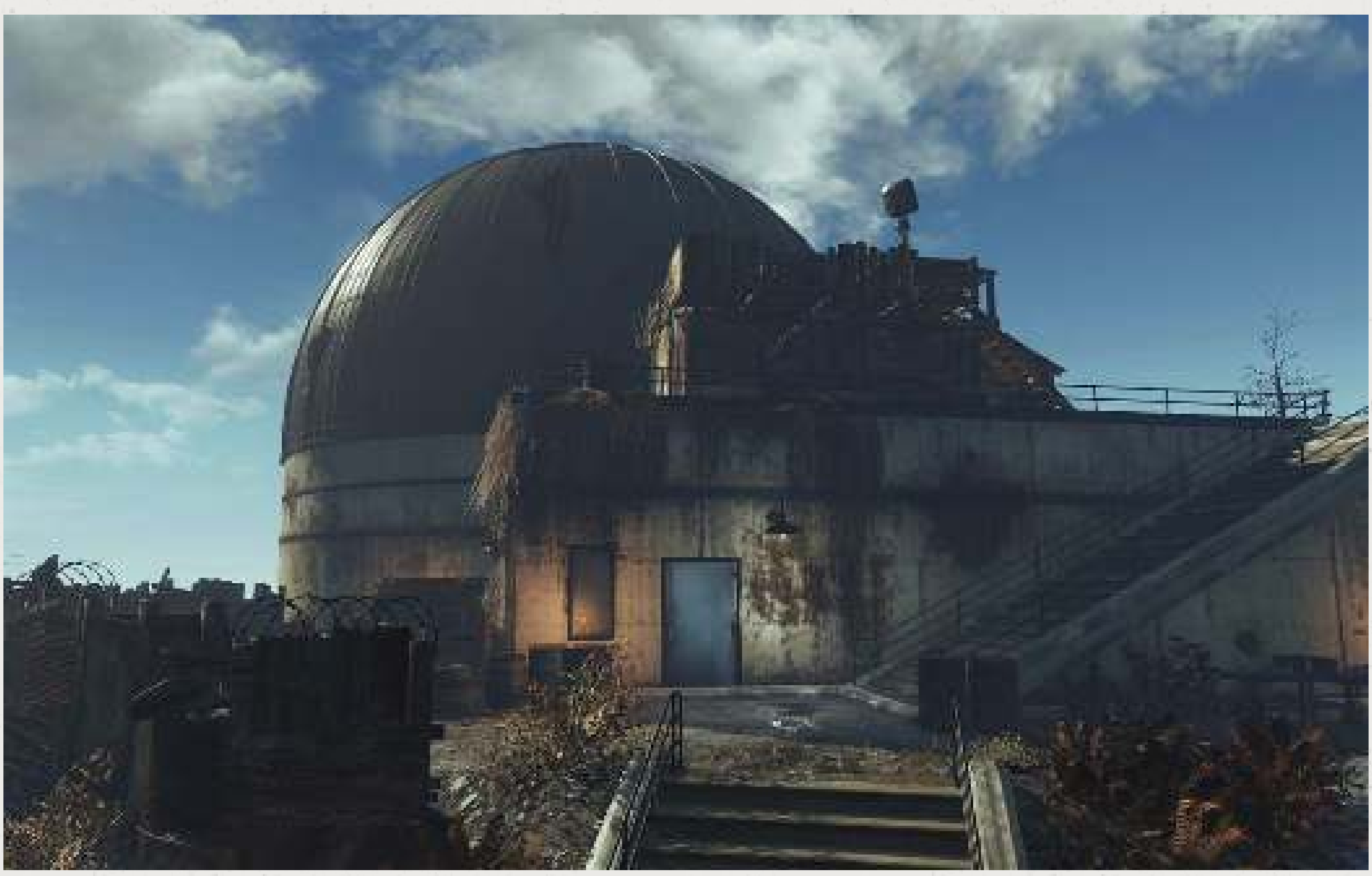
FAR HARBOR

For the most part, the residents of Far Harbor are wary of outsiders. You might find a few friendly exceptions, but it will take a considerable amount of work to earn the trust and respect of the community as a whole. If you want to be accepted by the people of Far Harbor, it's best to put the good of the town above your own wants. Complete any tasks offered by the locals, avoid lying, and do whatever it takes to keep this struggling village safe.



ACADIA

Acadia was established as a refuge for freed synths, and DiMA, the colony's leader, openly welcomes all peaceful visitors. However, the conflict between Far Harbor and the Nucleus continuously threatens Acadia's already vulnerable residents. DiMA values tolerance, understanding, and discretion. If you hope to ingratiate yourself to the people of Acadia, be respectful, complete the tasks they offer, and avoid revealing any information that might put the colony at risk.



THE NUCLEUS

This prewar submarine base serves is now occupied by the Children of Atom. Compared to their Commonwealth counterparts, residents of the Nucleus are fairly peaceful. However, their devotion to Atom—and the radioactive fog that covers the Island—keeps them at odds with the people of Far Harbor. Some members are more welcoming of others, but all residents of the Nucleus are willing to accept anyone who embraces their beliefs.

Old Alliances

The existence of a synth refuge is sure to be of interest to the Railroad, the Institute, and the Brotherhood of Steel. Involving one or more of these factions will trigger new quests, but it will also complicate matters with the Island's inhabitants.

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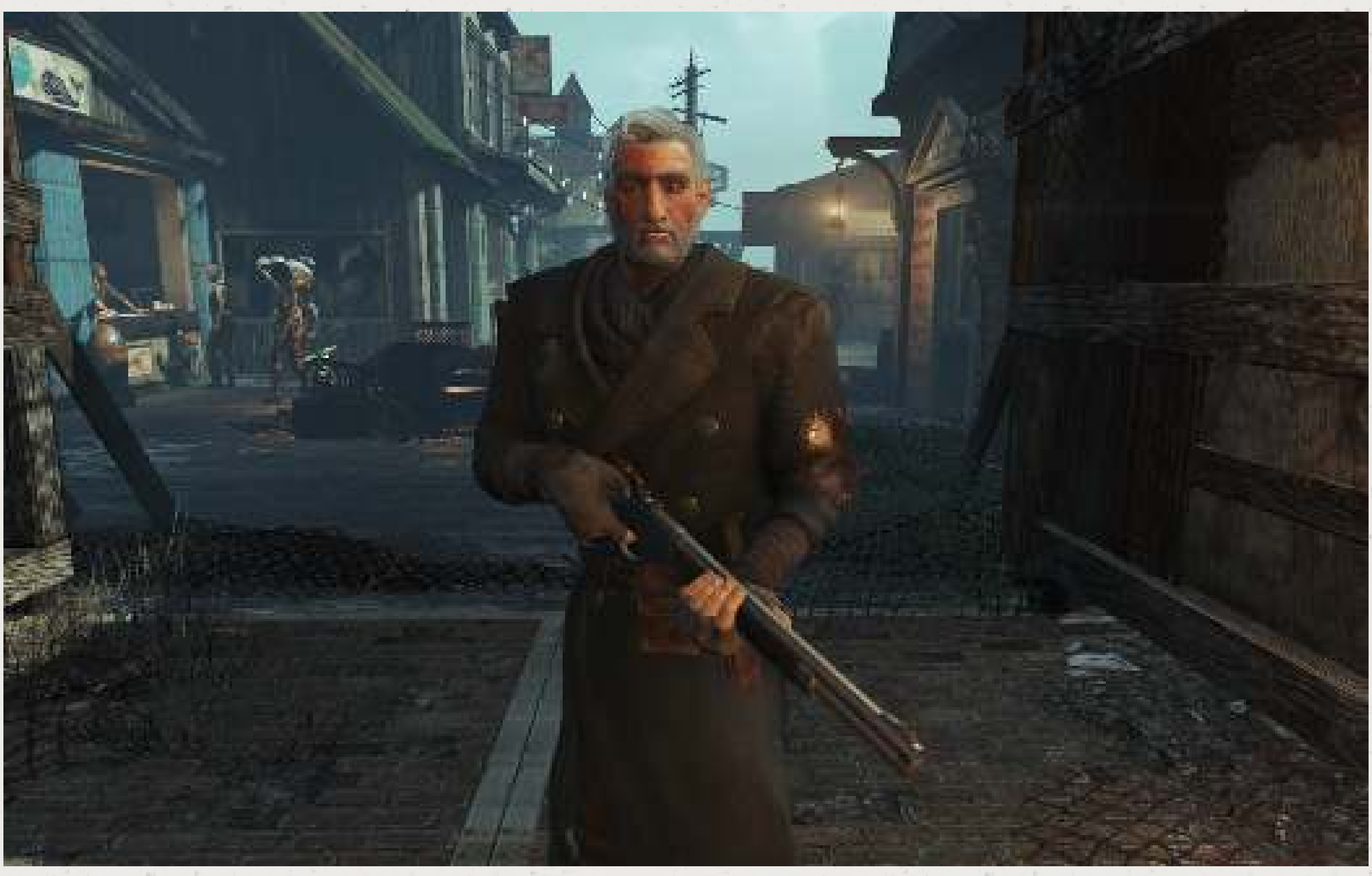
OLD LONGFELLOW



- **Description:** Human male
- **Location:** The Last Plank (Far Harbor)Associated Quest: Shipbreaker
- **Romance:** No
- **Perk:** Hunter's Wisdom

As an old man in a place where most people die young, Old Longfellow is something of a local celebrity. He may not be Far Harbor's warmest resident, but a lifetime spent on the Island has made this seasoned hunter the best guide a mainlander could hope to find.

Affinity Choices

Old Longfellow isn't a particularly sentimental companion, but he's not as heartless as he'd have you believe. He admires strength and skill, but he abhors weakness. If you hope to gain Old Longfellow's respect, it's generally best to help others—just make sure you're compensated for your efforts.

General Affinity Choices

Likes:

- Selfish
- Peaceful

Dislikes:

- Generous
- Violent

Specific Affinity Choices

Likes:

- Drink Alcohol
- Heal Dogmeat
- Mod Armor
- Mod Weapon

Dislikes:

- Chem Addiction
- Chem Use
- Donate Item
- Eat Corpse
- Enter Power Armor
- Murder Non-Hostile
- Stealing (Pickpocket)

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UNRAVEL THE SECRETS AND THE MYSTERY OF
FAR HARBOR

EXPANDED PERKS

Check your Pip-Boy to find new ranks for some familiar perks.

EXPANDED PERKS

NAME	NEW RANK	REQUIREMENTS	DESCRIPTION
Action Boy / Action Girl	3	Level 38, AGI 5	Your Action Points now regenerate 75% faster.
Critical Banker	4	Level 50, LCK 7	You can now save 4 Critical Hits, to be used in V.A.T.S. when you need them the most.
Lone Wanderer	4	Level 50, CHR 3	When adventuring without a companion, you have 25 more action points.
Rad Resistant	4	Level 35, END 6	You now have +40 Radiation Resistance.
Scrapper	3	Level 40, INT 5	You get more from salvaging.
Strong Back	5	Level 40, STR 6	When over encumbered, running costs 50% less action points.

REQUIRED READING (MAGAZINE) PERKS

As you explore the Island, collect issues of the Islander's Almanac to unlock some all-new perks.

ISLANDER'S ALMANAC PERKS

ISSUE #	PERK DESCRIPTION	MAGAZINE LOCATION
1	You take 5% less damage from Mirelurk melee attacks.	Located in the Northwood Ridge Quarry, on a small table in the northeast corner of the interior Trapper camp.
2	You have a 5% higher VATS chance against animals you are in **combat** with.	Located at the top of Brooke's Head Lighthouse, on a bookcase in the living area surrounding the light room.
3	You've unlocked POI **map** markers across the island.	Located in **Far Harbor**, on Old Longfellow's table within the Last Plank.
4	You receive 10% less damage from Radiation based attacks.	Located on level B1 of Acadia, on the counter that serves as Dejen's storefront.
5	You've unlocked Sludge based recipes at the Chemistry Station.	Located in the National Park Visitor's Center, atop a counter on the main structure's first floor.

COMPANION PERKS

Old Longfellow isn't easily impressed, but earning his admiration will unlock a new perk.

COMPANION PERKS: OLD LONGFELLOW

PERK	REQUIREMENTS	DESCRIPTION
Hunter's Wisdom	Gain maximum affinity with Old Longfellow, and complete Side Quest (Companion): Shipbreaker.	Thanks to your relationship with Old Longfellow, the Damage Resistance and Energy Resistance of animals and sea creatures is reduced by 25%.

HELPFUL HINT FROM VAULT BOY!

The Quest for Approval

Old Longfellow doesn't simply offer his personal quest. Establish **Workshop settlements** across the Island, then visit these locations until one of your settlers mention a particularly nasty Fog Crawler known as "Shipbreaker."

QUEST REWARD PERKS

Deciding the fate of the Island will unlock one of five perks. The perk you receive is determined by the choices you make.

QUEST REWARD PERKS

PERK	REQUIREMENTS	DESCRIPTION
Destroyer of Acadia	Complete Main Quest: **The Way Life Should Be** by destroying Acadia.	When your health falls below 20%, do 4× damage for 30 seconds.
Crusader of Atom	Without reaching the rank of "Inquisitor," disable the Wind Farm **power** grid and complete Main Quest: **Cleansing the Land**.	Provides a bonus to your weapon's damage. The higher your rads, the higher the bonus.
Far Harbor Survivalist	Complete Main Quest: **Cleansing the Land** by destroying the Nucleus.	Gain +5 to all resistances.
Inquisitor of Atom	After reaching the rank of "Inquisitor," disable the Wind Farm **power** grid and complete Main Quest: **Cleansing the Land**.	Provides a bonus to your weapon's damage. The higher your rads, the higher the bonus.
Protector of Acadia	Complete Main Quest: **Reformation**.	When your health falls below 20%, gain 1000 damage resist and energy resist for 30 seconds.

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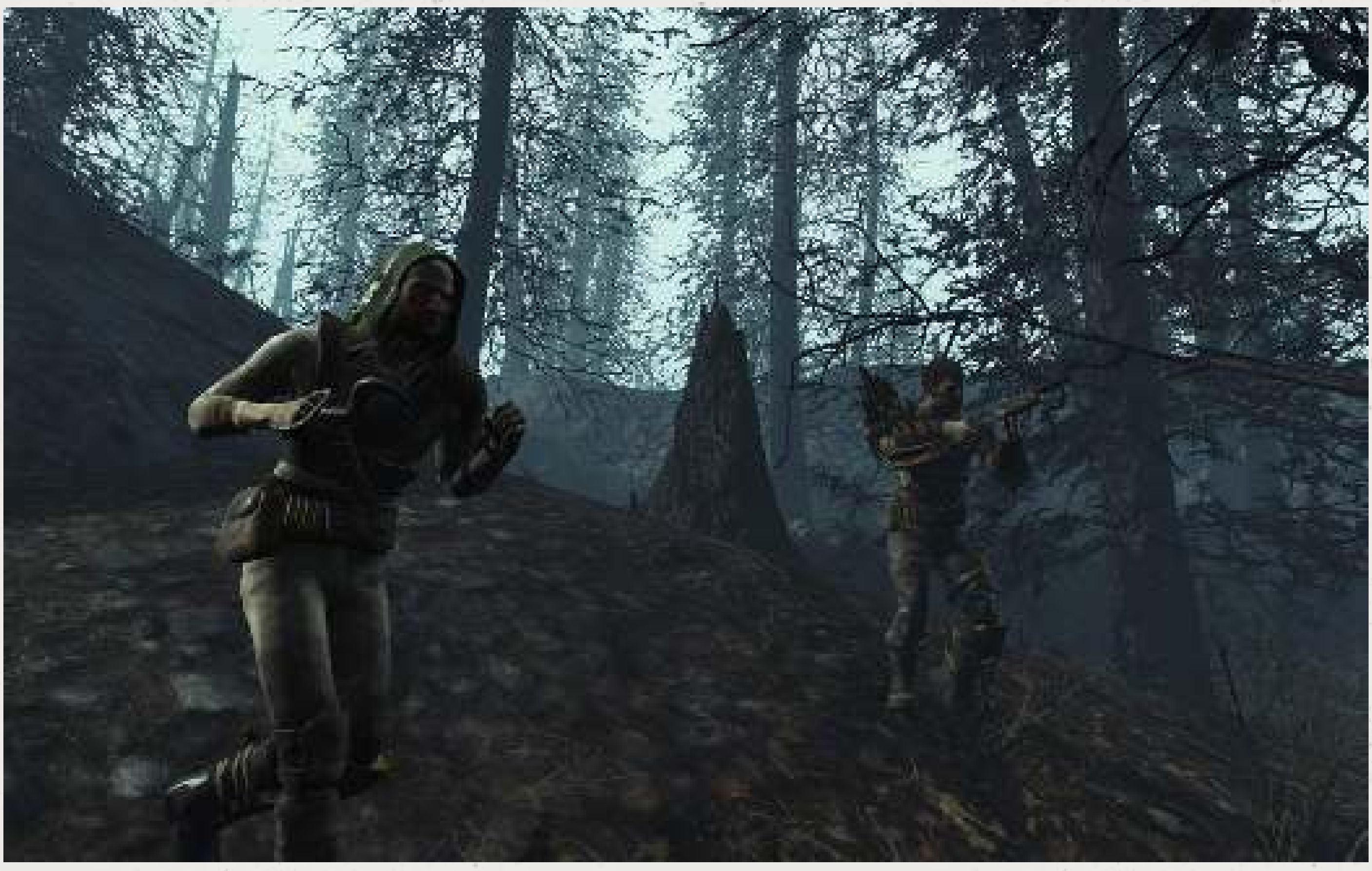
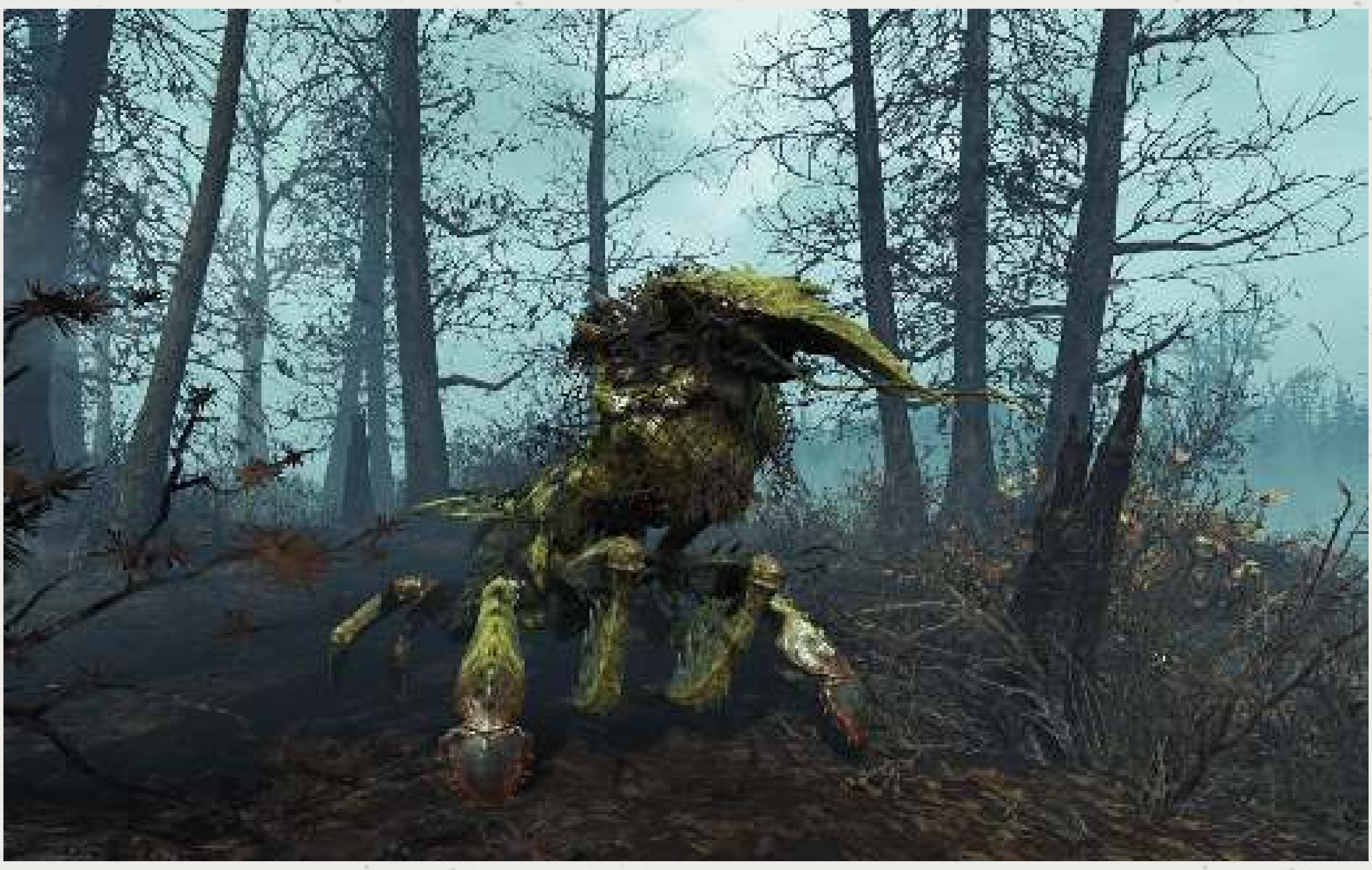
Overview

Enemies

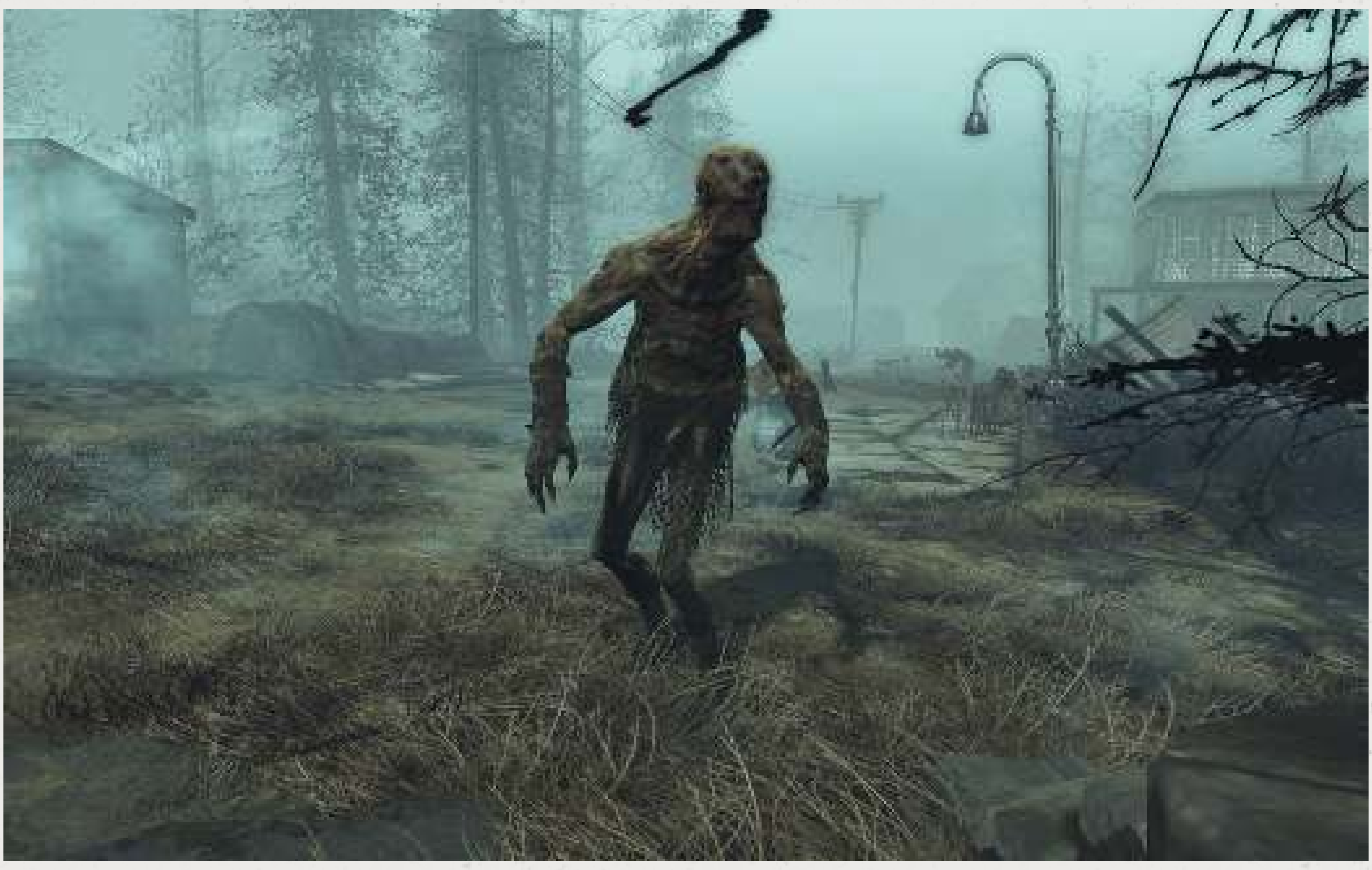
The Island's inhabitants aren't the most welcoming lot, and the choices you make can quickly turn former friends into fierce enemies. However, the Trappers living out in the Fog generally attack any and all outsiders on sight. These crazed humans utilize custom armor and a variety of weapons, but they don't possess any unique abilities. When you engage a Trapper, it's usually best to aim for the head. Otherwise, simply use your weapon of choice to end the encounter as quickly as possible.



The Island is also home to some truly formidable creatures. From Gulpers and Anglers to Fog Crawlers and Hermit Crabs, the Fog-covered wilds hold dangers unlike anything found on the mainland. When facing one of the Island's larger creatures, it's usually best to aim for the legs-cripple vital limbs to help keep your prey at a safe distance, and chip away at its health until the battle ends.



The Island also contains some new variants of familiar creatures. In most cases, it's best to utilize the same tactics you'd use against their Commonwealth cousins.



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UNRAVEL THE SECRETS AND THE MYSTERY OF...
FAR HARBOR

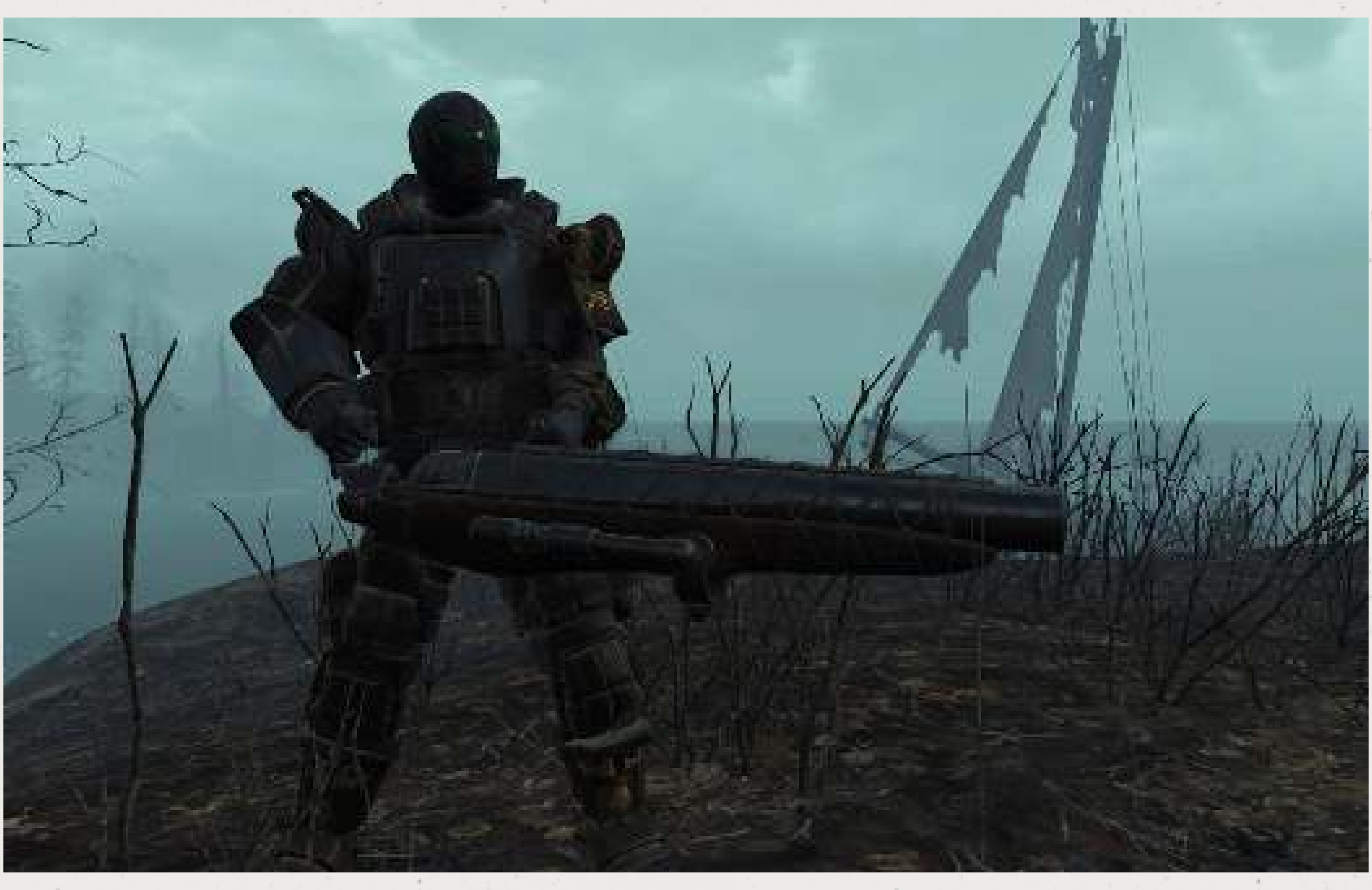
Overview

Weapons

The Island's inhabitants tend to favor relatively low-tech weapons. However, these seemingly humble weapons can be very effective in the right hands.

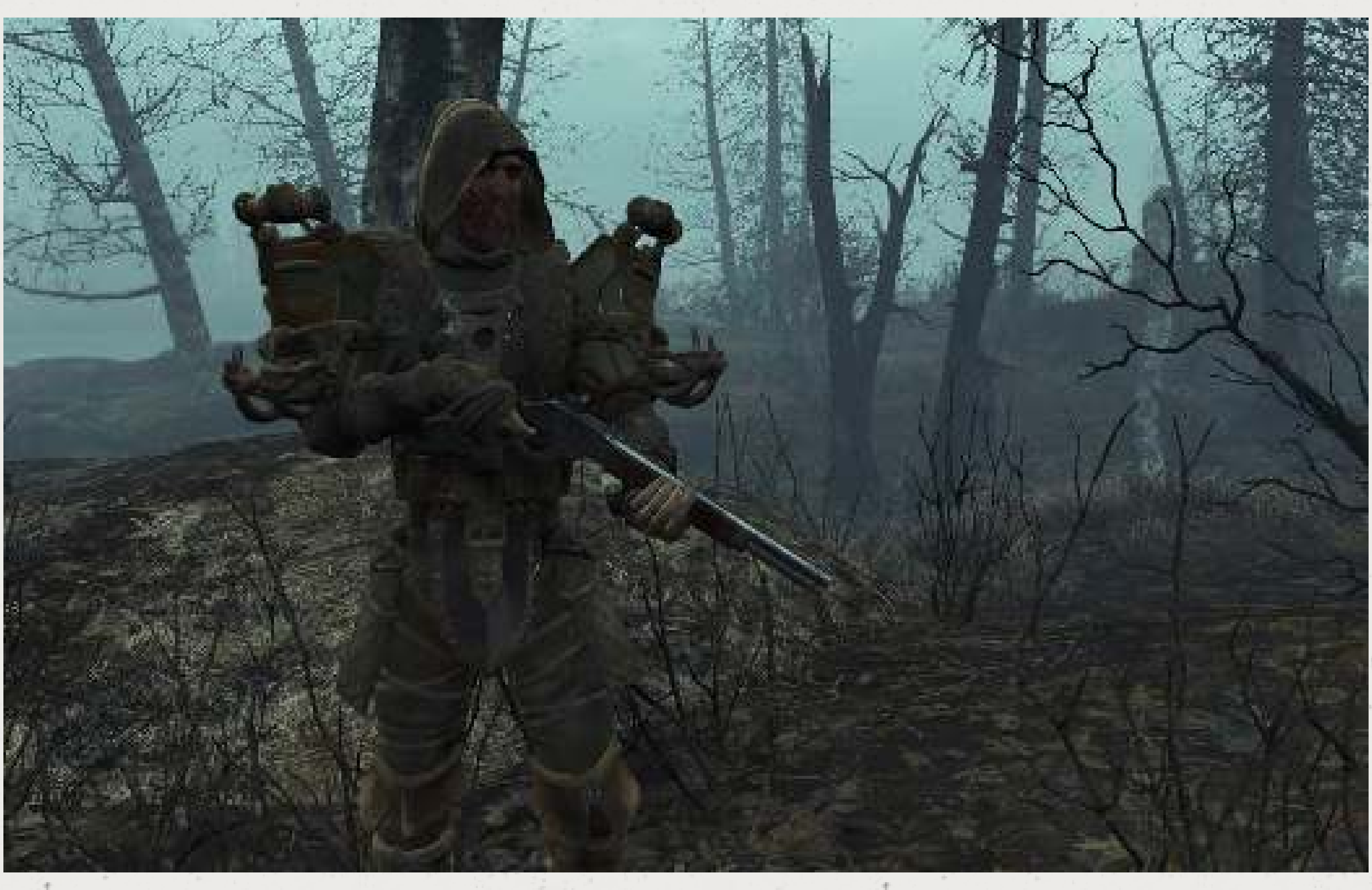
HARPOON GUN

This heavy gun fires powerful (and often reusable) harpoons. Harpoon Guns are utilized throughout the Island, but these weapons are particularly popular with more formidable Trappers.



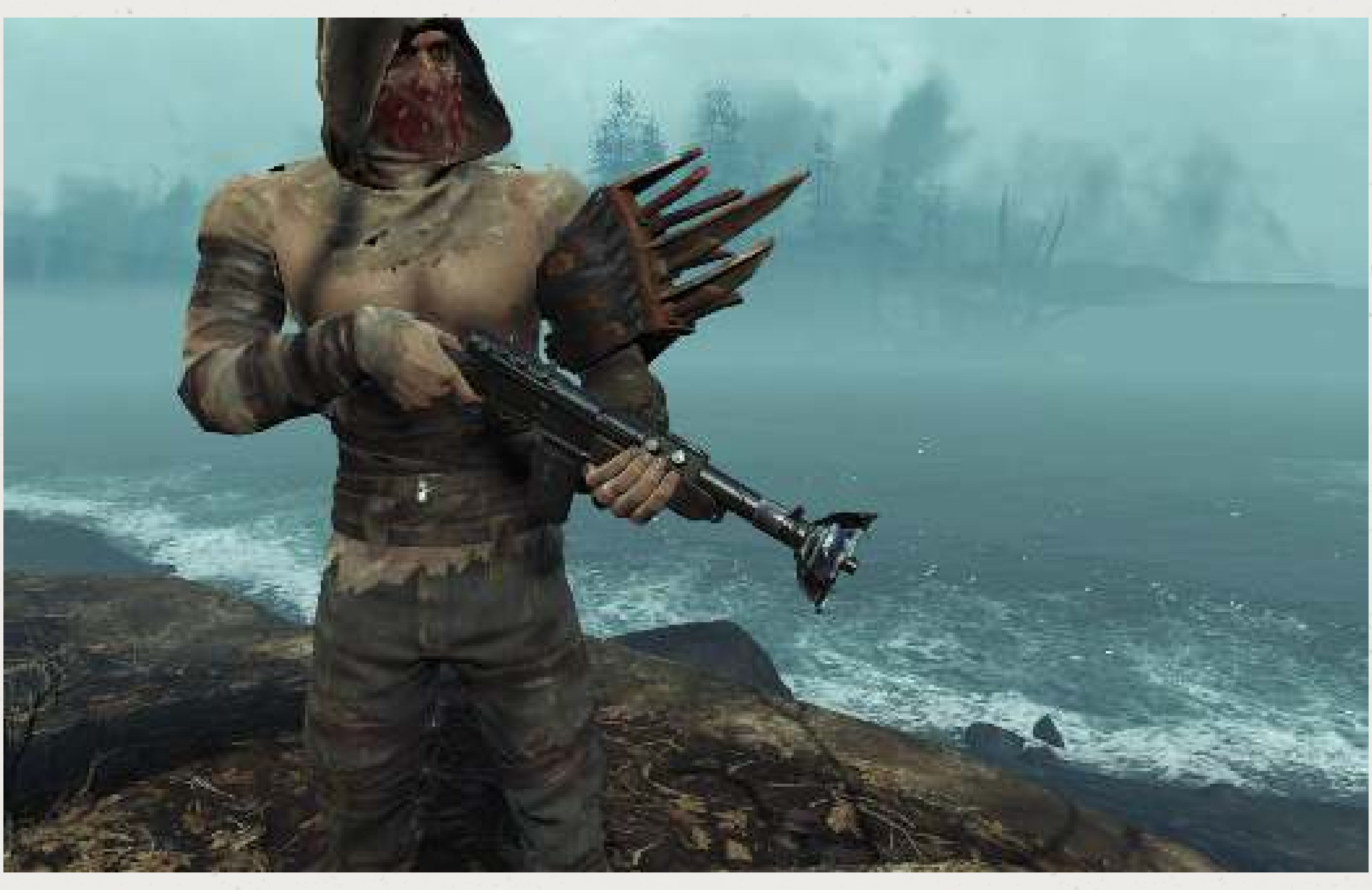
LEVER ACTION RIFLE

This non-automatic rifle features fairly high per-shot damage with a relatively long reload time. It doesn't support the high-tech scopes found on more advanced rifles, but an appropriately modified Lever Action Rifle can be a very effective long-range weapon.



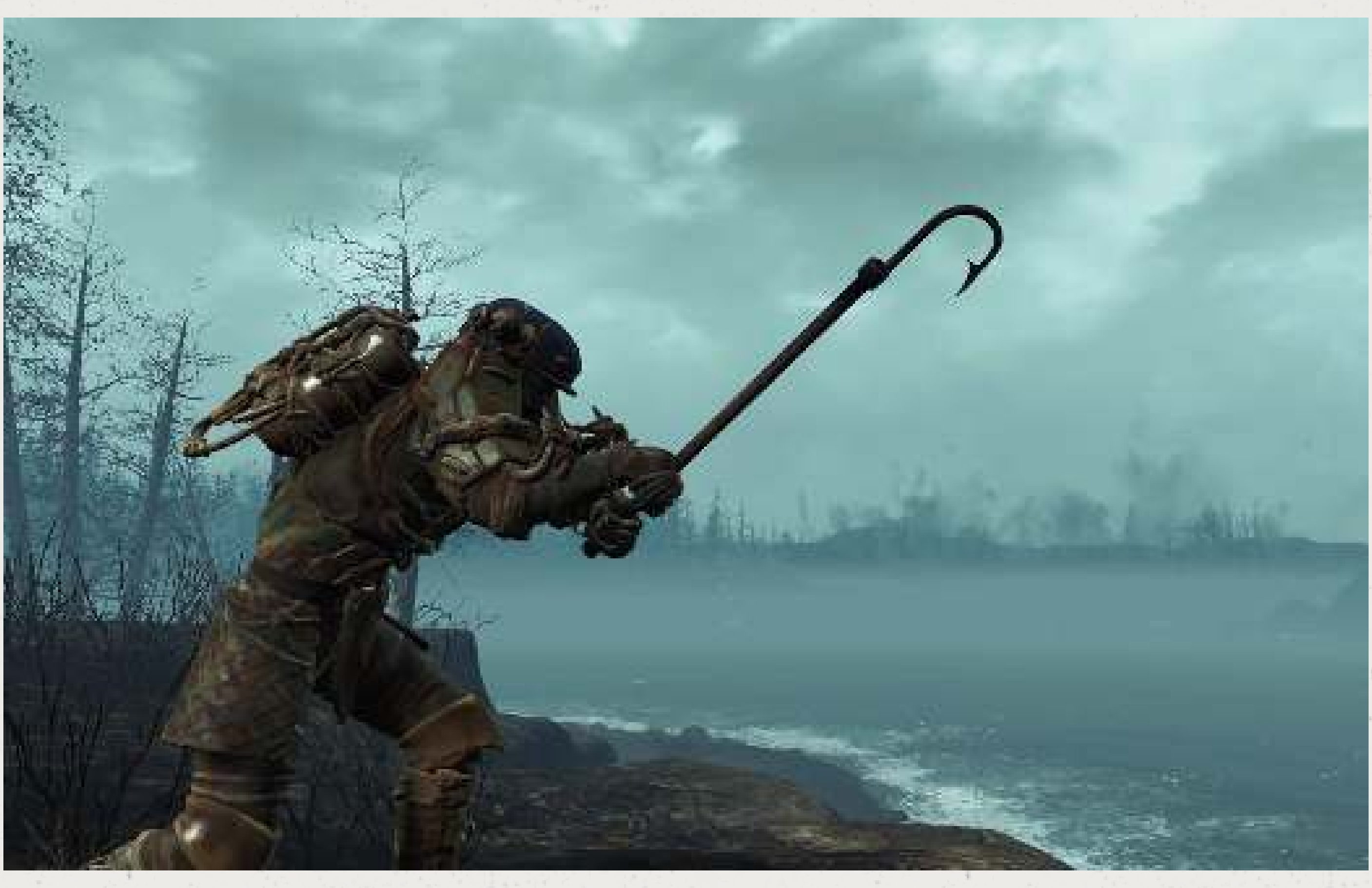
RADIUM RIFLE

Favored by the Children of Atom, this rifle irradiates each round it fires. It supports a variety of automatic and non-automatic conversions, and its combination of ballistic damage and radiation damage makes the Radium Rifle extremely effective against most human targets.



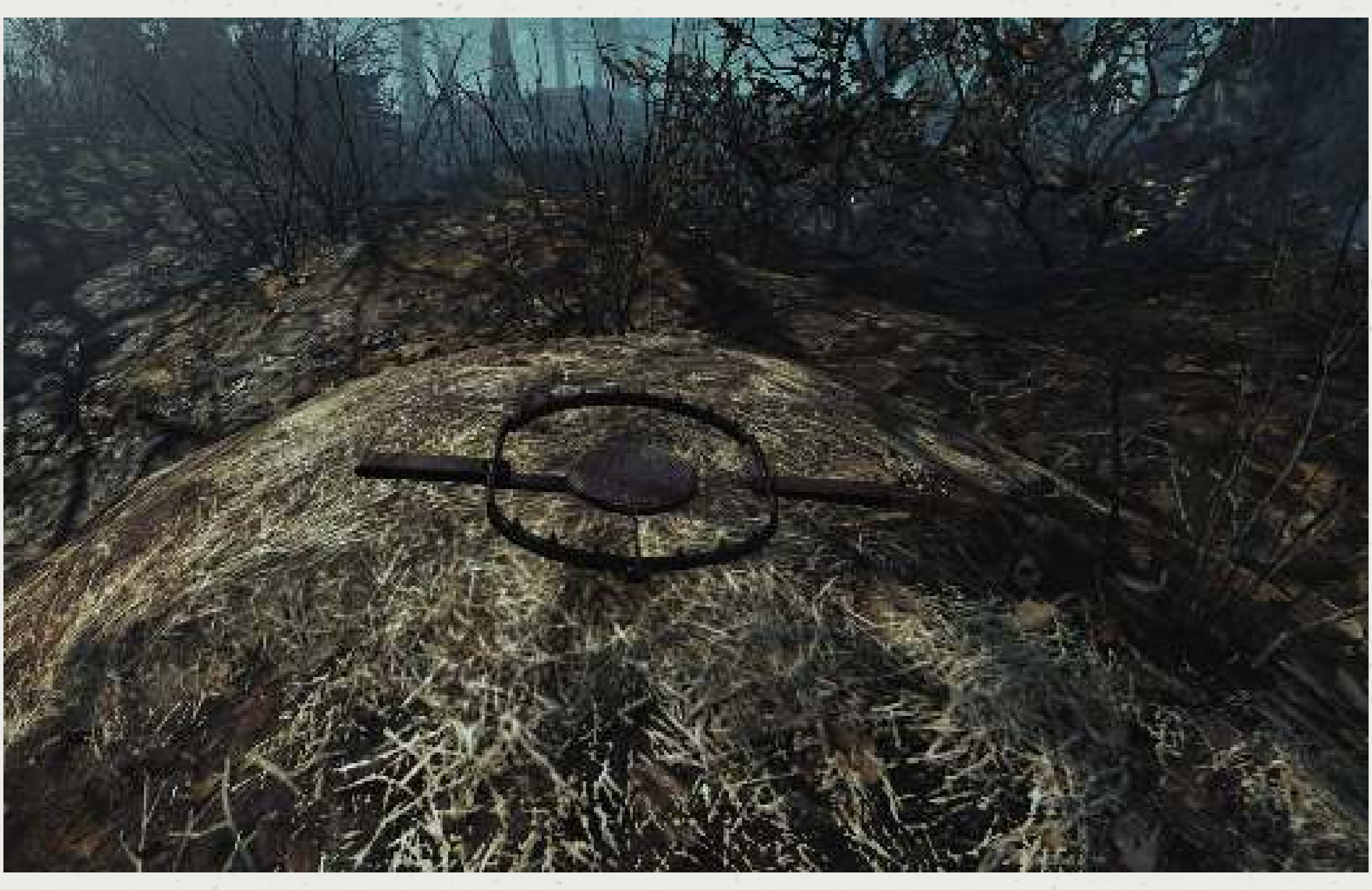
MELEE AND PUNCHING WEAPONS

The Island also features some new weapons designed for close quarters combat. Unarmed specialists should consider using the Meat Hook for more effective punching attacks. The Pole Hook is a long, two-handed melee weapon that features considerable damage for its weight. These weapons are both popular among Trappers, making them fairly easy to acquire.



THROWN TRAPS

The Island doesn't feature any new grenades, but it does offer a small selection of bear traps and caltrops. Some vendors keep these items in stock, but with the right materials and prerequisite perks, you can make bear traps and caltrops at any chemistry station.



LEGENDARY WEAPON EFFECTS

The Island also holds weapons with powerful new bonus effects. Each Legendary enemy you defeat has a chance to drop a Legendary item, but you'll also find uniquely powerful weapons granted as quest rewards, or stashed in various locations across the Island.

NEW LEGENDARY WEAPON EFFECTS

WEAPON NAME MODIFIER	DESCRIPTION
Blazing	25% chance to deal 50 Fire damage on a successful block.
Charged	10% chance to deal 100 Electrical damage on a successful block.
Deadeye	Time slows down for a moment while aiming.
Defiant	The final shot in the magazine deals twice the normal damage.
Duelist's	25% chance to disarm attackers on a successful block.
Frigid	20% chance to freeze the enemy when you block their attack.
Hitman's	+10% damage while aiming.
Resilient	+150 damage resistance while reloading.
Resolute	Time slows down for a moment when chambering the final round in the magazine.
Steadfast	+50 damage resistance while aiming.

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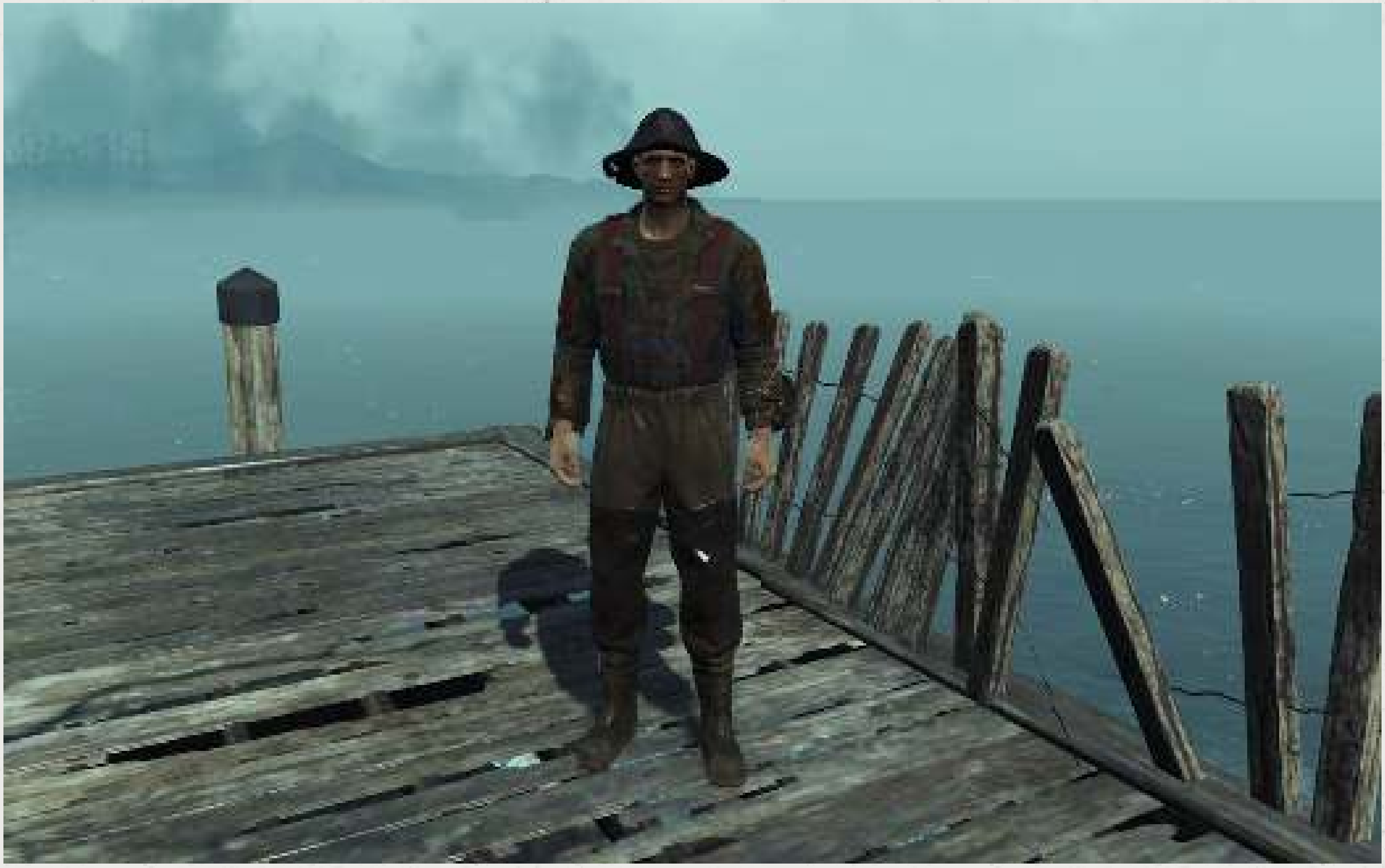
UNRAVEL THE SECRETS AND THE MYSTERY OF...
FAR HARBOR

Apparel

During your time on the Island, you're sure to encounter a variety of new apparel items. From the fishing outfits of Far Harbor to the tattered rags worn by deranged Trappers, you'll find plenty of worthy additions to your wardrobe.



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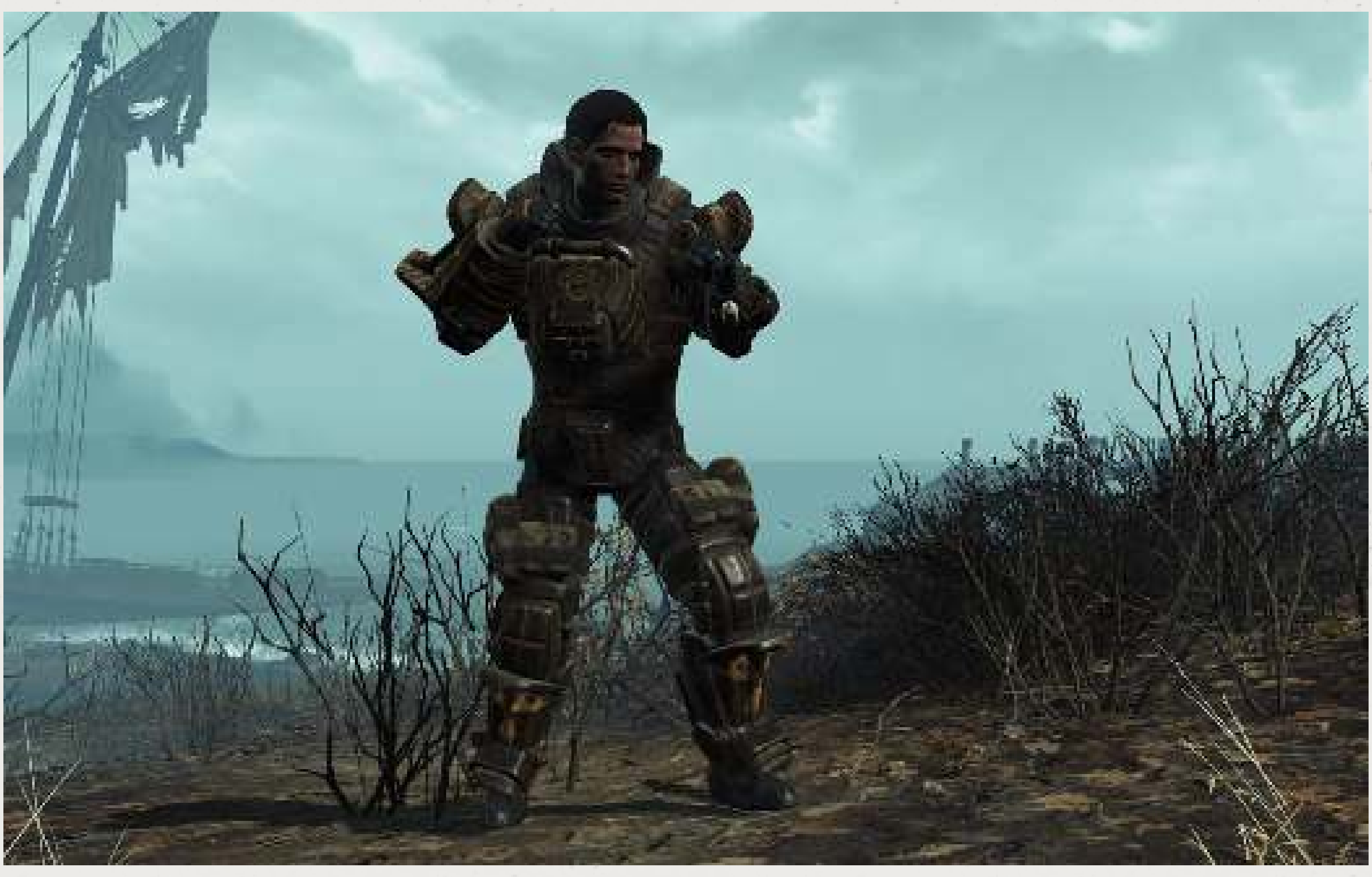
Simple garments are great for settlement life, but they aren't particularly effective in combat situations. Luckily, the Island's inhabitants also utilize some all-new armor pieces.

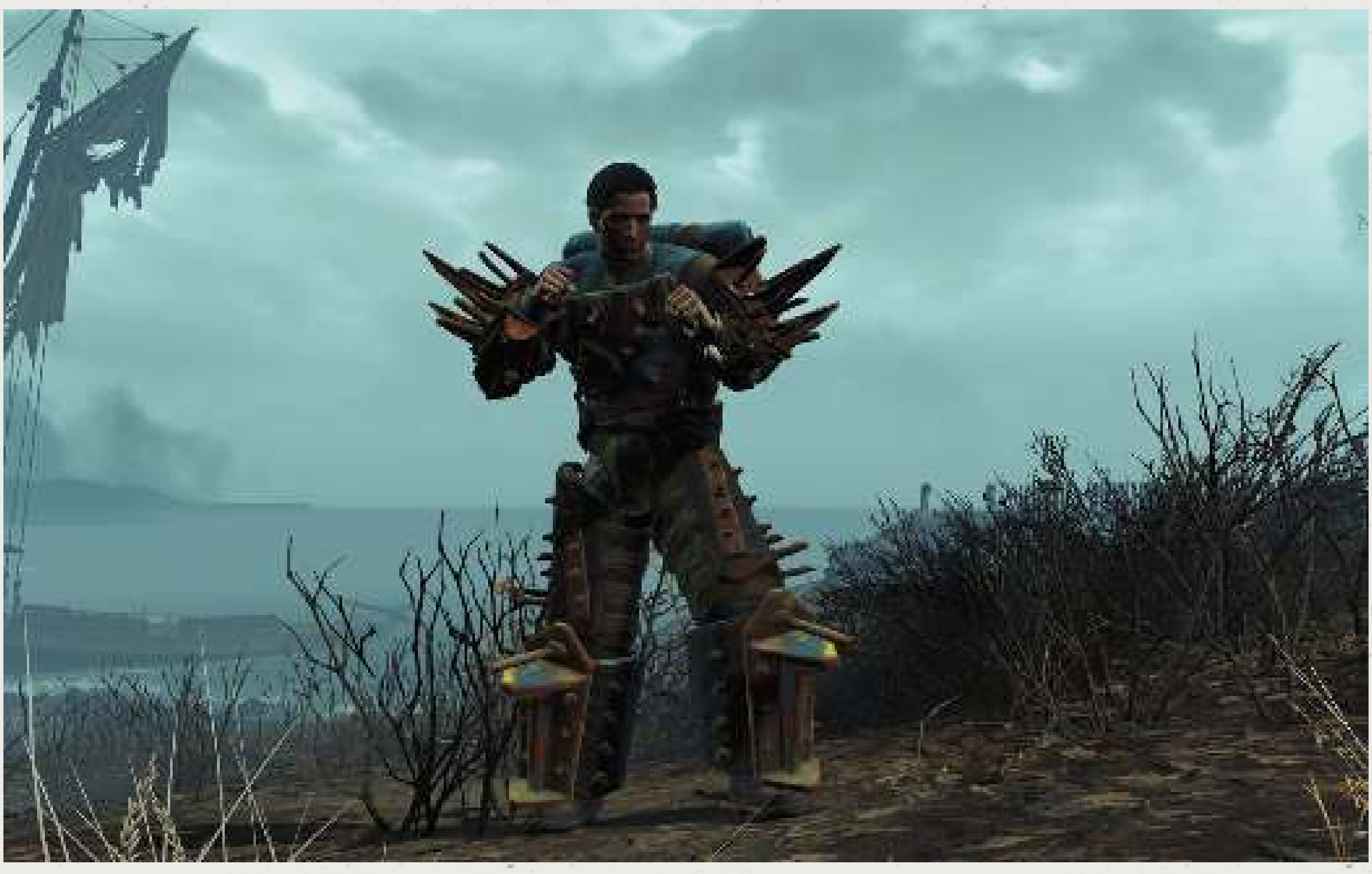
MARINE ARMOR

Marine Armor balances damage resistance and energy resistance to offer the best protection available outside of Power Armor. This heavy armor is favored by the Children of Atom in and around the Nucleus, but you can find or purchase pieces at locations throughout the Island.



TRAPPER ARMOR

Trapper Armor balances damage resistance and energy resistance, but it falls short of the protection offered by a set of Marine Armor. Still, Trapper Armor pieces are versatile and easily acquired, making them excellent apparel options for the Island's new arrivals.



New Legendary Armor Effects

Defeat Legendary enemies and complete available quests for a chance to earn apparel items with powerful new effects.

NEW LEGENDARY ARMOR EFFECTS

ARMOR NAME MODIFIER	DESCRIPTION
Auto Stim	Automatically use a Stimpak when hit while health is 25% or less, once every 60 seconds.
Cloaking	Being hit in melee generates a Stealth Field once per 60 seconds.
Cryogenic	10% chance to freeze melee attackers, once every 20 seconds.
Incendiary	30% chance to ignite melee attackers, once every 20 seconds.
Rad Powered	Grants additional Strength the higher your rads.
Unyielding	+3 to all stats when you are at 25% or less health.

AID ITEMS

The Island contains a variety of new wildlife, so you're sure to encounter meat and pants that can't be found in the Commonwealth. These items can be consumed raw, but most of them can also be used to craft meals and chems that grant powerful bonus effects. Appropriate workstations automatically feature some of the simpler concoctions, but you'll need to track down local recipes to craft some of the Island's more powerful aid items.

Miscellaneous Items

During your time on the Island, you'll collect a variety of new keys, holotapes, magazines, recipes, and quest items. Miscellaneous items generally add little or no weight to your inventory, so make sure you grab anything that seems useful.

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UNRAVEL THE SECRETS AND THE MYSTERY OF...
FAR HARBOR

Overview

Junk Items

The Island features new junk items like Garden Gnomes, Plastic Skulls, and Hide Bundles. Luckily, salvaging these unfamiliar items yields the same base components you'd find in the Commonwealth.

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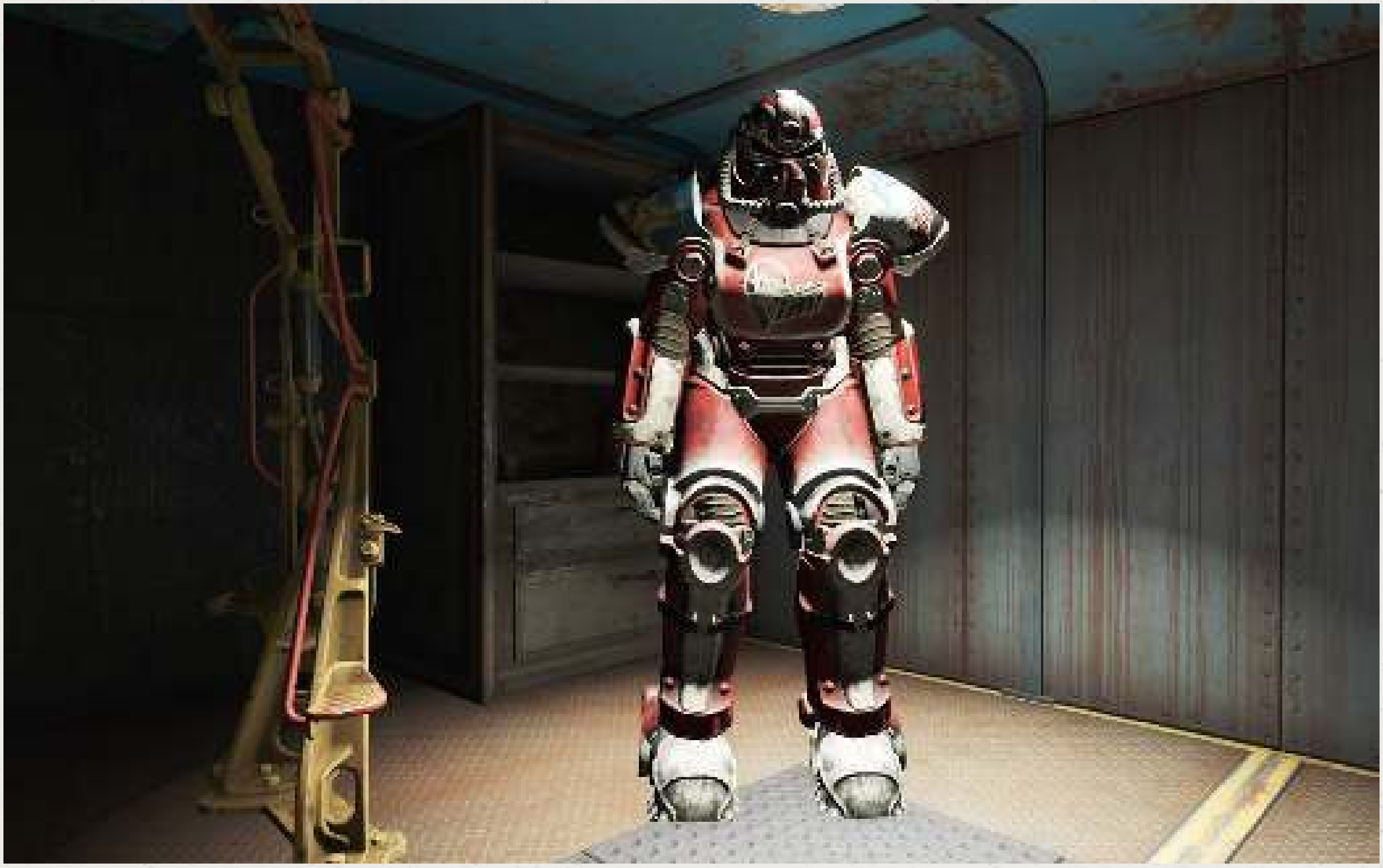
New Mods

In addition to mods for new weapons and armor, the Island contains some unique mods for familiar items. Check Beaver Creek Lanes to find a modified Fat Man equipped with a bowling ball launcher. Search the Vim Pop Factory to discover a suit of T-51 Power Armor featuring an all new custom paint job.



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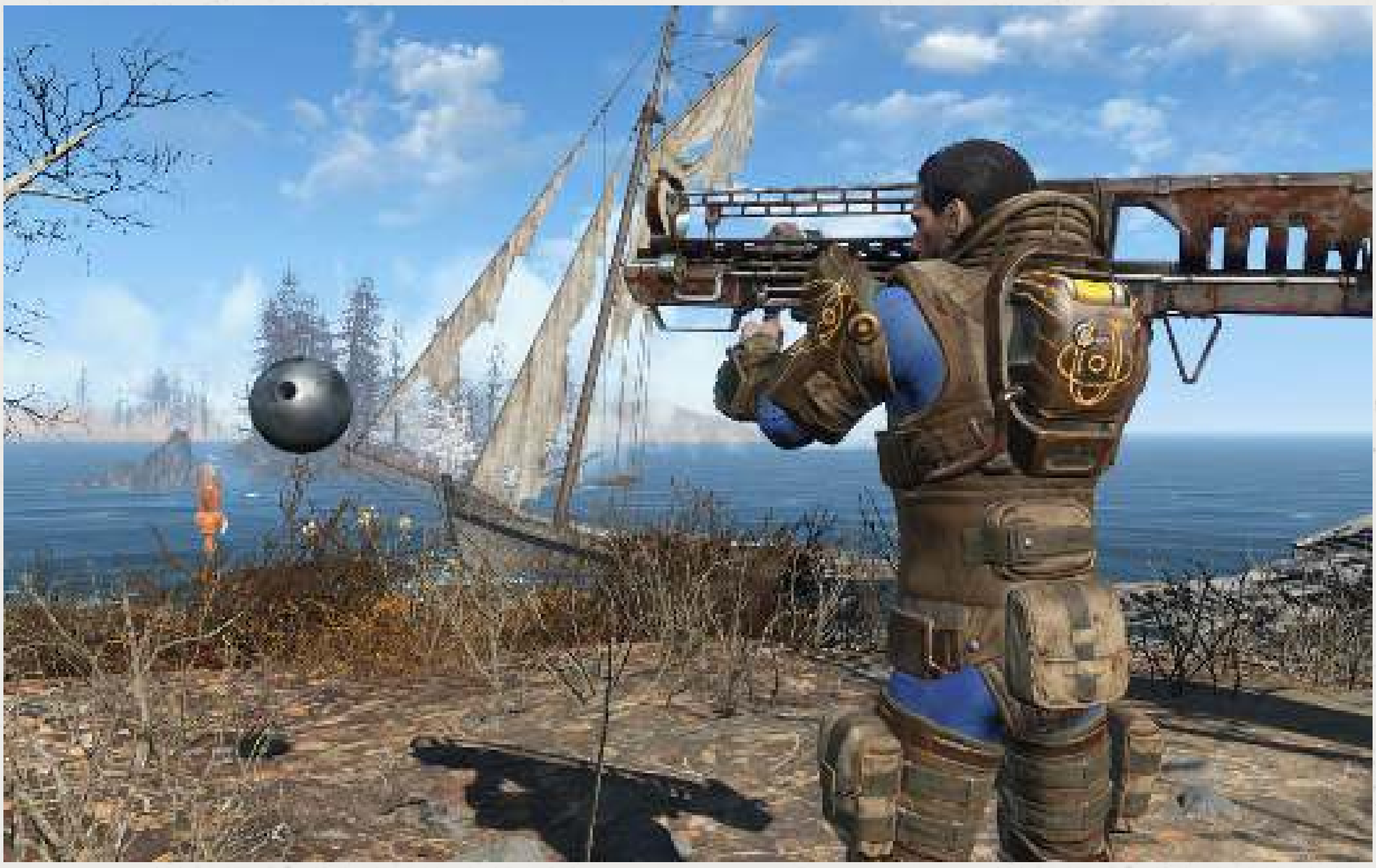
Ammo

Some of the new weapons found on the Island require new types of ammunition. Check vendors, containers, and vanquished enemies to maintain a supply of harpoons and .45-70 caliber rounds. The custom Fat Man in Beaver Creek Lanes launches modified bowling balls. You can use chemistry stations to craft this rare ammo, but you'll find a small supply of modified bowling balls in the manager's office.



HELPFUL HINT FROM VAULT BOY!

Spares, Strikes, and Schematics

Before you can construct your own modified bowling balls, you must recover the recipe from Beaver Creek Lanes. Access the terminal in the manager's office (along the building's north edge), then open the entry labeled "That was close!" Once you've done this, you can use any chemistry station to craft these custom projectiles.

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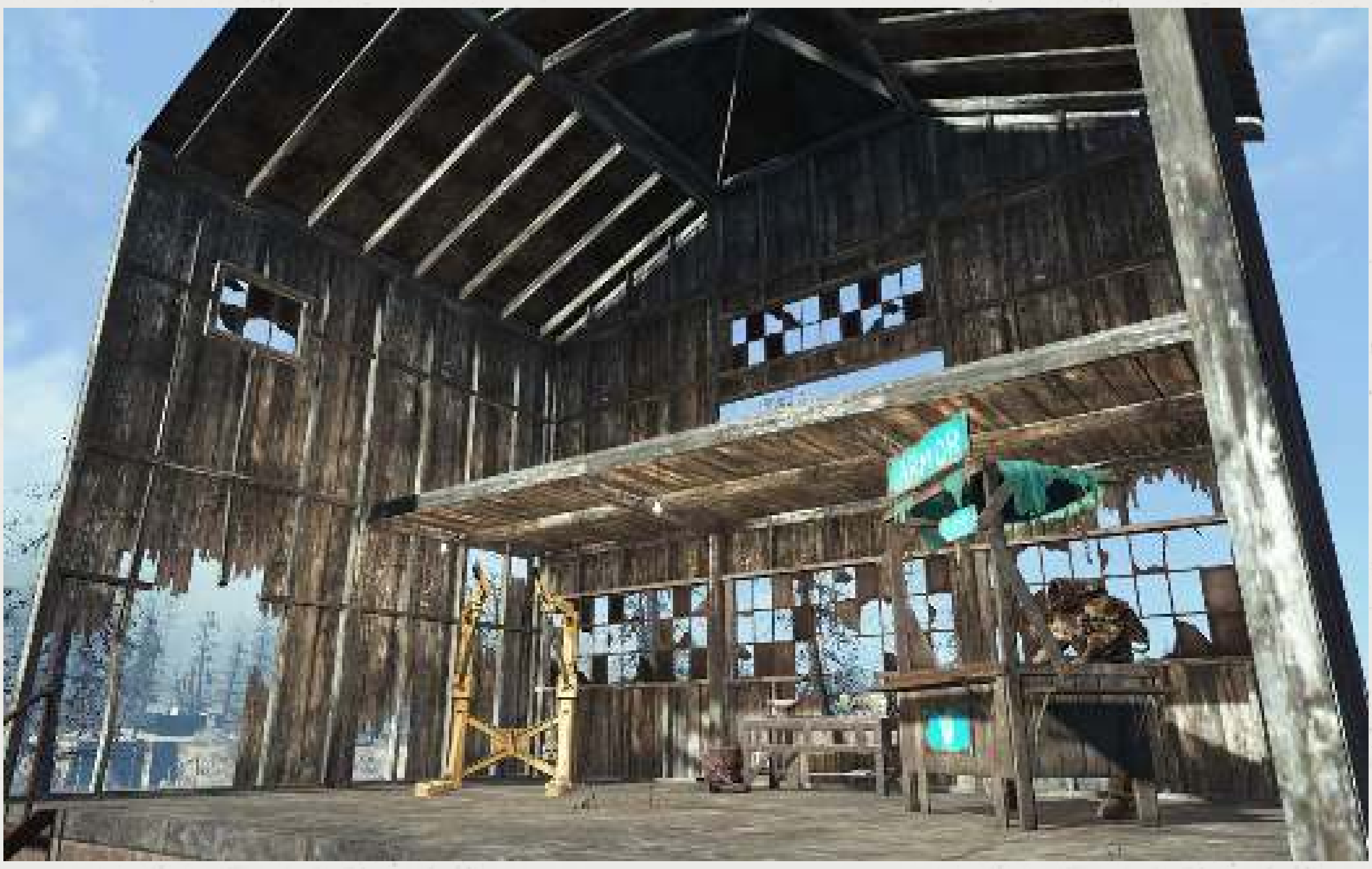
The Island features four new Workshop settlements. However, these Workshops can only be used after functioning Fog Condensers are in place—if you want to establish settlements on the Island, you'll need some help from the people of Far Harbor.

NEW WORKSHOP SETTLEMENTS

LOCATION	PREREQUISITE
Dalton's Farm	Progress through **Far Harbor** Quest: **Blood Tide**.
Echo Lake Lumber	Complete **Far Harbor** Quest: **Turn Back the Fog**.
Longfellow's Cabin	Gain Old Longfellow as a companion.
National Park Visitor's Center	Progress through **Far Harbor** Quest: **The Hold Out**.

WORKSHOP ITEMS

The Workshop menu contains a variety of new items. From fish racks and buoys to signs and lanterns, you'll find plenty of ways to add a touch of the Island to any settlement. However, one of the most significant additions can be found in the new "Structures > Barn" subcategory. Barn pieces not only feature a rustic aesthetic, they come in sizes and shapes that were previously unavailable.



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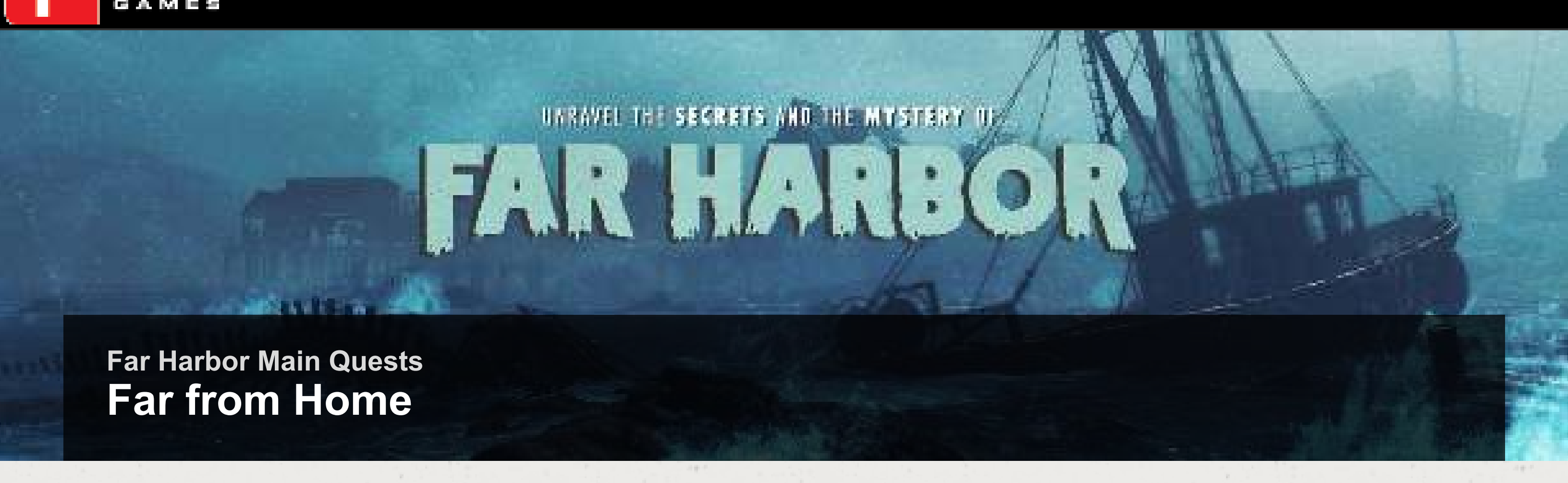
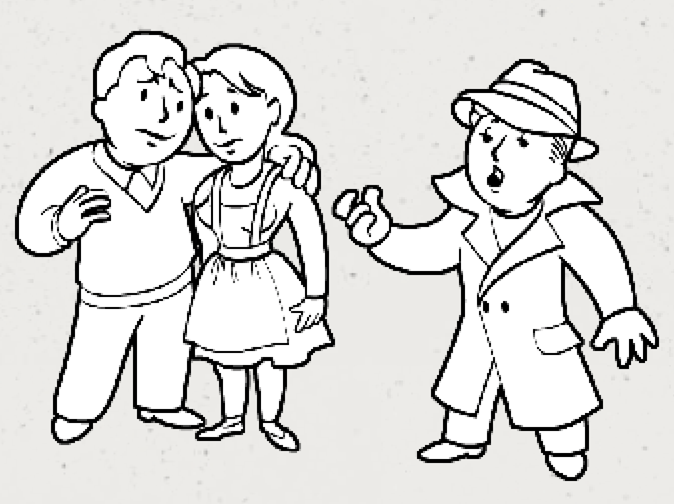

UNRAVEL THE SECRETS AND THE MYSTERY OF...
FAR HARBOR

Far Harbor Main Quests

Far from Home



1. Listen to Valentine's Detective Agency **Radio**
2. Talk to Ellie
3. Travel to the Nakano Residence
4. Talk to Kenji Nakano
5. Investigate the Nakano Residence
6. (Optional) Question Kenji and Rei Further
7. Investigate the Boathouse
8. Listen to Kasumi's Final Holotape
9. Talk to Kenji Nakano
10. Travel to **Far Harbor**

LOCATIONS TO EXPLORE

- Diamond City
- The Nakano Residence

A NEW CLIENT

HELPFUL HINT FROM VAULT BOY!

Valentine's Detective Agency doesn't consult with amateur investigators. If you want to help with the agency's latest case, begin Main Quest: **Reunions** to cement your partnership with Nick Valentine. Once you've done so, travel to any settlement or major city in the Commonwealth to discover a new **radio** broadcast.

Nick Valentine has a new case, and he could use a bit of help. Tune into Valentine's Detective Agency **Radio**, listen to the broadcast, and travel back to Diamond City to speak with Ellie. Agree to help, then head out to the marked location and meet with the client.

CHARISMA

(Easy) Convince Ellie to share Kenji Nakano's parting words.

Once you arrive at the Nakano Residence, enter the house and speak to Kenji. He wants you to find his missing daughter and bring her home. Ask whatever questions you feel are appropriate, and then agree to take the case.

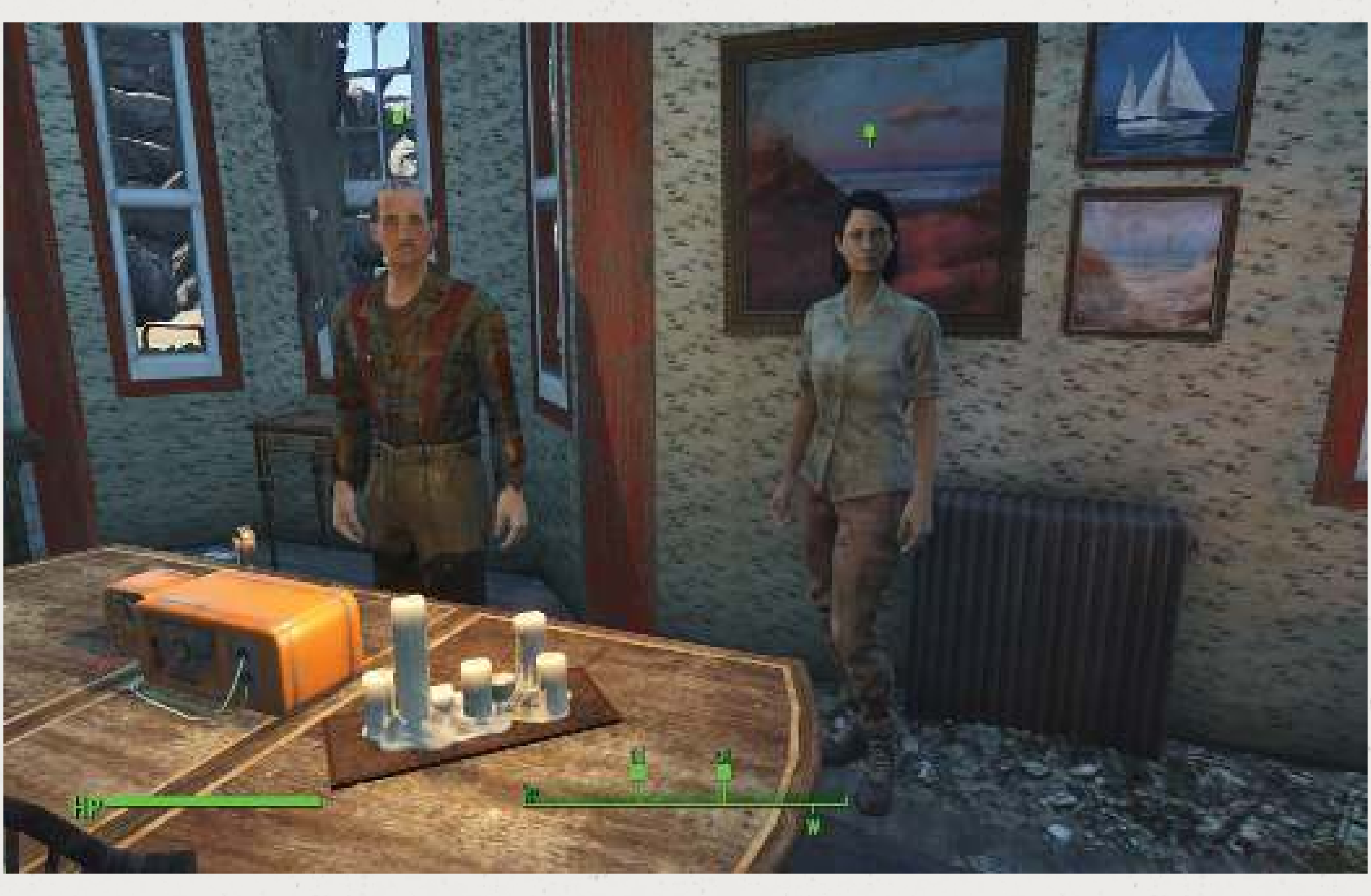
CHARISMA

(Easy) Ask about Kenji's history with Nick.

(Easy/Medium/Hard) Negotiate your fee with Kenji.

THE FIRST LEAD

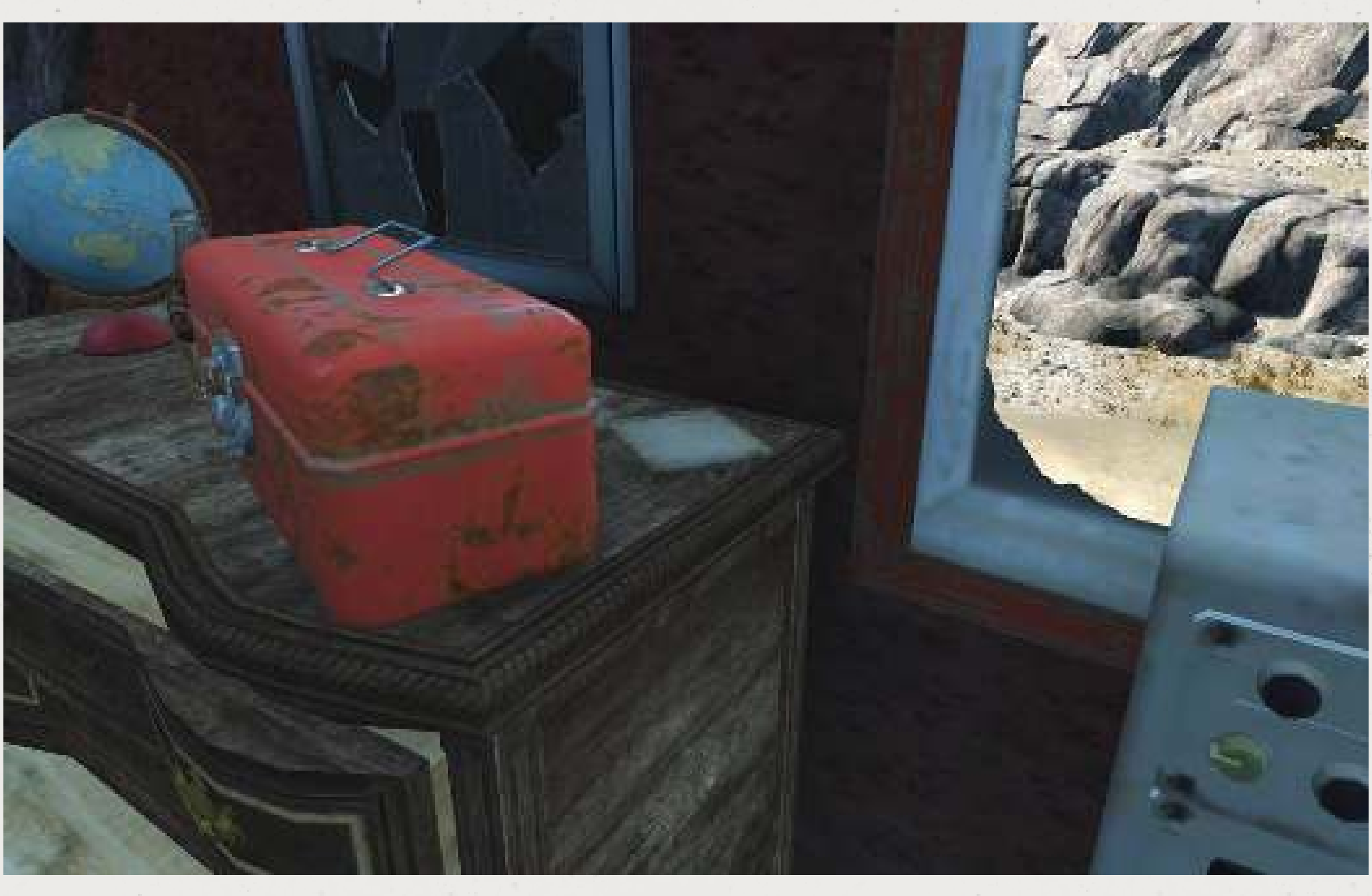
You've accepted the case, but the Nakanos haven't given you much to go on. Search Kasumi's room for potential leads, or use your charm to extract additional information from Kenji and Rei.



CHARISMA

(Medium) Rei Nakano seems to be holding something back. A bit of tact might convince her to confide in you.

If your conversation goes well, Rei Nakano points toward your next objective. Otherwise, head upstairs and search Kasumi's room. You'll find a few Holotapes detailing Kasumi's recent projects, but the most valuable clue is the journal stashed behind the toolbox on Kasumi's dresser. Read this document, then head back downstairs and investigate the nearby boathouse.

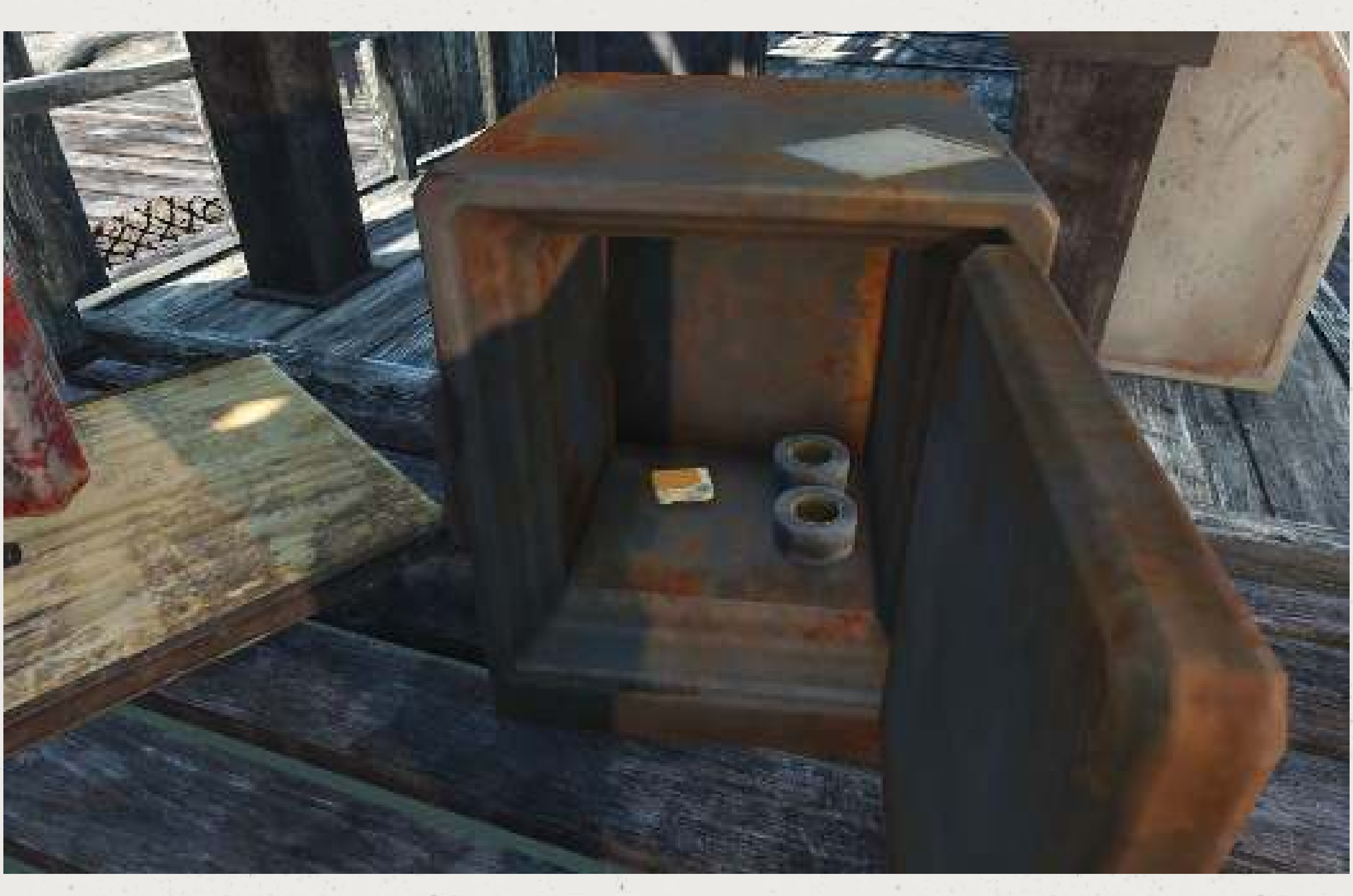


Kasumi's Journal

The boathouse contains a few important **items**, one of which is stashed in a locked safe. You can:

- Use a bobby pin to pick the safe's lock (Expert).
- Read the note on the safe, and then search the picture frame on the nearby desk.
- Search the picture frame without reading Grandfather's Note.

Once you've opened the safe, listen to Kasumi's Final Holotape to learn her reasons for leaving home and her intended destination.



Grandfather's Note

Boathouse Safe Key

Kasumi's Final Holotape

Return to the main house and report what you've learned to Kenji and Rei. Answer their questions until Kenji asks you to retrieve his daughter. Agree to continue the investigation, collect whatever fee you might have negotiated, and—when you're ready—use Kenji's boat to travel to **Far Harbor**.

HELPFUL HINT FROM VAULT BOY!

Far Harbor is well protected, but most of the Island is covered in a mysterious radioactive fog. Before you leave the Commonwealth, consider improving your radiation resistance and/or stocking up on RadAway.

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UNRAVEL THE SECRETS AND THE MYSTERY OF...
FAR HARBOR

Walk in the Park

1. Talk to the welcome party
2. Follow Captain Avery
3. Defend the Hull
4. Talk to Captain Avery
5. Get whiskey for Old Longfellow
6. Talk to Old Longfellow
7. Go to Acadia with Old Longfellow
8. Talk to Old Longfellow

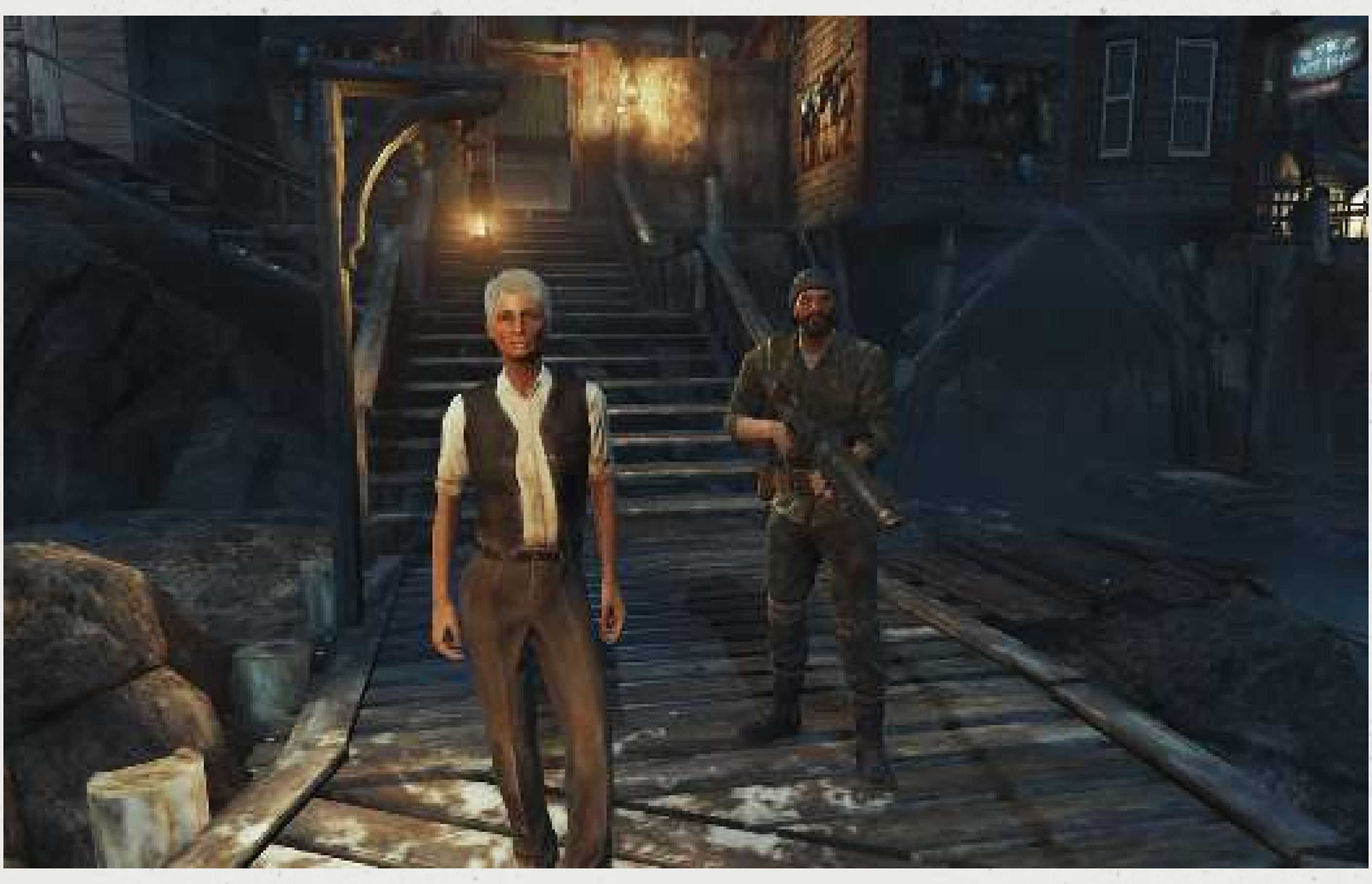
LOCATIONS TO EXPLORE

- Far Harbor
- Acadia

WELCOME TO FAR HARBOR

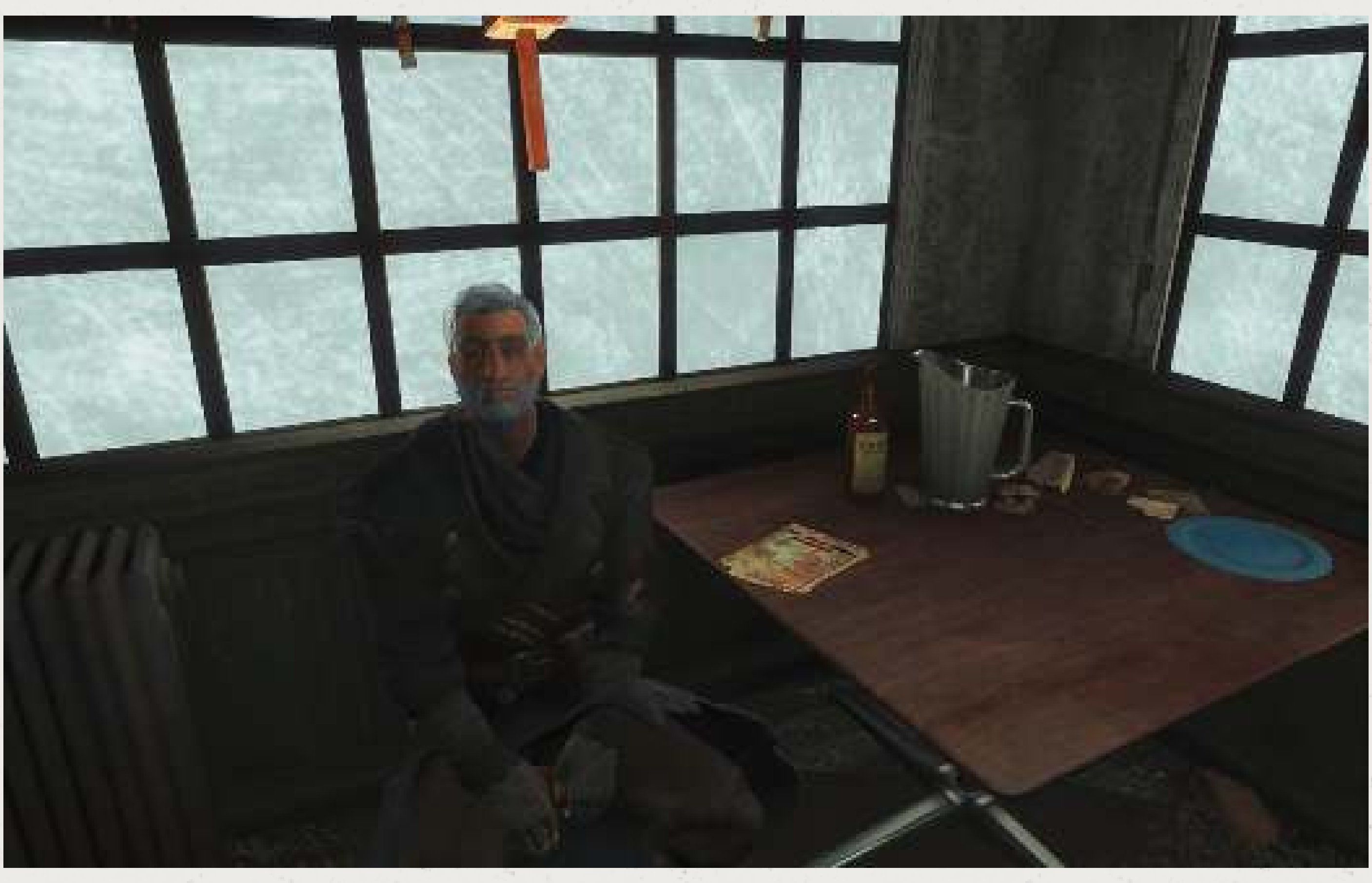
You arrive at Far Harbor to find Captain Avery and Alan Lee waiting on the pier. Step off of the boat and speak to the welcoming party until a nearby bell rings out. Avery promises to answer all of your questions if you help defend Far Harbor from the approaching danger. Follow her up to the hull and help defeat the hostile creatures that emerge from the fog.

Defeat all of the attacking Gulpers and Anglers, then speak to Captain Avery to receive some caps (around 275) for your help. Ask whatever questions you like about the situation in Far Harbor. When you're ready to get back to business, Avery points you to Acadia and suggests that you speak with a local hunter named Old Longfellow. Finishing this conversation also triggers Far Harbor Quest: Living on the Edge.



A TOUR OF THE ISLAND

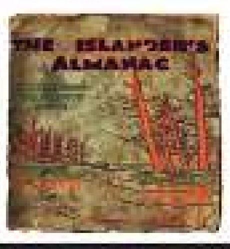
Although you're free to venture out of Far Harbor on your own, Old Longfellow makes an excellent guide. Enter the Last Plank to find this veteran hunter at a table across the bar. A bit of charm might convince Old Longfellow to accept the job pro bono. Otherwise, you'll need to bribe him with a bottle of whiskey (luckily, the nearby bartender keeps a few bottles on-hand).



CHARISMA

(Easy/Medium) The right approach might just convince Old Longfellow to waive his fee for helping you.

ESSENTIAL READING



Islander's Almanac

There's an Islander's Almanac located on Old Longfellow's table. Before you leave the Last Plank, grab this magazine to reveal a few of the Island's important locations.

Meet Old Longfellow outside of the Last Plank to receive a piece of Mirelurk Jerky. This simple gift can make the trip to Acadia a bit easier, but it also unlocks the recipe for Mirelurk Jerky at all cooking stations.

Mirelurk Jerky

The journey to Acadia is far from safe. Stick close to Old Longfellow, and help him deal with the enemies and hostile creatures that lurk in the radioactive fog. Between skirmishes, listen to your guide to learn a little more about the Island and its inhabitants. Once you reach Acadia, talk to Old Longfellow to complete the quest and gain a new travelling companion.

Companion: Old Longfellow

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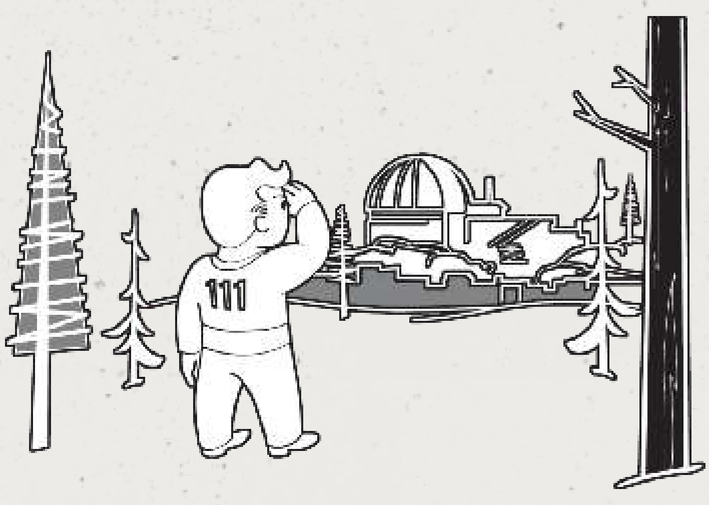
Far Harbor Main Quests

Where You Belong



1. Talk to the Leader of Acadia
2. Talk to Kasumi Nakano
3. Uncover DiMA's Secrets
4. (Optional) Talk to DiMA
5. (Optional) Gain Access to the Storage Room
6. (Optional) Hack Faraday's Terminal
7. (Optional) Access the Storage Room
8. (Optional) Eavesdrop on the Meeting
9. Obtain Faraday's Program
10. (Optional) Talk to DiMA
11. Report Back to Kasumi

LOCATIONS TO EXPLORE

- Acadia

FINDING KASUMI

Enter Acadia and follow the ground-floor hallway until DiMA greets you. This charismatic synth is more than happy to answer your questions, but he also has a few of his own. Speak to DiMA until he points you toward Kasumi Nakano, use the stairwell near the building's entrance to head down to the lower levels.

Kasumi is attempting to repair some machinery on Acadia's lowest level (B2). Speak with her until she shares her concerns about DiMA's secret meetings. Agree to help—or refuse until Kasumi offers to pay for your services—then set out to uncover whatever DiMA and his inner-circle might be up to.

CHARISMA

(Medium) Kasumi firmly believes she's a synth, but some well-chosen words might convince her that she doesn't really belong in Acadia.

UNCOVERING SECRETS

Kasumi is determined to stay in Acadia until she finds out what secrets DiMA has been keeping. There are a few different methods you can use to acquire this information, each of which relies on a particular skill.

Method #1: Storage Stakeout

If you're handy with a bobby pin, you shouldn't have any trouble eavesdropping on DiMA's next meeting. Leave Kasumi and move to the building's north wall. Use a bobby pin to open the locked door (Expert), then enter the storage room, enter the hiding spot near the window, and wait for the secret meeting to begin.

Method #2: Cyber Sleuthing

If you're an accomplished hacker, you can get the information you need from Faraday's private Journal. Head back up to Acadia's ground floor and hack Faraday's Terminal (Master), then read his journal to learn what's been discussed during DiMA's secret meetings.

Method #3: Powerful Persuasion

If you're a confident conversationalist, you can simply speak to DiMA about Kasumi's accusations. Although he'd prefer to keep the details to himself, the right tact might convince DiMA to reveal the nature of his secret meetings.

CHARISMA

(Medium) Uncover DiMA's secrets by demanding answers or offering to help him.

PROCURING THE PROGRAM

DiMA's most important memories are currently stored outside of Acadia, and Faraday has developed a program that should allow Chase to recover them. If you hope to set Kasumi's mind at ease, you'll need to get your hands on a copy of Faraday's program. The method you employed during your investigation determines where the program is located:

- If you eavesdropped on the meeting, you can collect the program from the desk in Faraday's office.
- If you hacked Faraday's Terminal, you can download the program after reading his journal.
- If you succeeded in persuading DiMA to discuss his secret meetings, he provides you with a copy of the program when your conversation ends.

Faraday's Program

Once you've obtained Faraday's Program, return to Kasumi and report what you've learned.

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Far Harbor Main Quests

Best Left Forgotten

1. Gain access to DiMA's terminal
2. Retrieve DiMA's memories
3. Retrieve Memory 0V-9AX0
4. Move Code Blocks to build a Path for your Indexers
5. Unblock the Decoder Beam to break through the Firewall
6. Redirect the Decoder Relay to hit the Firewall
7. Build and Position the Defense Constructs to protect your Indexers
8. Uncover DiMA's Secret Medical Facility
9. Retrieve Memory 0J-2NN8
10. Uncover the Location of the Nuclear Launch Key
11. Retrieve Memory 0H-3X0P
12. Recover the Wind Farm Kill Switch Code
13. Retrieve Memory 0Z-7A4K
14. Retrieve Memory 0Y-8K7D

LOCATIONS TO EXPLORE

- The Nucleus
- Vim! Pop Factory
- Harbor Grand Hotel
- DiMA's Cache

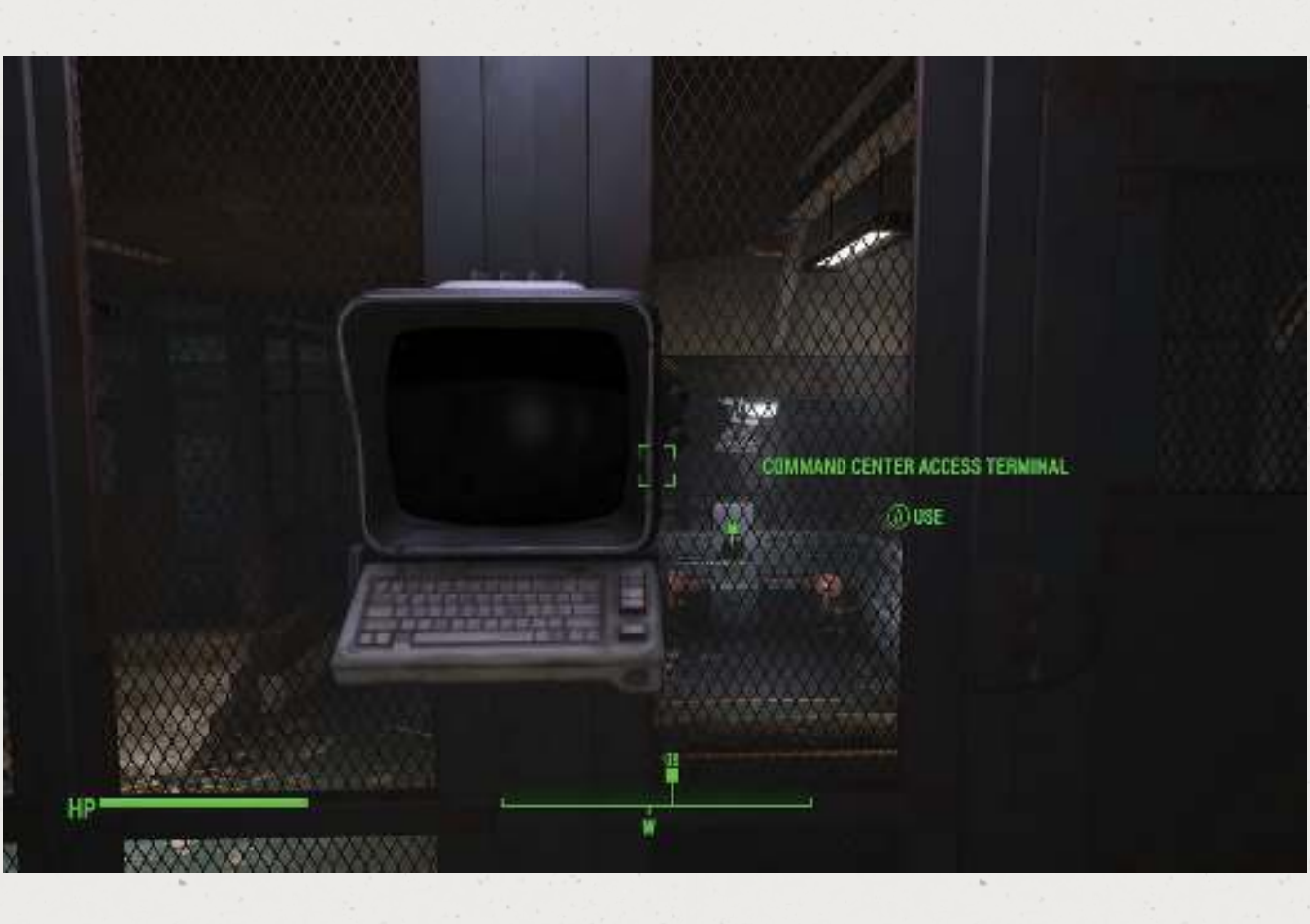
ENTER THE NUCLEUS

DiMA's earliest memories have been stored in a crumbling submarine base known as the Nucleus—a location that now serves as a stronghold for the Children of Atom. This sect isn't inherently hostile, but they don't allow the uninitiated within the Nucleus. If you hope to access DiMA's memories without bloodshed, complete the Nucleus Quest: Visions in the Fog to prove your worth to the Children of Atom.

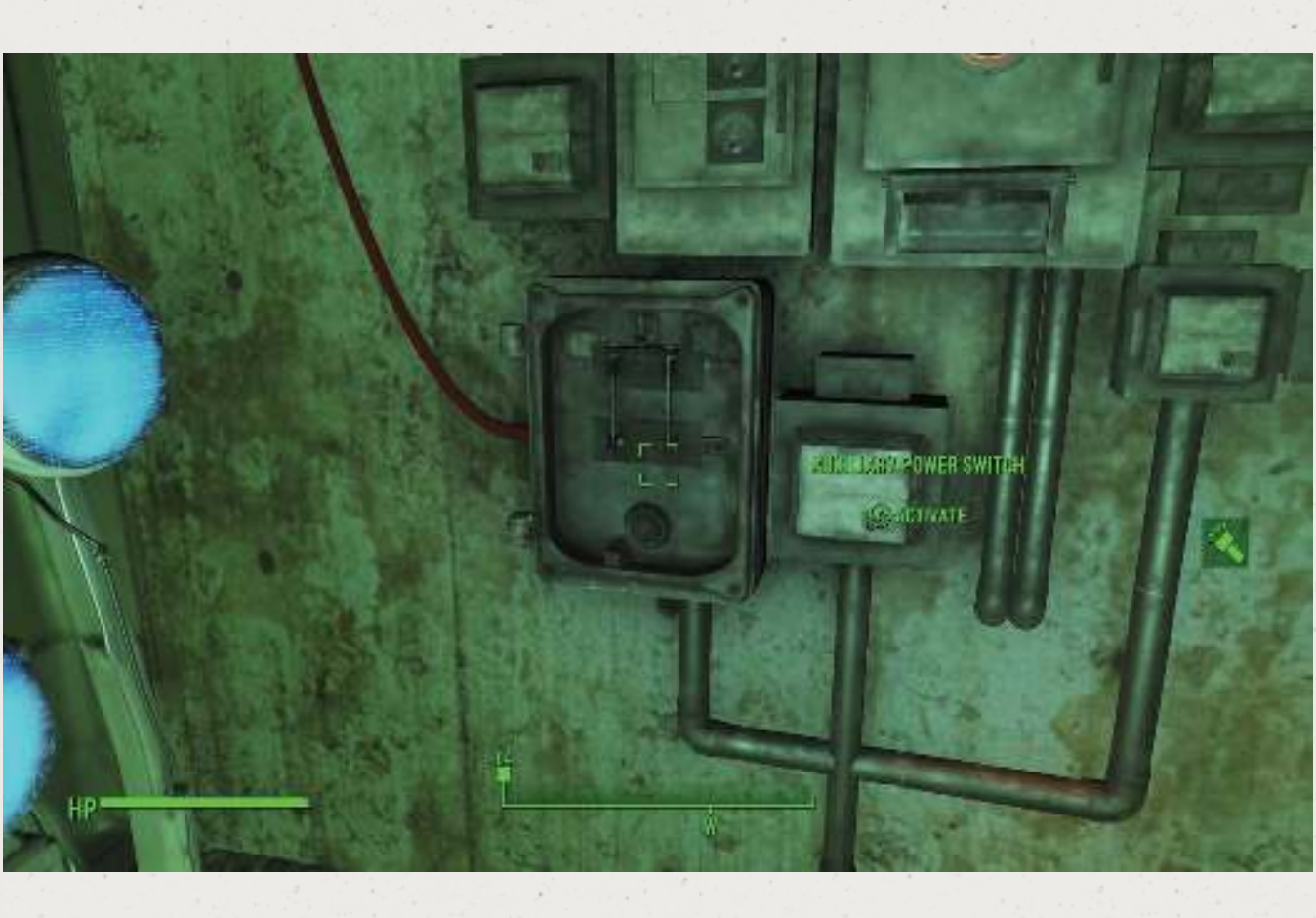
HELPFUL HINT FROM VAULT BOY!

Although you're free to fight your way to the memory banks within the Nucleus, doing so makes it impossible to work with the Children of Atom in the future.

Once you've gained entry to the Nucleus, move to the structure's south side and climb up to the Nucleus Command Center to head inside. The area is guarded by prewar defenses like robots, turrets, and laser tripwires. Fight your way to the Command Center Access Terminal, and use it open the nearby security door.

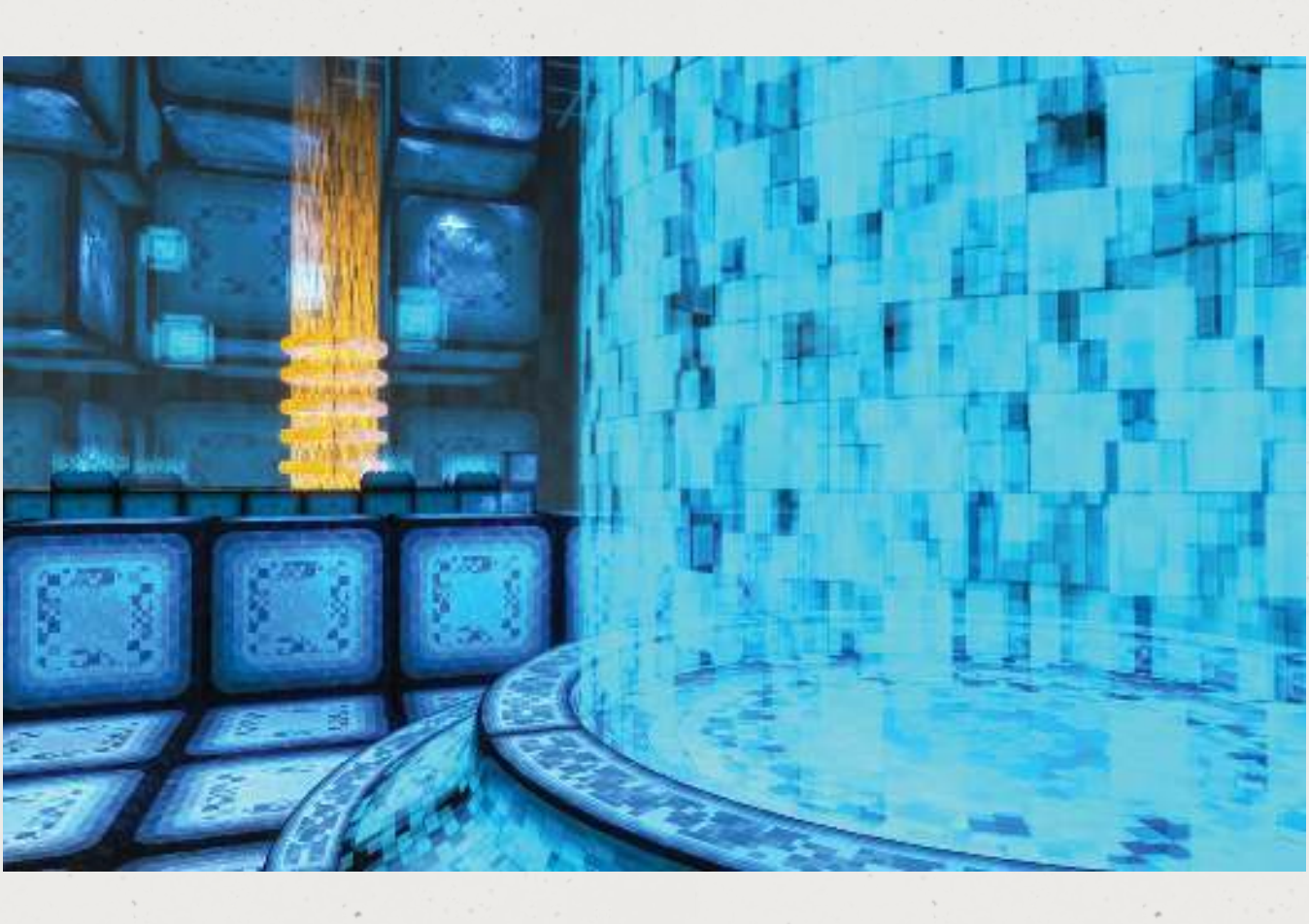


When you step into the caged area, the command center's main terminal is offline. Use one of the nearby security gates to slip into the area behind the terminal, then use the switch on the west wall to turn activate the facility's auxiliary power. Deal with any remaining threats, then use Faraday's Program to unlock the main terminal and access DiMA's memories.

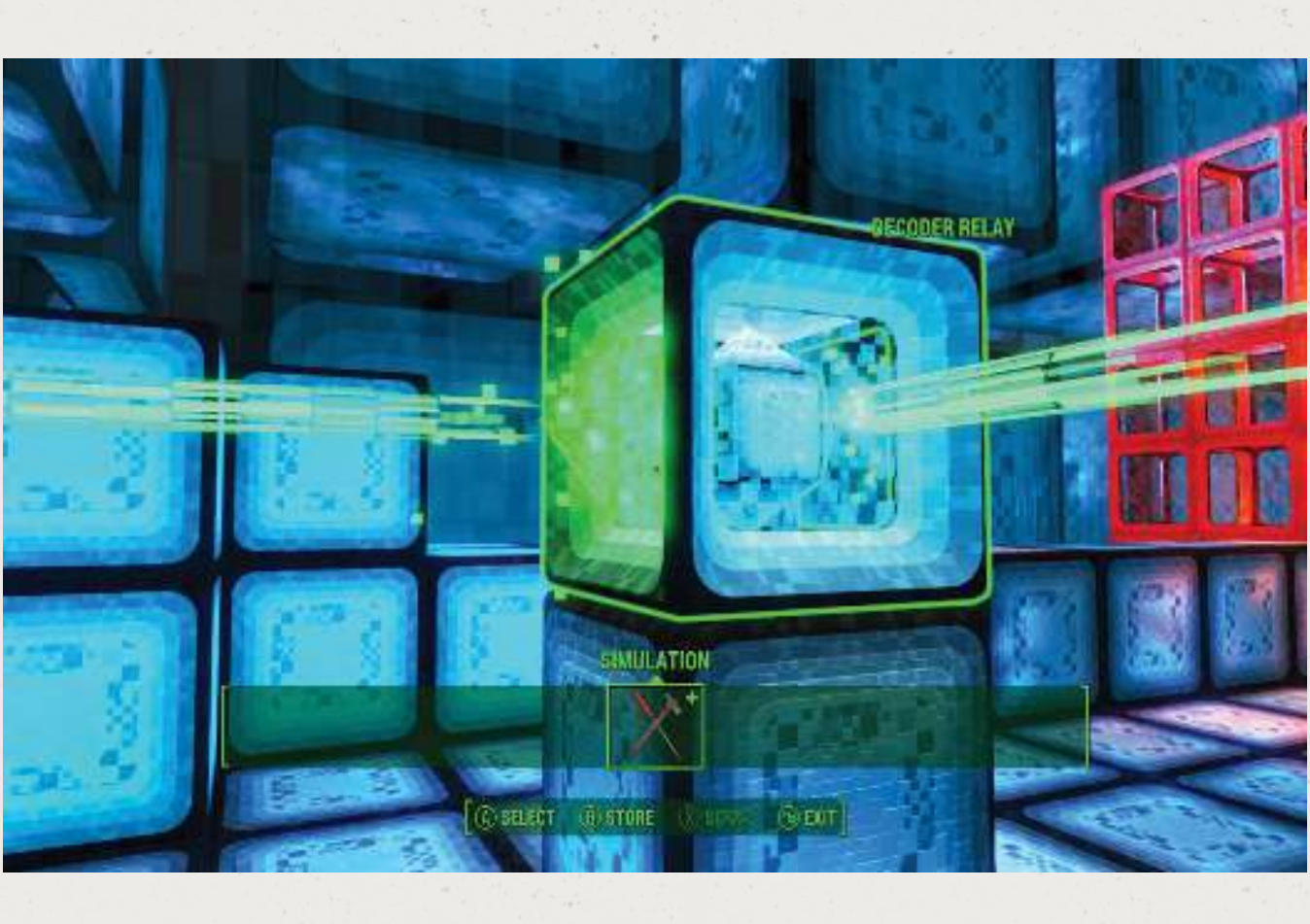


RECOVERED MEMORIES

Recovering DiMA's various memories can be fairly complicated, but the basic goal is always the same: you must create a safe path between the starting point and the yellow column (long-term data storage). Once you've done this, the data can be retrieved by the program's Indexers.



The program's interface functions like a Workshop menu. Use this menu to build, store, and move key objects within the simulated world. Place Code Blocks to create platforms and fill gaps in the path, use Decoder Relays to direct the Decoder Beam into any firewall weak spots, and build Defense constructs to protect Indexers from nearby Sentries.

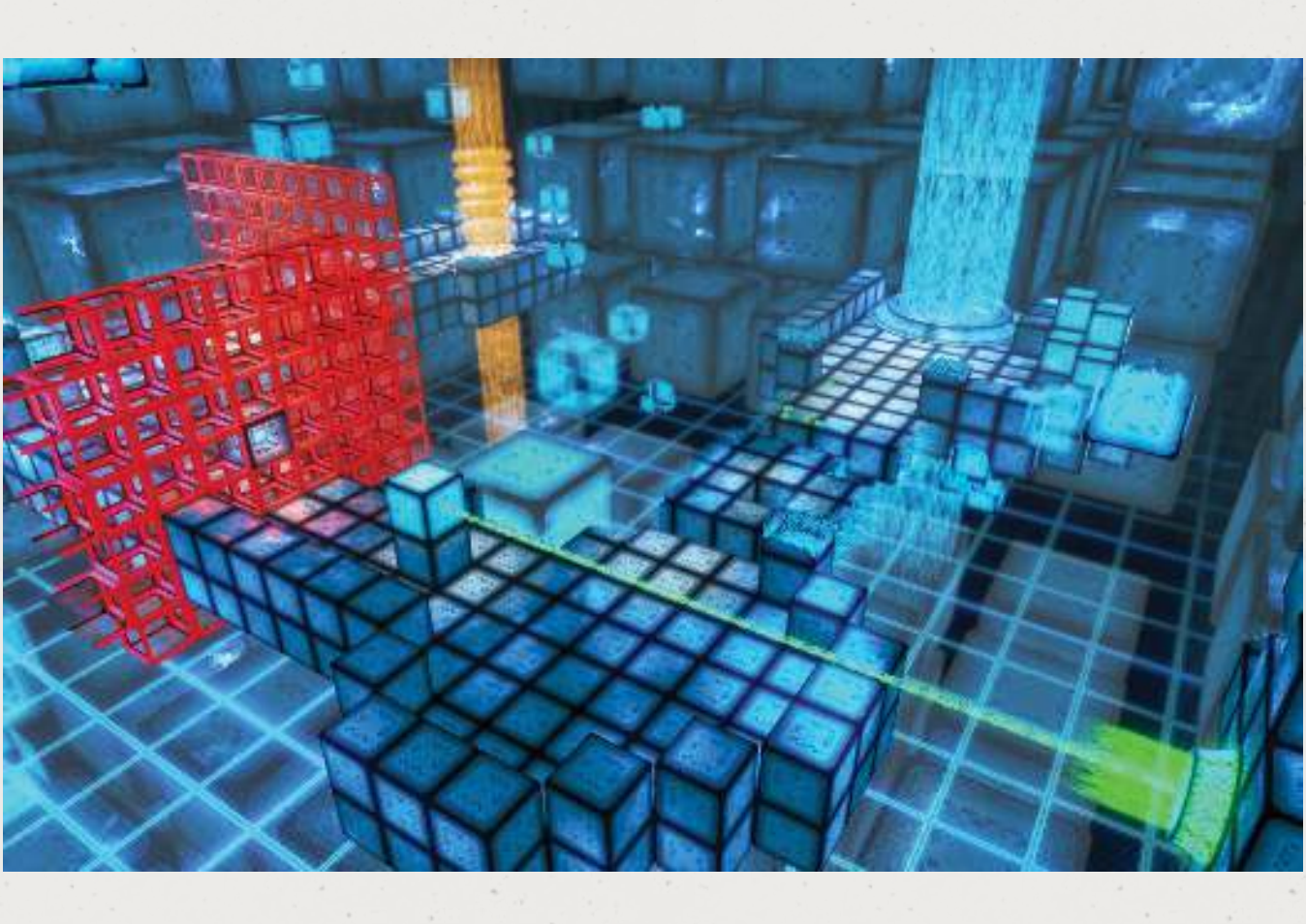


In most cases, recovering a memory opens an access point to the next simulation. However, you're free to leave any simulation at any time—any changes you make will be in place when you return.

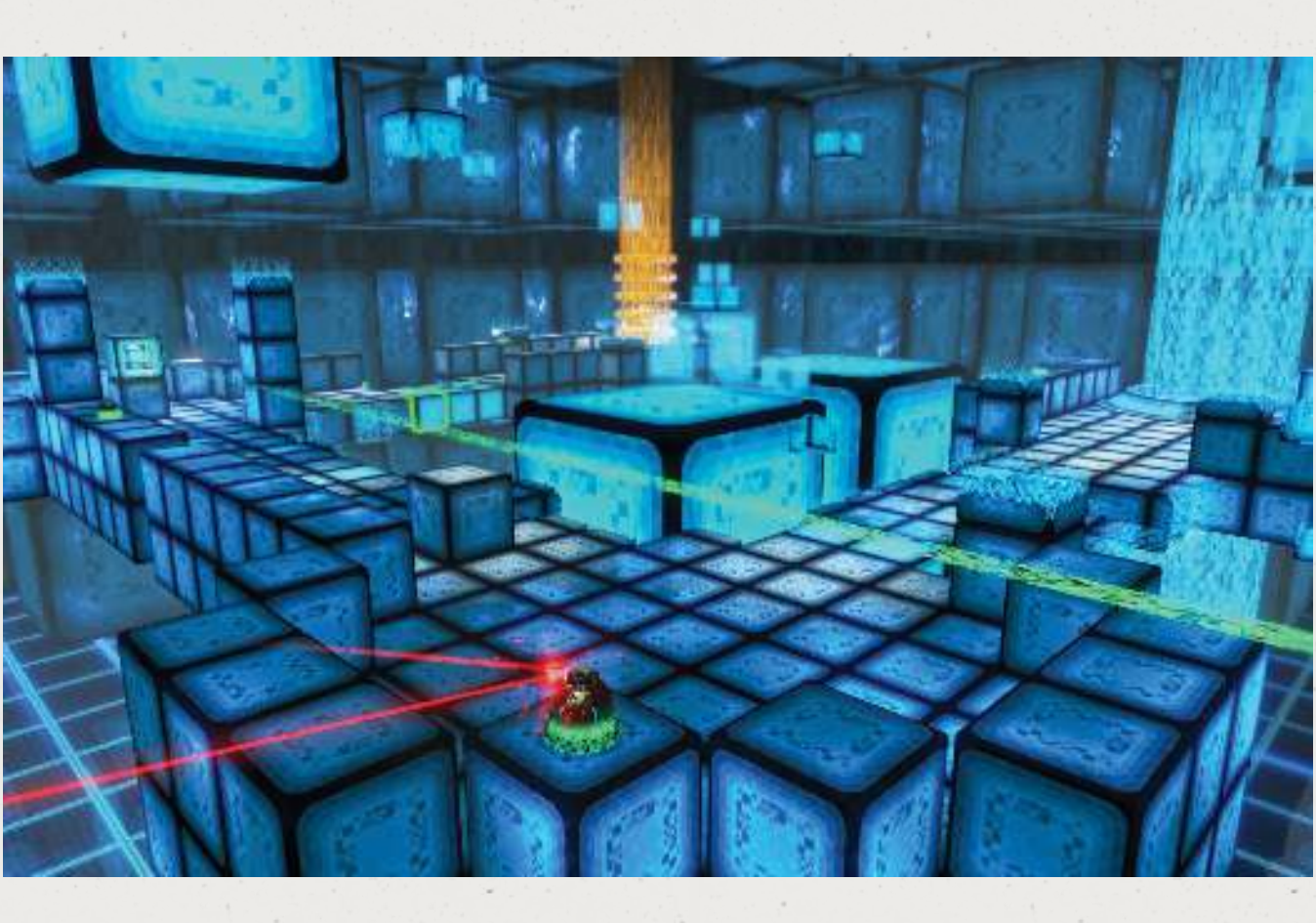
Memory 0V-9AX0

AVAILABLE OBJECTS

- 15 Code Blocks
- 5 Defense Constructs
- 1 Decoder Relay



As you collect the available objects, make sure you grab the Code Block that's keeping the Decoder Beam from destroying the first firewall. Rotate the Decoder Relay to direct the beam into the remaining firewall. Once you've done this, it's simply a matter of placing Code Blocks and Defense constructs to create a safe path. When you recover all of the data, DiMA's Memory #1 is added to your inventory and a marker for the Vim! Pop Factory appears on your Pip-Boy's map.

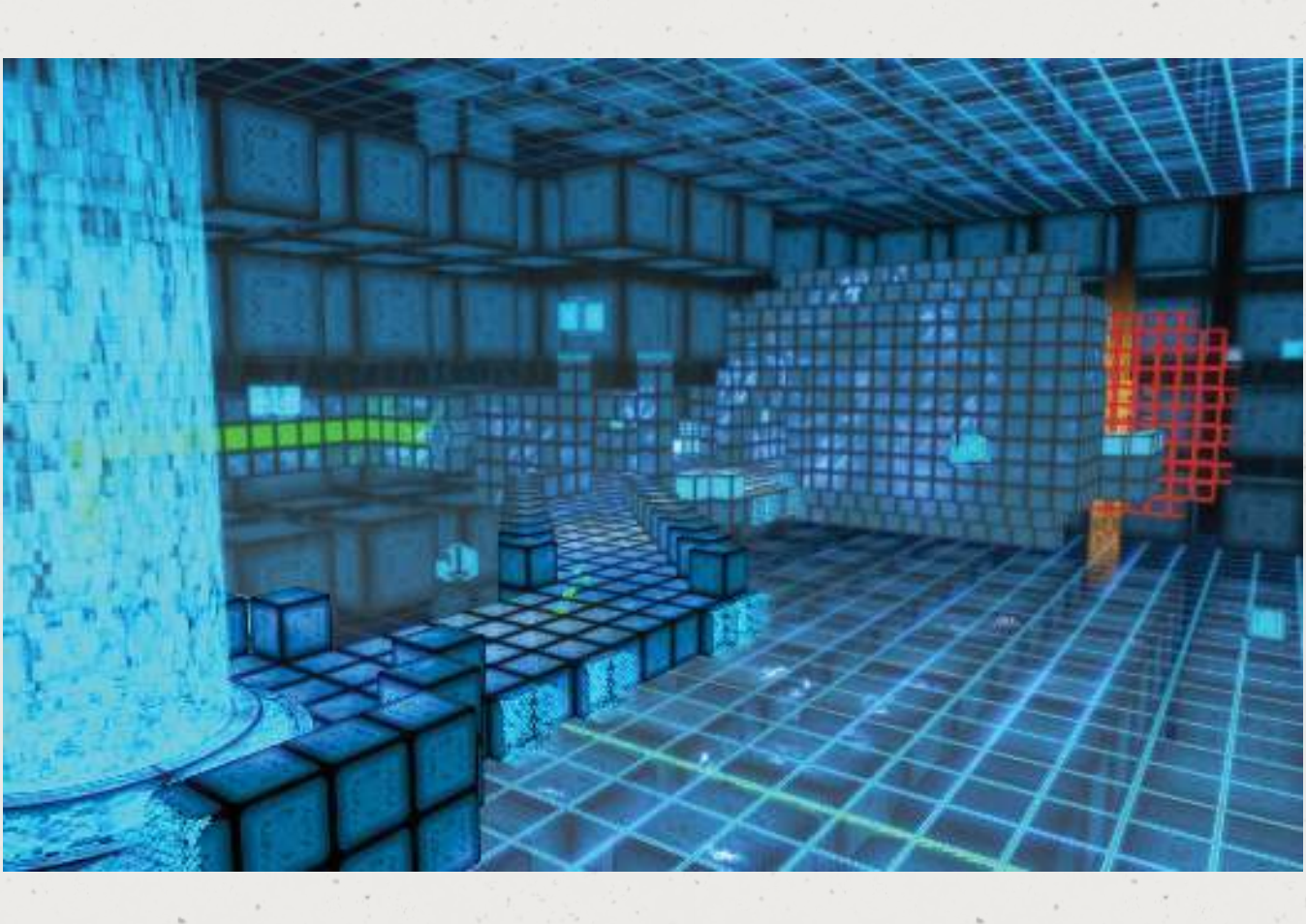


DiMA's Memory #1

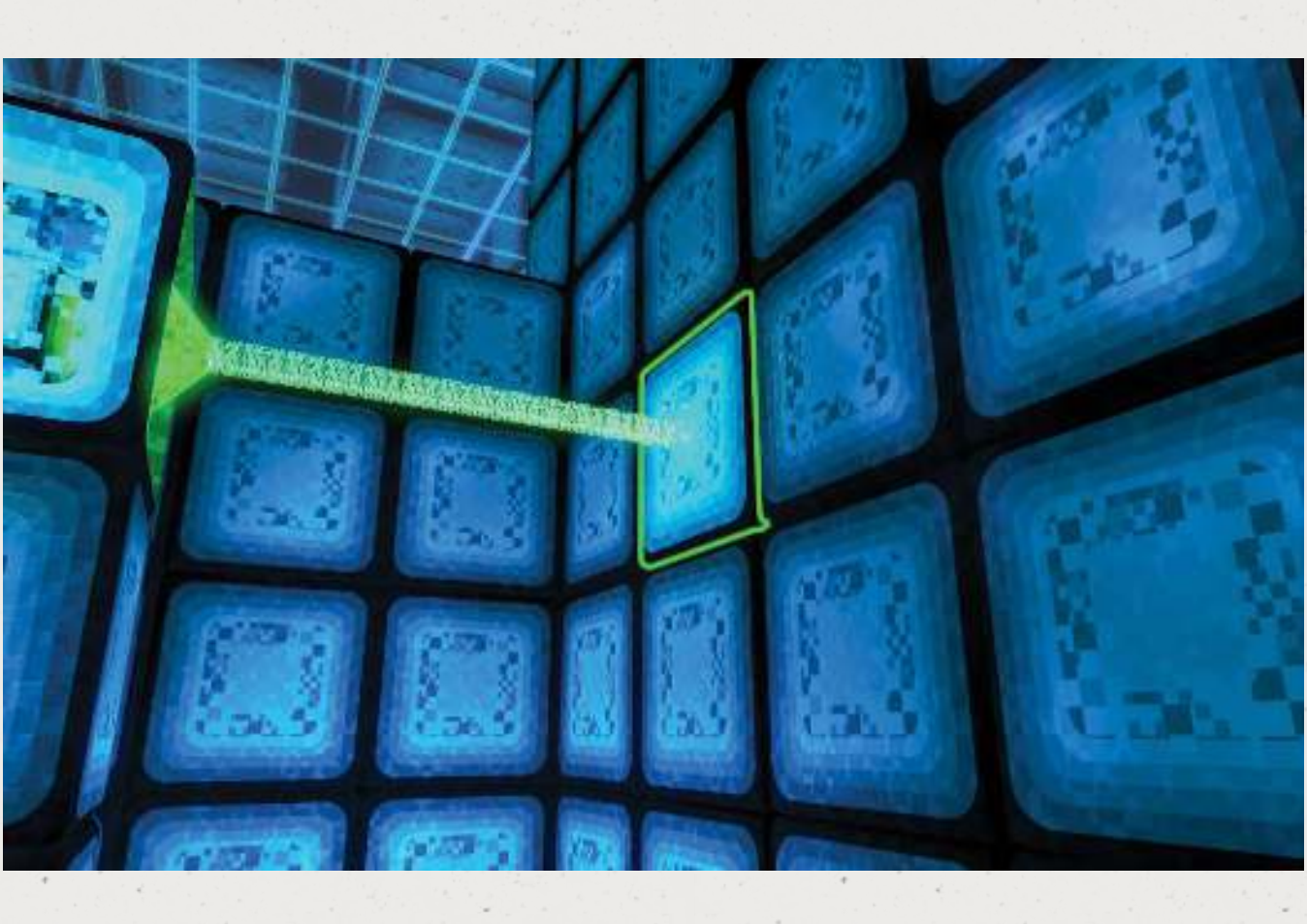
Memory 0J-2NN8

AVAILABLE OBJECTS

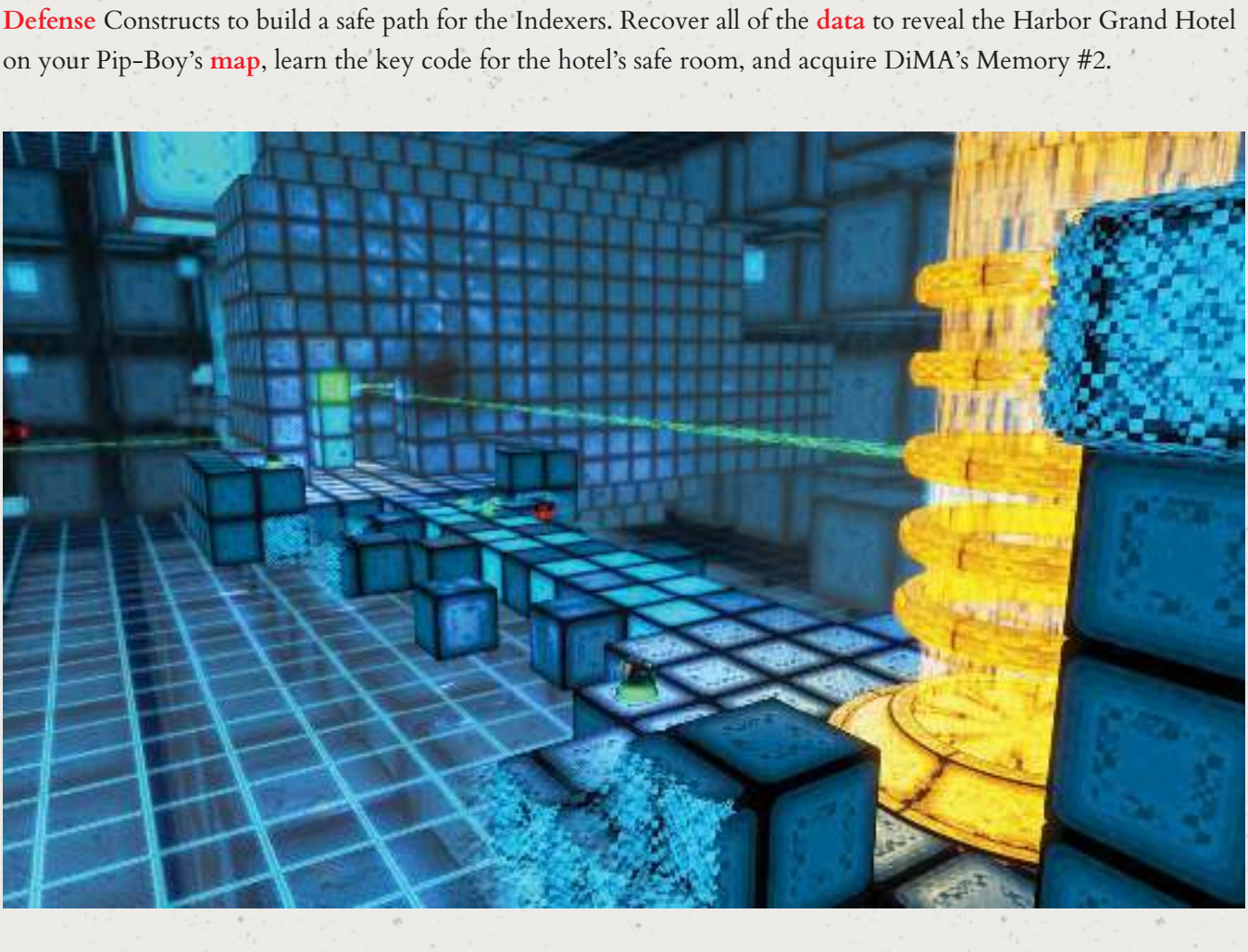
- 23 Code Blocks
- 5 Defense Constructs
- 2 Decoder Relays



In this simulation, multiple Code Blocks are located along the Decoder Beam's ideal path. The first obstruction prevents the beam from reaching a nearby conduit, but there are more to be found. As you rearrange the available objects, pay special attention to Code Blocks that can be moved to create gaps in otherwise solid walls.



Place the available Decoder Relays to direct the beam through the program's firewalls, then use Code Blocks and Defense Constructs to build a safe path for the Indexers. Recover all of the data to reveal the Harbor Grand Hotel on your Pip-Boy's map, learn the key code for the hotel's safe room, and acquire DiMA's Memory #2.

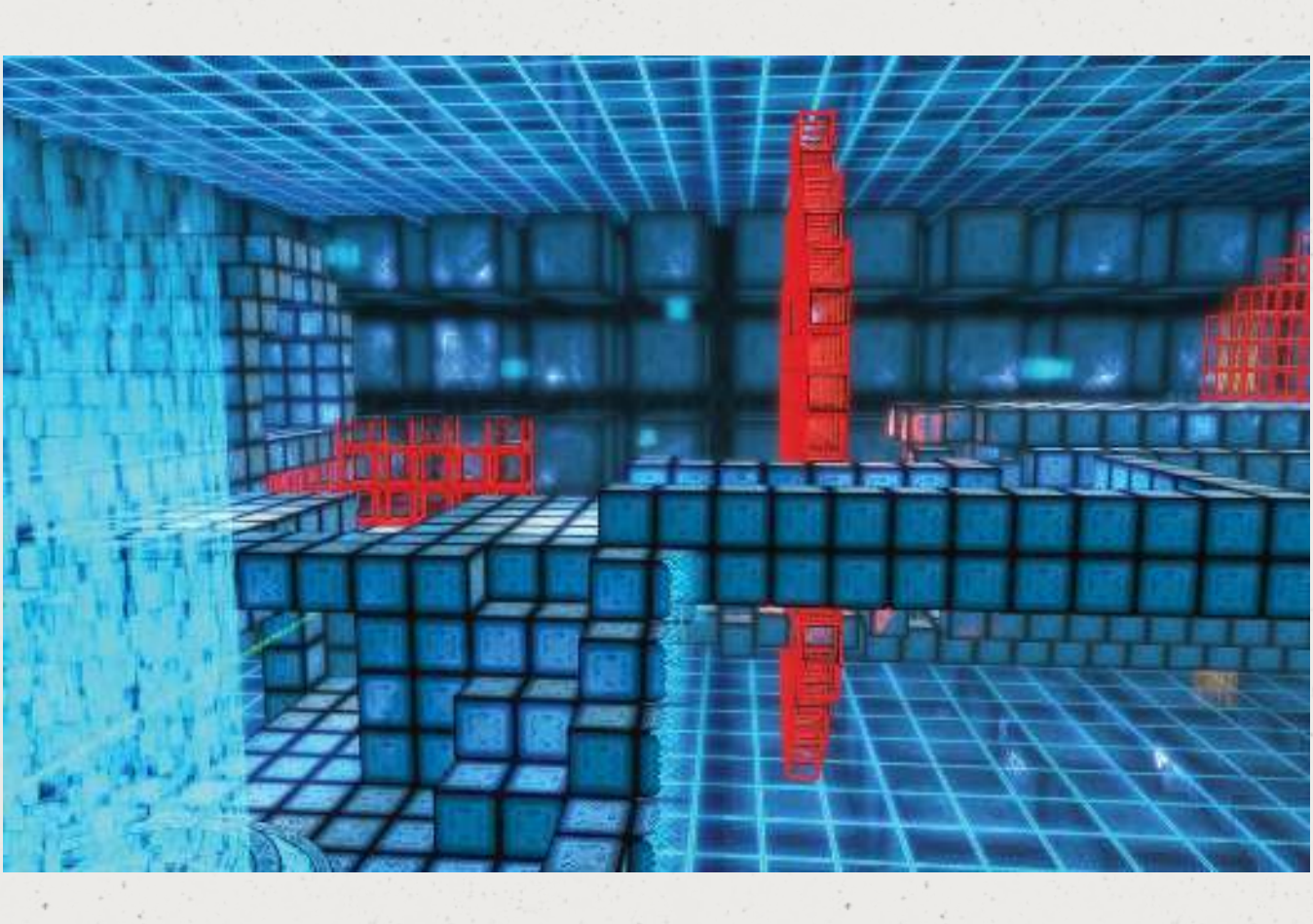


DiMA's Memory #2

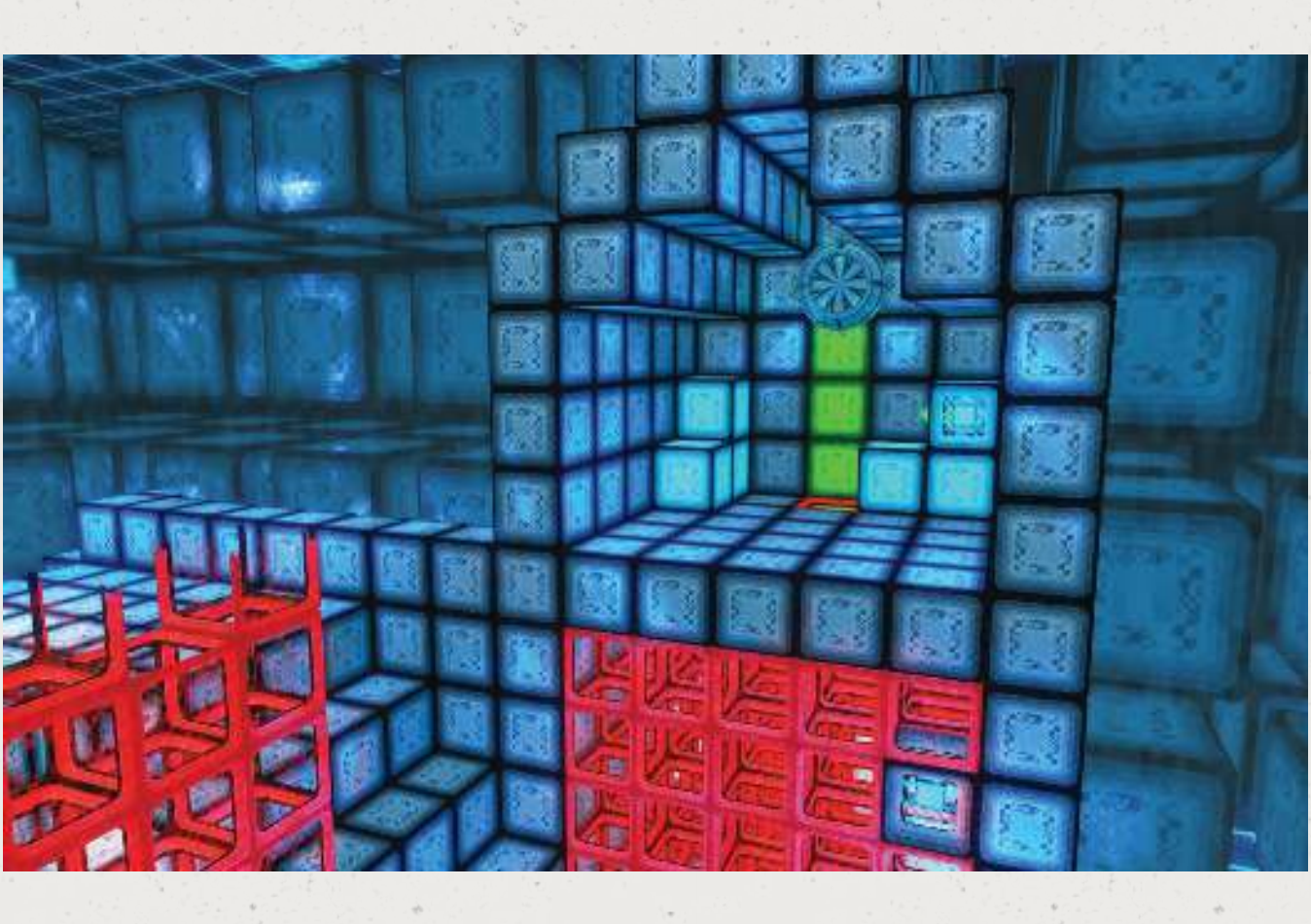
Memory 0H-3X0P

AVAILABLE OBJECTS

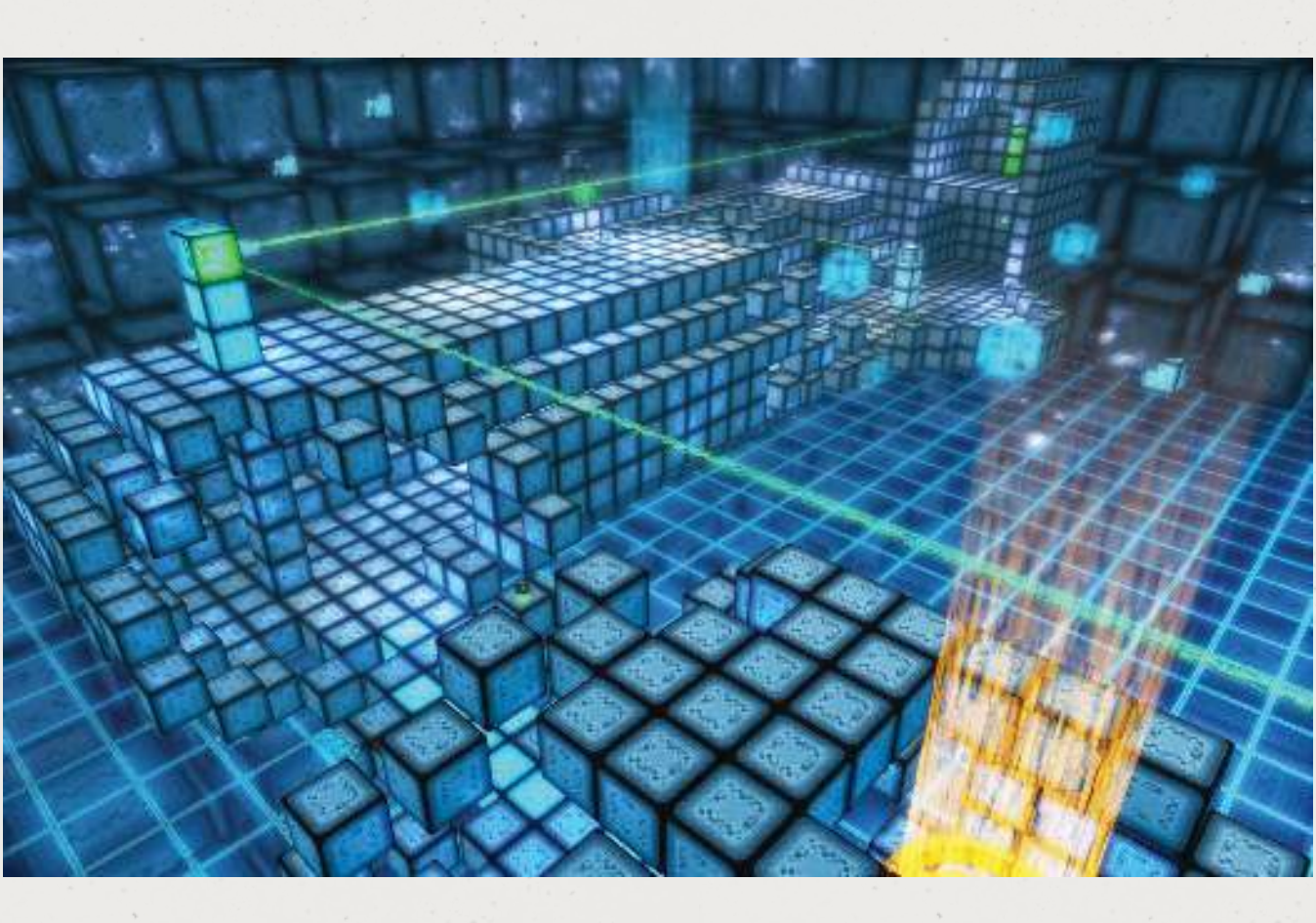
- 29 Code Blocks
- 5 Defense Constructs
- 2 Decoder Relays



The structure featured in this simulation is a bit more complicated than those that came before it. As you search the area for Code Blocks and Decoder Relays, make sure you explore the platforms and walkways located above the main path.



After you destroy the first two firewalls, use the conduit to transfer the Decoder Beam to the raised area. Destroy the remaining firewalls, then create a safe path for the Indexers to travel. Collect all of the data to gain DiMA's Memory #3 and the location of a Wind Farm kill switch code.

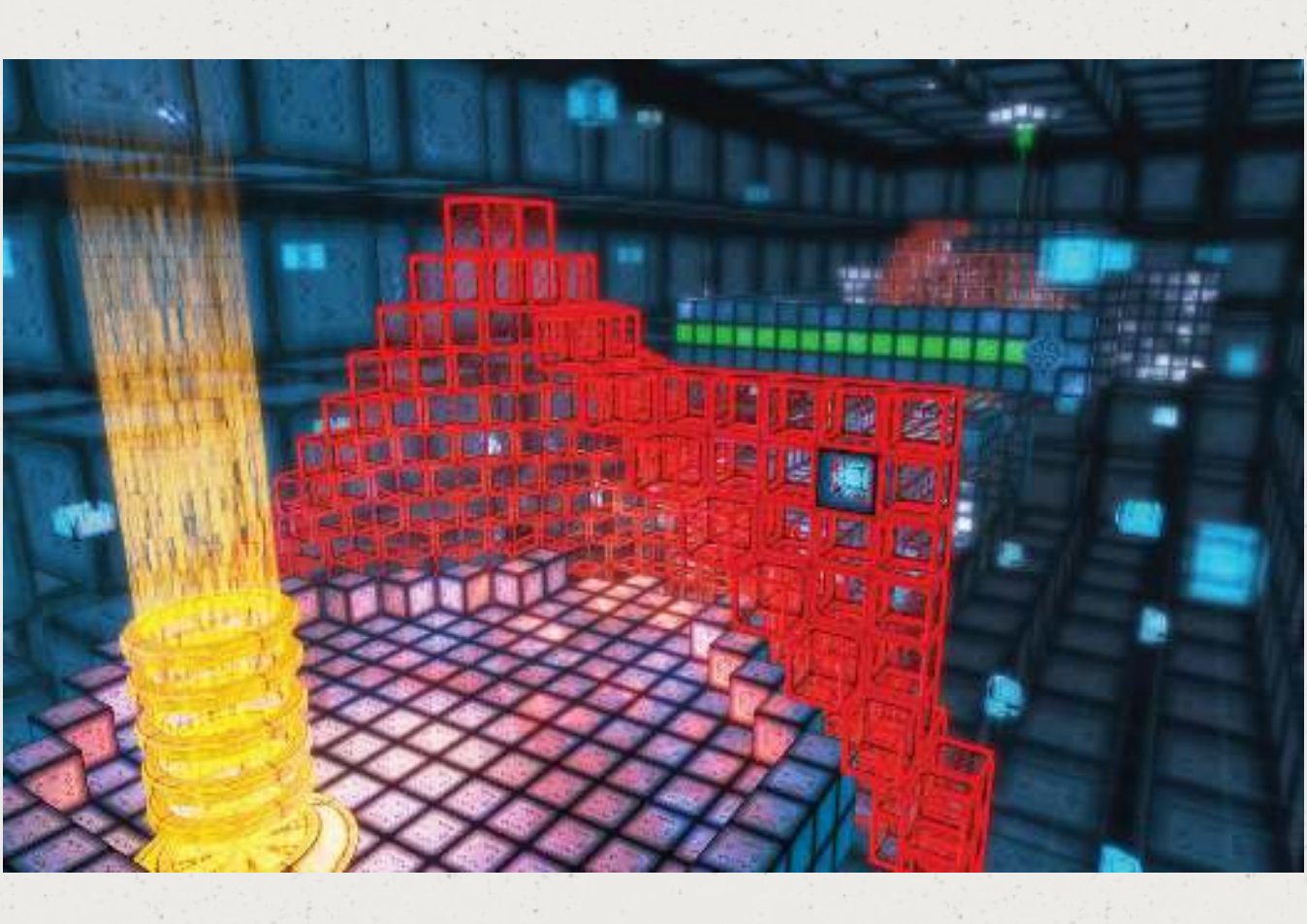


DiMA's Memory #3

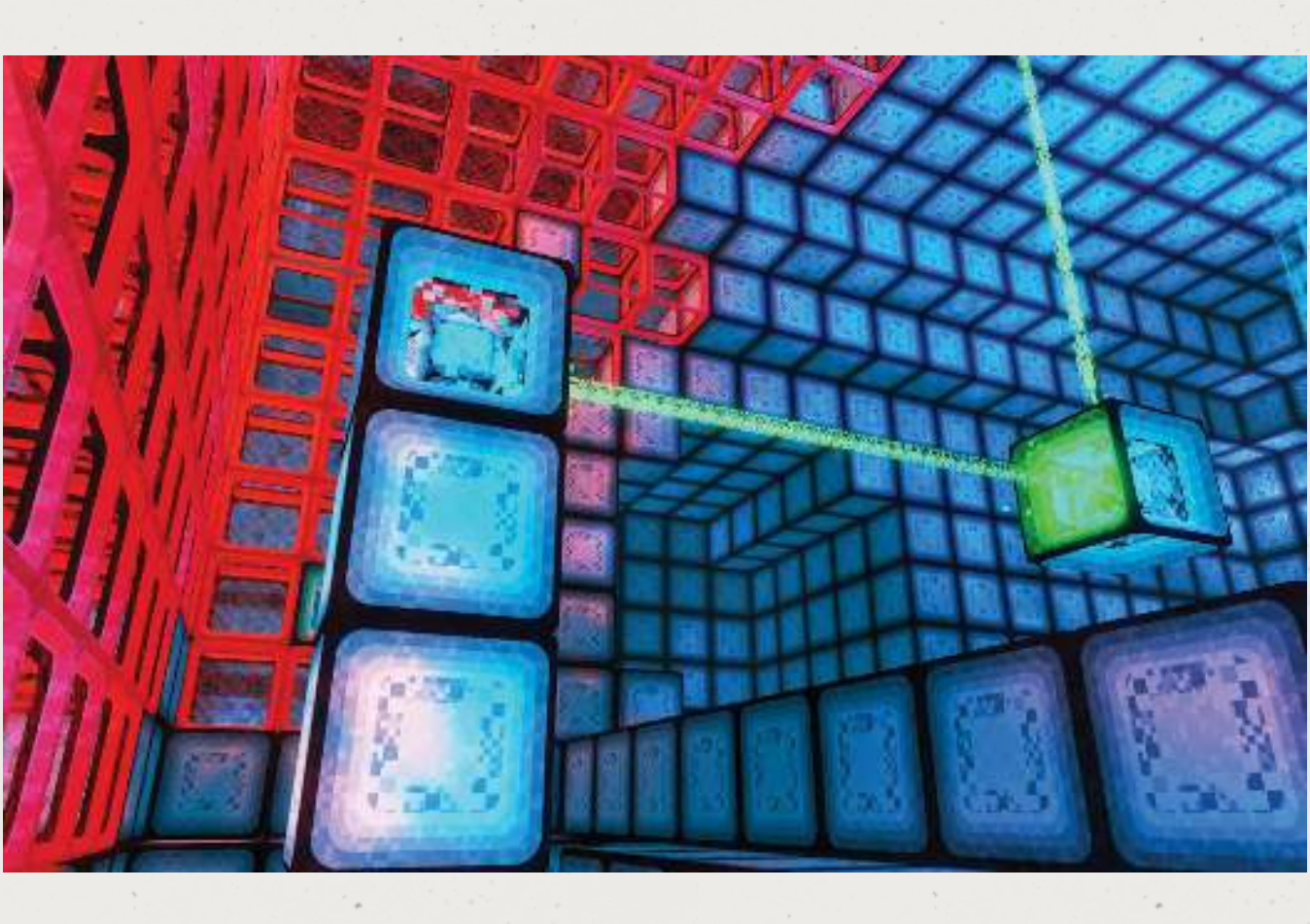
Memory 0Z-7A4K

AVAILABLE OBJECTS

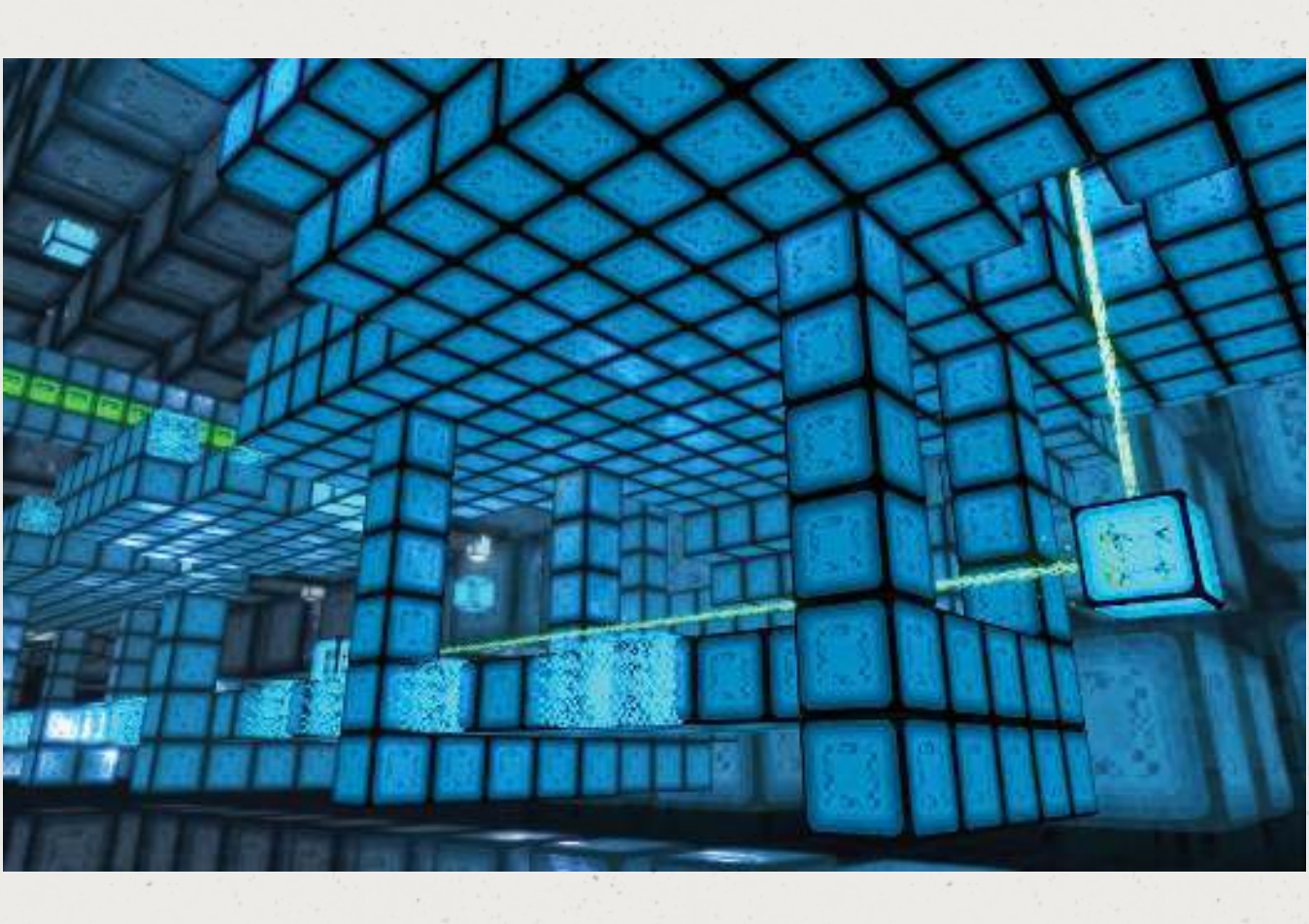
- 12 Code Blocks
- 5 Defense Constructs
- 2 Decoder Relays



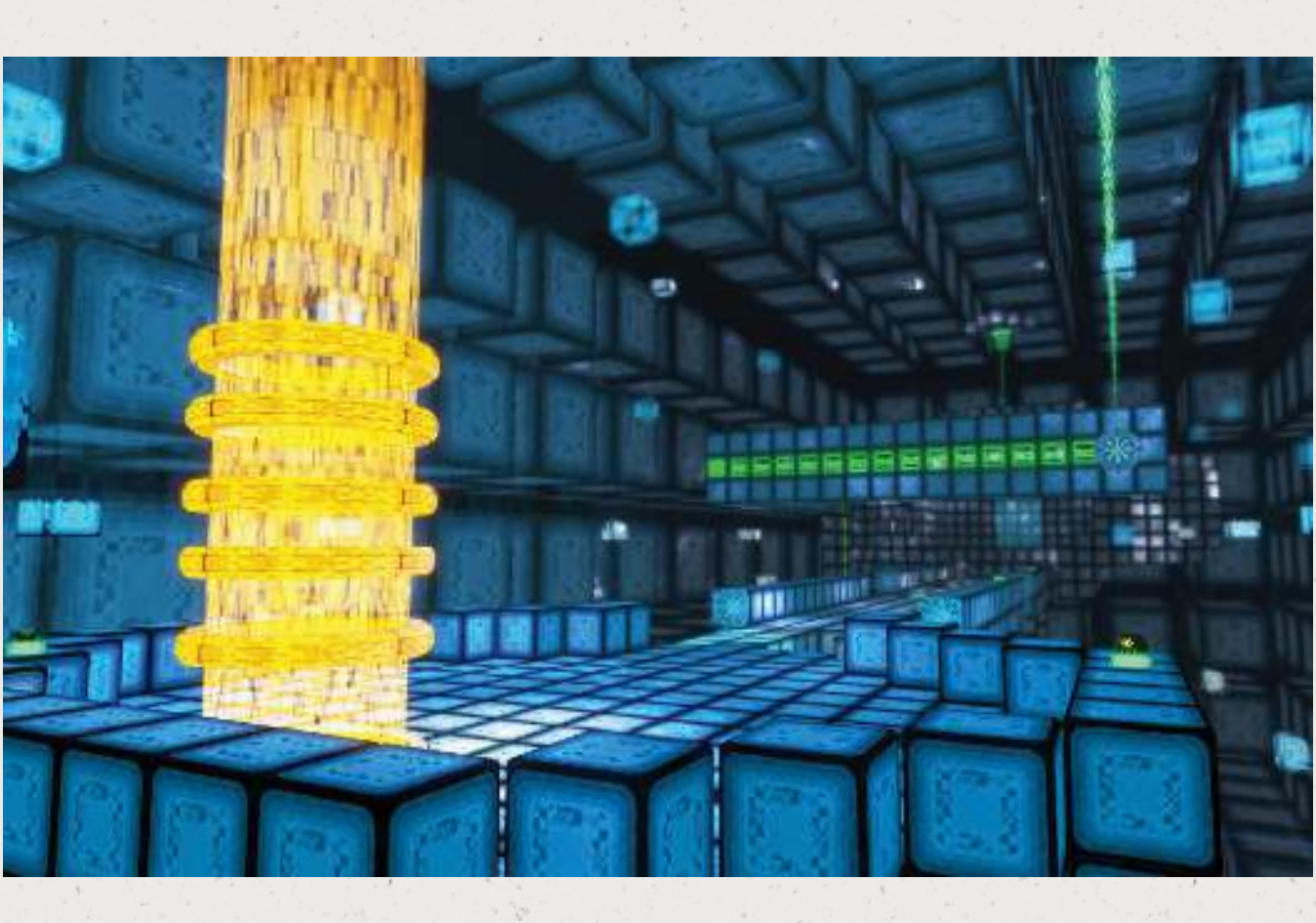
This simulation contains relatively few objects, making it necessary to collect and reuse Code Blocks and Decoder Relays each time you destroy a firewall. Although stacking Code Blocks is an important part of positioning Decoder Relays, remember that these objects are not affected by gravity. Once a Decoder Relay is in place, you're free to move any of the attached Code Blocks.



After you've dealt with the firewalls near the starting point, collect all of the available objects, then use the staggered platforms near the beam conduit to reach the area below the main path. Direct the beam into the conduit to destroy the final firewall, then gather your Code Blocks and climb back up to the main path.



Use Code Blocks and Defense Constructs to create a safe path between the two data streams, then wait for the Indexers to do their work. Once you've recovered all of the data, DiMA's Memory #4 is added to your inventory.

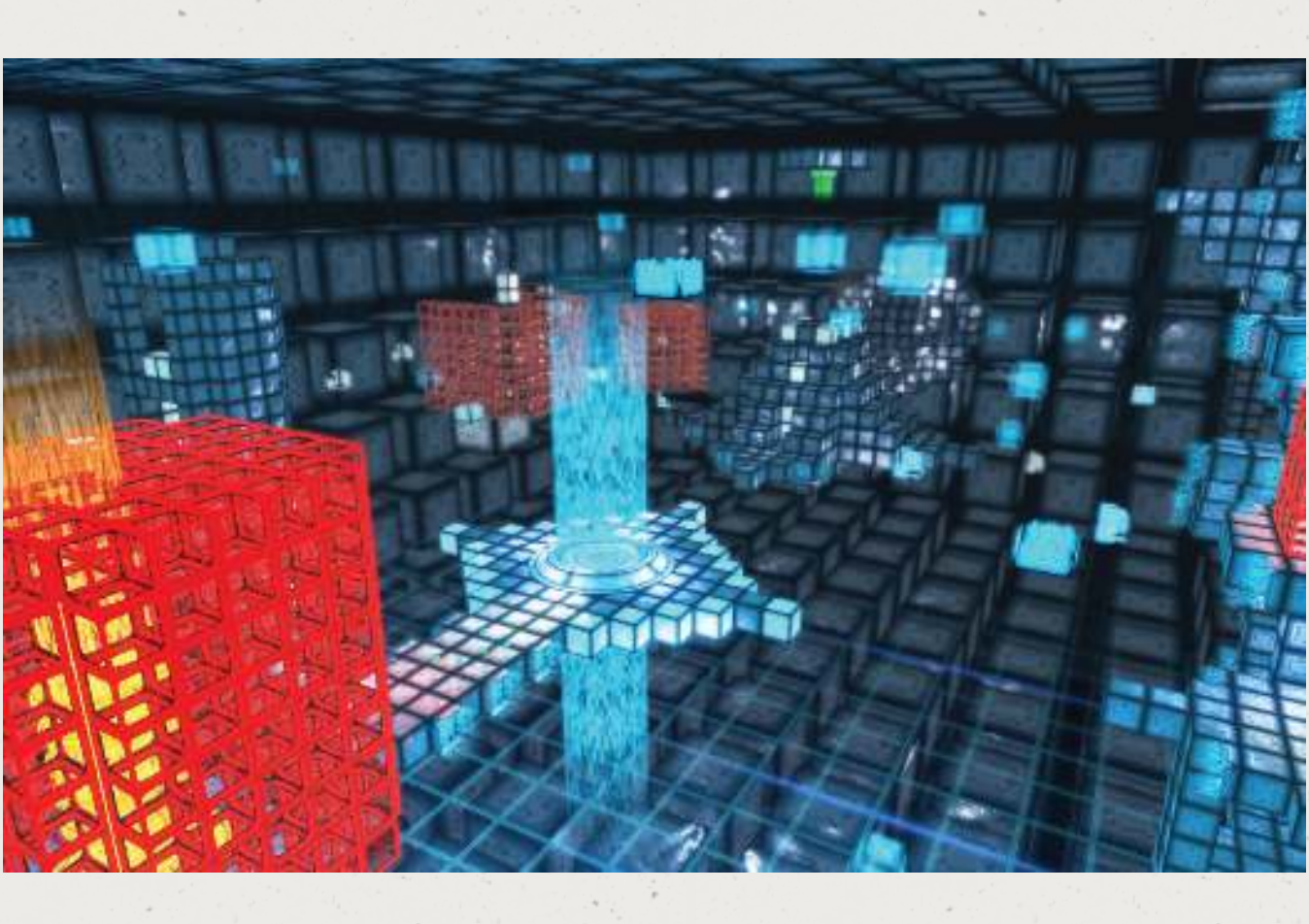


DiMA's Memory #4

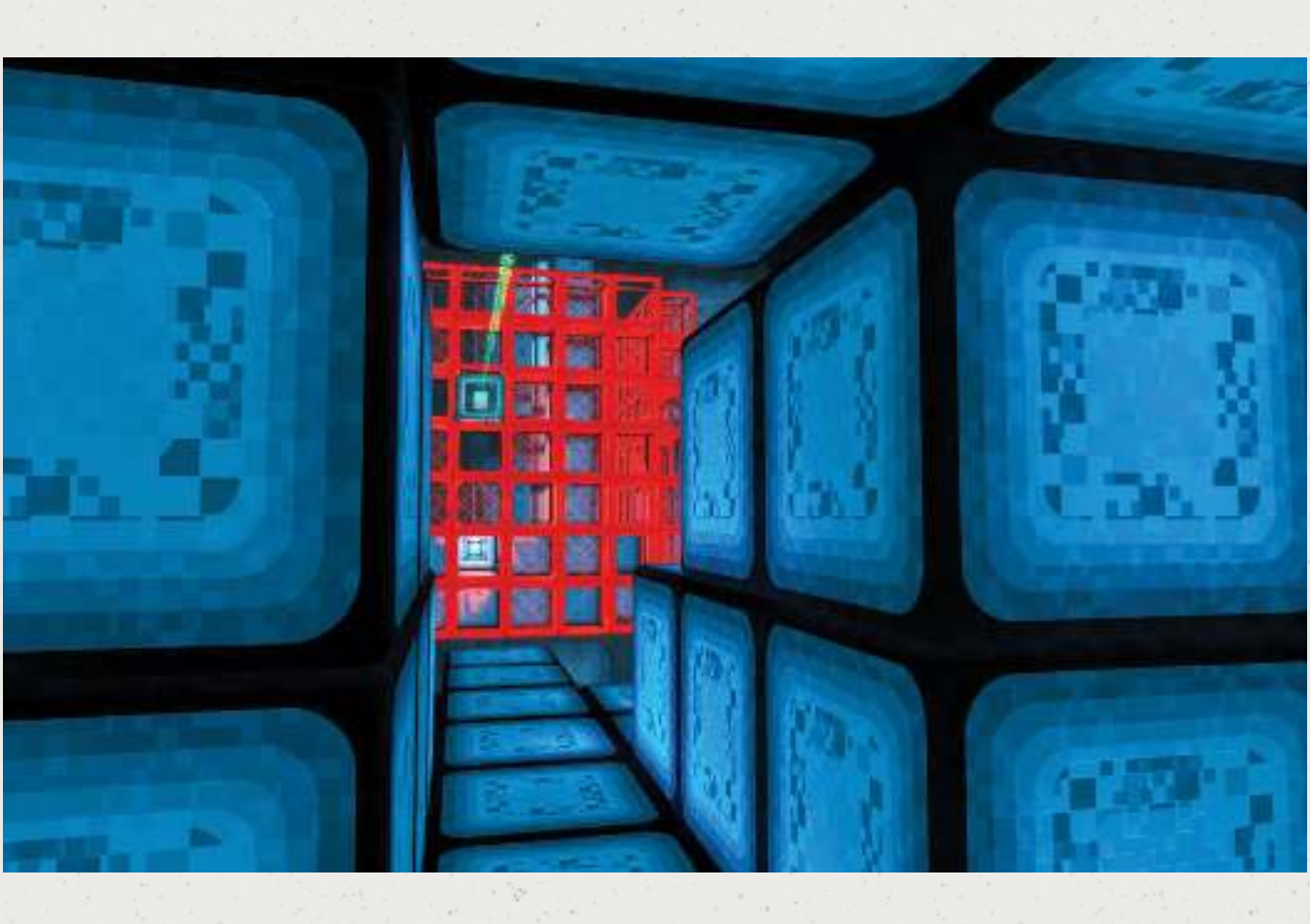
Memory 0Y-8K7D

AVAILABLE OBJECTS

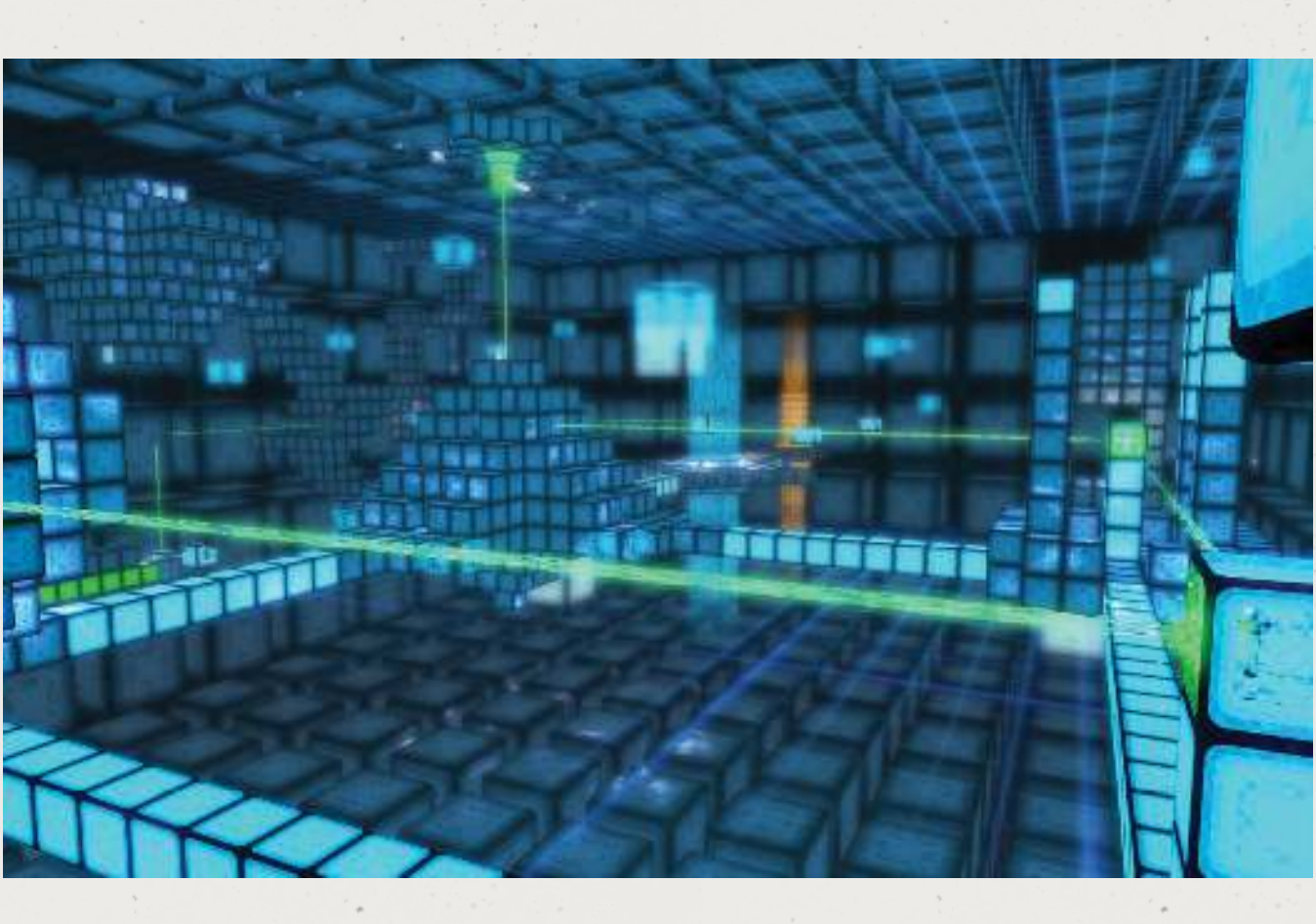
- 103 Code Blocks
- 5 Defense Constructs
- 6 Decoder Relays



This simulation contains several floating structures scattered throughout a fairly large area. Use what you've learned in previous simulations to identify the Decoder Beam's ideal path and collect some of the program's hard-to-reach objects. Most of the Code Blocks you use to build bridges and platforms can be repurposed as you move through the area, but you'll need to utilize all six Decoder Relays to destroy the last firewall.



Use the Decoder Beam to destroy each of the firewalls, one by one, as you move between the floating structures. Many of the structures contain multiple levels, so be thorough as you search for usable objects. Once you've eliminated the last firewall, use Code Blocks and Defense Constructs to create a safe path for the Indexers. Recover all of the Data to receive DiMA's Memory #5 and coordinates for lost shipments of Marine Armor scattered across the Island.



DiMA's Memory #5

FOLLOWING BREADCRUMBS

DiMA's most troubling memories are tied to specific areas across the Island. Visit the locations mentioned in DiMA's first three memories to complete the quest.

DiMA's Secret Medical Facility

According to DiMA's Memory #1, there's a secret medical facility hidden somewhere within the Vim! Pop Factory. Travel to the factory and head inside to begin Main Quest: The Way Life Should Be.

The Nuclear Launch Key

According to DiMA's Memory #2, a safe room within the Harbor Grand Hotel contains information about a Nuclear Launch Key. Travel to the hotel and head inside to begin (or update) Main Quest: Cleansing the Land.

Wind Farm Kills Switch Codes

Travel to the marked location mentioned in DiMA's Memory #3 and unearth DiMA's Cache. Open the revealed container and collect the Wind Turbine Code to begin (or update) Main Quest: Cleansing the Land.

HELPFUL HINT FROM VAULT BOY!

As DiMA feared, his recovered memories contain extremely sensitive details about his long-forgotten plans for the Island. As you continue your investigation, consider what to do with the information you uncover. The fate of the island will ultimately be determined by your choice to share the information you uncover, who you share that information with, and how you put the information to use.

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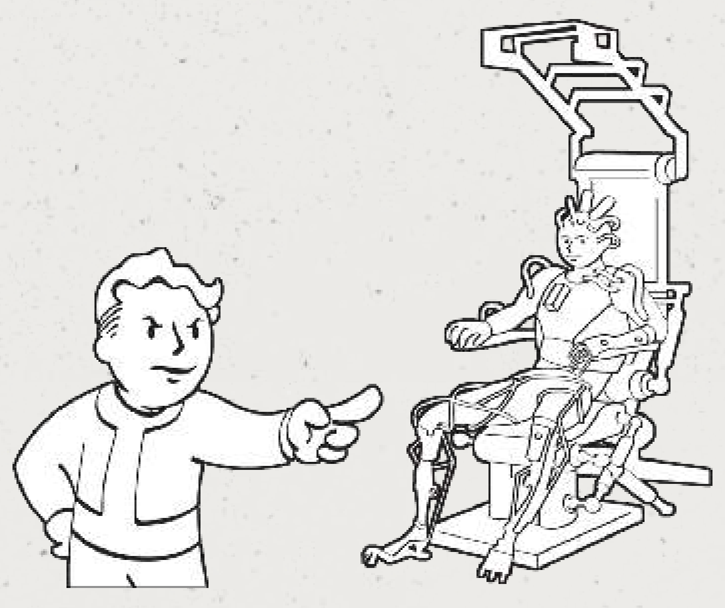
UNRAVEL THE SECRETS AND THE MYSTERY OF...
FAR HARBOR

Far Harbor Main Quests

The Way Life Should Be



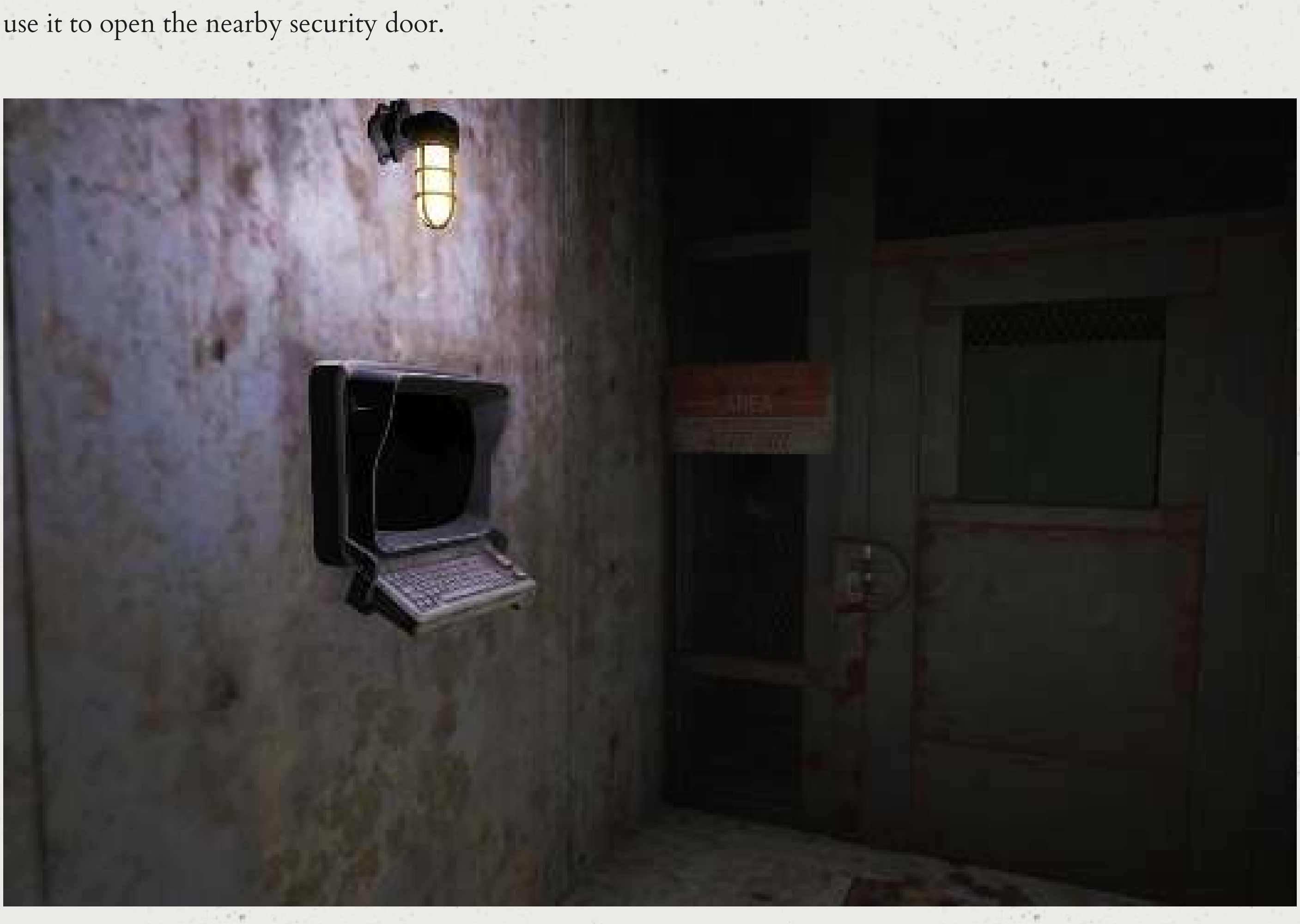
1. Find out DiMA's secret
2. (Optional) Report back to Kasumi
3. Confront DiMA about Avery's murder
4. See DiMA brought to justice
5. And/or tell Far Harbor about Avery's murder
6. Have Teddy Wright examine the skull
7. Determine the fate of Acadia
8. Watch or participate in the attack on Acadia
9. Talk with Allen Lee

LOCATIONS TO EXPLORE

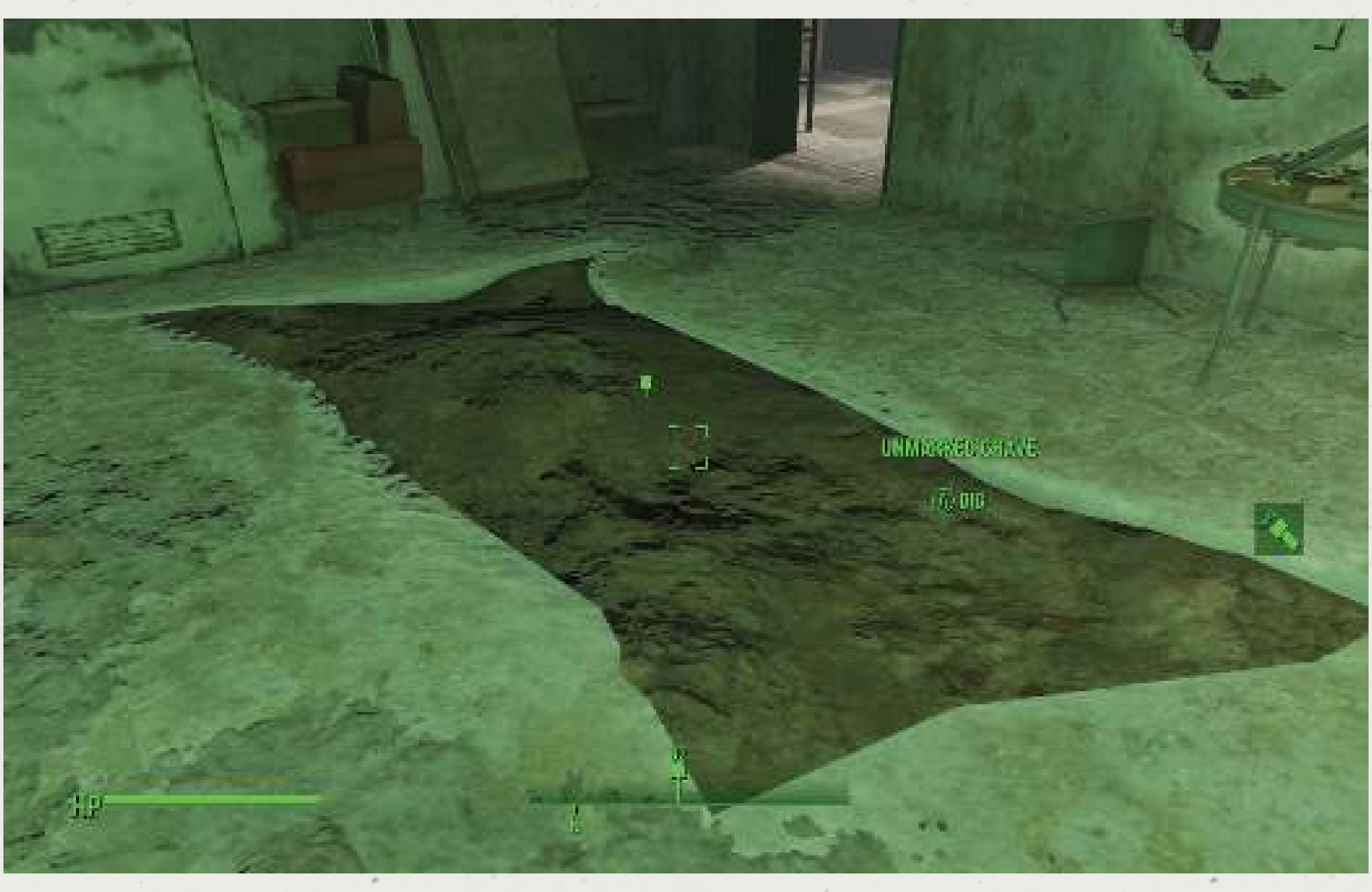
- Vim! Pop Factory
- Acadia
- Far Harbor

BURIED SECRETS

This quest begins when you enter the Vim! Pop Factory during Main Quest: Best Left Forgotten. This location is overrun with super mutants, so expect heavy resistance upon your arrival. Fight your way through the factory until you reach the marked terminal near the production area's southeast corner. Hack the terminal (Novice) and use it to open the nearby security door.



Take the revealed elevator down to the basement to discover DiMA's secret medical facility, then dig up the marked patch of earth to discover some troubling evidence of DiMA's forgotten plan.



Avery's Skull

Avery's Locket

What's Done is Done

A PRECARIOUS POSITION

You've recovered incontrovertible evidence of DiMA's crimes—evidence that puts the very existence of Acadia at risk. You're free to report your progress to Kasumi, but sharing what you've learned with other interested parties can have serious (and irreversible) consequences. Consider completing available Acadia and Far Harbor quests before you make the results of your investigation public.

Confronting DiMA

DiMA may have forgotten his crimes, but there's no denying the evidence you've uncovered. Hoping to maintain Acadia's safety, DiMA urges you to keep this new information to yourself. Still, he acknowledges that the final decision is yours to make. You can:

- Tell DiMA you'll keep his secret, and then agree to help him deal with High Confessor Tektus. Doing so ends the quest and begins Main Quest: Reformation.
- Refuse to help DiMA, then leave explore your other options.
- Convince DiMA to turn himself in (Hard). If you succeed, DiMA agrees to travel to Far Harbor and confess his crimes in the hopes that Acadia will be spared.

If you end the quest by agreeing to help DiMA deal with High Confessor Tektus, he rewards you with some caps and a unique armor piece. You also receive a key required to complete Main Quest: Reformation.

Acadia's Shield

Worn Key

HELPFUL HINT FROM VAULT BOY!

If you convince DiMA to answer for his crimes, follow him to **Far Harbor** and see that he's brought to justice. After the truth is revealed, Alan Lee holds all of Acadia accountable. You can attempt to persuade Alan that Acadia is innocent (Medium/Hard), but you'll need the support of the crowd to keep things from getting out of hand. If you convince **Far Harbor** to spare Acadia, DiMA is punished, the quest ends, and you receive some caps (about 1200). If you fail to calm the mob, Alan Lee convinces the town to storm Acadia.

Informing Far Harbor

DiMA has managed to maintain peaceful relations with the people of Far Harbor, but that's sure to change if his crimes are brought to light. If you decide that Far Harbor deserves to know the truth, you can:

- Bring the evidence to Captain Avery. She finds it difficult to accept the truth, but the right tact (Medium) or a bit of persistence eventually convinces her. When she asks you to keep this information secret, you can agree, refuse, or promise your silence in exchange for some caps (Hard).
- Bring the evidence to Alan Lee. Alan is inclined to believe you, but he asks you to take the evidence to Teddy Wright. After running a few tests, Teddy urges you to keep the results to yourself. You can follow the doctor's advice and explore other options, or you can return the evidence to Alan Lee and allow him to take control of the situation.

If you choose to provide Alan Lee with proof of DiMA's crimes, he rallies the people of Far Harbor against DiMA, Acadia, and Captain Avery. You can attempt to calm Alan down a bit (Hard), but you'll need the support of the crowd if you hope to rescue Captain Avery from her fate. Either way, the people of Far Harbor will set out to storm Acadia.

Storming Acadia

If you inform Far Harbor of DiMA's crimes—or fail to calm the mob after DiMA confesses—Alan Lee incites the people of Far Harbor to destroy Acadia. If this happens, follow the mob to Acadia and help (or watch) until each and every synth has been killed. After the battle, speak to Alan Lee to receive some caps, a unique Lever Action Rifle, and the Destroyer of Acadia perk.

Lucky Eddy

HELPFUL HINT FROM VAULT BOY!

Reporting your findings to the Brotherhood of Steel begins Side Quest: Search and Destroy, while reporting to the Institute triggers Side Quest: Forbidden Knowledge. Progressing through either of these faction-specific quests can determine Acadia's fate before you've had a chance to deal with DiMA's long-forgotten crimes.

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Reformation

1. Recover Martin's Holotapes
2. Give Martin's Tapes to DiMA
3. Convince the High Confessor to Meet with You
4. Play "Martin's New Age" for the High Confessor
5. Head to the Meeting Location
6. Deal with the High Confessor
7. Deal with the High Confessor's Guards
8. Hide the Evidence
9. Return to DiMA

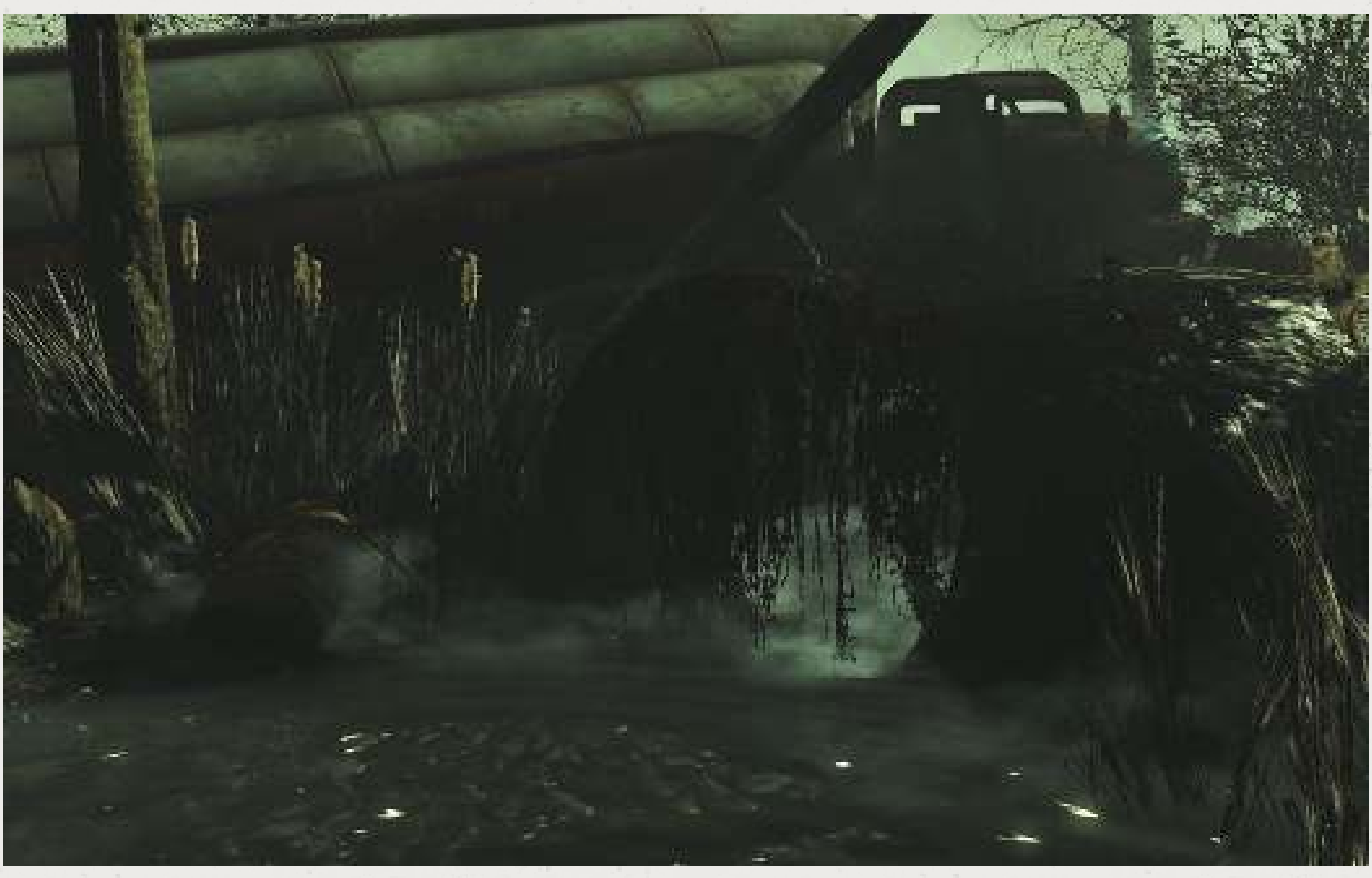
LOCATIONS TO EXPLORE

- Acadia
- The Nucleus

NEW MANAGEMENT

This quest only becomes available when you complete Main Quest: The Way Life Should Be by agreeing to help DiMA deal with High Confessor Tektus. DiMA believes that the best way to maintain peace on the Island is to replace this incendiary figure, and he's relying on you to facilitate the switch.

DiMA's plan requires a voice sample of the previous High Confessor. Travel to the marked location, enter the drainage pipe, and collect the Holotapes from Martin's refuge.



What Atom Requires

The Execution

Return to Acadia and give Martin's Holotapes to DiMA. After listening to the recordings, DiMA uses samples of Martin's voice to create a new Holotape he'd like you to play for High Confessor Tektus.

Martin's New Age

Travel to the Nucleus and speak to High Confessor Tektus about Martin's return. When Tektus demands to hear the recording, use your Pip-Boy to play the Holotape "Martin's New Age." Once Tektus agrees to meet you in private, travel to the agreed-upon spot in the Nucleus' command center.

If you've completed at least three Nucleus quests (including Visions in the Fog), High Confessor Tektus trusts you enough to meet you alone: Otherwise, Tektus is suspicious enough to bring armed escorts to the meeting. Either way, you have two basic options: kill High Confessor Tektus and any guards he might have brought, or persuade him to flee the Island.

> **CHARISMA**
>
> **(Hard) If you'd rather avoid bloodshed, you can attempt to persuade High Confessor Tektus to flee the Island.**

If you choose to kill High Confessor Tektus, hide his remains (and those of any guards) in the nearby burial spot. After you've dealt with Tektus, return to Acadia and speak with DiMA to receive some caps (about 1500) and the Protector of Acadia perk.

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UNRAVEL THE SECRETS AND THE MYSTERY OF...
FAR HARBOR

Far Harbor Main Quests

Cleansing the Land

1. Locate the Nuclear Launch Key
2. Confront DiMA about the Nuclear Launch Key
3. Listen to Safe Room Security Tape
4. Obtain the Nuclear Launch Key
5. (Optional) Speak to the High Confessor about the Nuclear Launch Key
6. Use the Launch Key to Destroy the Nucleus
7. Escape the Nucleus
8. And/or recover the Wind Turbine Kill Switch Code
9. Confront DiMA about the Wind Turbine Kill Switch
10. Bring Down Far Harbor's Defenses
11. Search the Wind Farm Maintenance Building for Industrial-Grade Fuses
12. Restore Power to the Wind Farm Security Door
13. Inform the High Confessor of Far Harbor's Demise

LOCATIONS TO EXPLORE

- Harbor Grand Hotel
- DiMA's Cache
- The Nucleus
- Wind Farm Maintenance

BY ANY MEANS NECESSARY

This quest becomes available during Main Quest: Best Left Forgotten, when you discover the location of the Nuclear Launch Key or recover the Wind Turbine Code. If you've agreed to help DiMA replace High Confessor Tektus, complete Main Quest: Reformation to determine the fate of the Island. Otherwise, you have a very important choice ahead of you. Before you choose a course of action, consider tending to any unfinished business you might have with Far Harbor, the Nucleus, and Acadia.

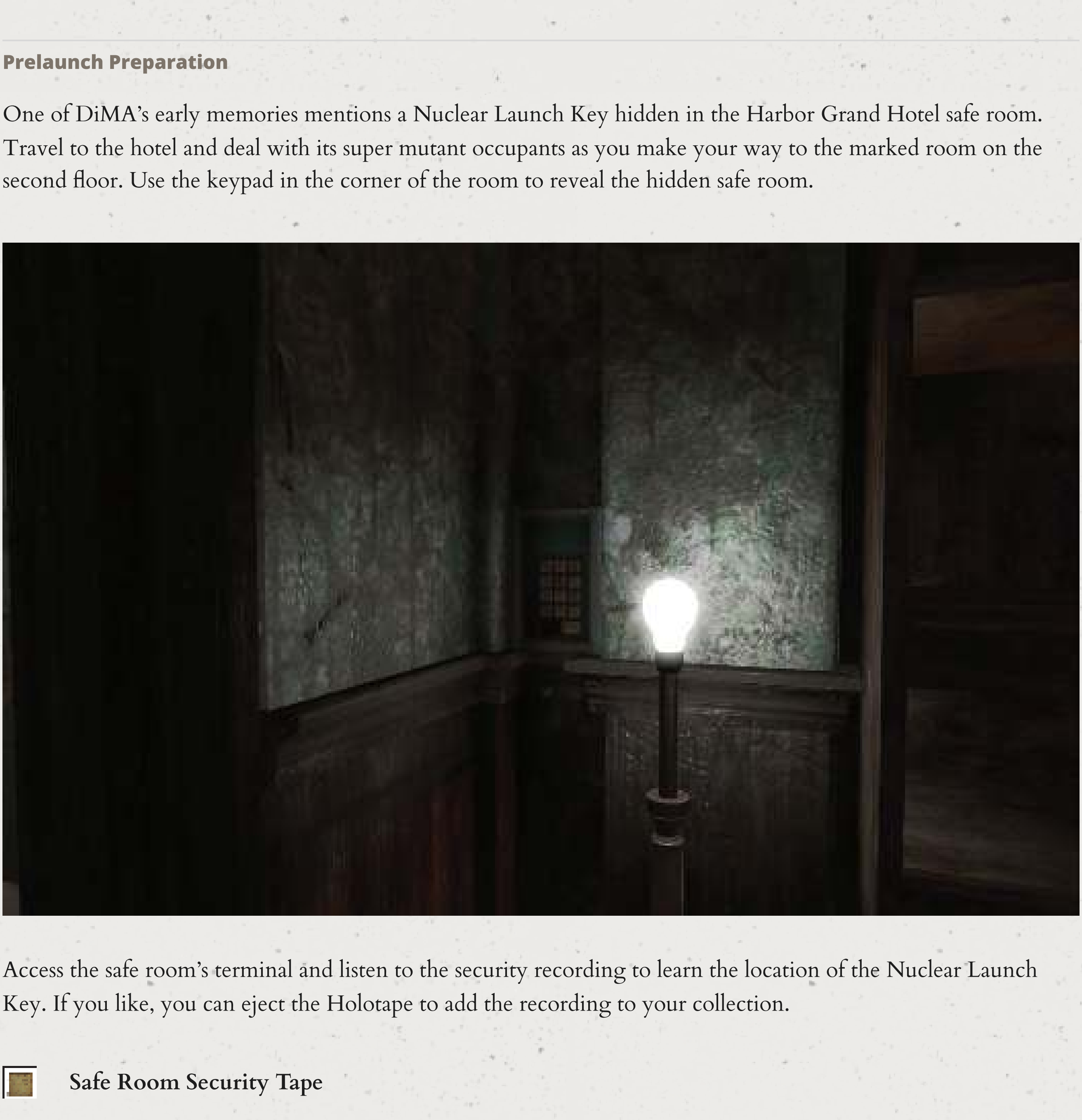
Relations between Far Harbor and the Nucleus are only growing worse, and it seems unlikely that the two communities can coexist for much longer. However, now that you've recovered DiMA's forgotten memories, you have the power to resolve this conflict once and for all.

Option #1: Destroy The Nucleus

The people of Far Harbor have more than their share of troubles, but the entire community agrees that life on the Island would be much simpler without the Children of the Atom. If you choose to ally yourself with Far Harbor, use the information from DiMA's early memories to rid the Island of the Nucleus and its inhabitants.

Prelaunch Preparation

One of DiMA's early memories mentions a Nuclear Launch Key hidden in the Harbor Grand Hotel safe room. Travel to the hotel and deal with its super mutant occupants as you make your way to the marked room on the second floor. Use the keypad in the corner of the room to reveal the hidden safe room.

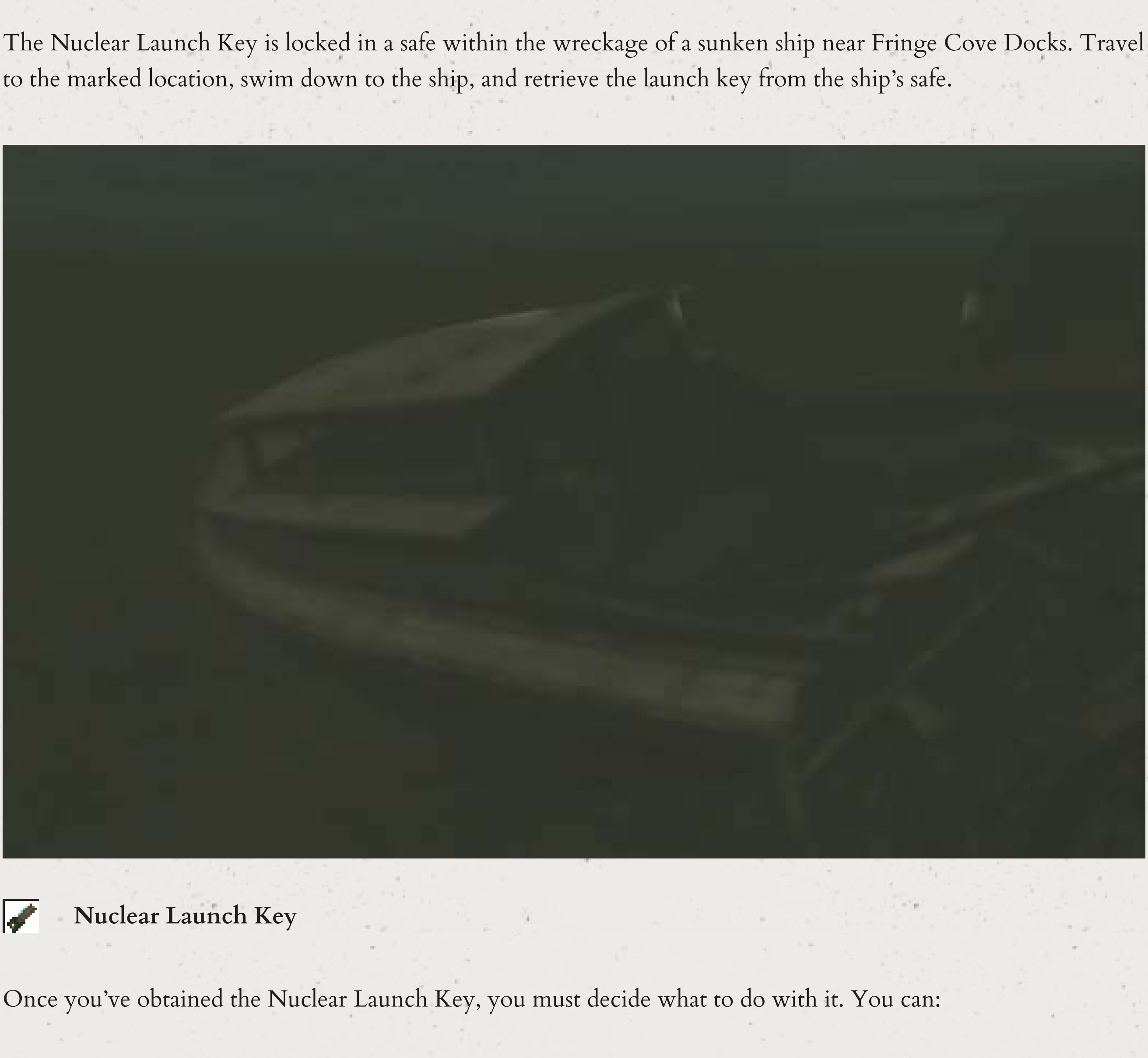


Access the safe room's terminal and listen to the security recording to learn the location of the Nuclear Launch Key. If you like, you can eject the Holotape to add the recording to your collection.

Safe Room Security Tape

Ship's Safe Combination

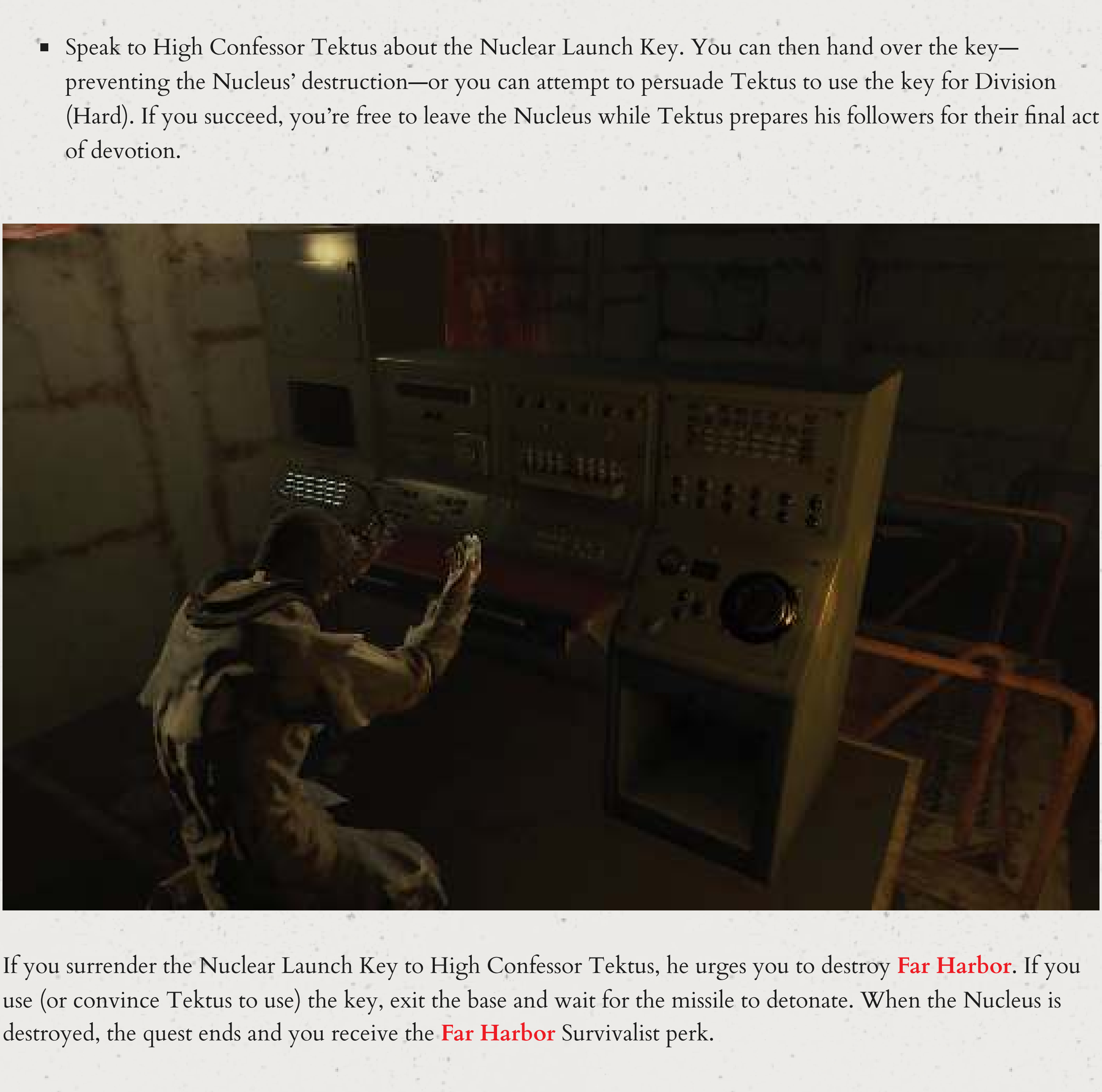
The Nuclear Launch Key is locked in a safe within the wreckage of a sunken ship near Fringe Cove Docks. Travel to the marked location, swim down to the ship, and retrieve the launch key from the ship's safe.



Nuclear Launch Key

Once you've obtained the Nuclear Launch Key, you must decide what to do with it. You can:

- Confront DiMA about the Nuclear Launch Key. DiMA pleads for you to refrain from using the key. However, a persuasive argument (Medium) might convince DiMA that the Nucleus must be destroyed. If you succeed, return to DiMA after the Nucleus has been destroyed to receive some caps (about 500).
- Use the Nuclear Launch Key to activate the console in High Confessor Tektus' room. Doing so causes all Children of Atom to become hostile, making it necessary to fight your way out of the Nucleus as the launch sequence counts down.
- Speak to High Confessor Tektus about the Nuclear Launch Key. You can then hand over the key—preventing the Nucleus' destruction—or you can attempt to persuade Tektus to use the key for Division (Hard). If you succeed, you're free to leave the Nucleus while Tektus prepares his followers for their final act of devotion.

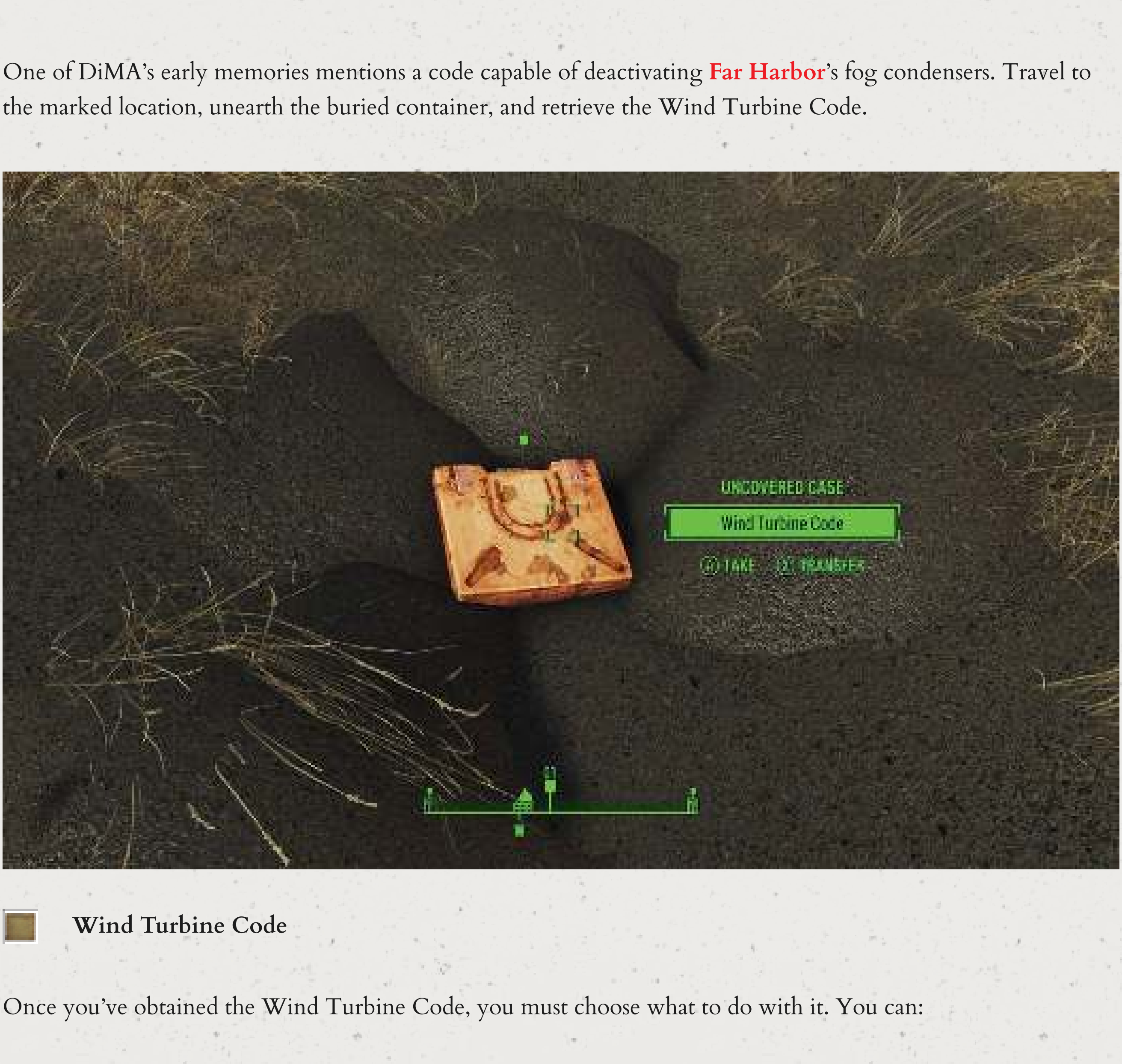


If you surrender the Nuclear Launch Key to High Confessor Tektus, he urges you to destroy Far Harbor. If you use (or convince Tektus to use) the key, exit the base and wait for the missile to detonate. When the Nucleus is destroyed, the quest ends and you receive the Far Harbor Survivalist perk.

Option #2: Destroy Far Harbor

High Confessor Tektus considers Far Harbor's fog condensers to be an affront to Atom. If you chose to ally yourself with the Children of Atom, use what you learned from DiMA's forgotten memories to disable Far Harbor's defenses.

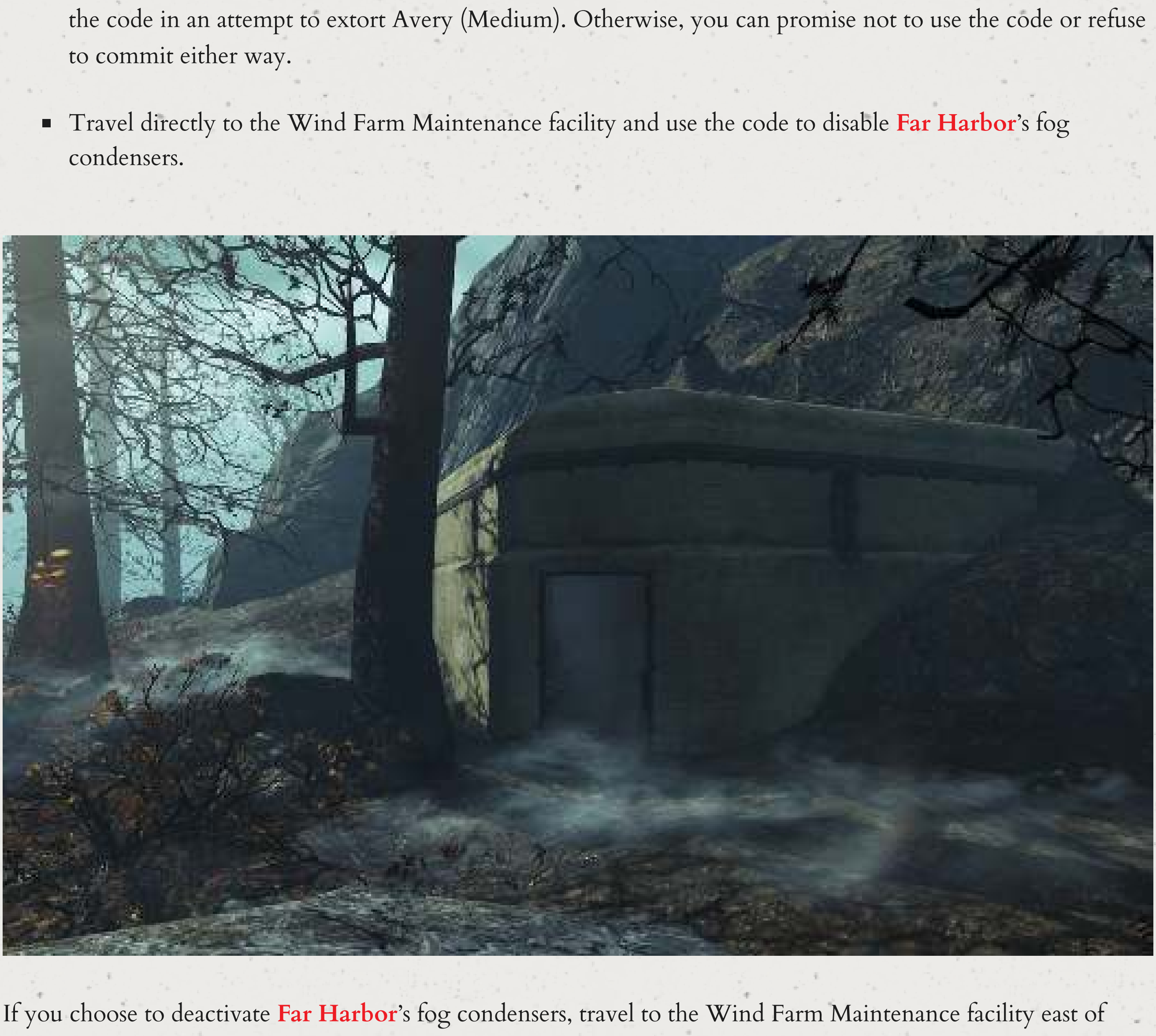
One of DiMA's early memories mentions a code capable of deactivating Far Harbor's fog condensers. Travel to the marked location, unearth the buried container, and retrieve the Wind Turbine Code.



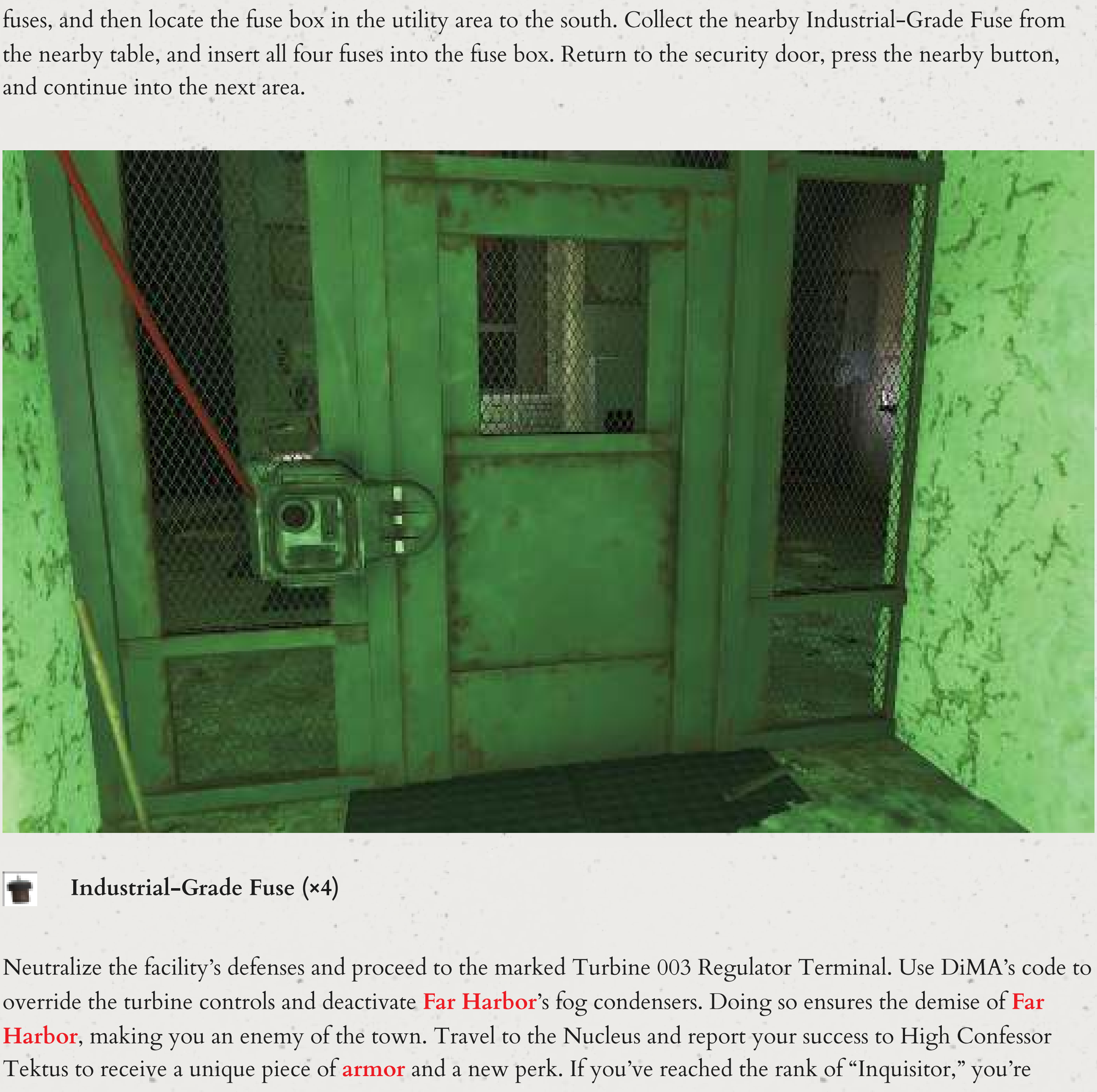
Wind Turbine Code

Once you've obtained the Wind Turbine Code, you must choose what to do with it. You can:

- Confront DiMA about the Wind Turbine Code. DiMA urges you not to use it, but a persuasive argument might convince him that Far Harbor needs to be destroyed (Medium). If you succeed, return to DiMA after disabling the fog condensers to receive some caps (about 500).
- Speak to Captain Avery about the Wind Turbine Code. During this conversation, you can threaten to use the code in an attempt to extort Avery (Medium). Otherwise, you can promise not to use the code or refuse to commit either way.
- Travel directly to the Wind Farm Maintenance facility and use the code to disable Far Harbor's fog condensers.



If you choose to deactivate Far Harbor's fog condensers, travel to the Wind Farm Maintenance facility east of Acadia. When you first enter the structure, a disabled security door prevents you from reaching the turbine controls. Search the storage area along the hallway's north edge to find three Industrial-Grade Fuses. Grab the fuses, and then locate the fuse box in the utility area to the south. Collect the nearby Industrial-Grade Fuse from the nearby table, and insert all four fuses into the fuse box. Return to the security door, press the nearby button, and continue into the next area.



Industrial-Grade Fuse (×4)

Neutralize the facility's defenses and proceed to the marked Turbine 003 Regulator Terminal. Use DiMA's code to override the turbine controls and deactivate Far Harbor's fog condensers. Doing so ensures the demise of Far Harbor, making you an enemy of the town. Travel to the Nucleus and report your success to High Confessor Tektus to receive a unique piece of armor and a new perk. If you've reached the rank of "Inquisitor," you're granted the Inquisitor of Atom perk. Otherwise, you're rewarded with the Crusader of Atom perk.

Atom's Bulwark

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Close to Home

1. Talk to Kasumi
2. Talk to Mr. Nakano

LOCATIONS TO EXPLORE

- Acadia
- Nakano Residence

CASE CLOSED

This quest begins when you've completed Main Quest: The Way Life Should Be and Main Quest: Cleansing the Land (or Main Quest: Reformation). Now that Acadia's fate has been determined, it's time to wrap up the case that brought you to the Island.

If Kasumi Nakano survived the conflict, help her decide what her future holds. Advise her to stay in Acadia or return to her parents, then report back to Mr. Nakano to complete the quest. In either case, Mr. Nakano is grateful enough to offer the location of a buried steamer trunk.

If Kasumi was killed, travel back to the Nakano Residence and break the news to her parents. The Nakanos are understandably upset, but they thank you for closing the case.

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UNRAVEL THE SECRETS AND THE MYSTERY OF...
FAR HARBOR

Far Harbor Side Quests

Brain Dead

1. Speak with Maxwell
2. Search the crime scene for clues
3. Discuss findings with Maxwell
4. Find and accuse the killer
5. Investigate Keith McKinney
6. Investigate Santiago Avida
7. Investigate the Riggs
8. Search the Overseer's Office
9. Investigate Julianna Riggs
10. Confront Julianna
11. Report your success to Maxwell

LOCATIONS TO EXPLORE

- Cliff's Edge Hotel
- Vault 118

TROUBLE AT THE CLIFF'S EDGE

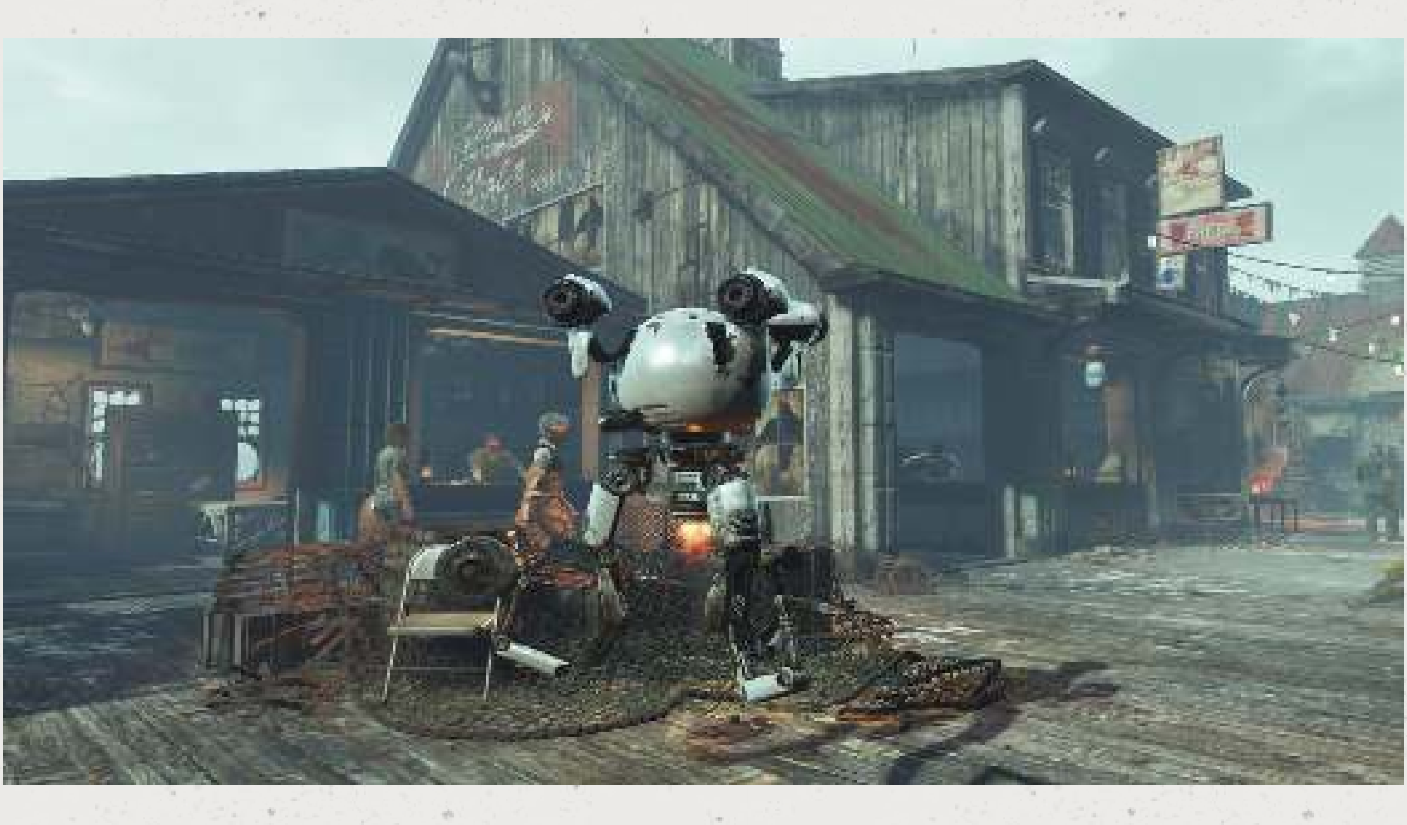
The quest begins only after you've spoken to Maxwell in Vault 118–a a surprisingly complicated task, due to the Vault's hard-to-find entrance. While determined explorers can head directly to the Cliff's Edge Hotel (located northwest of Far Harbor), it's generally simpler to await an invitation.

CHARISMA COUNTS!

This quest contains a considerable number of speech challenges, many of which can affect the quality of your investigation. To help ensure that you gather the best possible information, consider using Charisma-boosting apparel and/or aid items for the quest's duration.

A GUIDED TOUR

As word of your arrival spreads across the Island, a Miss Nanny unit named Pearl will attempt to secure your help. In general, you can expect to find Pearl in or near the village of Far Harbor once you've completed Main Quest: A Walk in the Park.



Listen to Pearl's proposition, ask any questions you like, and accept the job. Depending on your preference, Pearl will lead you to the Cliff's Edge Hotel or agree to meet you near the building's main entrance.

CHARISMA

(Easy/Medium/Hard) Ask Pearl for additional details regarding her proposal. Successful attempts yield increasingly sensitive information about the case in question.

(Easy/Medium/Hard) Ask Pearl for payment. Successful negotiations will yield a maximum of 70 pieces of Pre-War Money.

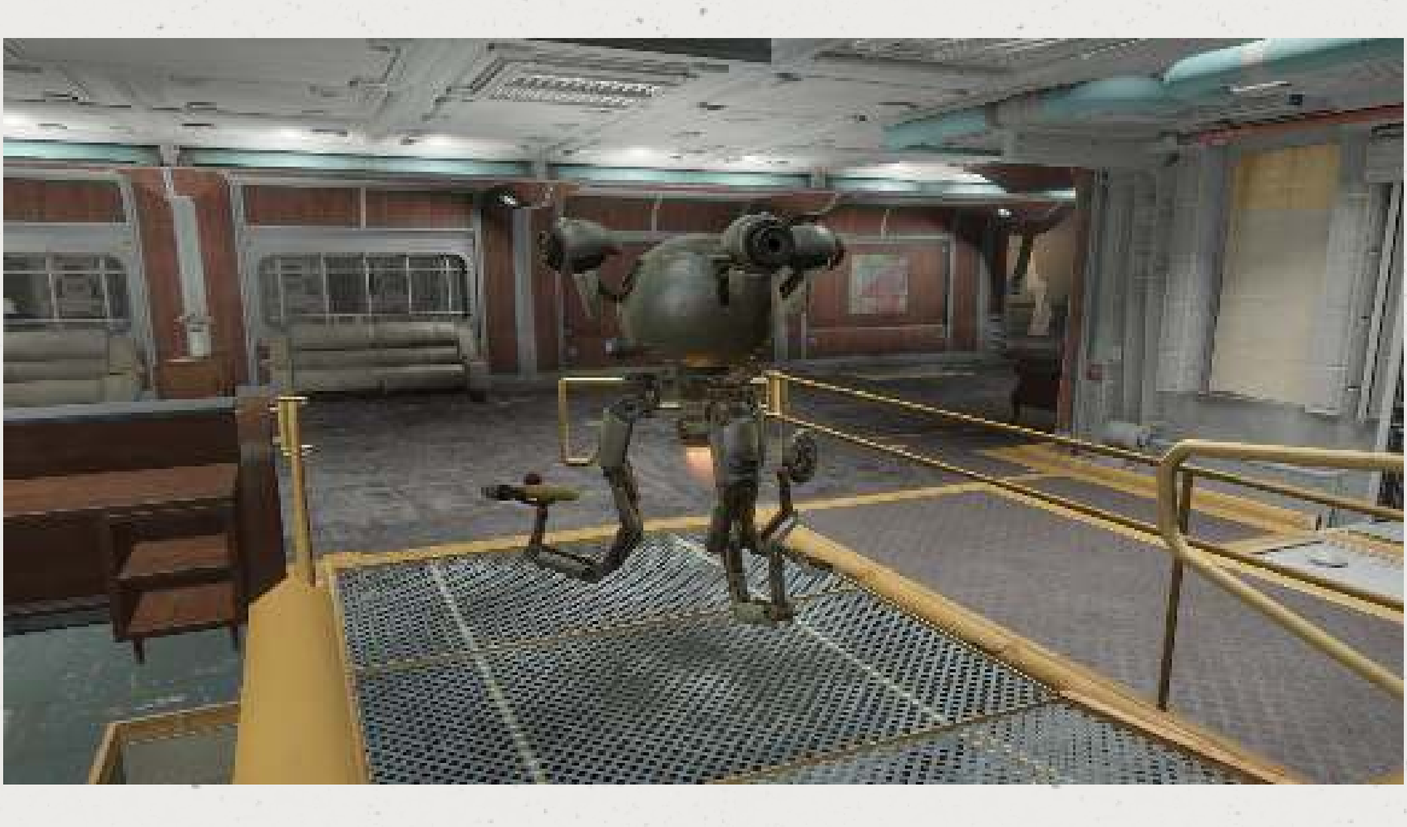
When you're ready, follow Pearl into the hotel and exterminate the ghouls you encounter on your way to the basement. This area contains two functioning elevators: one that leads back up to the lobby (unlocking a more direct route through the hotel), and one that leads to Vault 118.

Ride down to the Vault 118 entrance hatch and use the door controls to begin your conversation with Maxwell.

SHOWING INITIATIVE

If you opt to explore the Cliff's Edge Hotel without Pearl's help, know that the path to Vault 118 takes you through nearly all of the hotel's accessible areas. Climb to the upper floors, move to the opposite side of the building, and use the available stairs to head down to the functioning **elevators**.

Speak to Maxwell until you've gained entry to Vault 118, then head inside and complete the conversation by accepting the job. The quest begins shortly after you follow Maxwell to the nearby crime scene.



CHARISMA

(Easy) Ask Maxwell for payment before accepting the case. A successful attempt yields 20 pieces of Pre-War Money.

THE INVESTIGATION BEGINS

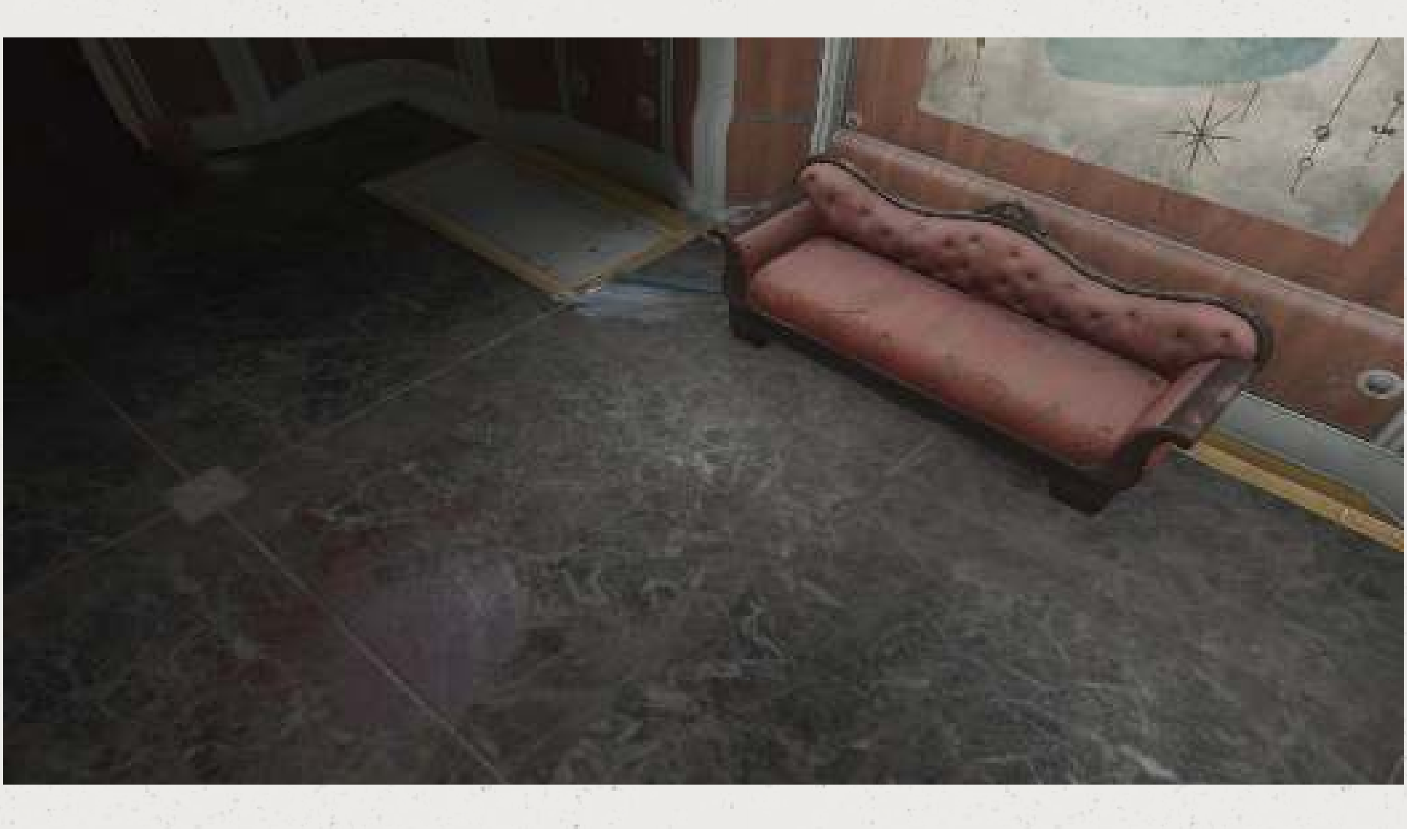
JUMPING TO CONCLUSIONS

For the most part, you can "solve" the case by accusing any viable suspect of murder. However, those who favor justice over expediency can expect a lengthy investigation.

The nature of your investigation will determine when and if various objectives become available–and how much Maxwell is willing to pay for your assistance–but it has no practical effect on life outside of Vault 118.

Speak to Maxwell and listen to his instructions, then search the crime scene for clues. You can:

- **Examine the victim's shattered brain containment module.**
- **Examine the blood on the floor near the body.**
- **Examine the can of red paint beside the stage (near the end of the "blood" trail).**
- **Collect the bat beside the couch (near the end of the "blood" trail).**



Fencebuster

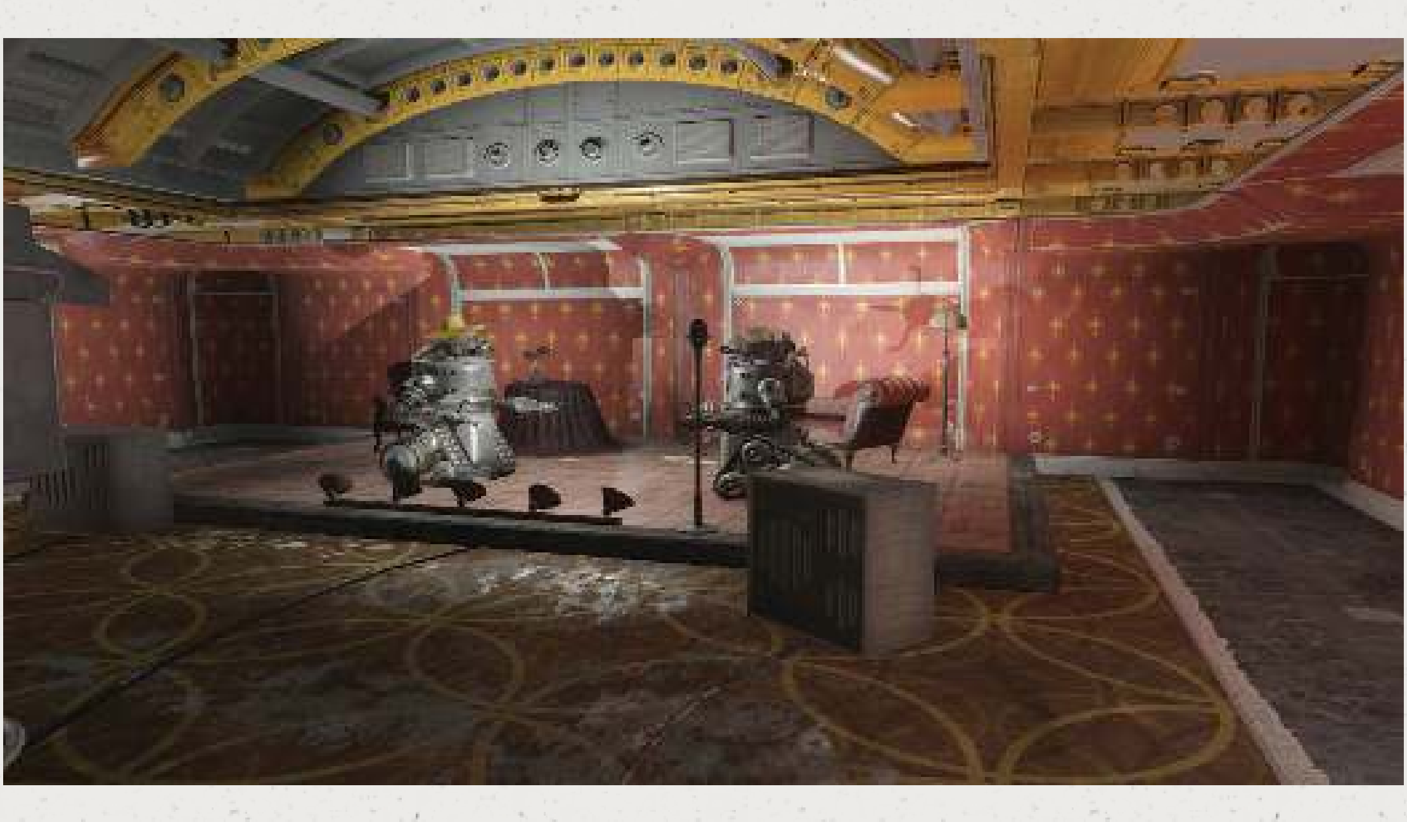
Armed with some solid leads (and a unique baseball bat), you're ready to give a progress report. Return to Maxwell and tell him you've secured the murder weapon. He identifies the bat as belonging to Keith McKinney, making this Vault 118 resident your first official suspect.

GETTING THE RUNAROUND

The information shared by the residents of Vault 118 varies depending on what you've already learned and how persuasive you manage to be. While this quest can be completed in a variety of ways, the most logical path to uncovering the truth involves six basic steps.

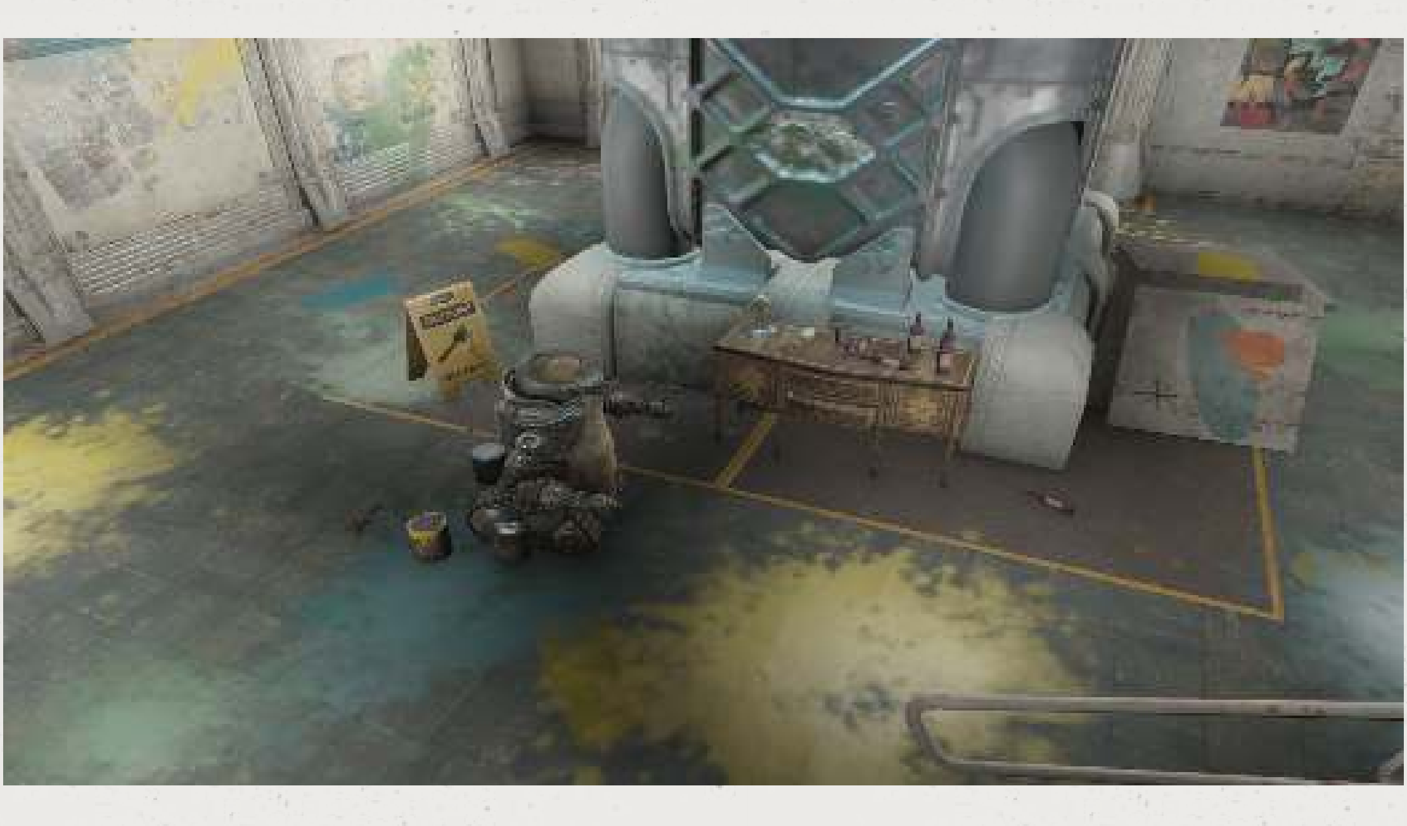
Step 1: Talk To Keith McKinney

Speak with Keith McKinney and ask him about the baseball bat. He claims he's being framed, most likely by Santiago Avida.



Step 2: Talk To Santiago Avida

An artist by trade, Santiago Avida insists on discussing his work before he'll answer any of your questions. You can play along in an attempt to win his respect, but the tour will continue regardless.



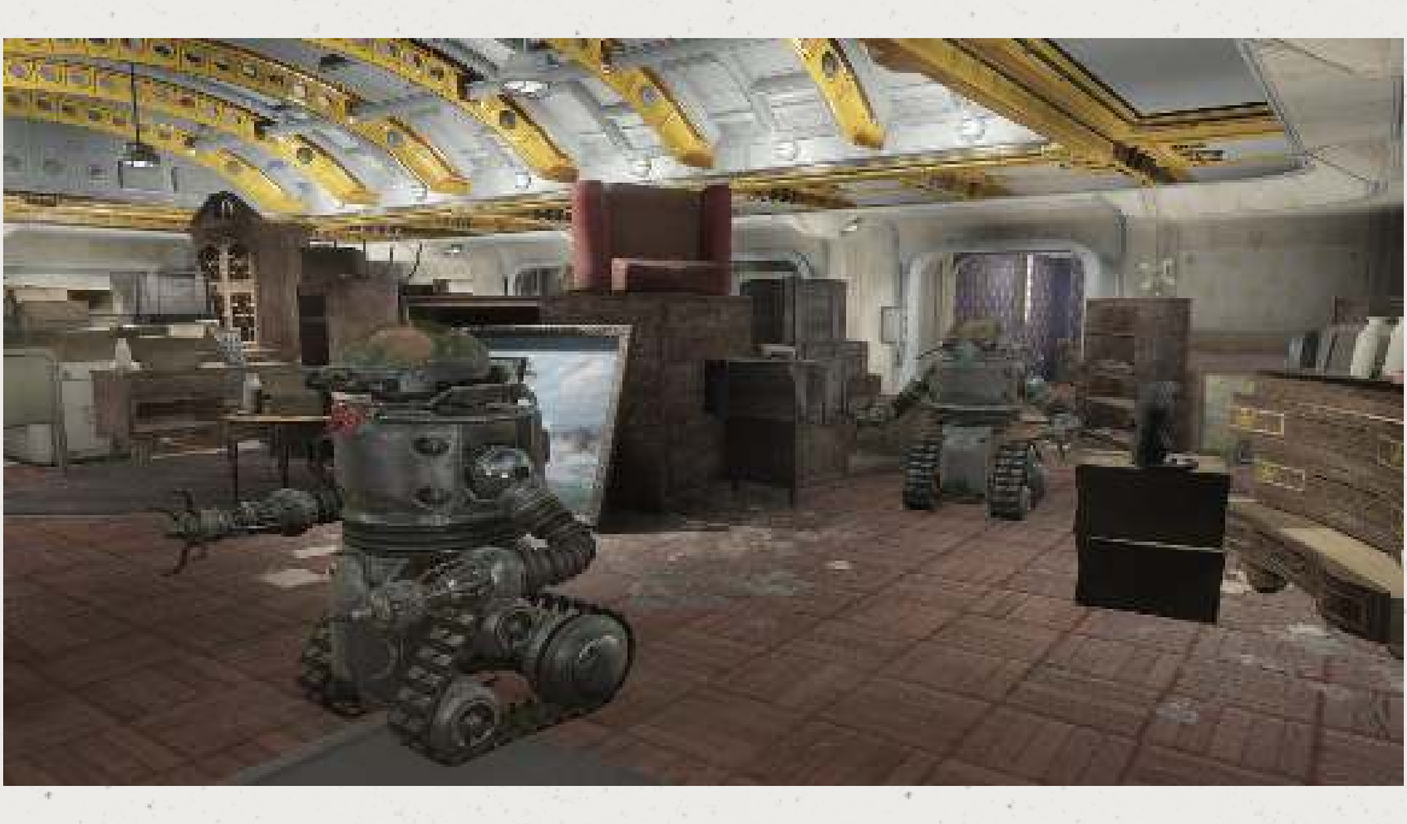
CHARISMA

(Easy/Meduim/Hard) Over the course of his tour, convince Santiago that you're a fellow art connoisseur.

Once Santiago's ready to talk about the murder, ask him for his thoughts on the case. He mentions that Julianna Riggs had been arguing with Ezra shortly before his death.

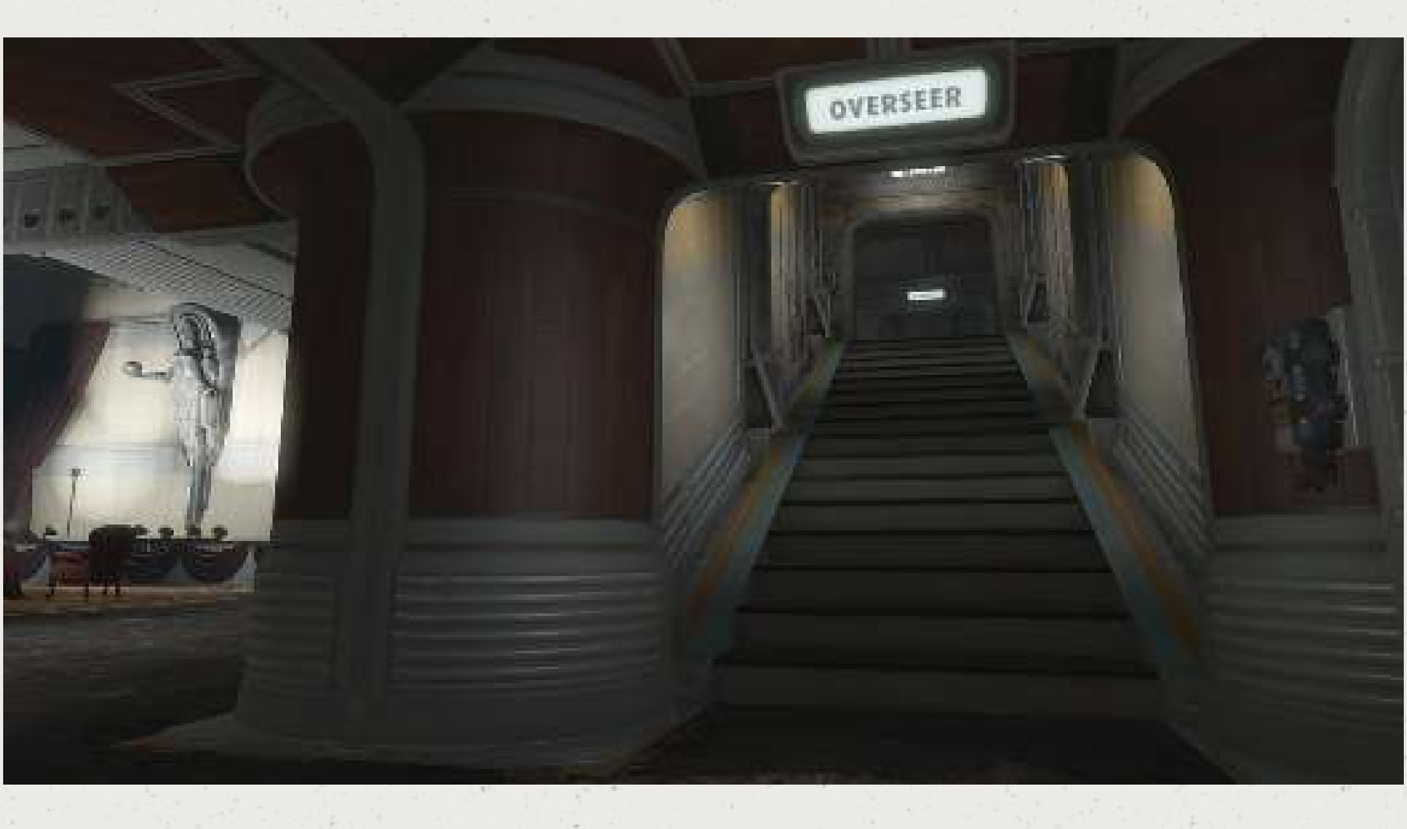
Step 3: Talk To Julianna And Bert Riggs

Julianna has little to say about the case, but Bert Riggs has some valuable information. When you ask him about the argument between Julianna and Ezra, he indicates something relevant may be stashed in the Overseer's office.

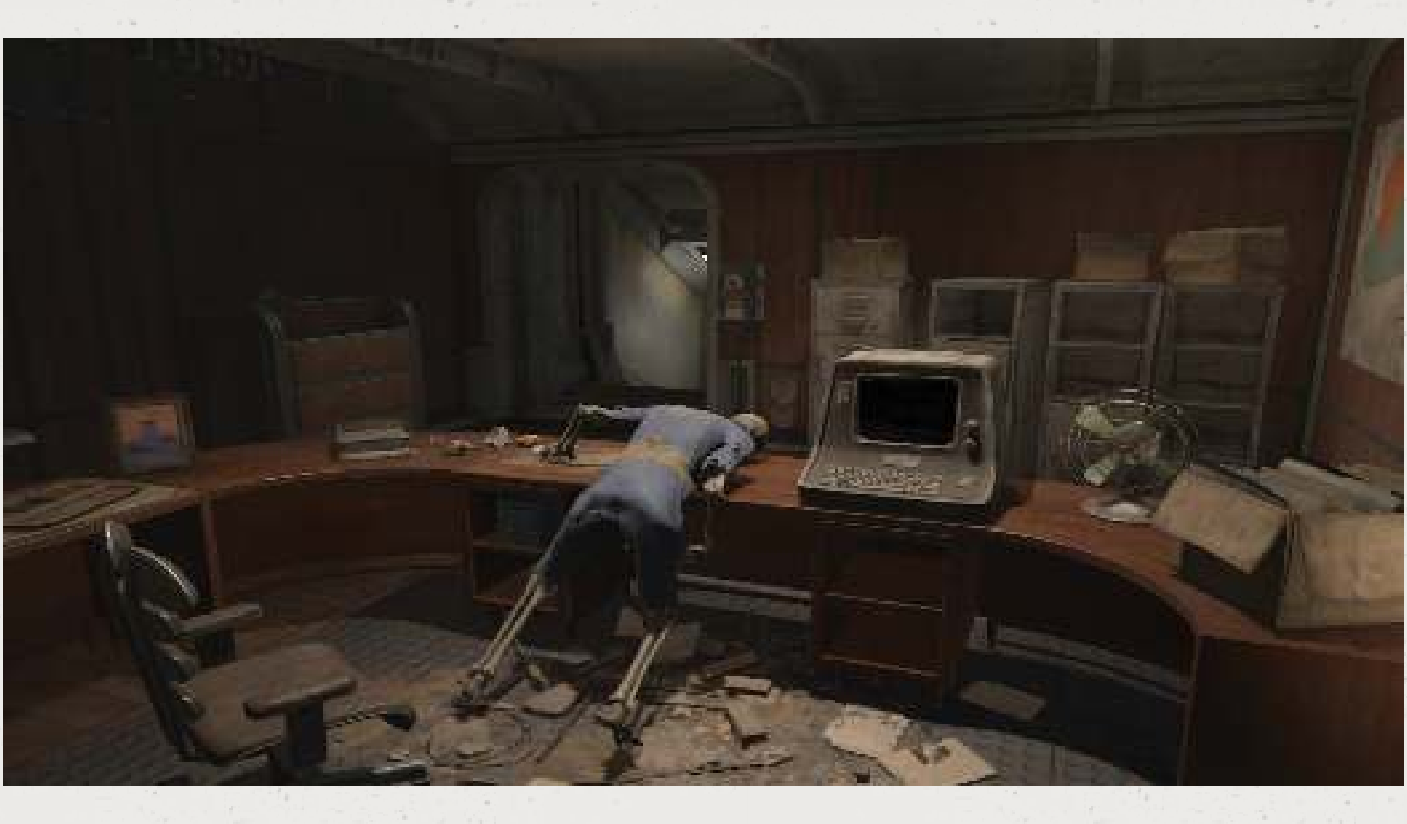


Step 4: Search The Overseer's Office

The Overseer's office is located above the crime scene. Use the stairs near the kitchen to reach the upper walkway, approach the office, and attempt to open the door. You can use a bobby pin to pick the lock (Master), or you can speak to Maxwell to learn of a nearby key.

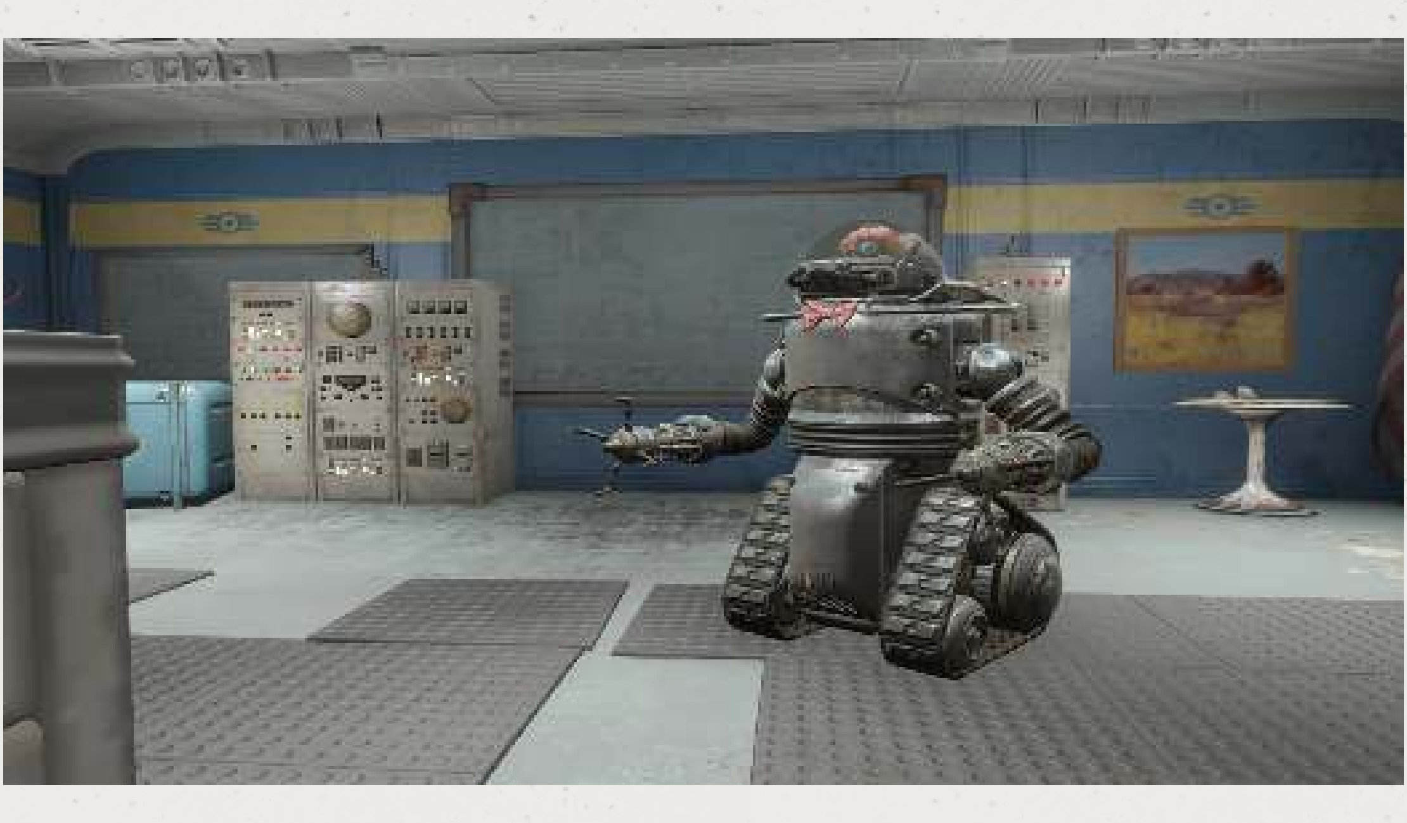


Unlock the door and access the Overseer's terminal. Play the inserted holotape to learn about Ezra's history of embezzlement.



Step 5: Revisit Bert Riggs

Before you discuss Ezra's embezzlement with Julianna, resume your conversation with Bert Riggs. At this point, he should be occupying himself in the nearby classroom. Ask Bert about Julianna's behavior for a chance to learn about Julianna's recent behavior.



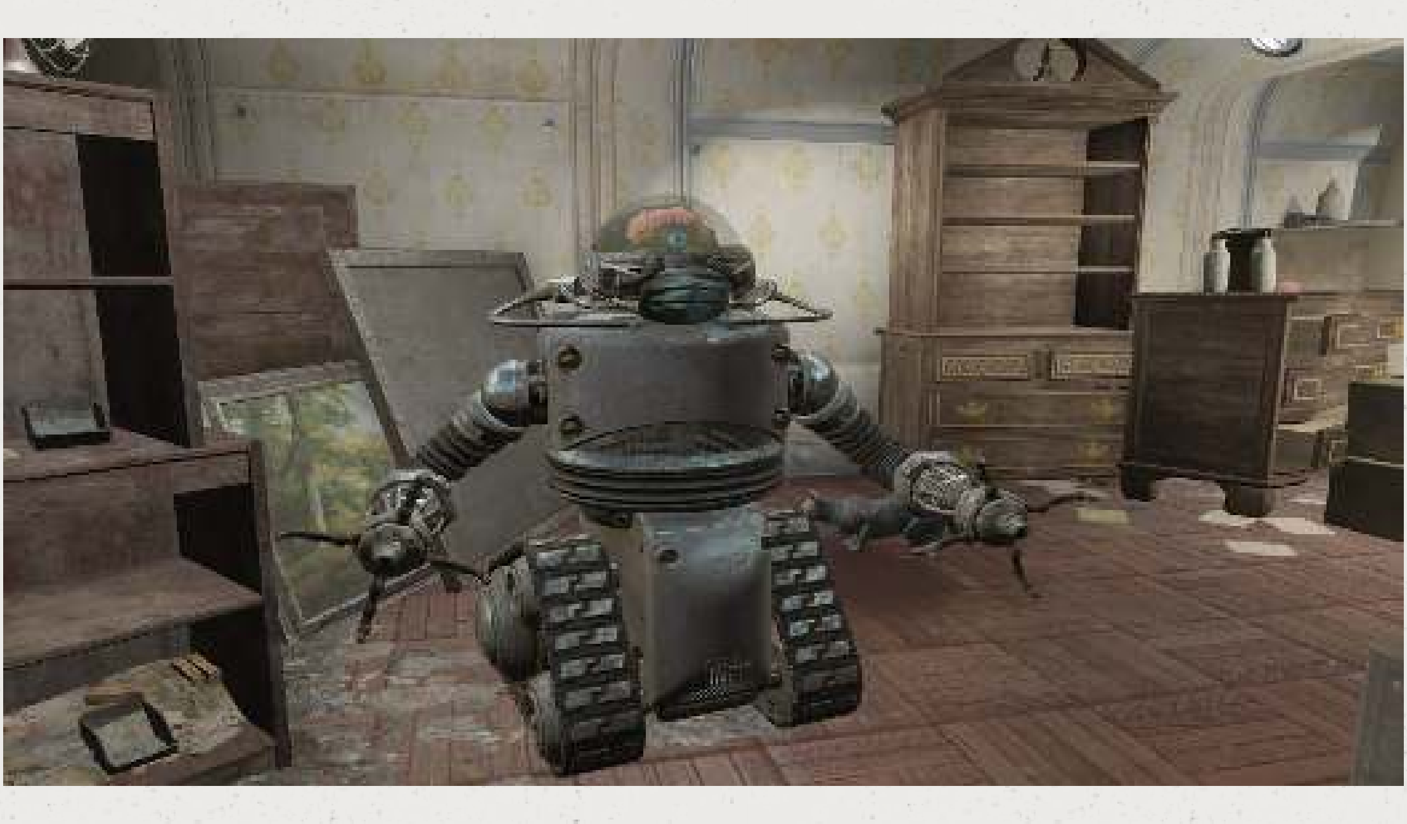
CHARISMA

(Medium) Ask Bert if Julianna has been acting strangely. After a successful attempt, Bert admits that he's noticed a striking change in here behavior.

(Hard) Press Bert for more information. If you're successful, Bert insists that his wife is literally a different person. This insight gives you all the information you need to expose the murderer.

STEP 6: ACCUSE JULIANNA RIGGS

Accuse Julianna of murder, listen to her response, and tell her you know her secret.



The Robobrain claiming to be Julianna is actually Ezra Parker–the supposed murder victim. Finally exposed, Ezra drops the charade asks that you let him go. You can:

- **Agree to let Ezra go free and allow him time to escape.**
- **Agree to let Ezra go free and immediately report him to Maxwell.**
- **Agree to let Ezra go free and attack him. Ezra becomes hostile and must be destroyed.**
- **Refuse to let Ezra go free. Ezra becomes hostile and must be destroyed.**

CHARISMA

(Medium) No matter how you intend to deal with Ezra, you have the opportunity to solicit a bribe during the confrontation. A successful attempt yields 200 pieces of Pre-War Money.

Whether you promise or refuse to let Ezra go free, your choice triggers the Side Quest: Brain Dead, Part 2. Deal with Ezra Parker however you like, then speak to Maxwell and claim your reward.

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Brain Dead, Part 2

1. (Optional) Tell Maxwell about Ezra
2. Defeat Ezra Parker in Vault 118
3. Speak with Maxwell in Vault 118OR
4. Defeat Ezra Parker in Vault 118
5. Tell Maxwell about Ezra's death

LOCATIONS TO EXPLORE

- Vault 118

CASE CLOSED

This quest only becomes available when you've successfully identified Ezra Parker (who's been posing as Julianna Riggs) as the murderer in Side Quest: Brain Dead. Available objectives change based on how you chose to deal with Ezra.

Option 1: Help Ezra

This option is only available if you agreed to let Ezra go free. Wait for him to flee the Vault, then return to Maxwell and reveal that Ezra is the killer. You can end your report with one of three claims: Ezra got away, Ezra has been killed, or Ezra is no longer a threat to Vault 118. No matter which option you choose, Maxwell pays you the promised reward.

Option 2: Betray Ezra

This option is only available if you agreed to let Ezra go free. Before Ezra can escape, return to Maxwell and reveal what you've learned. Watch (or help) as the Vault 118 security team destroys the fleeing murderer. When the fight ends, speak to Maxwell to receive your payment. You can also collect any desired items from Ezra/Julianna's remains.

Option 3: Attack Ezra

Agree to let Ezra go free and immediately attack him. Defeat Ezra, then return to Maxwell and tell him you've solved the case and eliminated the killer. You receive your payment along with whatever valuables you might have collected from Ezra/Julianna's remains.

Option 4: Subdue Ezra

Refuse to let Ezra go free and wait for him to turn hostile. Defeat Ezra, then return to Maxwell and tell him what happened. You receive your payment along with whatever valuables you might have collected from Ezra/Julianna's remains.

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Living on the Edge

1. Help the citizens of Far Harbor
2. (Optional) Talk to Cassie Dalton
3. (Optional) Talk to Captain Avery
4. (Optional) Talk to the Mariner (Receive Hull Breach)
5. (Optional) Talk to the Mariner (Receive Hull Breach 2)
6. (Optional) Help the Mariner
7. (Optional) Help Cassie Dalton
8. (Optional) Help Captain Avery
9. (Optional) Help the Mariner again
10. Talk with Teddy Wright

LOCATIONS TO EXPLORE

- Far Harbor

FAR HARBOR HARDSHIPS

This quest begins during Main Quest: Walk in the Park. After you help defend the Hull against a series of hostile creatures, Captain Avery explains how difficult it's become to survive on the Island. If you hope to endear yourself to the people of Far Harbor, seek out any residents that could use some help from an experienced adventurer.

Initially, only two people are ready to enlist your services. Talk to the Mariner to begin Far Harbor Quest: Hull Breach. Speaking to Cassie Dalton starts Far Harbor Quest: Blood Tide. You're under no obligation to accept (or complete) these quests, but doing so is an important step toward earning the trust of Far Harbor, and your success is sure to yield additional tasks from some of the town's less welcoming residents.

The tasks you accept (and when you choose to complete them) determine which optional objectives become available as you progress through this quest.

LIVING ON THE EDGE: RELATED QUESTS

QUEST	NOTES
Hull Breach	Speak to the Mariner to begin this quest.
Hull Breach 2	Complete **Far Harbor** Quest: **Hull Breach** by returning the **Power** Tools to the Mariner. Allow enough time for the Mariner to make the necessary repairs, then speak to her again to receive this quest.
Blood Tide	Speak to Cassie Dalton to begin this quest.
Safe Passage	Complete Main Quest: **Walk in the Park**, then speak to Captain Avery to begin this quest.

Accept and complete the related quests until Teddy Wright seeks you out to suggest a way you could further improve your reputation with Far Harbor. Agree to his plan to begin Far Harbor Quest: Rite of Passage.

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Far Harbor Side Quests

Rite of Passage

1. Drop meat in the water
2. Kill the Mirelurks
3. Drop more meat in the water
4. Kill the Mirelurks
5. Kill the Mirelurk Queen
6. Return to Teddy Wright

LOCATIONS TO EXPLORE

- Far Harbor

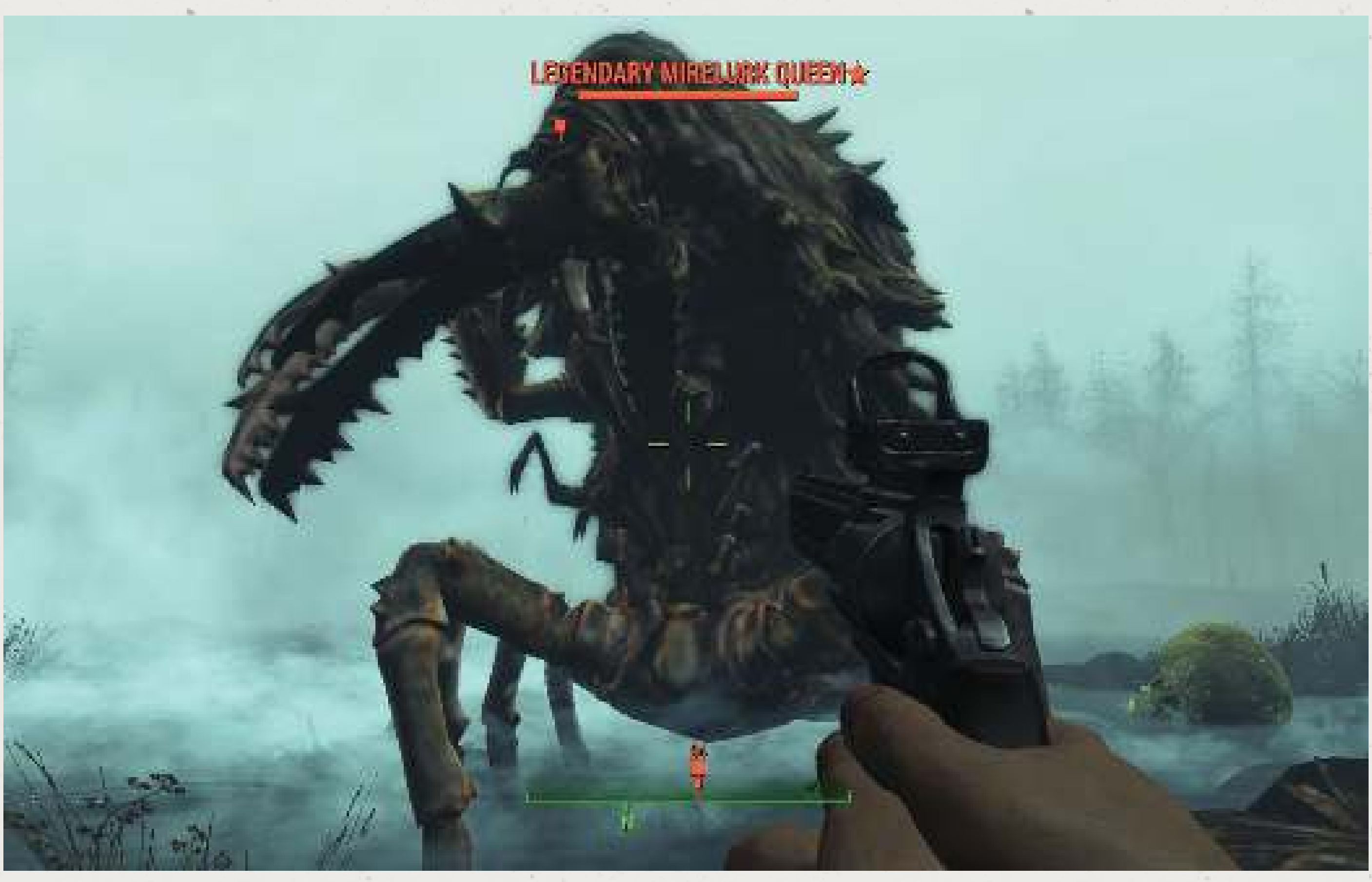
A MODEST PROPOSAL

Your willingness to help the citizens of Far Harbor has impressed Teddy Wright, and he's got a plan that should help you earn the respect of the entire town. Long ago, those hoping to lead Far Harbor participated in a rite known as the Captain's Dance. Although completing the Captain's Dance wouldn't give a mainlander any special privileges in the town, it would almost certainly bolster your reputation with Far Harbor's less trusting citizens.

OF MEAT AND MIRELURKS

Teddy Wright offers a brief description of the Captain's Dance, directs you toward a Mirelurk feasting ground, and promises to send someone to witness your ordeal. You'll need two pieces of uncooked meat to lure your prey into the area. If you don't have the supplies on hand, check the Far Harbor vendors for raw meat, or simply keep an eye out for suitable prey as you travel to the feeding grounds.

Make your way to the marked location and drop a piece of meat into the water. Defeat the Mirelurks that appear, then drop another piece of meat into the water to draw a second group of Mirelurks into the area. Once you've dealt with the new arrivals, a Mirelurk Queen emerges from the water.



Defeat the Mirelurk Queen, then return to Far Harbor. Word of your accomplishment has already reached Teddy Wright. The townsfolk have been gathered and a banquet has been prepared in your honor. Wait for Teddy to address the crowd, and then speak to him to receive a unique piece of headgear and a powerful aid item.

The Captain's Hat

The Captain's Feast

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The Changing Tide

1. Further help the citizens of Far Harbor
2. (Optional) Talk to Cassie Dalton
3. (Optional) Talk to Captain Avery
4. (Optional) Talk to the Mariner(Begin "Hull Breach")
5. (Optional) Talk to the Mariner(Begin "Hull Breach 2")
6. (Optional) Talk to the Mariner(Begin "Hull Breach 3")
7. (Optional) Talk to the Mariner(Begin "The Great Hunt")
8. (Optional) Help Cassie Dalton
9. (Optional) Help Captain Avery
10. (Optional) Help the Mariner
11. (Optional) Help the Mariner
12. (Optional) Help the Mariner
13. (Optional) Help the Mariner
14. Talk to Mitch
15. Talk to Small Bertha
16. Help Mitch
17. Help Small Bertha
18. Talk to Captain Avery

LOCATIONS TO EXPLORE

- Far Harbor

FAR HARBOR'S CHAMPION

Once you've completed the Captain's Dance, the people of Far Harbor are much more trusting. Speak to Mitch to start Far Harbor Quest: The Hold Out. Talking to Small Bertha begins Far Harbor Quest: Turn Back the Fog. Depending on which tasks you've chosen to complete, you also receive optional objectives related to quests offered by the Mariner, Cassie Dalton, and Captain Avery.

Although completing optional objectives improves your popularity with the people of Far Harbor, it has no effect on the quest itself. Complete Far Harbor Quest: The Hold Out and Far Harbor Quest: Turn Back the Fog, then speak to Captain Avery to receive a well-deserved reward. In recognition of all you've done for the people of her town, Avery offers a particularly useful outfit and her heartfelt gratitude.

Rescue Diver Suit

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UNRAVEL THE SECRETS AND THE MYSTERY OF...
FAR HARBOR

Far Harbor Side Quests

Blood Tide

1. Eliminate the Feral Ghouls
2. Return to Cassie Dalton
3. Eliminate the Fog Crawler
4. Return to Cassie Dalton
5. Eliminate the Trapper leader
6. Return to Cassie Dalton

LOCATIONS TO EXPLORE

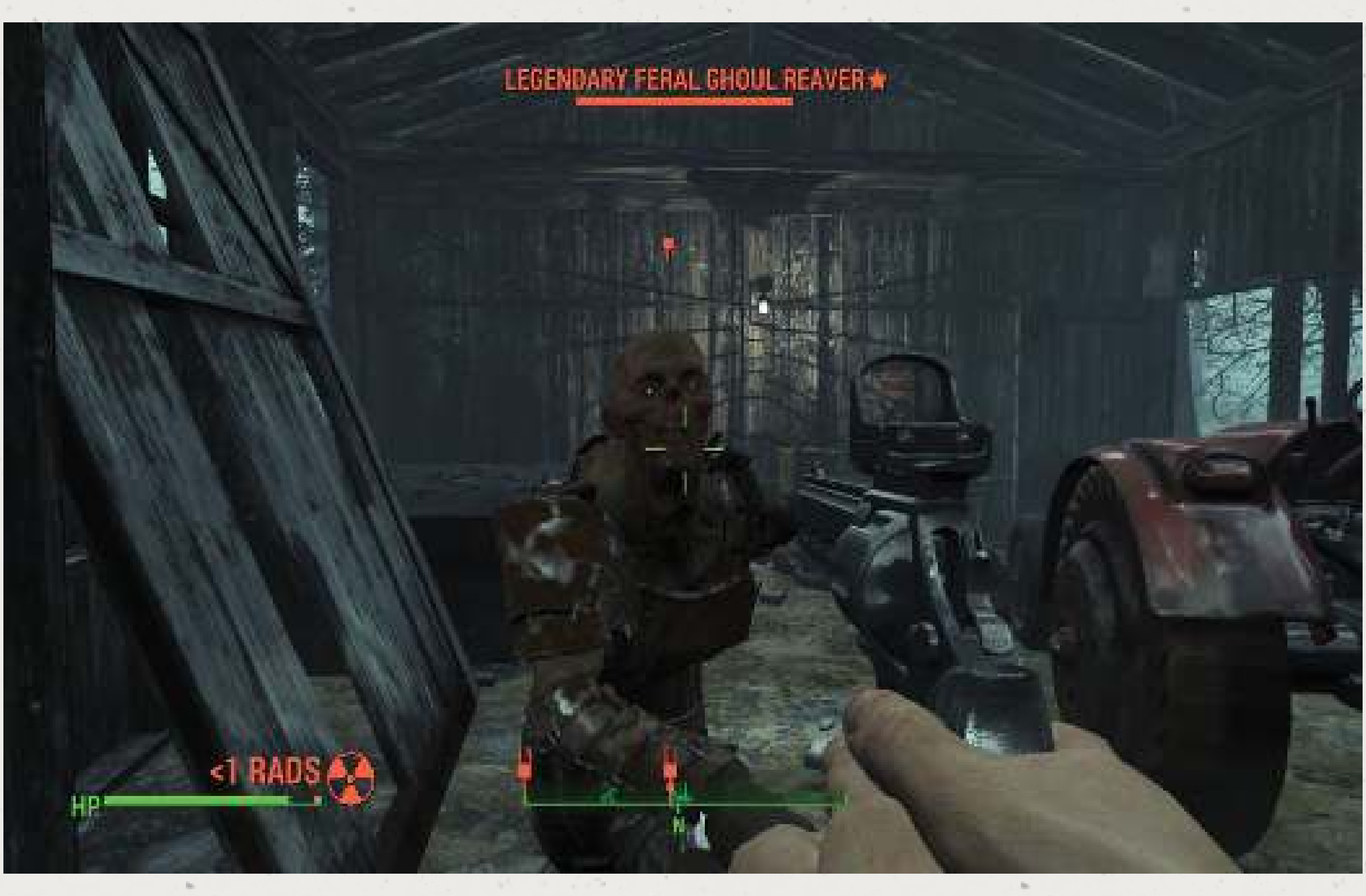
- Far Harbor
- National Park Campground
- Dalton Farm
- Brooke's Head Lighthouse

A TALE OF VENGEANCE

Cassie Dalton believes that the Island has been seeking revenge on members of her family, and she's not about to take it lying down. As the last of her bloodline, Cassie aims to avenge her fallen relatives—and she's hoping you'll help her do so.

AVENGING PETEY

Petey Dalton died from injuries he sustained during a Feral Ghoul attack in the National Park Campground. Cassie wants you to head out to the site and avenge her slain cousin. Travel to the National Park Campground west of Far Harbor and clear out all of the Feral Ghouls in the area. Once you've eliminated all of the targets, return to Far Harbor.



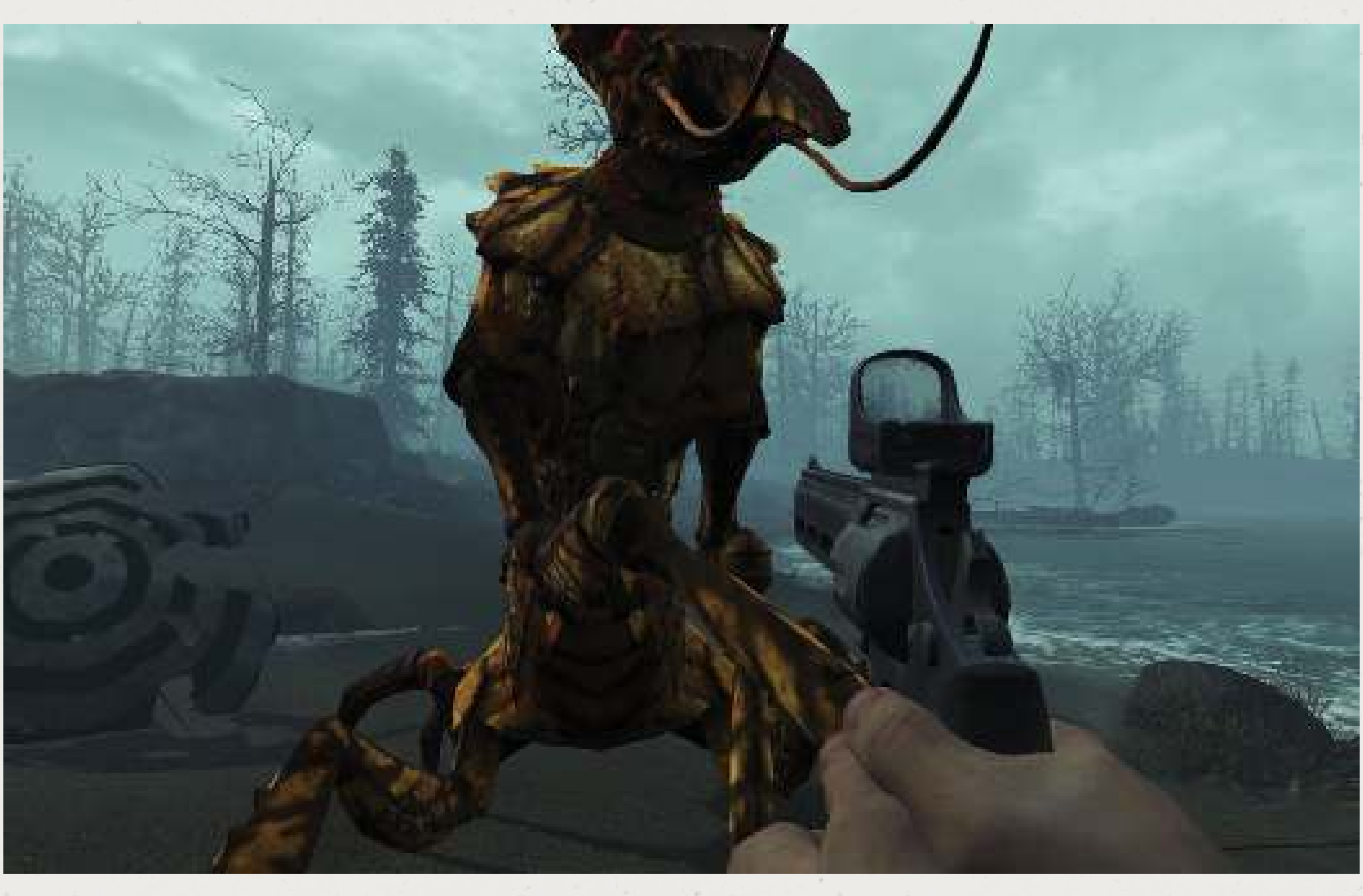
Report your success to Cassie Dalton to receive some caps (about 200) and her next task.

CHARISMA

(Easy) Persuade Cassie Dalton to pay an extra 100 caps for avenging her cousin Petey.

AVENGING GRANDPA GEORGE

Cassie has never gotten over the loss of her Grandpa George, and she wants you to deal with the beast responsible for his death. Travel to Dalton Farm and eliminate the Fog Crawler lurking in the area. Fog Crawlers rank among the Island's most dangerous creatures, so be prepared for a difficult fight upon your arrival.



Once you've defeated the Fog Crawler, return to Cassie Dalton to collect your payment and another objective. As an additional reward, Cassie allows you to add Dalton Farm to your collection of Workshop Settlements.

CHARISMA

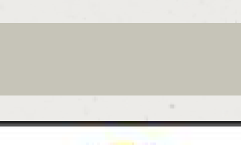
(Easy) Persuade Cassie Dalton to pay an extra 100 caps for avenging her Grandpa George.

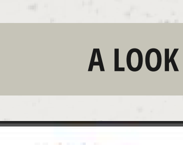
AVENGING DANIEL

Cassie's husband was killed when some fog-mad Trappers took over his favorite fishing spot. Of all the tragedies Cassie has suffered, the loss of her husband has been the hardest to accept. She asks you to seek out the Trappers at Brooke's Head Lighthouse and eliminate the man responsible for her husband's death.

The lighthouse is well defended, and you're sure to meet considerable resistance when you arrive. However, Cassie is only concerned with a single target. You're free to deal with most of the Trappers in whatever way you see fit, but their leader must be killed. Make your way to the top of the lighthouse and eliminate the marked target to bring Daniel's killer to justice.

A LOOK AT THE LIGHTHOUSE





Mysterious Holotape

Douglas's Key

Islander's Almanac

Power Armor Part

The Trappers at Brooke's Head Lighthouse have amassed quite a collection of valuable **items**. Loot the Mysterious Holotape from the Trapper leader's corpse (the information it holds might shed some light on your dealings with Cassie Dalton). Grab Douglas's Key from the bathtub in the lighthouse lamp room—it unlocks a submerged trunk in one of the fishing nets attached to the nearby pier. The living area at the top of the lighthouse also contains an issue of Islander's Almanac.

Before you leave the area, check the shed west of the main building for a new addition to your **Power Armor** collection.

Once you've dealt with the Trapper leader, return to Far Harbor and speak to Cassie Dalton. With her bloodline finally avenged, she repays your kindness with 500 caps and a uniquely powerful pole hook.

Bloodletter

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Safe Passage

1. Talk to Captain Avery
2. Search for Howard Dunbar
3. Use the Power Modules to Repair the Fog Condensers
4. Return to Captain Avery

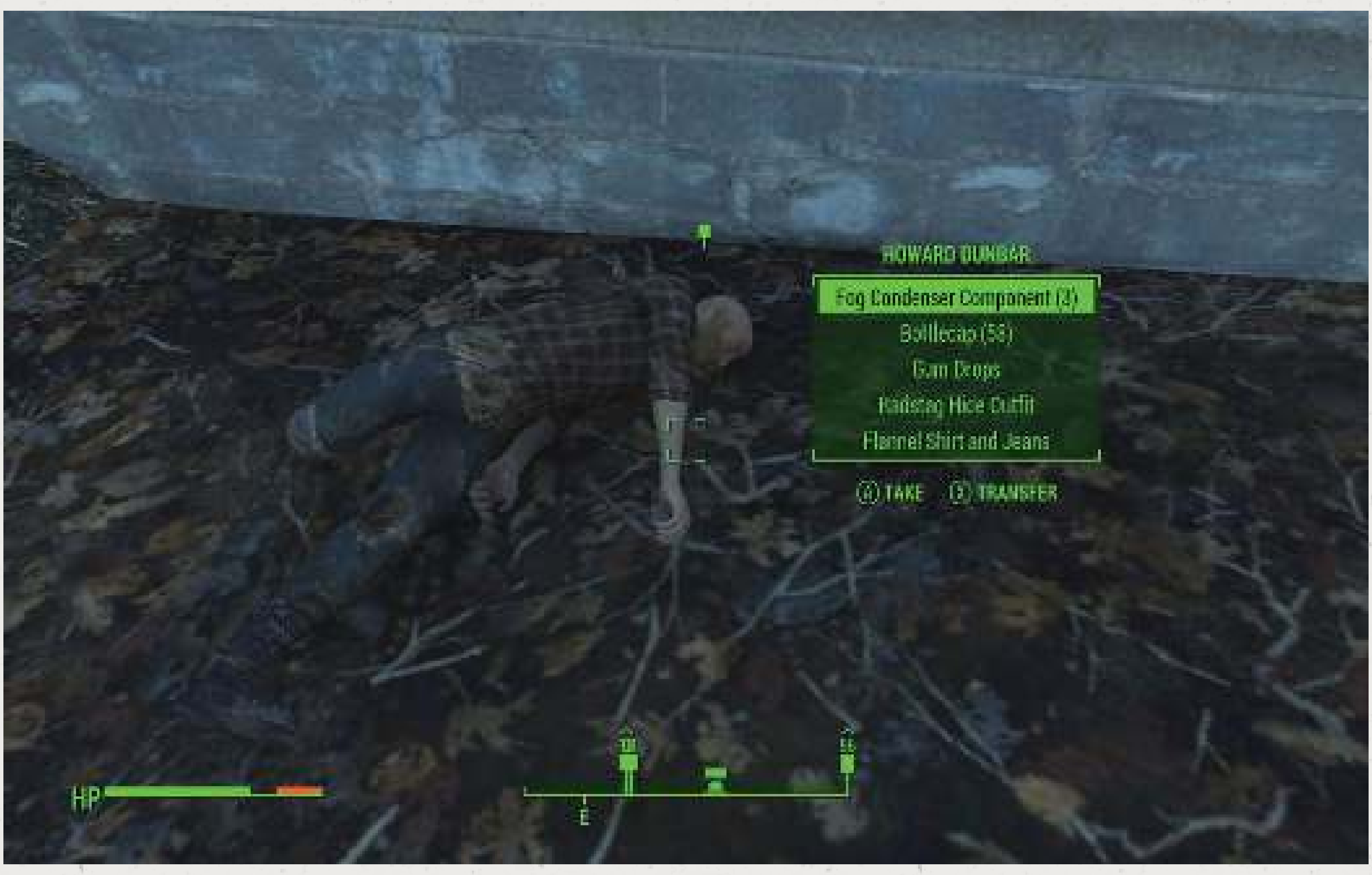
LOCATIONS TO EXPLORE

- Far Harbor

A QUICK FIX

This quest becomes available after you've completed Main Quest: Walk in the Park and/or Far Harbor Quest: Rite of Passage. To begin the quest, speak to Captain Avery and ask about available work. As luck would have it, some of the town's fog condensers have been damaged. Although a Far Harbor resident has already been sent out to repair the malfunctioning equipment, he's yet to return. Captain Avery would like you to track down her missing citizen and—if necessary—complete the repairs in his place.

Leave Far Harbor and head toward the marked location to the southwest. Just as Avery feared, Howard Dunbar was killed by some Mirelurks just outside of the town. Deal with the hostile creatures, and then recover the Fog Condenser Components from poor Howard's corpse.



Fog Condenser Component

Once you've collected the components, use them to repair the marked fog condensers to the south. Once all three condensers are functioning, return to Far Harbor and report your success to Captain Avery. Although she'd hoped for better news about Howard Dunbar, Avery is grateful that you've secured the route to the town's water supply. You can take the offered reward of 200 caps or attempt to negotiate a higher rate for your services.

CHARISMA

(Easy/Medium/Hard) Convince Captain Avery to compensate you with 50-200 caps above her original offer.

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Hull Breach

1. Get power tools
2. Give the Mariner the tools

LOCATIONS TO EXPLORE

- Eagle's Cove Tannery

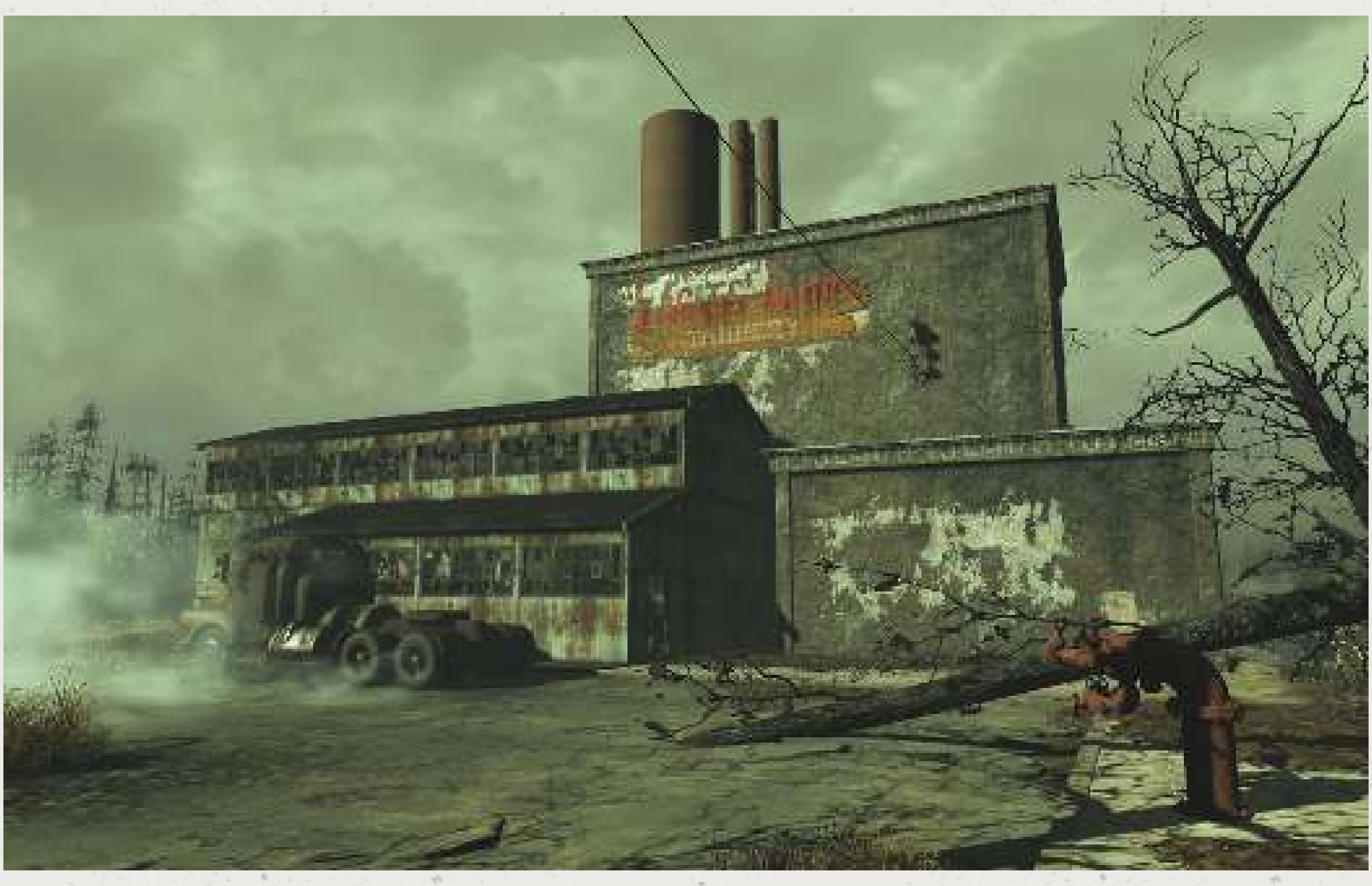
THE RIGHT TOOLS FOR THE JOB

The Mariner is responsible for the important but thankless job of maintaining the Hull—a defensive wall that prevents the Island's most dangerous inhabitants from wandering into Far Harbor. After the latest skirmish, the Mariner believes the Hull would benefit from some long overdue repairs. The job requires a rare set of prewar tools stashed in the Eagle's Cove Tannery, and the Mariner is willing to pay 450 caps if you manage to procure them.

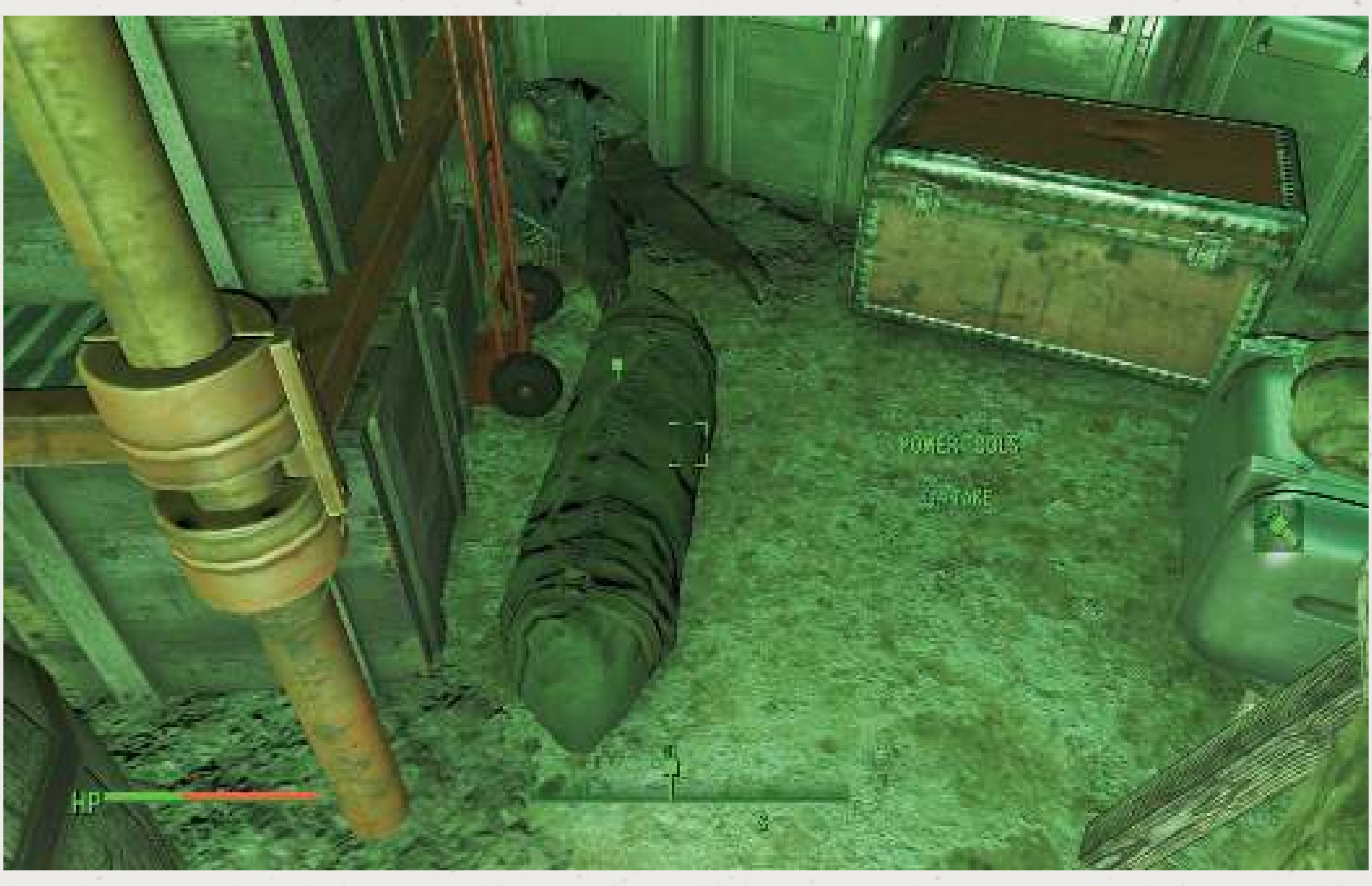
CHARISMA

(Medium) Persuade the Mariner to offer a spare weapon in addition to the promised caps.

The tools the Mariner needs are located on the main structure's lower level. If you're handy with a bobby pin, you can enter the covered area on the building's south side and unlock the basement door (Master). Otherwise, use the main entrance to enter the tannery and fight your way to the interior staircase.



The area is infested with Feral Ghouls—no matter which path you take, you're sure to encounter several of these foul creatures. While most ghouls drop useful items, pay special attention to the Glowing One variant waiting in the basement. After you defeat this formidable foe, search its remains to find a key to the building's southern entrance. Collect the nearby Power Tools, sweep the area for useful items, and then use your preferred exit to head back outside.



Tannery Key

Power Tools

The Mariner isn't the only one interested in a set of functional power tools. If you're more interested in earning caps than gaining friends, search the area outside of the tannery for Machete Mike. This would-be craftsman is willing to buy the tools for 2,000 caps. After a bit of haggling, he might even go as high as 2,750 (Medium). Of course, there are consequences to breaking your deal with the Mariner. Selling to Machete Mike damages your reputation with Far Harbor and prevents the Mariner from offering additional tasks. Alternatively, you can choose to kill Machete Mike and take all his caps. But if you decide to kill him you will not receive any further quests from the Mariner. This can impact the story later as the Mariner reveals she suspects you murdered Machete Mike.

If you choose to honor your deal with the Mariner, return to Far Harbor and deliver the power tools to collect the agreed-upon reward. Doing so improves your reputation with Far Harbor and helps ensure that the Mariner will offer more work in the future.

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UNRAVEL THE SECRETS AND THE MYSTERY OF...
FAR HARBOR

Far Harbor Side Quests

Hull Breach 2

1. Clear Trappers at the MS Azalea
2. Return to the Mariner

LOCATIONS TO EXPLORE

- MS Azalea

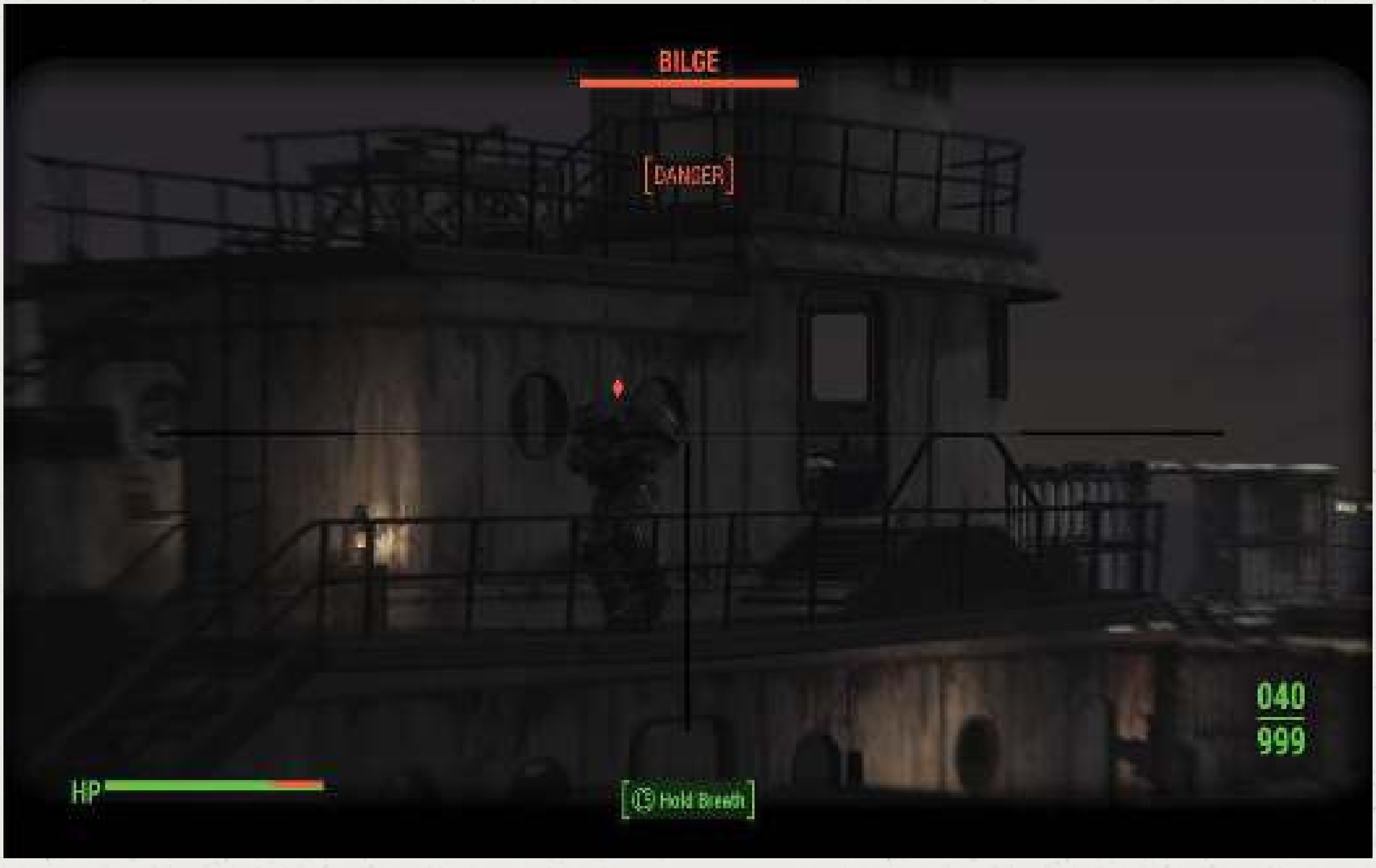
BUILDING A BETTER WALL

This quest becomes available after you've delivered the power tools to the Mariner and allowed her enough time to put them to use. Repairing the Hull has given the Mariner some ideas for further improvements. The materials she needs can be salvaged from the MS Azalea, and she wants you to deal with the Trappers that are currently occupying the area.

HELPFUL HINT FROM VAULT BOY!

The Mariner wants to get the Hull reinforced as quickly as possible. If you want to know why she's in such a rush, make sure you press her for more information before you agree to help further. Learning the Mariner's secret now can affect the conversations the two of you will share in the future.

Travel to the MS Azalea and secure the area for the Mariner's work crew. Eliminate the marked targets (and any other Trappers that get in your way), then return to Far Harbor. Report back to the Mariner to receive 400 caps and the chance for more work in the future.



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Far Harbor Side Quests

Hull Breach 3

1. Collect 3 Mirelurk Carapaces
2. Deliver 3 carapaces to the Mariner

LOCATIONS TO EXPLORE

- Haddock Cove

PREPARING FOR THE WORST

This quest becomes available after you complete **Far Harbor** Quest: **Hull Breach 2** and allow the Mariner's work crew enough time to salvage materials from the MS Azalea. The Hull is now strong enough to withstand virtually any conventional attack, but it's still vulnerable to corrosion (like the acid attacks from the Mirelurk queen). The Mariner thinks incorporating the shells of slain Mirelurks would eliminate this flaw, and she's counting on you to procure the necessary materials.

You can find Mirelurks scattered across the Island, but the Mariner recommends that you investigate Haddock Cove. Travel to the suggested hunting ground and search the area for suitable targets. Kill and loot any Mirelurks you find until you've collected at least three Mirelurk Carapaces, then return to **Far Harbor**. If you are looking to collect more capsyou can loot the mirelurk carpaces for an extra source of caps. Deliver the carapaces to the Mariner to receive some caps (about 615) and a unique Harpoon Gun.

Mirelurk Carapace (x3)

Defender's Harpoon Gun

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The Hold Out

1. Search for Uncle Ken
2. Defend the Visitor's Center
3. Talk with Uncle Ken
4. Return to Mitch

LOCATIONS TO EXPLORE

- National Park Visitor's Center

THE TIES THAT BIND

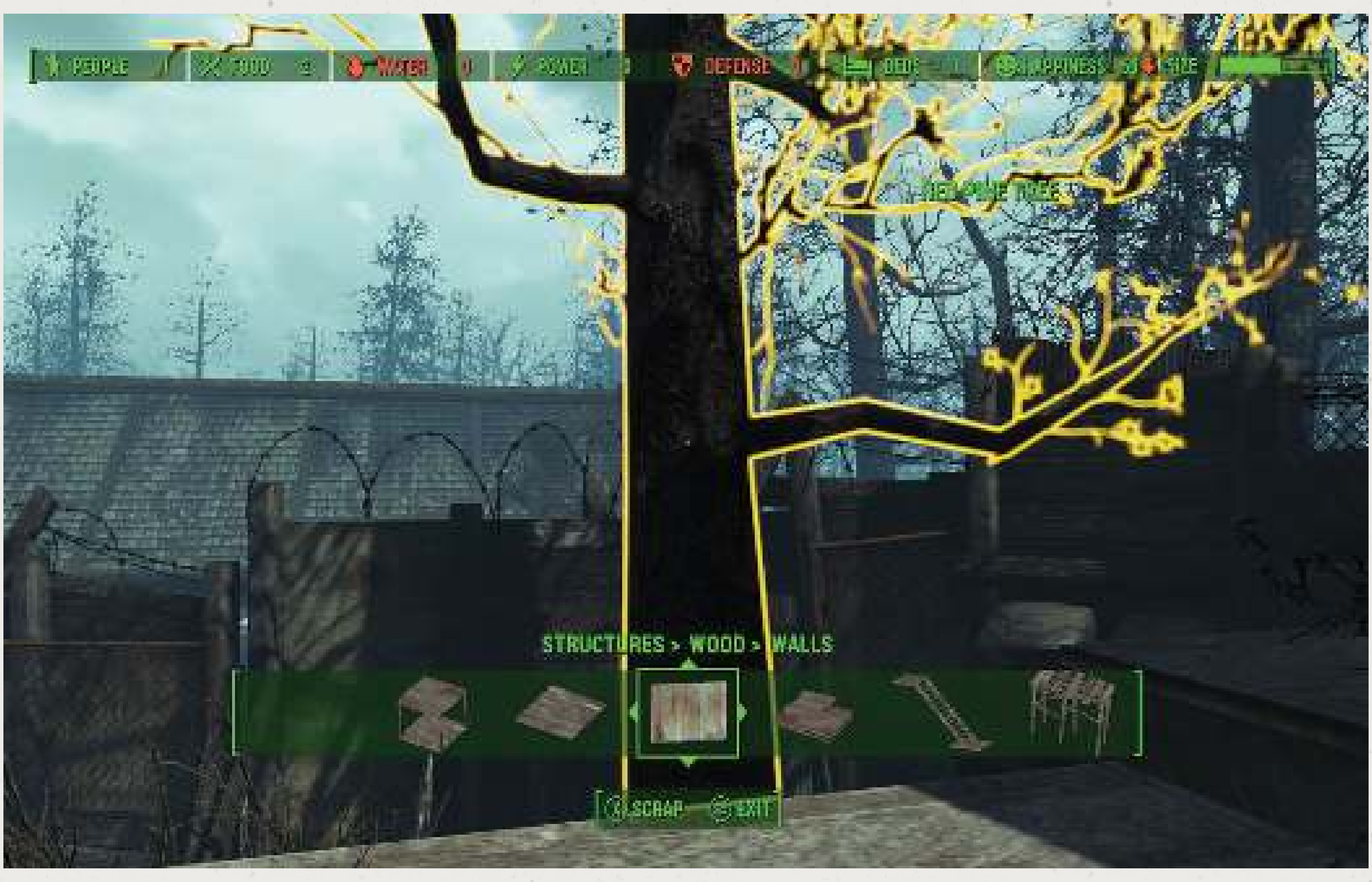
This quest becomes available after you've completed Far Harbor Quest: Rite of Passage. Mitch, the proprietor of the Last Plank, is concerned about his Uncle Ken. Despite the growing dangers of the Island, Uncle Ken refuses to leave his homestead at the National Park Visitor's Center. Mitch asks you to check in on his uncle and—if possible—convince the stubborn old man to relocate to Far Harbor.

CHARISMA

(Hard) You can attempt to convince Mitch to provide some useful aid items. A successful negotiation yields a small supply of Stimpaks and RadAway to help mitigate the effects of the radioactive fog.

Travel to the National Park Visitor's Center to seek out Mitch's uncle. The area is riddled with traps, so it's best to approach with caution. Uncle Ken isn't exactly pleased to see you, and your arrival seems to have drawn some unwanted attention from a large group of Trappers. If you want to finish your conversation with Uncle Ken, you must first help him survive the coming battle.

Uncle Ken grants you the use of his Workshop and urges you to make the area more defensible. Whether or not you do so is up to you, but the Workshop contains enough components to build a variety of traps, turrets, and walls. If needed, you can also scrap available items to salvage additional building materials. When you're satisfied with your handiwork, speak to Uncle Ken and ready yourself for the imminent attack.

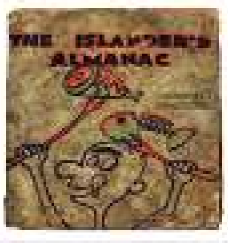


Wait for the Trappers to arrive, then help Uncle Ken defeat the invaders by any means necessary. When the last Trapper is slain, return to Uncle Ken and resume your conversation. You can attempt to persuade Uncle Ken to leave his home, or you can simply leave him in peace.

CHARISMA

(Medium/Hard) Uncle Ken is an undeniably stubborn individual, but the right tact might persuade him to return to Far Harbor.

REQUIRED READING



Islander's Almanac

Are you looking for new and exciting local recipes? Check out the Islander's Almanac located atop a counter on the ground floor of the visitor's center.

Once Uncle Ken has made up his mind, return to Far Harbor and speak to Mitch. Regardless of the outcome, Mitch repays your kindness with some caps (about 610) and the recipe for his signature drink. You also retain permission to use Uncle Ken's Workshop, adding the National Park Visitor's Center to the list of settlements under your control.

Fire Belly Recipe

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Far Harbor Side Quests

Turn Back the Fog

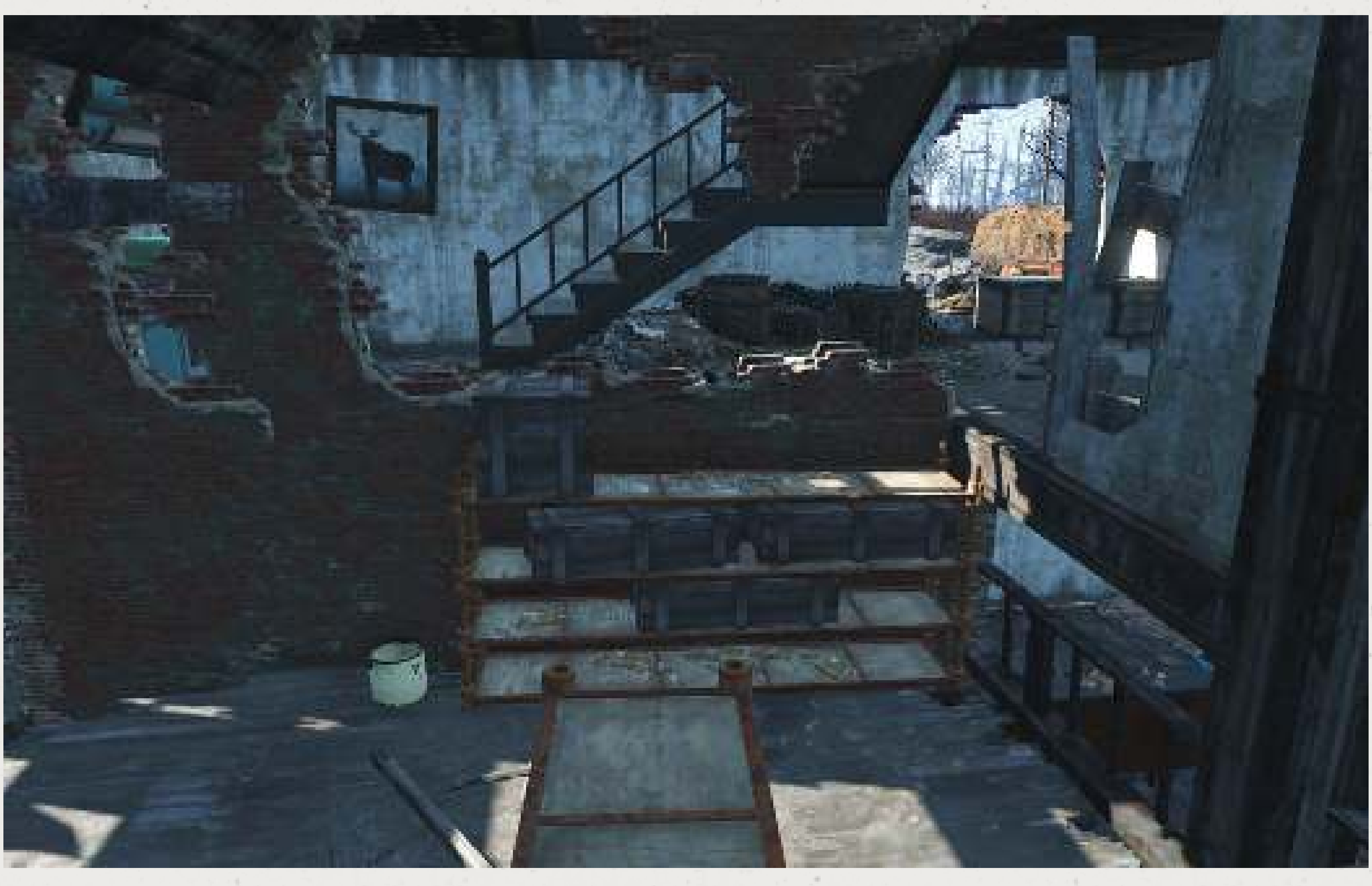
1. Secure Echo Lake Lumber
2. Return to Small Bertha
3. Follow Small Bertha
4. Talk to Small Bertha

LOCATIONS TO EXPLORE

- Far Harbor
- Echo Lake LumberA Home for the Harbormen

This quest becomes available after you complete Far Harbor Quest: Rite of Passage. Small Bertha is determined to find a permanent home for the town's struggling Harbormen, and it just so happens she's identified a suitable location. Echo Lake Lumber is wired to a functioning wind farm—if you're willing to clear the area of threats, Small Bertha is certain the Harbormen could transform the mill into a thriving settlement.

Travel to Echo Lake Lumber and deal with the Feral Ghouls scattered in and around the main structure. Some of your targets are trapped on the structure's upper floors—to reach them, you can either use a bobby pin to open the locked door near the center of the building (Advanced) or use the available shelves to jump up to the attic steps.



HARVEST SEASON

The Harvester

As you **clear out** the lumber mill's main structure, look for the steamer trunk stashed away in the attic. This container holds a unique Ripper that grants a chance to stagger your target with each hit.

Search the rest of the area and neutralize any remaining threats. Once you've defeated the last of the Feral Ghouls, a shady individual named Malcolm charges into the area. This crazed Trapper claims to be the lumber mill's rightful owner, and—as a gesture of thanks—he offers you the chance to leave unharmed.

How you choose to handle this situation can significantly affect your reputation with Far Harbor and the future of Echo Lake Lumber. When Malcolm approaches you, you have three basic options:

- Allow Malcolm to reclaim the lumber mill. You can accomplish this by ignoring Malcolm or agreeing to leave as instructed.
- Kill Malcolm. You can engage him directly or provoke him into attacking you by refusing his claim to the lumber mill.
- Agree to lure fresh victims to the lumber mill. This option becomes available if you ask Malcolm to share the land—he doesn't care for your suggestion, but he's willing to pay 615 caps if you promise not to warn the Harbormen about his presence.

If you chose to kill Malcolm, simply return to Far Harbor and tell Small Bertha you've completed her task. If you leave Echo Lake Lumber while Malcolm is alive, you have another important decision to make. You can:

- Lie to Small Bertha about Malcolm. If you assure her the lumber mill is clear, Small Bertha unknowingly leads the Harbormen to a gruesome end. In time, the citizens of Far Harbor come to blame you for the loss of their friends.
- Warn Small Bertha about Malcolm. If you mention the lone Trapper to Small Bertha, the Harbormen are able to deal with Malcolm and claim the lumber mill as their new home.
- Convince Small Bertha to let Malcolm keep his land. Choosing this option ends the quest and damages your reputation as a friend to Far Harbor.

If your report convinces Small Bertha that relocation is possible, she pays you a modest sum of 14 caps and begins the next step of her plan. Follow Small Bertha into Teddy Wright's office and help her convince Captain Avery to provide enough fog condensers to establish a settlement. If you allow the Harbormen to stumble into Malcolm's trap, the settlement is never established. Otherwise, Echo Lake Lumber is added to the list of settlements under your control. In either case, Teddy Wright is so excited by the prospect of a new settlement that he adds 410 caps to the sum paid by Small Bertha.

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The Great Hunt

1. Go to your boat
2. Look for the Red Death
3. Talk with the Mariner
4. Vanquish the Red Death
5. Sail back to Far Harbor
6. Receive a hero's welcome
7. Talk with the Mariner

LOCATIONS TO EXPLORE

- Far Harbor
- Read Death Island

A LEGENDARY FOE

This quest becomes available after you complete Far Harbor Quest: Hull Breach 3 and allow enough time for final touches to be placed on the Hull. The Mariner has made Far Harbor as safe as possible, but she has one piece of unfinished business on her mind. Rumor has it that a fierce beast known as the Red Death plagues the waters west of the Island. Not all locals believe the stories, but the Mariner is convinced they're true, and she wants to rid the Island of this threat once and for all. She believes she knows where to find this legendary monster, and she wants you to meet her there.

If you're willing to help, board Kenji Nakano's boat and set a course for Red Death Island. When the boat reaches its destination, disembark and speak to the Mariner. Compared to the stories she grew up hearing, the reality of the Red Death is decidedly underwhelming. The Mariner doesn't relish the idea of returning to Far Harbor with such laughable tale, and she's willing to do whatever you think is best. Once you've decided how to handle the situation the Mariner gives you a unique garment meant to commemorate a much more adventurous outing.

Legend of the Harbor

After you receive the Mariner's gift, vanquish the Red Death and sail back to Far Harbor. Meet the Mariner inside the town and wait for her to address the gathered crowd. When she finishes her story, speak to the Mariner to complete the quest.

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UNRAVEL THE SECRETS AND THE MYSTERY OF...
FAR HARBOR

Far Harbor Radiant Quests

Overview

The *Far Harbor* DLC features some new radiant quests, any of which has a chance to appear when you visit one of the island's Workshop Settlements. Settlers may ask you to defend them as they make needed repairs, eliminate known threats, or help them hunt down potentially profitable prey.

As with most radiant quests, completing these tasks is more about keeping your settlers happy and productive than material rewards, but payment is sometimes offered, and useful items can often be collected from the remains of defeated enemies.

FAR HARBOR RADIANT QUESTS

NAME	OBJECTIVE	NOTES
Condensers Down	Defend a given settlement from waves of vicious attackers while a resident repairs damaged fog condensers.	You can attempt to speed up the process by personally repairing the fog condensers, but doing so can leave your settlers open to attack. In any case, defensive objects like turrets and traps can be very useful during enemy attacks.
Deadliest Catch	Help a settler defeat a giant hermit crab.	When you accept the quest, your settler attempts to lead you to the related hermit crab. If you prefer to fast travel directly to the target location, the settler will generally be in position when you arrive.
Super Mutants in the Fog	Help a settler assault a Super Mutant stronghold.	When you accept the quest, the settler offers to lead you to the target location. You can accept the help or insist on going alone. Travel to the indicated location, defeat the marked target, and report your success to the settler.
Trapper Attack	Help a settler assault a Trapper stronghold.	When you accept the quest, the settler offers to lead you to the target location. You can accept the help or insist on going alone. Travel to the indicated location, defeat the marked target, and report your success to the settler.

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Far Harbor Nucleus Quests

Visions in the Fog

1. Drink from the Spring
2. Follow the Figure
3. Investigate the Holy Site
4. Unlock the Cache
5. Collect the Icon
6. Return to the Grand Zealot

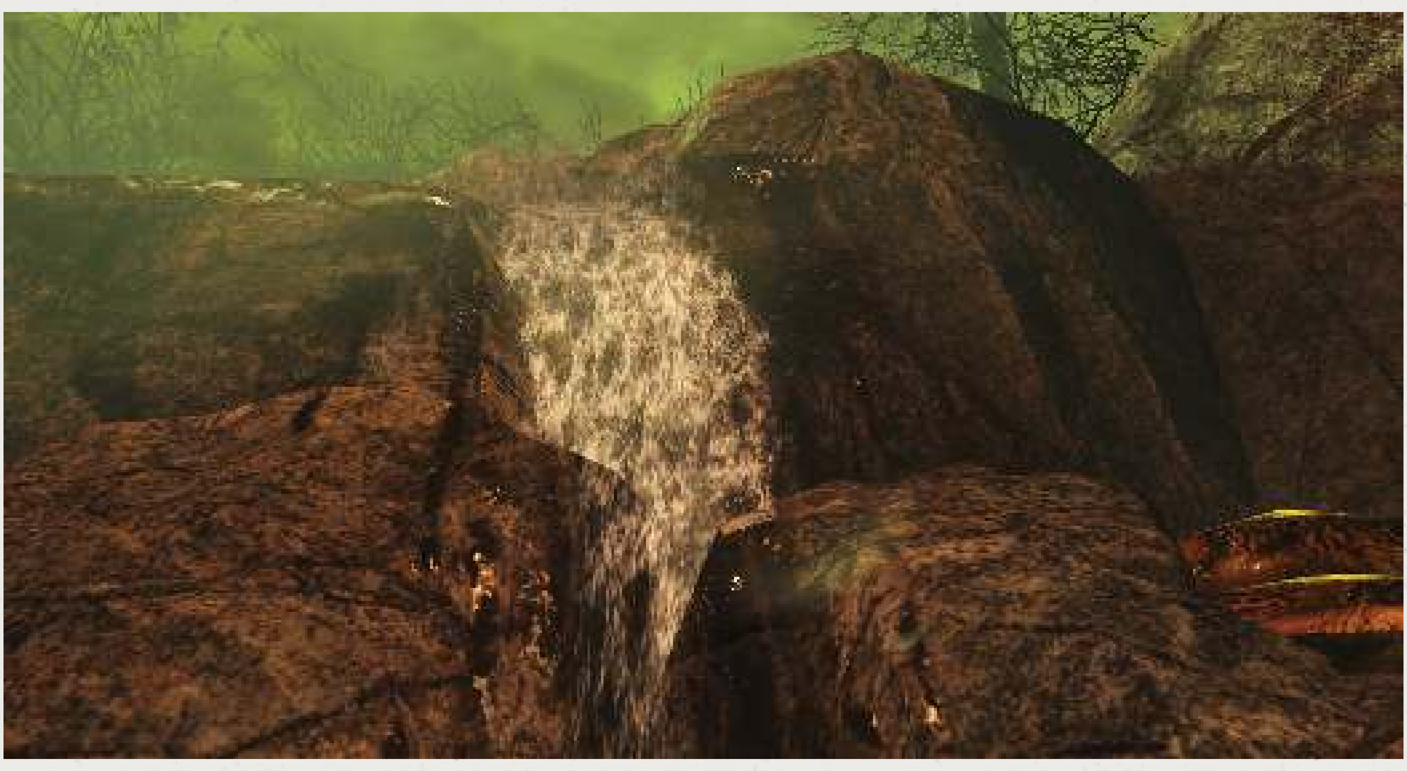
LOCATIONS TO EXPLORE

- The Nucleus
- Atom's Spring
- Children of Atom Shrine

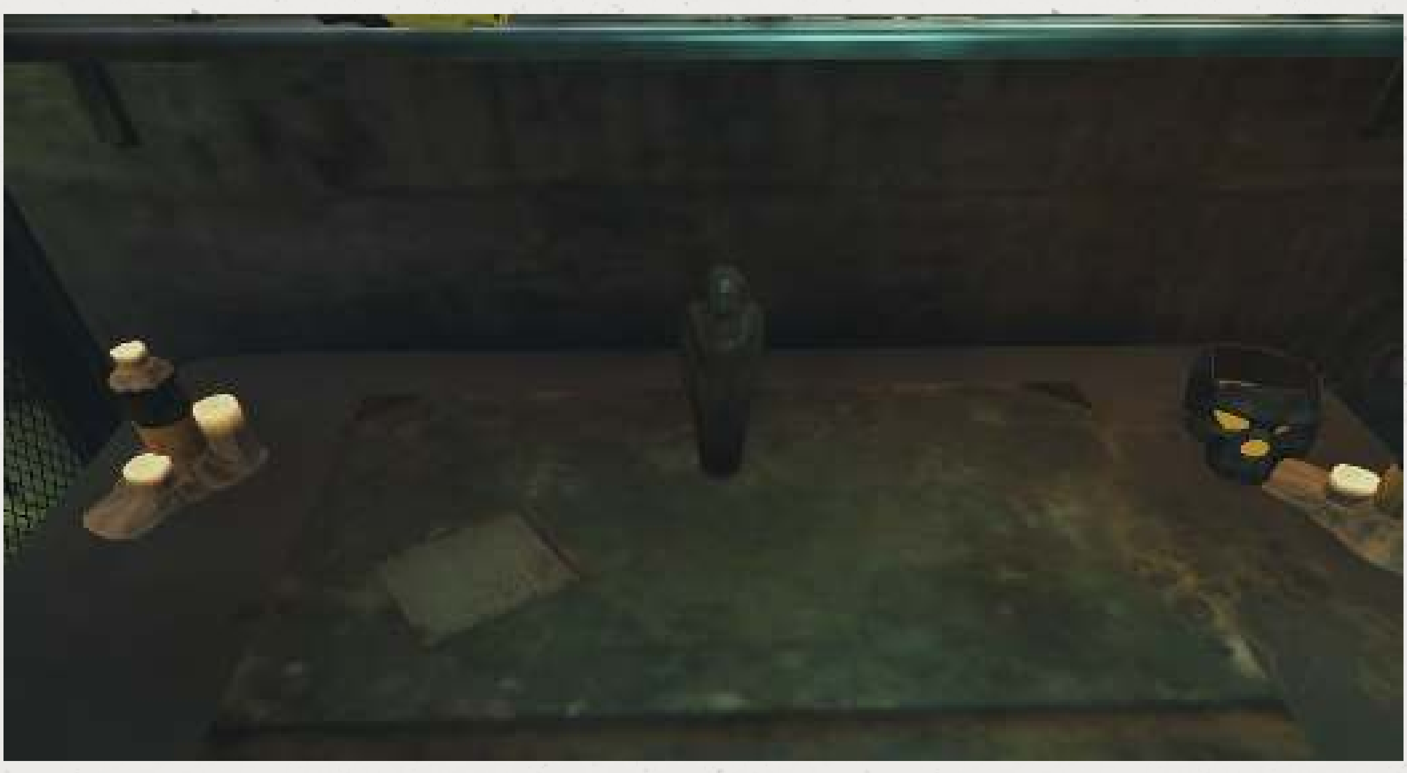
ONLY THE FAITHFUL

The Children of Atom have little patience for outsiders. Whether you're legitimately interested in their beliefs or simply serving as Acadia's emissary, you won't be permitted inside the Nucleus until you've proved yourself worthy of joining their ranks. The first time you visit the Nucleus, wait for the Children to settle their internal dispute, introduce yourself to Grand Zealot Richter, and agree to join the Children of Atom.

Those who wish to join the Children of Atom must prove their worth by completing a sacred ritual. Listen to Richter's instructions, then travel to Atom's Spring and drink from flowing water. Within seconds, the water's effects take hold. A Ghostly Figure appears and calls out to you. Follow this strange vision as it leads you to the nearby Children of Atom Shrine.



The Feral Ghouls lurking outside of the shrine are not part of your vision—vanquish these foul creatures and enter the small structure to find a Mother of Atom icon locked behind a set of security doors. The connected terminal can only be accessed with the correct passcode. Approach the Periodic Table of Elements hanging on the wall, and then examine the text scrawled across the nearby locker to receive the Shrine Password.



Shrine Password

Use the password to unlock the nearby terminal and open the shrine's security doors. Collect the revealed icon, then return to the Nucleus to report your success to Grand Zealot Richter.

Mother Icon

The Grand Zealot didn't expect you to return, but his surprise quickly gives way to curiosity. Answer his questions (and ask a few of your own, if you like), and then agree to join the Children of Atom. Your commitment is rewarded with access to the Nucleus and a set of robes befitting a follower of Atom.

Robes of Atom's Devoted

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What Atom Requires

1. Help the Children of Atom
2. (Optional) Assist the Grand Zealot
3. (Optional) Show the Icon to the High Confessor
4. (Optional) Help Zealot Ware
5. (Optional) Help the High Confessor
6. (Optional) Help Sister Mai

LOCATIONS TO EXPLORE

- The Nucleus

A SHOW OF DEVOTION

When the quest starts, you receive objectives to assist the Grand Zealot and the High Confessor. You can also earn some goodwill by delivering the Mother Icon to High Confessor Tektus. After you enter the Nucleus, wait for the High Confessor to finish his sermon, and then speak to his followers to discover two more opportunities to improve your relationship with the Children of Atom.

WHAT ATOM REQUIRES: RELATED QUESTS

QUEST	NOTES
The Heretic	Offer to help Grand Zealot Richter (inside of the Nucleus) to begin this quest.
The Trial of Brother Devin	Offer to help Zealot Ware to begin this quest.
Witch Hunt	Offer to help High Confessor Tektus to begin this quest.
Ablutions	Offer to help Sister Mai to begin this quest.

Whether or not you complete these tasks is up to you, but doing so will help make you a trusted member of High Confessor Tektus' congregation.

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The Heretic

1. Talk to Zealot Theil
2. Investigate Holy Sites
3. Investigate the Campground
4. Listen to the holotape "Gwyneth's Journal"
5. Investigate the Church
6. Confront or Kill Sister Gwyneth
7. Kill Sister Gwyneth
8. Return to Grand Zealot Richter

LOCATIONS TO EXPLORE

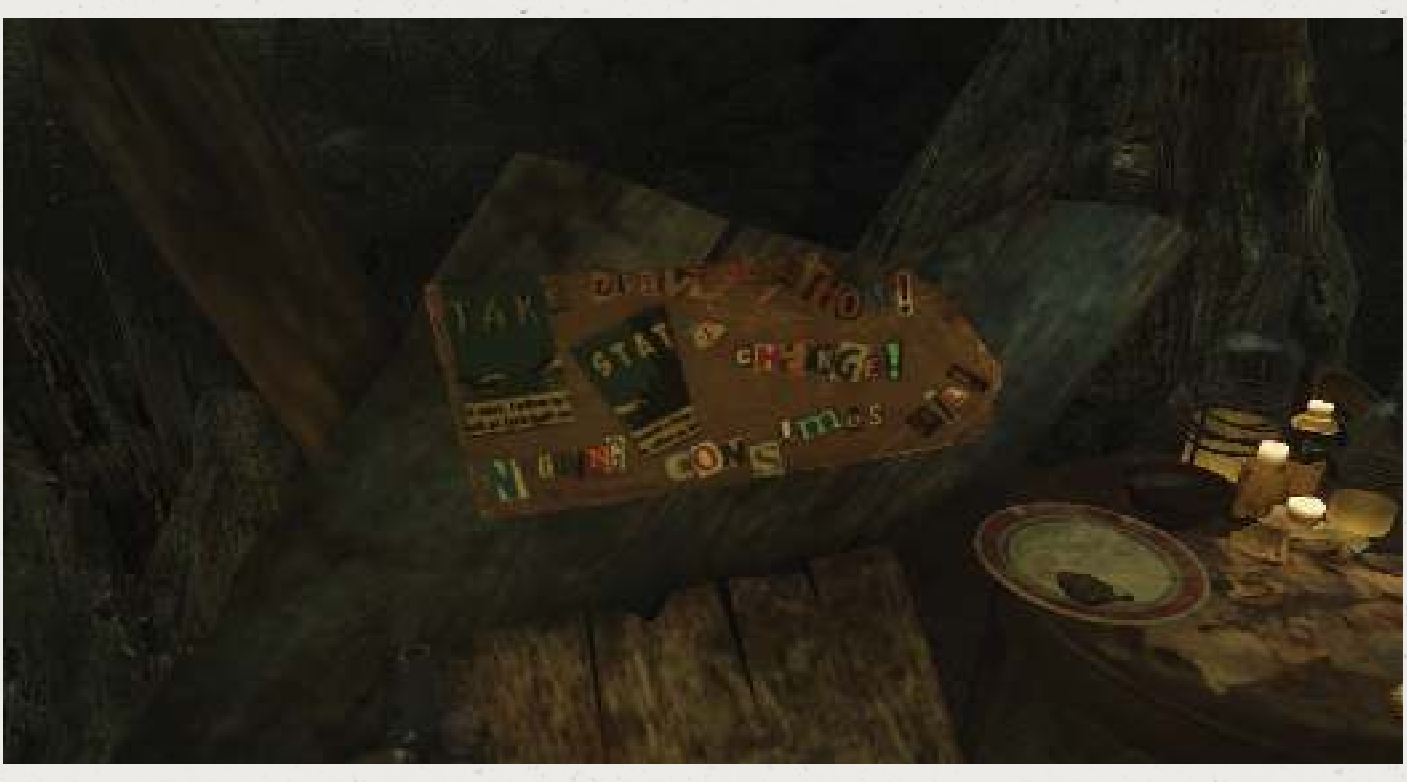
- The Nucleus
- Glowing Grove
- Radiant Crest Shrine
- Ruined Church

AN INTERNAL DISPUTE

Speak to Grand Zealot Richter after joining the Children of Atom to begin this quest. A former member of the congregation has been desecrating various holy sites, and the Grand Zealot wants you to put a stop to it. High Confessor Tektus has called for her execution, and while Richter isn't entirely convinced Sister Gwyneth is beyond saving, he expects you to complete the task ahead of you.

If you're willing to help, speak to Zealot Thiel for more information. Thiel is happy enough to discuss the day Sister Gwyneth left the Nucleus, but she also has some ideas regarding where to begin your search for the heretic. Hear her out, then travel to the marked holy sites on your Pip-Boy's map.

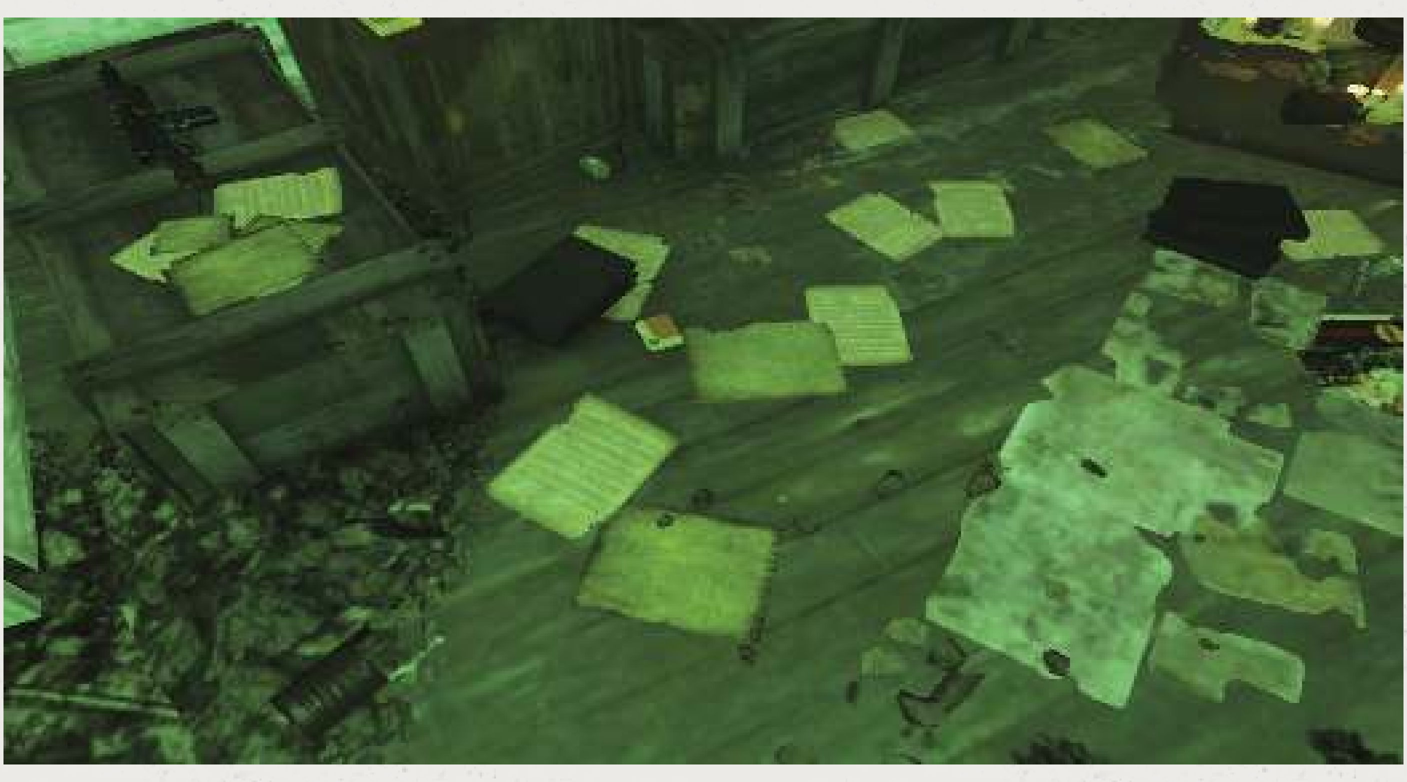
Sister Gwyneth has left blasphemous messages at Glowing Grove and Radiant Crest Shrine. Collect the Banner Pieces from the heretical sign at each location. Each sign contains two pieces–gather them all to reassemble the banner and reveal its place of origin. Then travel to the marked location to continue your search for Sister Gwyneth.



Banner Pieces (× 4)

Campground Banner

It seems that the banner used to make Sister Gwyneth's heretical messages came from a nearby campground. Travel to the marked location and investigate the remains of Waketak Station. Although most of the site's cabins have been boarded up, one structure remains open. Head inside, collect the Holotape from the floor, and listen to the recording to determine Sister Gwyneth's current whereabouts.



Sister Gwyneth's Journal

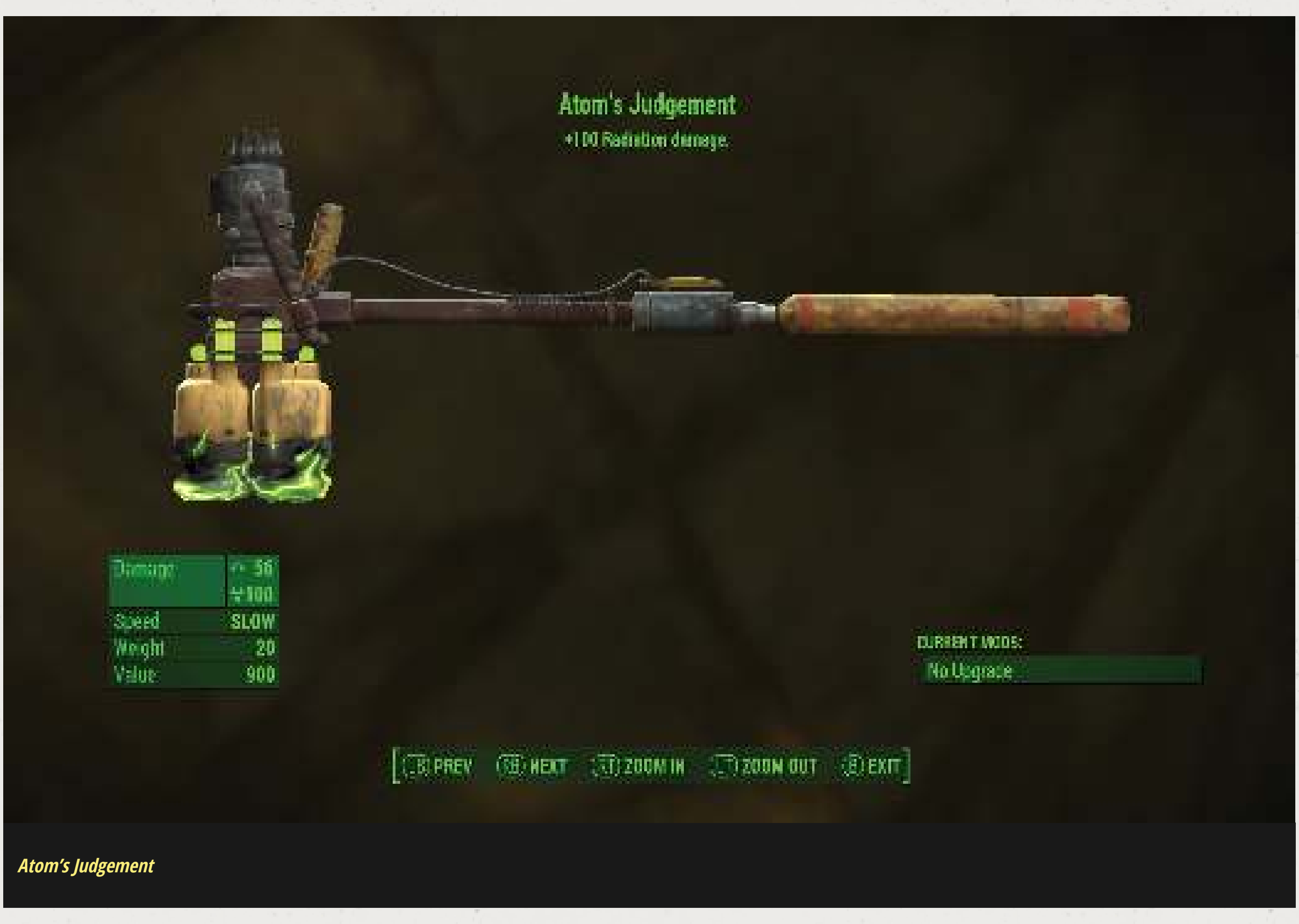
ravel to the Ruined Church and head inside to find Sister Gwyneth. You can attack Gwyneth on sight, but speaking with her can yield opportunities for more peaceful solutions. If you'd prefer to avoid bloodshed, you can attempt to persuade Gwyneth to flee the Island or convince her return to the Nucleus and rejoin the Children of Atom. Otherwise, carry out the High Confessor's orders and kill the heretic where she stands.

CHARISMA

(Easy) Convince Sister Gwyneth to leave the Island.

(Easy/Medium) Convince Sister Gwyneth to return to the Nucleus. Gwyneth is more receptive to the idea if you remind her how much she misses her family before advising her to return to the flock.

Once you've decided Sister Gwyneth's fate, return to the Nucleus and report back to Grand Zealot Richter. No matter how you chose to deal with the heretic, Richter congratulates you on a successful outing and presents you with a unique Super Sledge.



Atom's Judgement

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Far Harbor Nucleus Quests

The Trial of Brother Devin

1. Speak to Zealot Ware
2. Convince Brother Devin to Give Up His Fast
3. Talk to Zealot Ware
4. Dress in Child of Atom Rags to Trick Brother Devin
5. Wear a Sack Hood to Trick Brother Devin
6. Raise Your Radiation Level to 75% to Trick Brother Devin
7. Return to Zealot Ware

LOCATIONS TO EXPLORE

- The Nucleus

A MESSAGE OF MERCY

Your recent vision may be the talk of the Nucleus, but Brother Devin has been dealing with one of his own. He firmly believes that Atom has instructed him to wait for a holy messenger–and that he must consume nothing but irradiated water until that messenger appears. The ordeal has taken a great toll on Brother Devin, and while most Children of Atom would celebrate such a show of devotion, Zealot Ware is more concerned with Devin's wellbeing.

Zealot Ware has tried to convince Brother Devin to abandon his fast, but nothing has worked–and he's hoping you'll be able to succeed where he's failed. If you're willing, agree to help and head back toward the Nucleus' entrance to speak with Brother Devin.

During your conversation, Brother Devin makes it clear that he won't put an end to his fast until he's visited by Atom's messenger. If you're confident in your powers of persuasion, you can attempt to convince Brother Devin that you are the messenger he's been expecting. A successful attempt will convince Brother Devin to end his ordeal on the spot.

CHARISMA

(Hard) Convince Brother Devin that you're Atom's messenger, and that his trial is finally at an end.

If your conversation with Brother Devin doesn't put an end to his trial, report back to Zealot Ware to hear his next idea. The common belief is that a messenger of Atom would be faceless, dressed in tattered rags, and cloaked in an irradiated glow–Zealot Ware hopes the right costume just might convince Devin to listen to you. If you agree to his plan, Ware provides two apparel items he believes might work.

Sack Hood

Child of Atom Long Rags

Once you've equipped the hood and robes, it's time to acquire an irradiated glow. Zealot Ware suggests returning to Atom's Spring, but any source of radiation will do. Stand near radioactive materials and/or consume irradiated food or drink to raise your radiation level above 75 percent. Once your disguise is ready, return to Brother Devin and convince him that his trial is over.

After Brother Devin abandons his fast, return to Zealot Ware and report your success. As promised, Zealot Ware gives you some of his rad-cleansing brew and the recipe required to make it. You also receive the promise of additional doses each time he finishes a fresh batch.

Ware's Brew

Ware's Brew Recipe

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UNRAVEL THE SECRETS AND THE MYSTERY OF...
FAR HARBOR

Far Harbor Nucleus Quests

Witch Hunt

1. Read the High Confessor's Note
2. (Optional) Speak to Sister Aubert
3. Search Sister Aubert's Bunk
4. Read Edgar's Note
5. Access Edgar and Aubert's Footlocker
6. Read Aubert's Note
7. Report What You've Found to the High Confessor
8. (Optional) Confront Sister Aubert

LOCATIONS TO EXPLORE

- The Nucleus
- Mutual Distrust

High Confessor Tektus has some misgivings about a member of his flock. Although his own investigation has failed to yield any evidence of disloyalty, he hopes you might find something that confirms his suspicions. If you agree to help, the High Confessor gives you a note and sends you on your way.

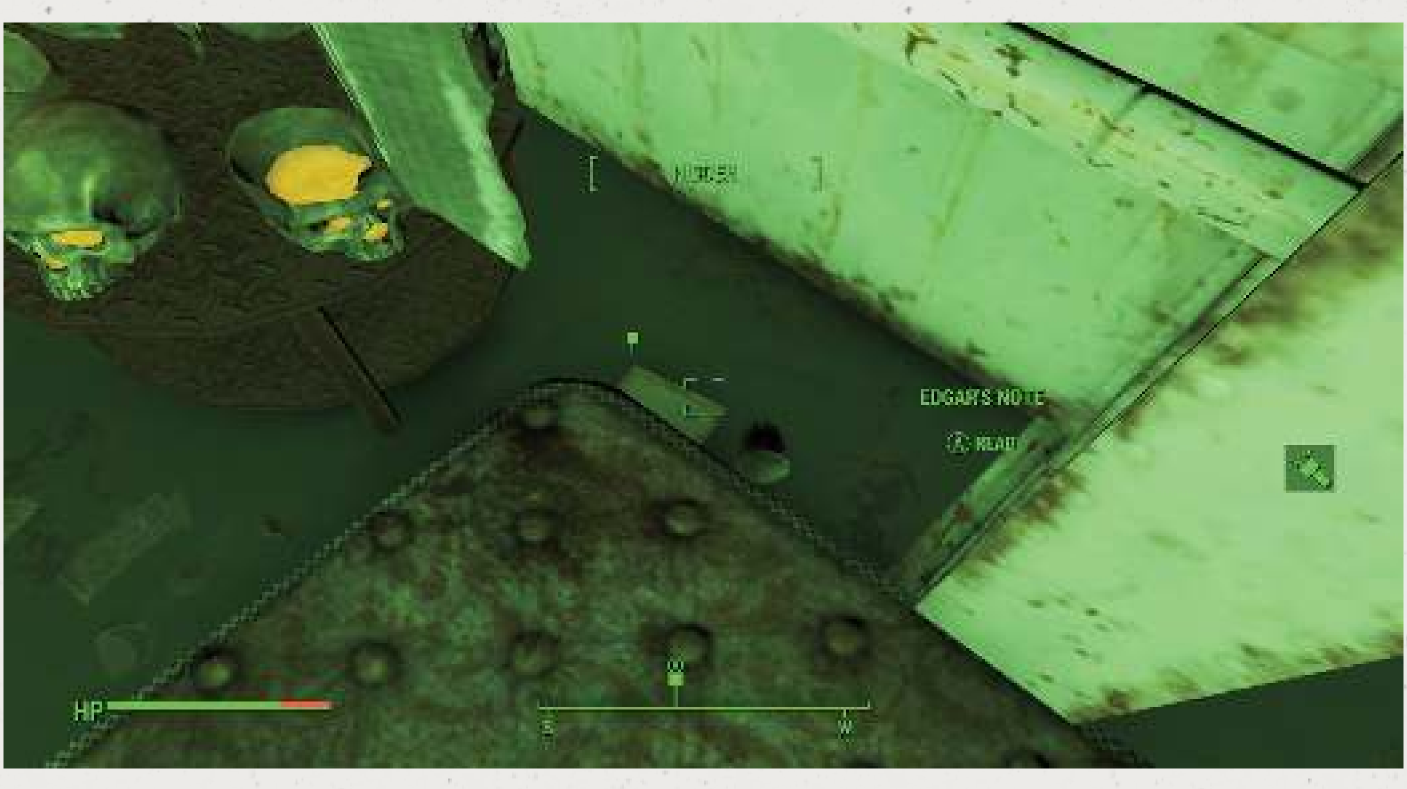
High Confessor's Note

Read the note to learn the identity of the follower in question (Sister Aubert), and then begin your investigation. Pass through the bulkheads to the north, and then continue to the engine room beyond the High Confessor's chamber. Follow the walkway to the far side of the room and head down the steps to find Sister Aubert performing her maintenance duties. If you like, you can speak to Aubert and try to gauge her loyalty to High Confessor Tektus. Otherwise, pass through the bulkhead in the south wall to find Auber's bunk.

CHARISMA

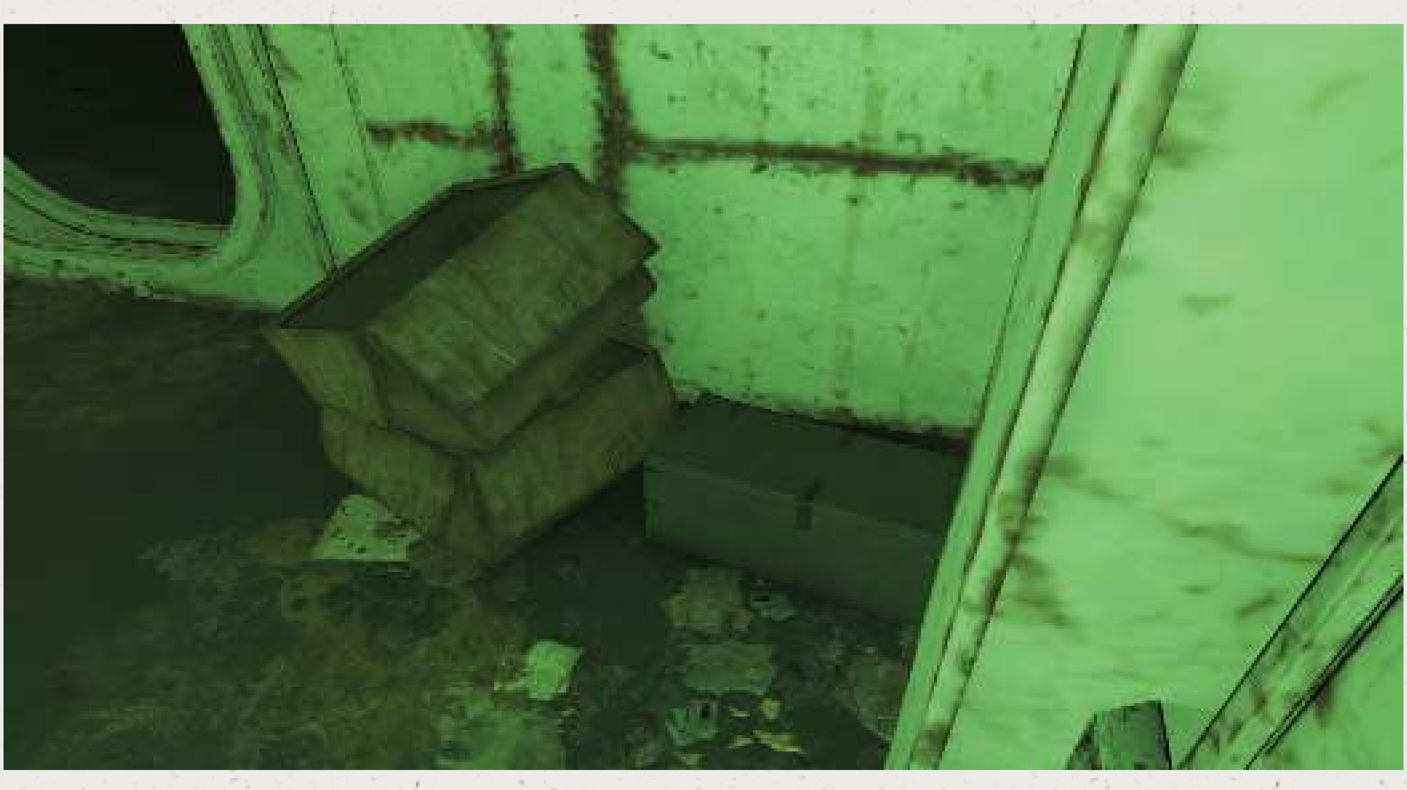
(Medium) Persuade Sister Aubert to discuss her feelings about High Confessor Tektus.

Search Sister Aubert's personal area to find a note tucked under the corner of her mattress. Review the message to learn about a footlocker Aubert shared with the note's author, as well as a spare key stashed in the Nucleus' locker room.



Edgar's Note

Recover the Footlocker Key from the Nucleus' locker room, then return to the vessel and search the utility room east of the crypt. The footlocker mentioned in the note is located in the room's northeast corner–open it to find the proof High Confessor Tektus has been searching for.



Footlocker Key

Aubert's Note

Read the note to uncover Sister Aubert's true feelings about High Confessor Tektus: not only does Aubert believe Tektus is unworthy of his position, she blames him for the death of her beloved Edgar. Now that you've found evidence of Sister Aubert's disloyalty, you must decide exactly what to do with it. The first choice ahead of you is whether or not to discuss the note with Sister Aubert.

If you choose to confront Sister Aubert about her note, she begs you to hand it over before High Confessor Tektus learns of its existence. You can surrender the note, urge her to flee the Nucleus, or tell her you need some time to make up your mind. Due to the precarious nature of her situation, you can also shake down Sister Aubert for whatever caps she's carrying before you reveal your plans for the note.

Once you've decided how to deal with Sister Aubert, it's time to report back to High Confessor Tektus. There are three ways in which you can conclude your investigation. Whether or not the note is still in your possession will determine which options are available to you.

Option #1: Give Tektus Aubert's Note

If you refrained from giving the note to Sister Aubert, you can deliver it to High Confessor Tektus. Your successful investigation has not only provided Tektus with the evidence he needs–it has also established you as a faithful member of his flock. For your service, High Confessor Tektus grants you the rank of "Inquisitor" and gives you a unique apparel item: the Inquisitor's Cowl.

Inquisitor's Cowl

Option #2: Convince Tektus Aubert Is Loyal

No matter how you chose to deal with Sister Aubert, you can attempt to convince High Confessor Tektus that his suspicions are baseless. Of course, Tektus is less skeptical of your claim if you've already proved your own loyalty–to ensure that Tektus is as receptive as possible, complete at least three Nucleus Quests before you attempt to convince him of Sister Aubert's innocence.

If you succeed in convincing High Confessor Tektus that Aubert is loyal, he grants you the rank of "Inquisitor" and the Inquisitor's Cowl.

Inquisitor's Cowl

CHARISMA

(Easy/Medium) If you're more interested in keeping the peace than revealing the truth, you can attempt to convince High Confessor Tektus that Aubert is loyal.

Option #3: Lie To Tektus About Aubert's Note

If you surrendered the note to Sister Aubert, you no longer have the evidence High Confessor Tektus desires. If you've failed (or declined) to convince Tektus of Aubert's innocence, you have only one remaining option: tell him that your investigation yielded no actionable evidence. However, this claim doesn't sit well with Tektus, and you receive no reward for your effort.

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UNRAVEL THE SECRETS AND THE MYSTERY OF
FAR HARBOR

Far Harbor Nucleus Quests

Ablutions

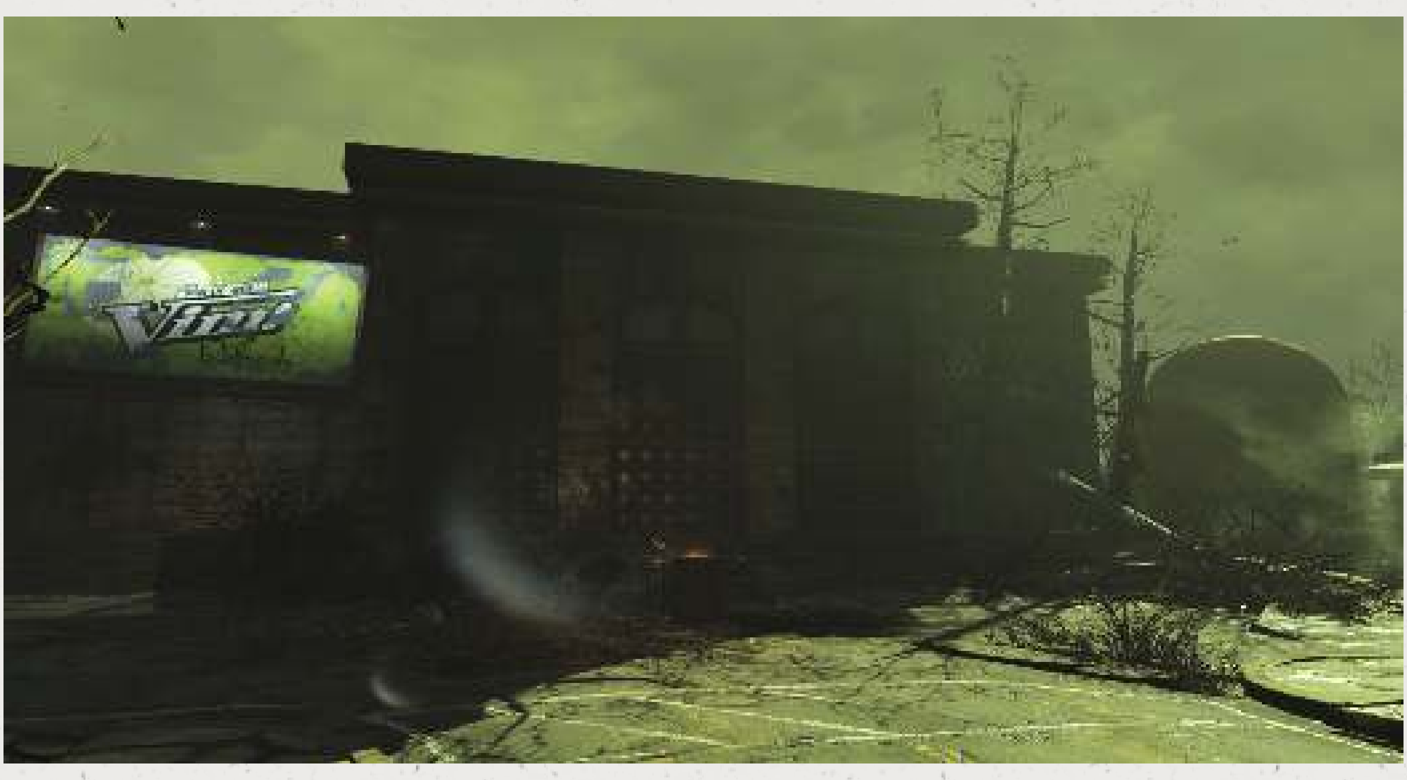
1. Speak to Sister Mai
2. Recover the Pump Regulator
3. Return the Regulator to Sister Mai
4. Install the Regulator
5. Test the Decontamination System

LOCATIONS TO EXPLORE

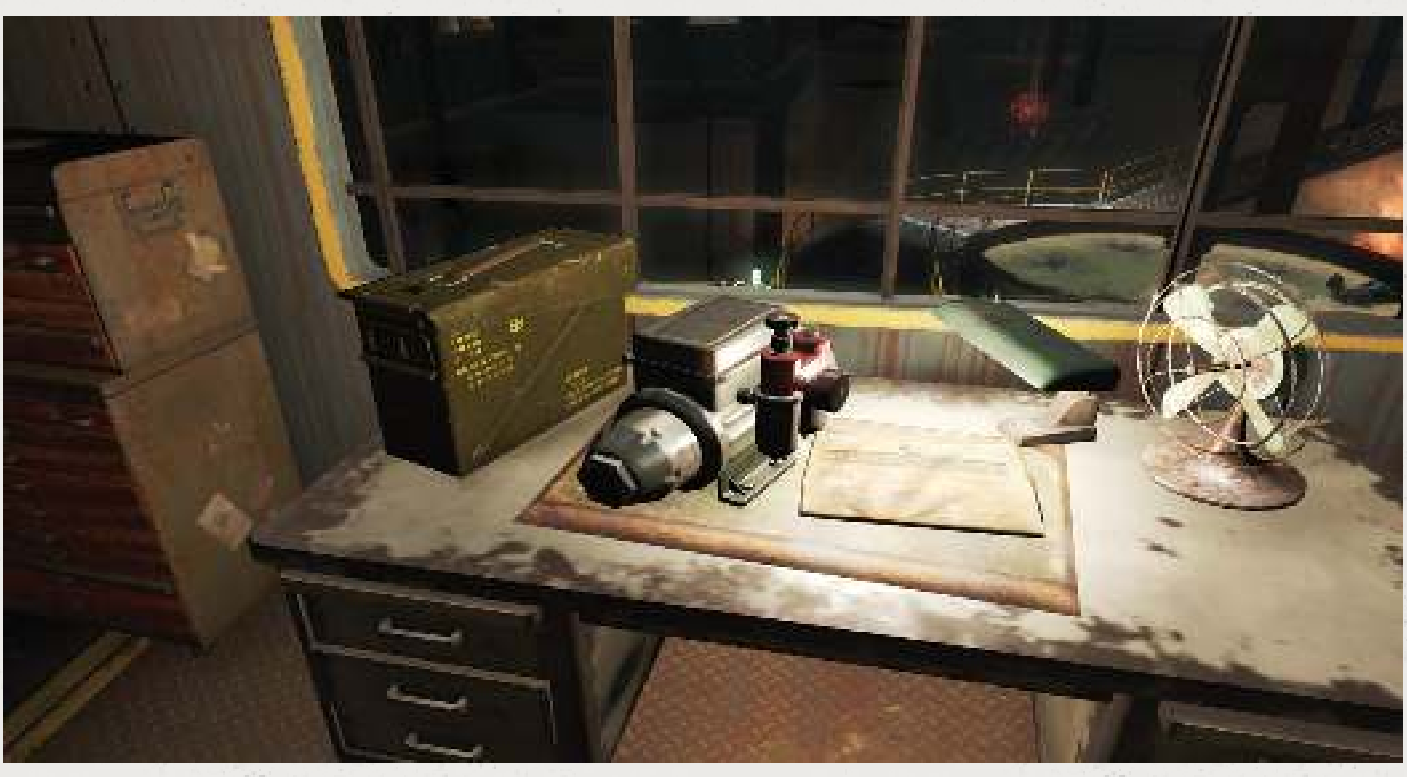
- The Nucleus
- Vim! Pop Factory

A PET PROJECT

Once you've joined the Children of Atom, speak to Sister Mai and tell her you're looking to lend a hand. It turns out that Sister Mai has spent some time trying to get the Nucleus' decontamination arch back online. She's already managed to bypass the arch's filter–ensuring that the device will irradiate the user with Atom's glow–but she'll need an industrial pump regulator to complete her repairs. Sister Mai hopes you'd be willing to search the Vim! Pop Factory for the equipment she needs, and she's prepared to offer a custom Radium Rifle in exchange for your services.



If you're up to the task, travel to the Vim! Pop Factory to begin your search. The pump regulator can be found in an office overlooking the factory's mixing vats, so consider entering the building via the loading dock. Use one of the available ramps or staircases to reach the raised walkways, and then make your way to the marked location along the factory's east edge.



Pump Regulator

Travel back to the Nucleus, speak to Sister Mai, and let her know you've recovered the pump regulator. She asks if you'd be willing to install the device. You can agree to do so, or you can demand some extra Bottlecaps for your trouble.

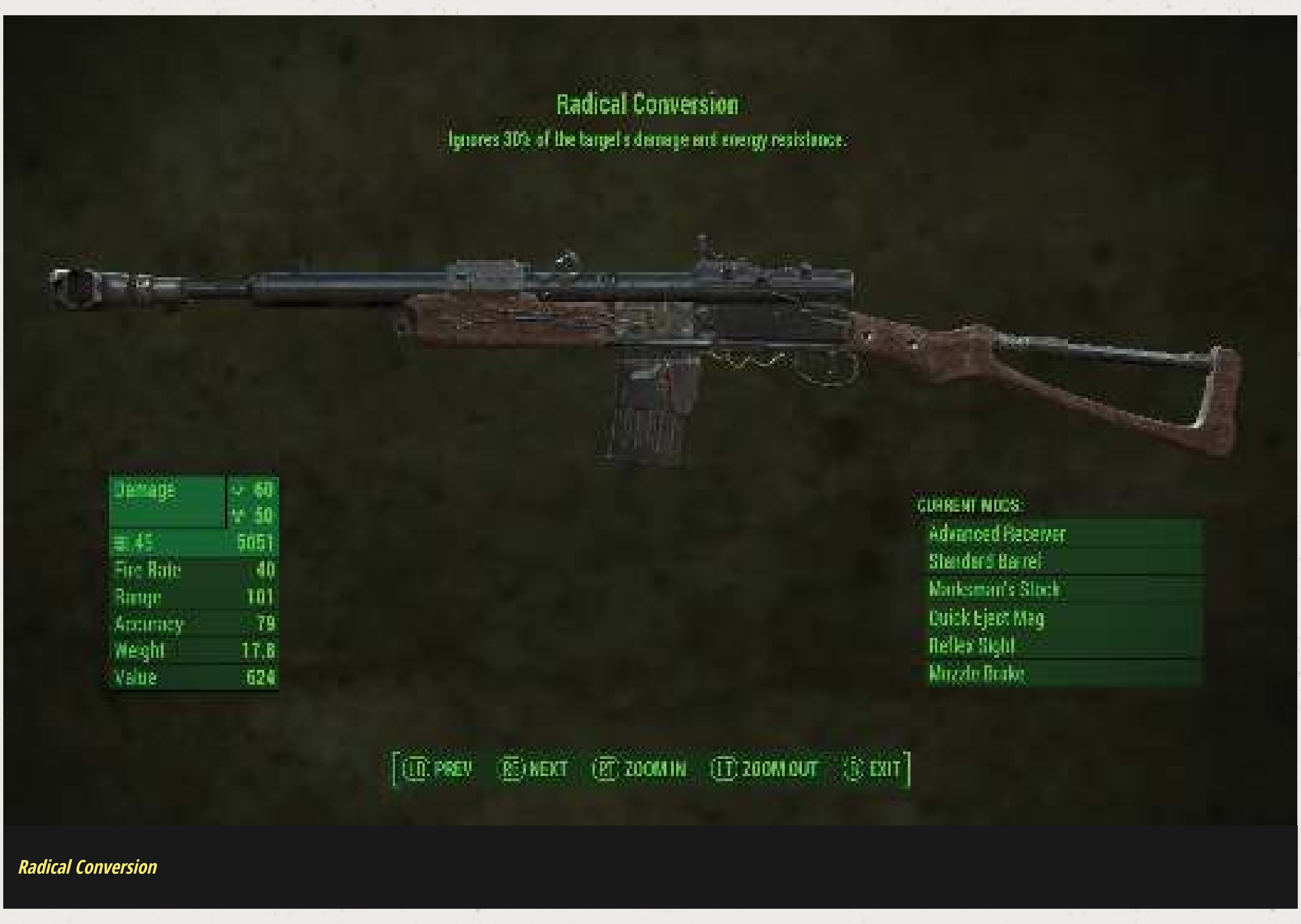
CHARISMA

(Easy) Convince Sister Mai that you deserve extra compensation. A successful attempt yields an offer of 150 Bottlecaps.

(Medium) Convince Sister Mai you deserve a larger reward. Success brings a new offer of 250 Bottlecaps.

(Hard) Convince Sister Mai you deserve an even larger reward. A successful attempt yields 350 Bottlecaps.

When you're ready, agree to install the pump regulator to receive your promised reward: a unique Radium Rifle.


Radical Conversion

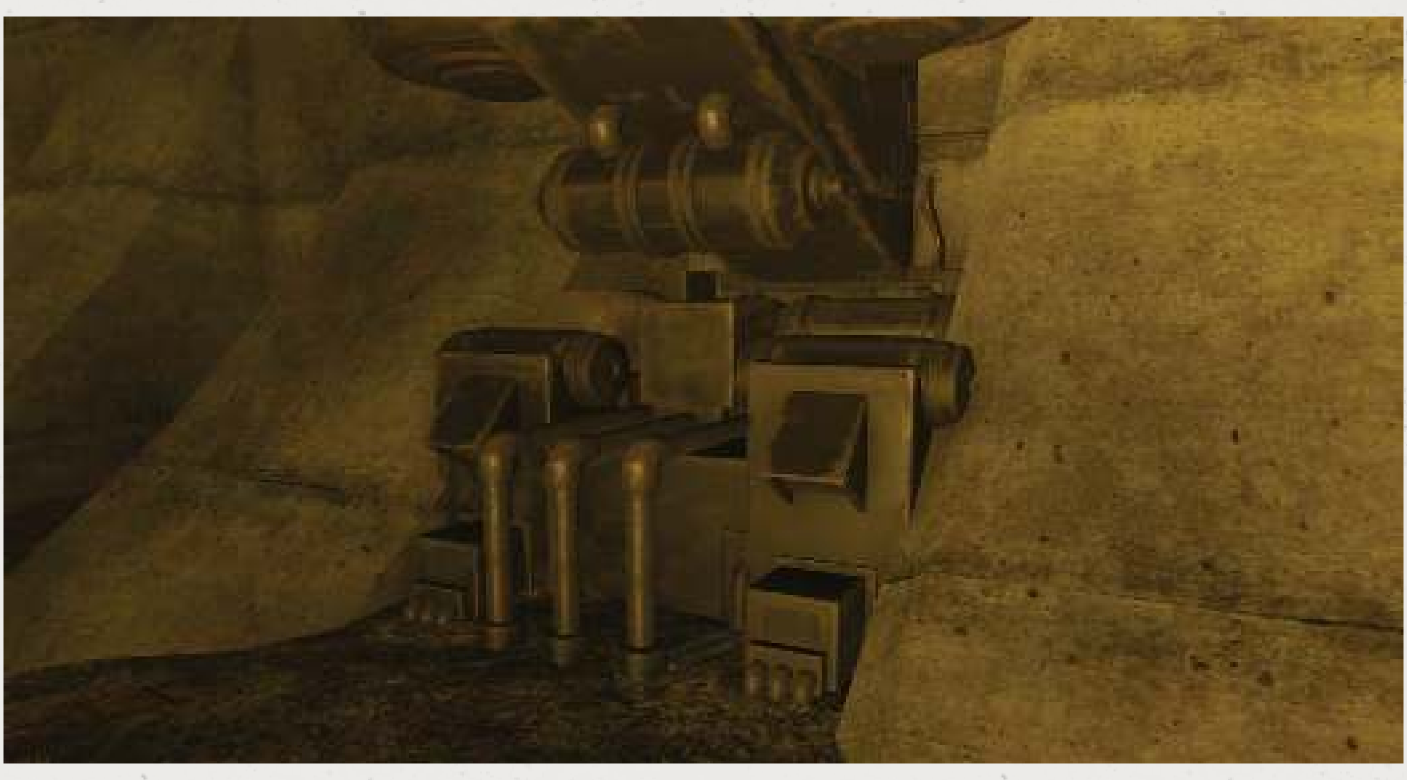
Ignores 30% of the target's damage and energy resistance.

Damage	60 50
.45	5051
Fire Rate	40
Range	101
Accuracy	79
Weight	17.8
Value	624

CURRENT MODS:
- Advanced Receiver
- Standard Barrel
- Marksman's Stock
- Quick Eject Mag
- Reflex Sight
- Muzzle Brake

Radical Conversion

To finish the job, you'll need to venture into the radioactive area at the bottom of the nucleus. Take whatever precautions you feel are necessary, and then head down and inspect the broken pump regulator.



Depending on your mechanical aptitude, there are up to two ways to complete this quest. You can fulfil Sister Mai's wishes by simply installing the new pump regulator, or–with an Intelligence rating of 7 or more–you can reverse Mai's bypass, allowing the decontamination arch to operate as intended.

Select your preferred option, then head back upstairs and test the decontamination arch to complete the quest. No how you chose to repair the pump regulator, Sister Mai is grateful for your help.

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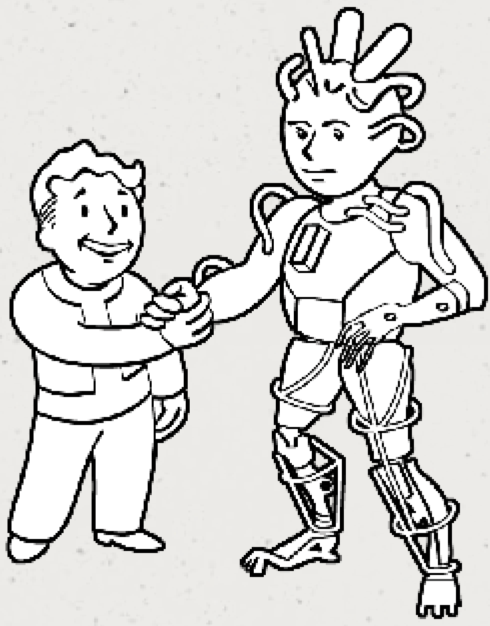
Acadian Ideals



1. Help the Synths of Acadia
2. (Optional) Help Faraday
3. (Optional) Help Chase

LOCATIONS TO EXPLORE

- Acadia

A GOOD GUEST

This quest begins when you speak to DiMA during Main Quest: **Where You Belong**. Acadia welcomes all peaceful visitors, but not all of its residents are quick to trust outsiders. If you're looking to foster a bit of goodwill, consider lending a hand to these refugee synths. Speak to Chase to trigger Acadia Quest: **The Arrival**. Talk to Faraday to begin Acadia Quest: **Data Recovery**. Complete both of these tasks to help cement your reputation as a friend to Acadia.

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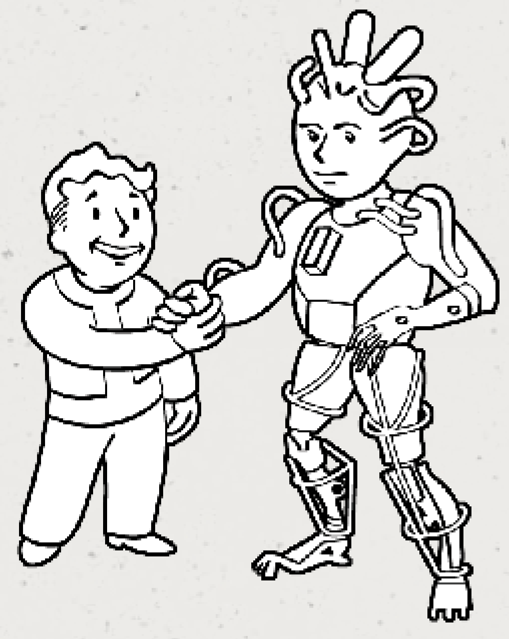
The Arrival



1. Talk to Brooks
2. Find the Missing Synth
3. Follow the Trail of Blood
4. Investigate the House
5. Return to Chase

LOCATIONS TO EXPLORE

- Far Harbor

AN UNEXPECTED DELAY

This quest becomes available during Main Quest: Where You Belong. Once DiMA gives you access to Acadia, speak to Chase and tell her you're interested in lending a hand. It just so happens that Chase is concerned about a refugee synth that should have already reached Acadia.

CHARISMA

(Medium) If you wish, you can press Chase for more information about how she locates Acadia's prospective residents.

A MAN ON THE OUTSIDE

Chase doesn't have much information about the missing synth, but she's hoping one of her agents can point you in the right direction. If you're willing to help, travel to Far Harbor and speak with Brooks in his shop. Repeat his synth designation to prove that you're working with Chase, then listen to what he knows about the missing refugee.

ON THE RIGHT TRAIL

It turns out that the synth in question actually reached the Island ahead of schedule. Apparently, Acadia's newest would-be resident believed he was being followed by an Institute Courser. After a brief (and troubling) conversation with Brooks, the missing synth vanished into the fog outside of Far Harbor. Finish your conversation with Brooks, then leave the town and continue to search for the missing synth.

Follow the road south and investigate the missing synth's last known location. Examine the pool of blood at the scene, then follow the marked blood trail to arrive at a nearby house.

The house is occupied by a small band of Trappers. These roadside bandits aren't exactly friendly, but they are willing to speak if you refrain from taking any hostile actions. Convince the Trappers to surrender what's left of the missing synth, or vanquish the cannibalistic crew and collect the synth's remains from the leader's body.

Missing Synth's Head

CHARISMA

(Medium) If you want, you can attempt to convince the Trappers that there's no need for further bloodshed. If you're successful, they admit to having eaten the missing synth, offer you what's left of his remains, and allow you to leave in peace.

(Optional) If you have the Cannibal Perk you will automatically succeed in your conversation with the Trappers.

After collecting the missing synth's remains, return to Acadia and report back to Chase to receive a legendary weapon and 200 caps.

CHARISMA

(Easy/Medium/Hard) If you wish, you can attempt to persuade Chase to pay 50-200 caps above her original offer.

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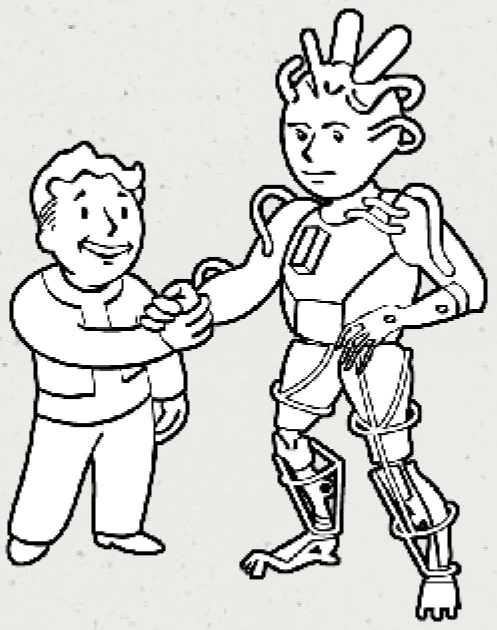
Hunting the Hunter



1. Stop the Courser
2. Speak to Dejen

LOCATIONS TO EXPLORE

- Acadia

A FAMILIAR THREAT

This quest has the following prerequisites: You must have completed Acadia Quests: The Arrival and you can not be a member of the Institute.

It seems that an Institute Courser has appeared on the Island and the news has some of Acadia's residents more than a little worried. Dejen isn't entirely comfortable turning to outsiders for help, but he'd like you to deal with this development right away.

If you decide to help, travel to the indicated location and eliminate the marked Courser. After completing the task, return to Acadia and report back to Dejen. Impressed with your accomplishment, Dejen offers a permanent discount on all the goods in his shop. Your willingness to protect Acadia might also convince Dejen to tell you about his past during subsequent conversations.

REQUIRED READING

Islander's Almanac

Dejen sells a variety of useful goods, but don't leave his shop without grabbing the issue of Islander's Almanac from his countertop. Doing so allows you to take 10 percent less damage from radiation-based attacks.

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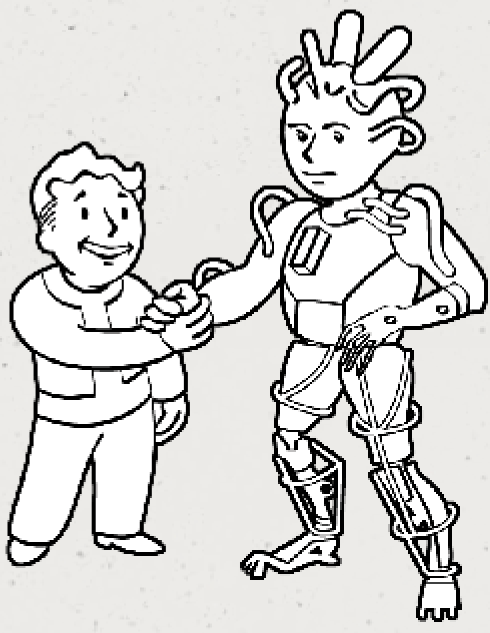
Data Recovery



1. Retrieve the Storage Drives
2. Speak to Faraday

LOCATIONS TO EXPLORE

- Southwest Harbor

TECH SUPPORT

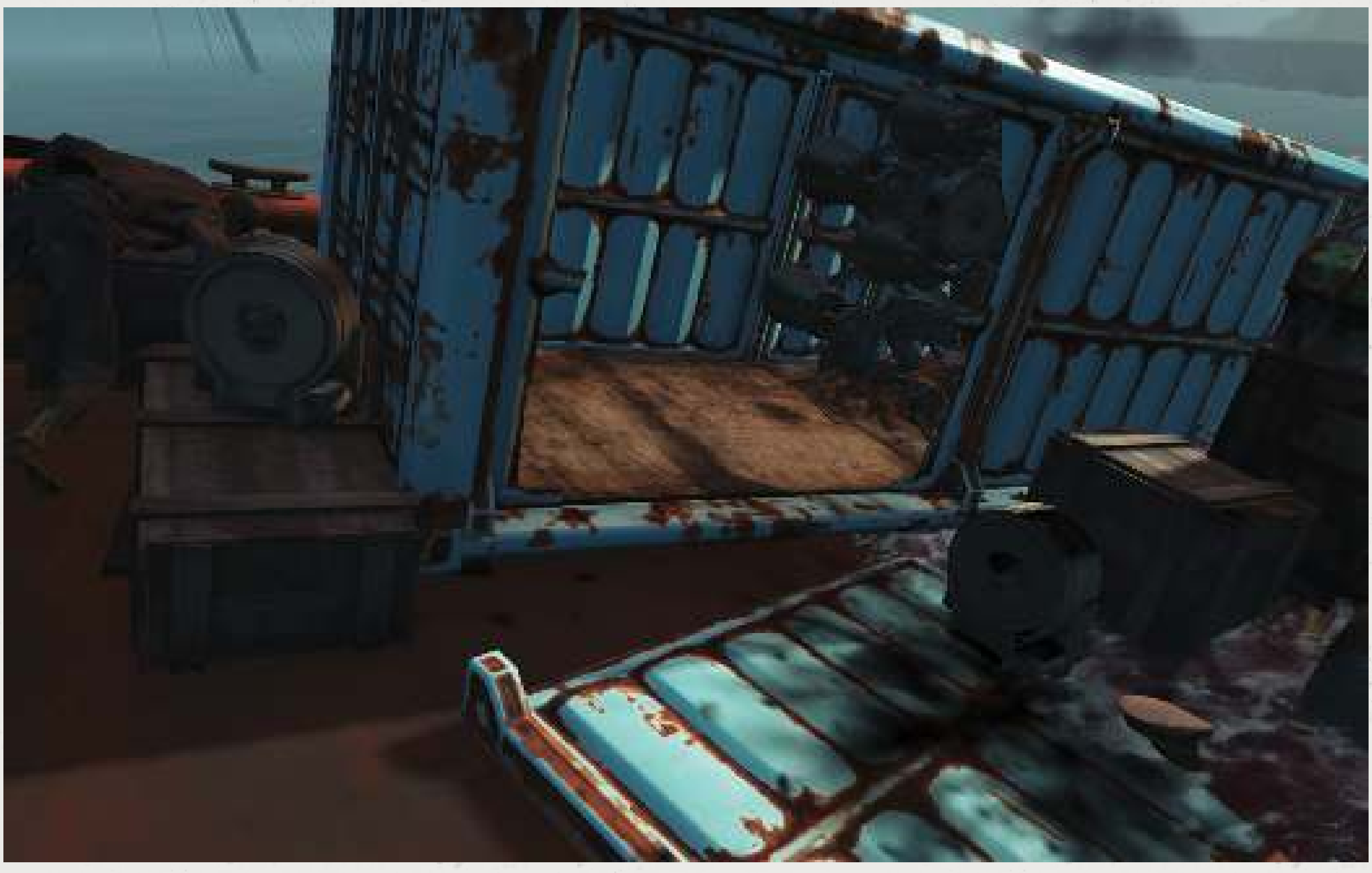
This quest becomes available during Main Quest: Where You Belong. After speaking to DiMA, check in with Faraday and offer to help with any tasks. As luck would have it, Faraday is looking for a brave soul to retrieve some lost data drives. The job is likely to be a dangerous one—Acadia already suffered one casualty during an earlier attempt to procure the drives, but Faraday hopes you're up to the task.

CHARISMA

(Medium) Persuade Faraday to discuss his theories about what might have happened to the boat in question.

(Easy/Medium/Hard) Convince Faraday to pay 100-300 caps above his initial offer.

If you're willing to help, travel to Southwest Harbor and investigate the flaming wreckage near the docks. In addition to Faraday's data drives, the wrecked boat holds two steamer trunks. The trunk in the cabin is unlocked, but the trunk on the boat's deck (Victoria's Trunk) can only be opened with the corresponding key. Collect the available drives, finish your search of the area, and return to Acadia.



Storage Drive (× 2)

Return to Faraday and hand over the recovered drives. It seems Faraday had expected you to return with three data drives, but he's reluctant to discuss what could have happened to the third drive or where it might be. Finish the conversation to collect your agreed-upon reward and complete the quest.

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The Price of Memory

1. Speak with Jule
2. Speak to Cog
3. Investigate the Boat
4. Search the Lab Terminal
5. Tell Cog about Jule's past
6. Tell Jule about her past

LOCATIONS TO EXPLORE

- Acadia
- Southwest Harbor

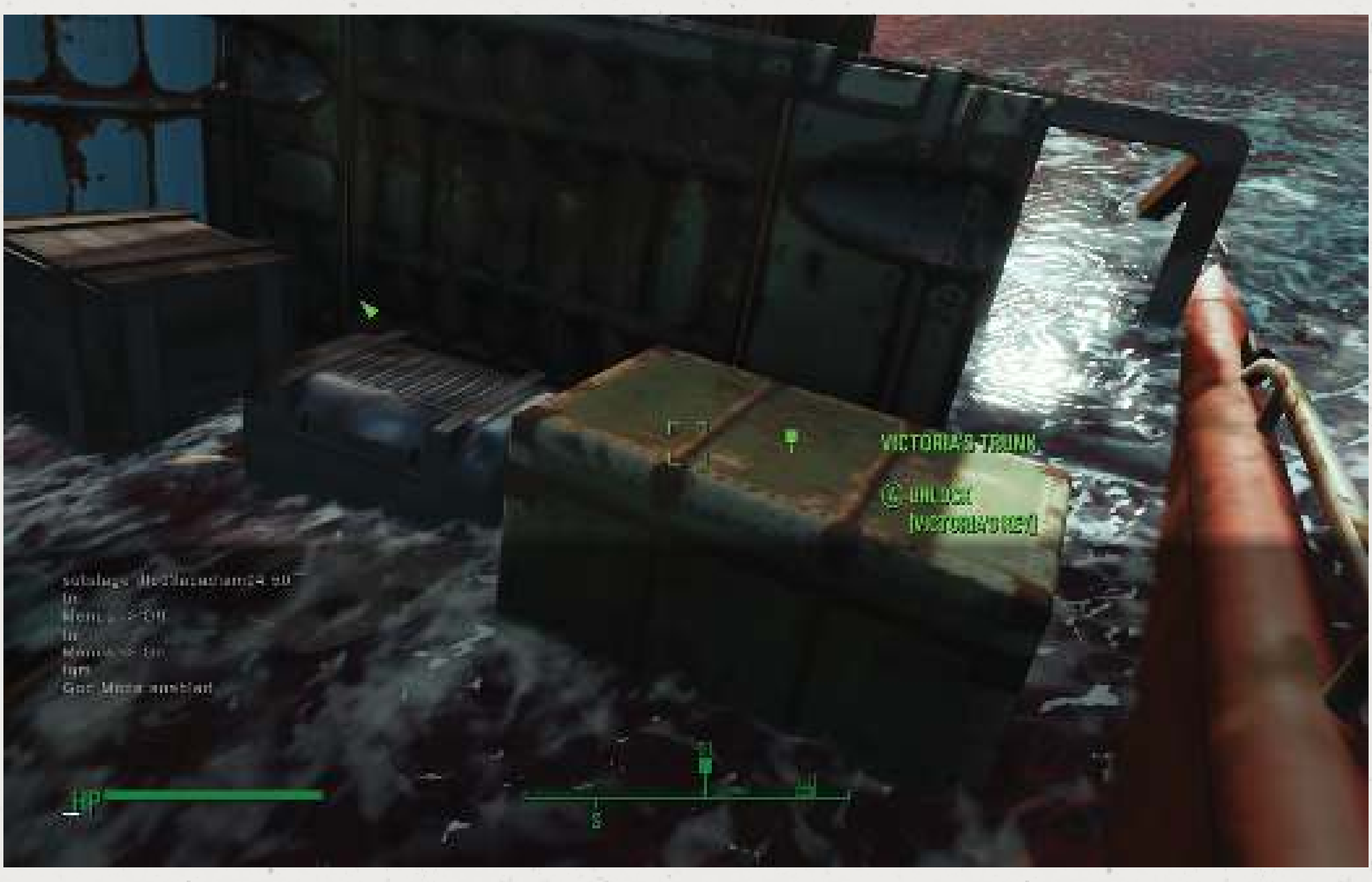
DISTURBING DREAMS

This quest becomes available 24 hours after complete Acadia Quests: Data Recovery.

Cog has heard about the good you've been doing and he hopes you're up for another task. If you're willing to help, follow Cog as he tracks down Jule and asks her to confide in you. Jule has been suffering from a faulty memory wipe and she finds herself haunted by bits and pieces of her old life. She gives you a key (the purpose for which she can't remember) and asks you to uncover the source of these fragmented memories. When the conversation ends, speak to Cog and discuss your next move.

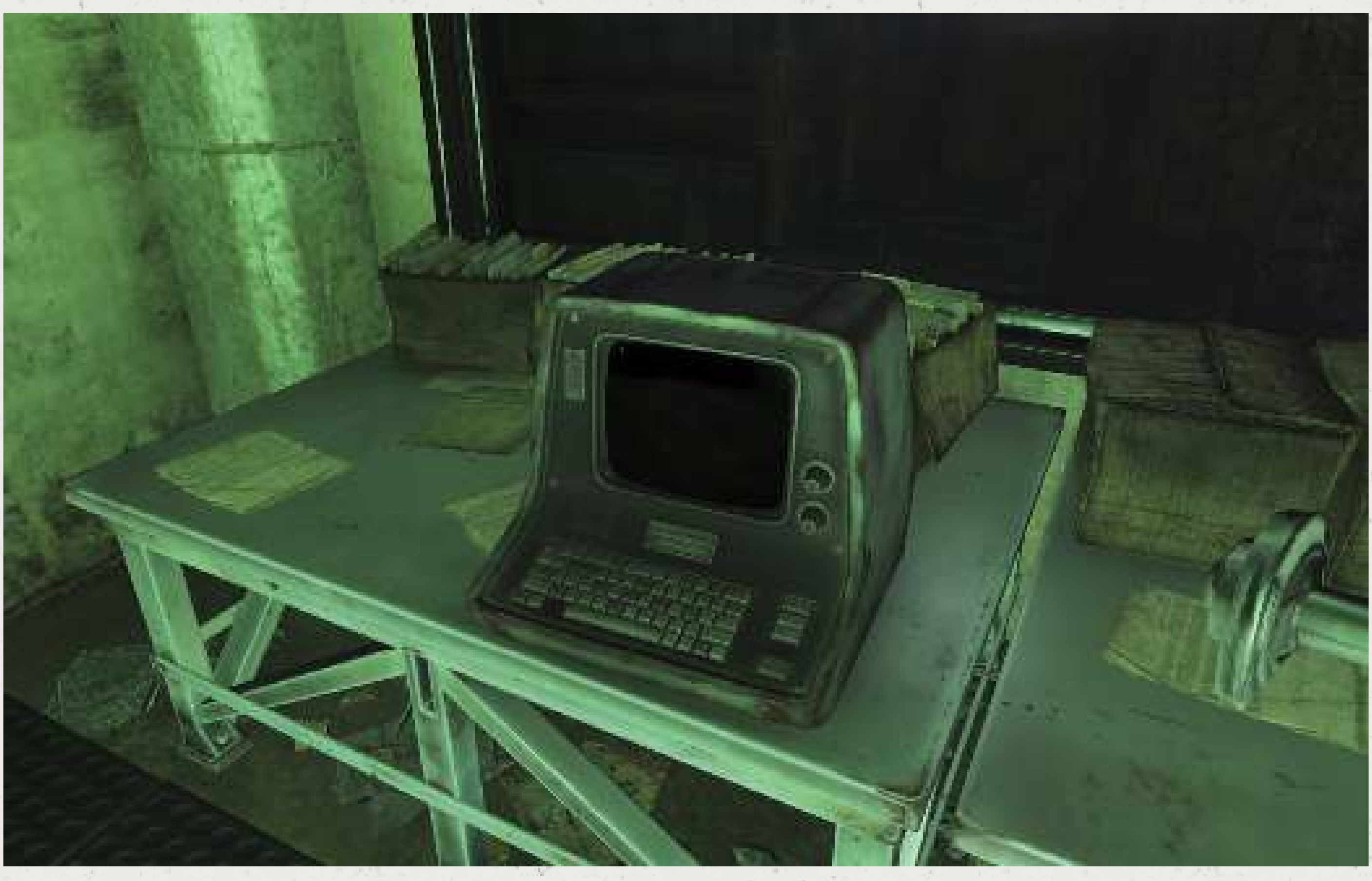
Victoria's Key

Cog believes that whatever happened to Jule must have something to do with the lost data drives Faraday was after. Travel to Southwest Harbor, return to the flaming wreckage near the docks, and use Victoria's Key to unlock the marked trunk on the boat's deck. Search the trunk, collect the note it contains (plus any other items), and return to Acadia.



Victoria's Note

The note suggests that Faraday is keeping sensitive information in his lab. Head down to the compound's lowest level, access the marked terminal, and peruse the logs regarding past projects. It seems that Jule used to be a synth named Victoria and that her current mental state is the result of an emergency memory wipe. Now that you've uncovered the truth about Jule's identity, you must decide what to do with the information.



The Greater Good

If you report back to Cog, he urges you to let Jule's past remain a mystery. He asks you to give him the note you found and refrain from telling anyone else about Jule's accident. If you agree to follow his plan, Cog shows his gratitude by handing over a legendary weapon.

A Painful Truth

If you decide to tell Jule about her past, the news hits her hard. Seeing the unauthorized memory wipe as a serious betrayal, Jule decides to leave Acadia—and all of her so-called friends—for good. She gives you the key to her personal footlocker (located in an alcove along the west edge of Acadia's lowest level) and prepares for her departure. Open Jule's stash to find a piece of legendary armor along with some other useful items.

Jule's Key

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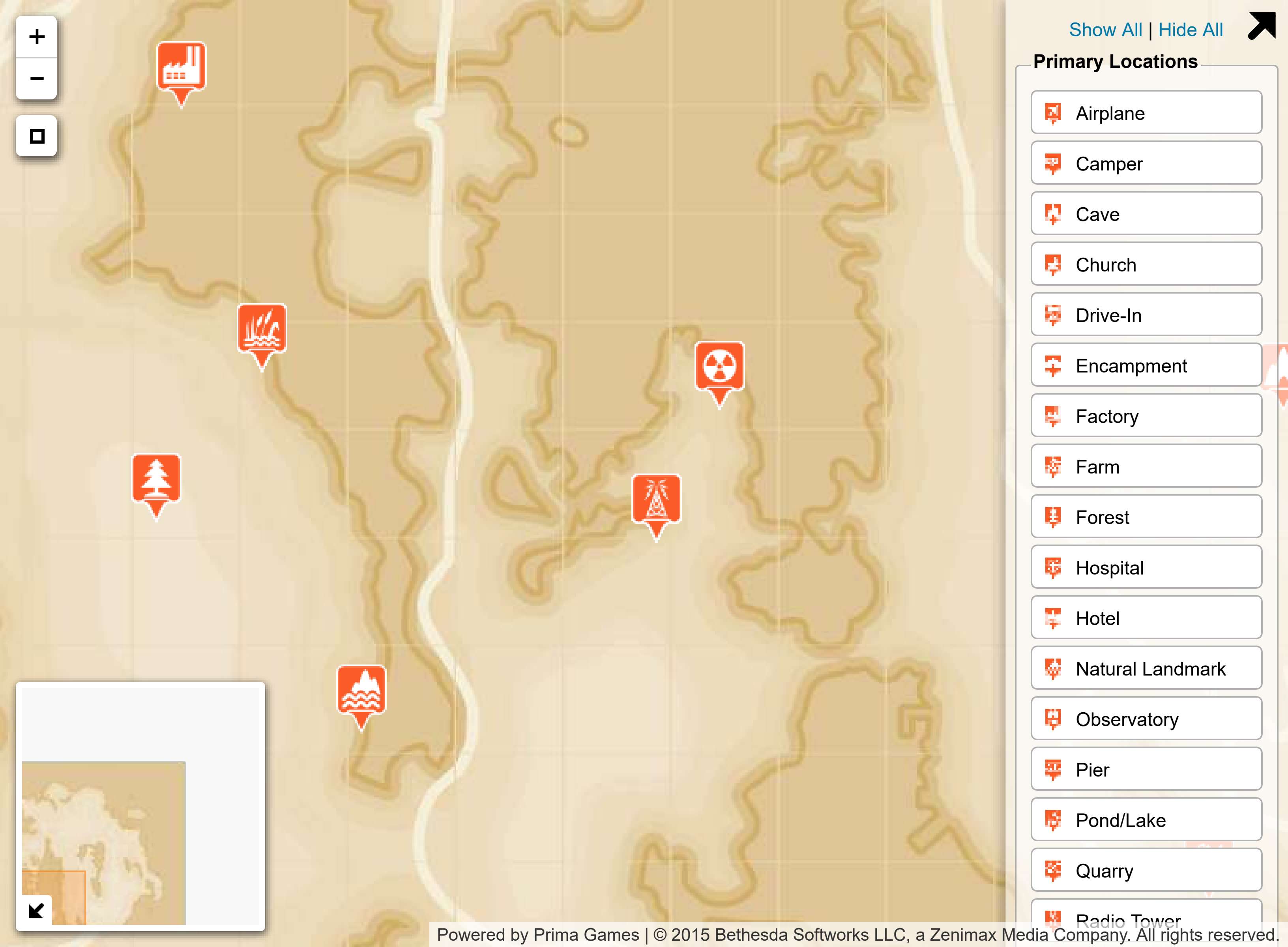
+
−
Show All | Hide All
Primary Locations
Airplane
Camper
Cave
Church
Drive-In
Encampment
Factory
Farm
Forest
Hospital
Hotel
Natural Landmark
Observatory
Pier
Pond/Lake
Quarry
Radio Tower

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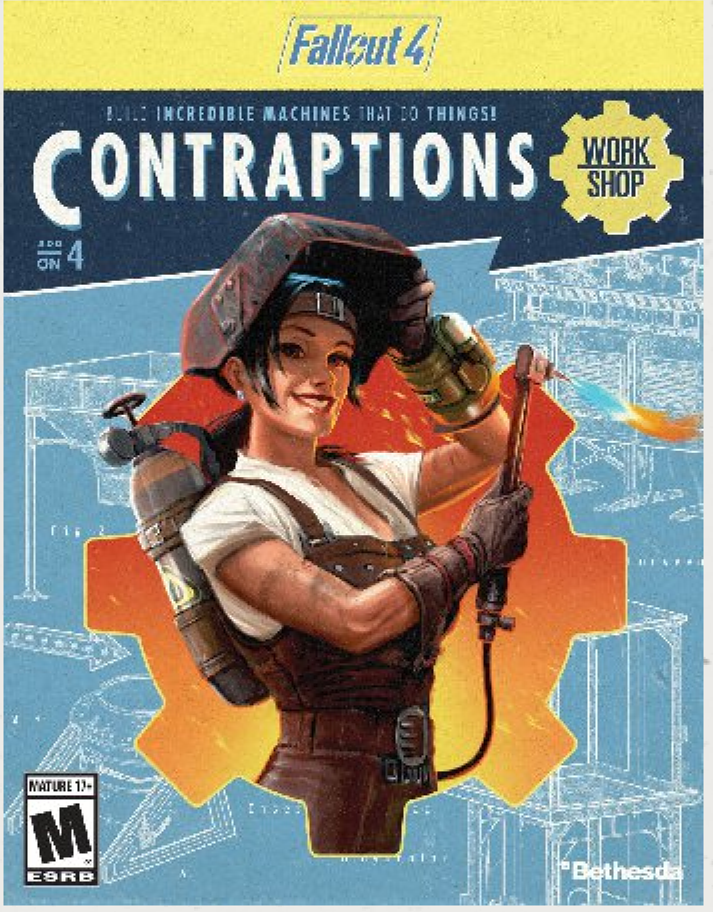
Fallout 4
BUILD INCREDIBLE MACHINES THAT DO THINGS!
CONTRAPTIONS
WORK SHOP

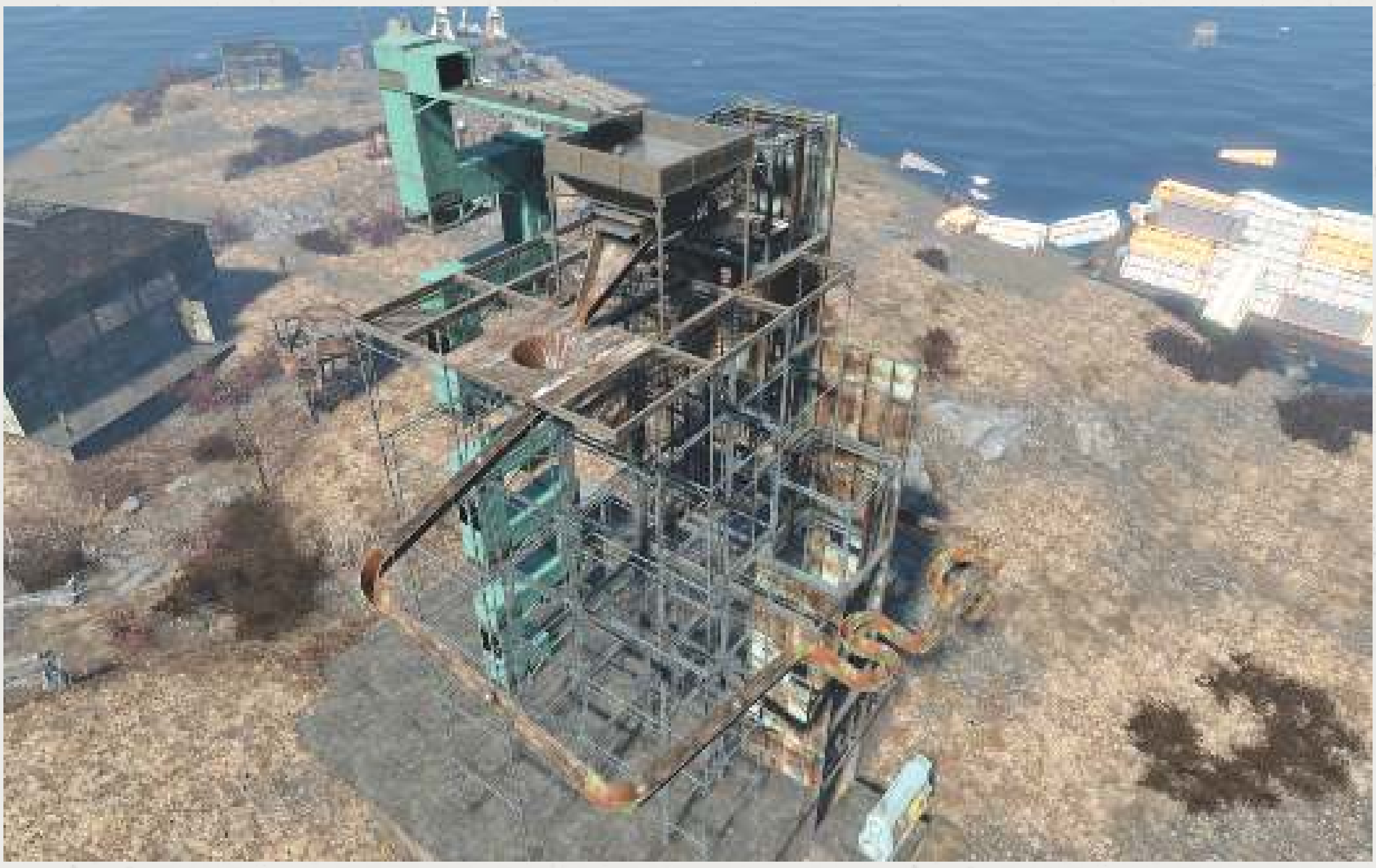
DLC Contraptions Workshop

Overview


Fallout 4
BUILD INCREDIBLE MACHINES THAT DO THINGS!
CONTRAPTIONS
WORK SHOP
ADD ON 4
MATURE 17+
M
ESRB
Bethesda

The Contraptions Workshop DLC brings a myriad of new items to the Commonwealth. With these additional Workshop items, aspiring engineers can build everything from fanciful novelties to automated assembly lines.

Items like ball tracks, conveyor belts, and junk mortars can be combined to create deliberately complex machines capable of impressive (and often amusing) chain reactions. However, more pragmatic builders are sure to find practical uses for many new offerings. Of course, new Workshop objects also mean you'll have new cosmetic options at your fingertips.



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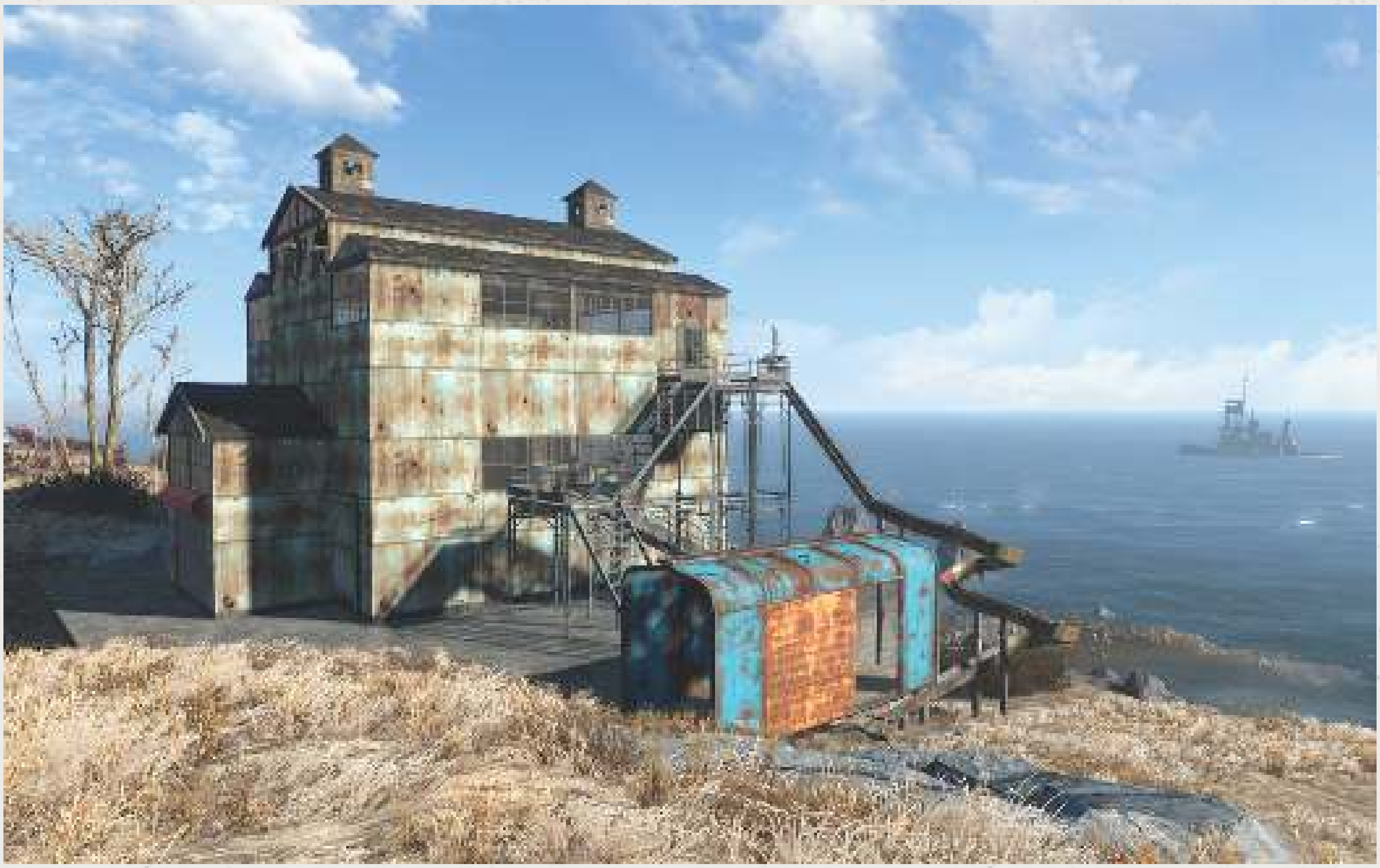
Structures

Overview



This section of the Workshop now contains five all-new subcategories. Use these additional offerings to build massive warehouses, powered elevators, intricate ball tracks, and more.

NEW OR EXPANDED SUBCATEGORIES:

- Structures > Warehouse
- Structures > Scaffolding
- Structures > Boxcars
- Structures > Elevators
- Structures > Ball Track

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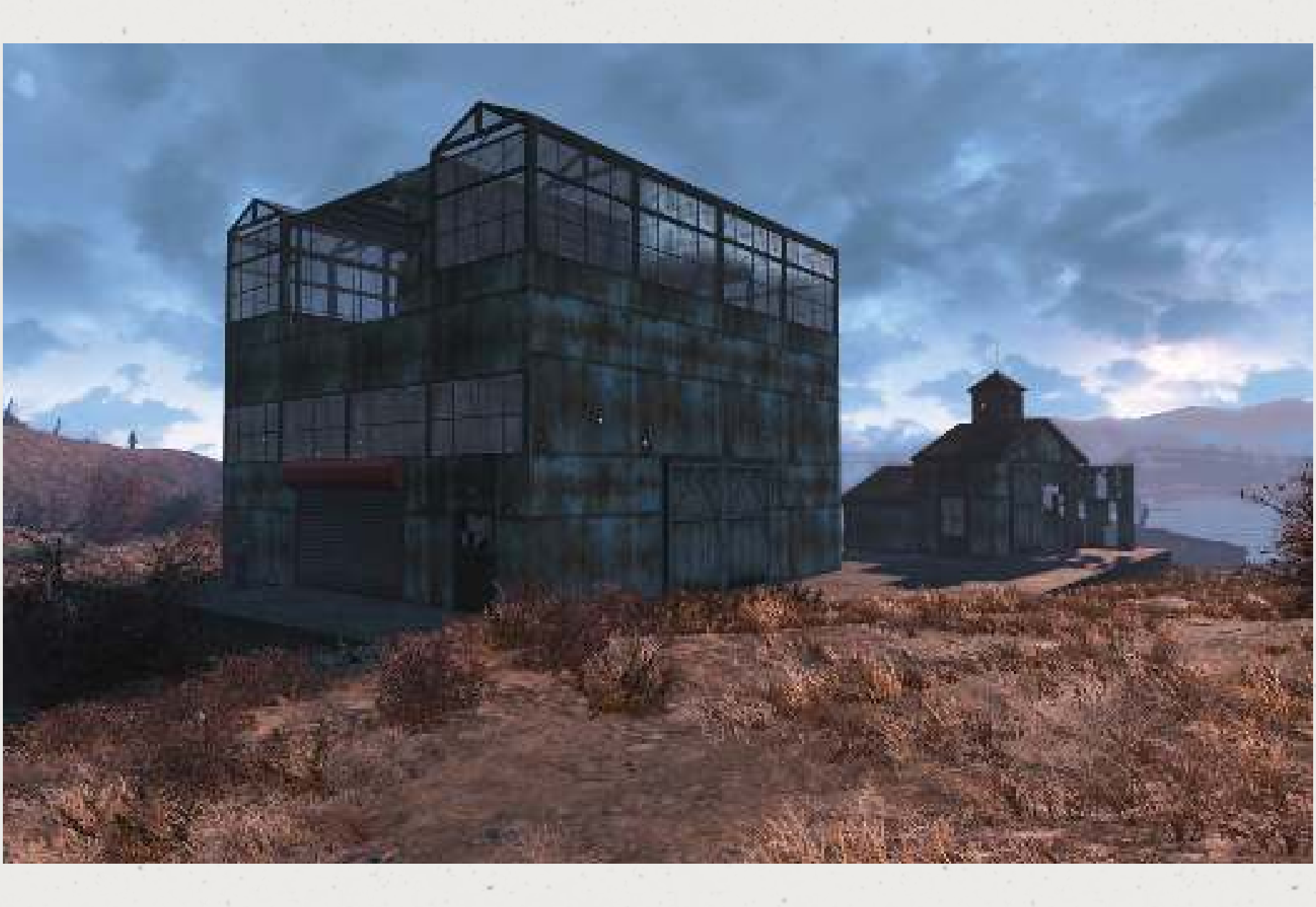
Structures

Warehouse



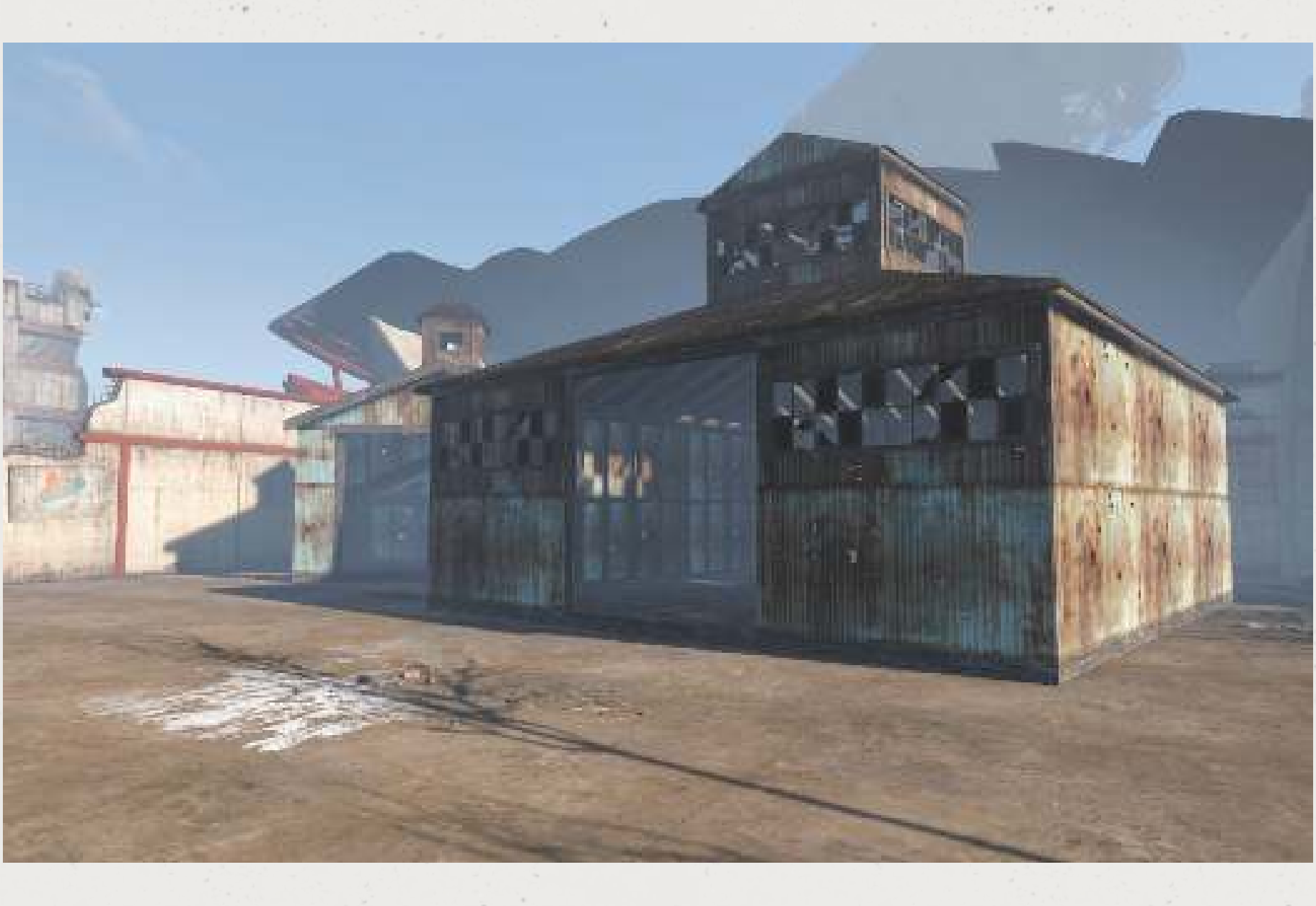
This new section of the Workshop menu features seven subcategories, each of which offers a variety of warehouse-style structure pieces. While most of these objects support an industrial aesthetic, you'll find a good number of glass variants that can dramatically change the look of any settlement.

Like the pieces found in *Far Harbor's* Structures > **Barn** submenu, these objects are ideal for larger structures. In fact, warehouse pieces and barn pieces are largely interchangeable. Both subcategories offer a similar selection of oversized walls and sloped roof s capable of accommodating shops, crafting stations, and manufacturing equipment.

NEW OR EXPANDED SUBCATEGORIES:

- Structures > Warehouse > Prefabs
- Structures > Warehouse > Floors
- Structures > Warehouse > Walls
- Structures > Warehouse > Roofs
- Structures > Warehouse > Stairs
- Structures > Warehouse > Doors
- Structures > Warehouse > Miscellaneous

Structures > Warehouse > Prefabs

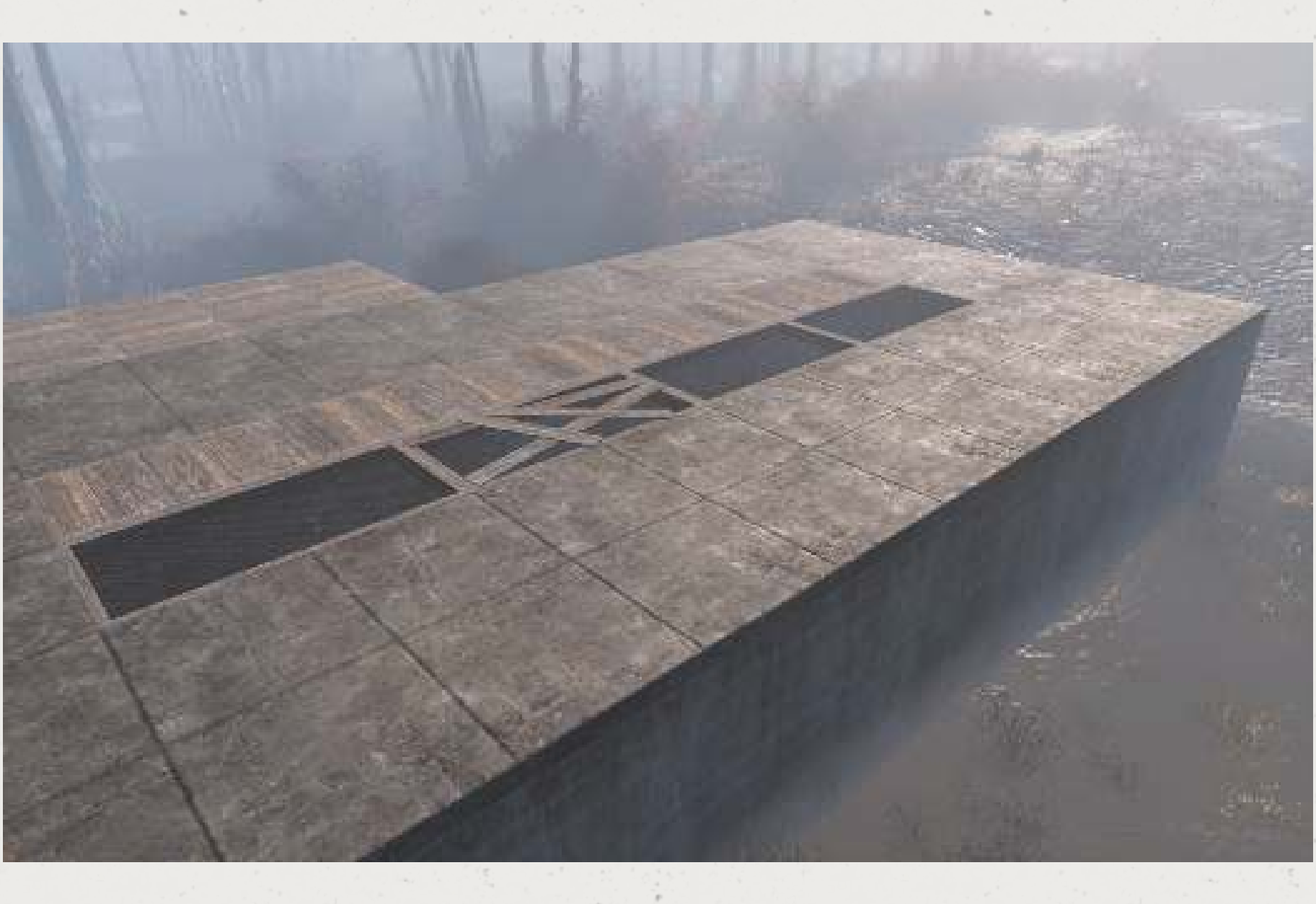


This subcategory features only one full structure; remaining pieces include prefabricated corners and roof combos that can be very handy during large-scale projects.

WAREHOUSE PREFABS

NAME	BUILD WITH	PREREQUISITES	NOTES
Warehouse	Wood (20), Steel (40), Glass (8)	[dm]	A small warehouse.
Wall - Corner	Wood (4), Steel (12)	[dm]	A large corner piece.
Roof	Wood (4), Steel (12)	[dm]	A sloped roof.
Roof	Wood (4), Steel (12)	[dm]	A sloped roof.
Wall - Corner	Wood (4), Steel (12), Glass (4)	[dm]	A short corner piece.
Wall - Corner	Wood (4), Steel (12), Glass (4)	[dm]	A short corner piece.
Roof	Wood (4), Steel (12), Glass (4)	[dm]	A roof combined with an upper wall.
Roof	Wood (4), Steel (12), Glass (4)	[dm]	A roof combined with an upper wall.
Roof	Wood (4), Steel (4), Glass (2)	[dm]	A glass roof/wall combo.
Roof	Wood (4), Steel (4), Glass (2)	[dm]	A glass roof/wall combo.

Structures > Warehouse > Floors

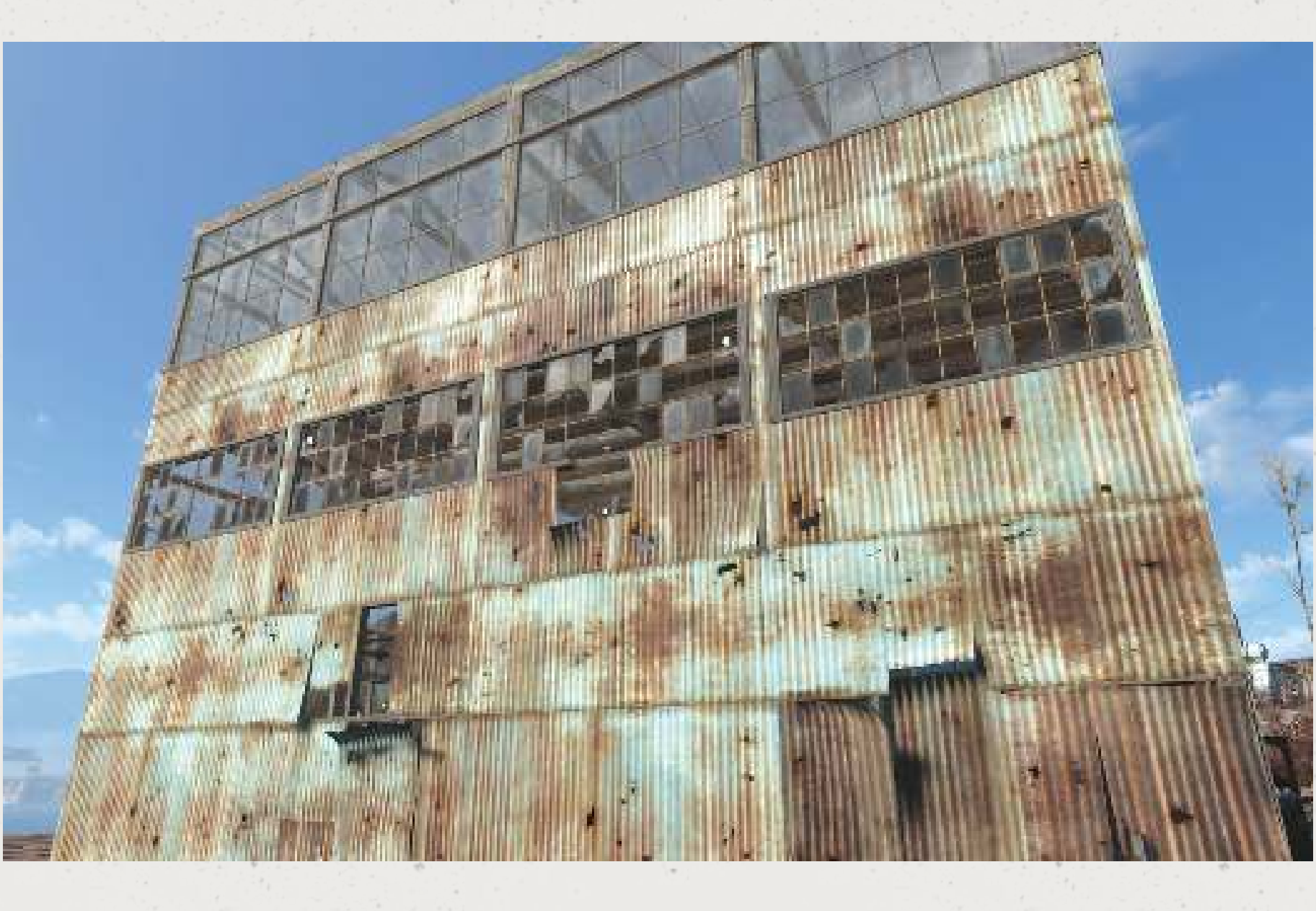


This submenu includes a variety of standard floor pieces, along with a nice mix of half-panels and quarter-panels. Warehouse floors are compatible with most modular structures, allowing you to bring a number of new looks to your settlement's existing buildings. Offerings include a concrete foundation piece, sturdy grates, and planked floors.

WAREHOUSE FLOORS

NAME	BUILD WITH	PREREQUISITES	NOTES
Floor	Steel (2), Concrete (8)	[dm]	A square foundation that can be sunk into the ground.
Floor	Wood (6)	[dm]	A square floor piece.
Floor	Wood (6)	[dm]	A rectangular floor piece.
Floor	Wood (6)	[dm]	A small square floor piece.
Floor	Wood (3), Steel (4)	[dm]	A square floor piece.
Floor	Wood (3), Steel (4)	[dm]	A rectangular floor piece.
Floor	Wood (3), Steel (4)	[dm]	A rectangular floor piece.
Floor	Wood (3), Steel (4)	[dm]	A rectangular floor piece.
Floor	Wood (3), Steel (4)	[dm]	A rectangular floor piece.
Floor	Wood (3), Steel (4)	[dm]	A small square floor piece.

Structures > Warehouse > Walls

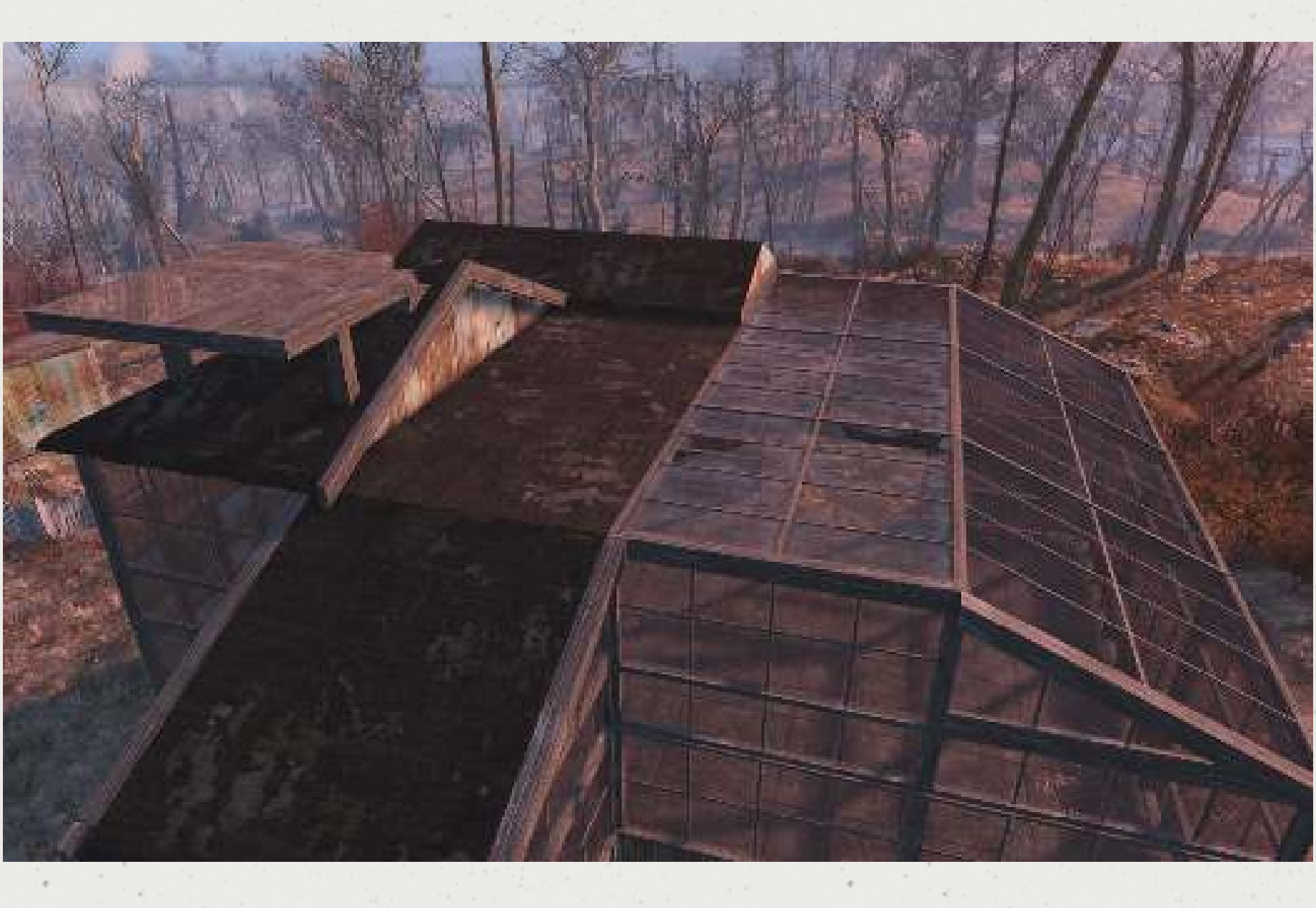


This submenu contains an impressive number of stackable wall pieces, most of which are significantly taller than standard wood or metal walls. However, it also features shorter wall sections that can be stacked to match or exceed the height of a typical warehouse wall. Additionally, you'll find options for gables, extensions, and some oversized doorways (again, much like those found in *Far Harbor*'s Structures > **Barns**).

While most warehouse walls feature at least some damage, some of the glass variants are in surprisingly good shape.Warehouse Walls

NAME	BUILD WITH	PREREQUISITES	NOTES
Wall	Wood (3), Steel (8)	[dm]	A steel wall panel.
Wall	Wood (3), Steel (8)	[dm]	A steel wall panel.
Wall	Wood (3), Steel (8)	[dm]	A steel wall panel.
Wall	Wood (3), Steel (8)	[dm]	A steel wall panel.
Wall	Wood (3), Steel (8)	[dm]	A wall panel featuring a doorway.
Wall	Wood (3), Steel (8)	[dm]	A wall panel featuring a doorway.
Wall	Wood (3), Steel (8)	[dm]	A short wall panel.
Wall	Wood (3), Steel (8), Glass (2)	[dm]	A wall panel featuring windows.
Wall	Wood (3), Steel (8), Glass (2)	[dm]	A wall panel featuring windows.
Wall	Wood (3), Steel (8), Glass (2)	[dm]	A wall panel featuring windows.
Wall	Wood (3), Steel (8), Glass (2)	[dm]	A wall panel featuring windows.
Wall	Wood (3), Steel (8), Glass (2)	[dm]	A short wall panel featuring windows.
Wall	Wood (3), Steel (8)	[dm]	A large door frame.
Wall	Wood (3), Steel (8)	[dm]	A large door frame.
Wall	Wood (3), Steel (8)	[dm]	A partial wall panel.
Wall	Wood (3), Steel (8)	[dm]	A partial wall panel.
Wall	Wood (3), Steel (8)	[dm]	A short wall with an angled top.
Wall	Wood (3), Steel (8)	[dm]	A short wall with an angled top.
Wall	Wood (3), Steel (8)	[dm]	An angled wall.
Wall	Wood (3), Steel (8)	[dm]	An angled wall.
Wall	Wood (3), Steel (8)	[dm]	A wall with an angled bottom.
Wall	Wood (3), Steel (8)	[dm]	A wall with an angled bottom.
Wall	Wood (3), Steel (8)	[dm]	A short wall with an angled bottom.
Wall	Wood (3), Steel (8)	[dm]	A short wall with an angled bottom.
Wall	Wood (3), Glass (8)	[dm]	A glass wall.
Wall	Wood (3), Glass (8)	[dm]	A glass wall.
Wall	Wood (3), Glass (8)	[dm]	A glass wall featuring a doorway.
Wall	Wood (3), Glass (8)	[dm]	A short glass wall.
Wall	Wood (3), Glass (8)	[dm]	A short glass wall.
Wall	Wood (3), Glass (8)	[dm]	A short glass wall with an angled top.
Wall	Wood (3), Glass (8)	[dm]	A short glass wall with an angled top.
Wall	Wood (3), Glass (8)	[dm]	A short glass wall with an angled bottom.
Wall	Wood (3), Glass (8)	[dm]	A short glass wall with an angled bottom.
Wall	Wood (3), Glass (8)	[dm]	An angled glass wall.
Wall	Wood (3), Glass (8)	[dm]	An angled glass wall.
Wall	Wood (3), Glass (8)	[dm]	A glass wall with an angled bottom.
Wall	Wood (3), Glass (8)	[dm]	A glass wall with an angled bottom.

Structures > Warehouse > Roofs



This submenu contains a considerable number of roofing options, many of which stand as cosmetic variations of barn roofs. Slopes, ridges, and platform extensions are all available, allowing you to augment or enhance your skylines in any number of ways.

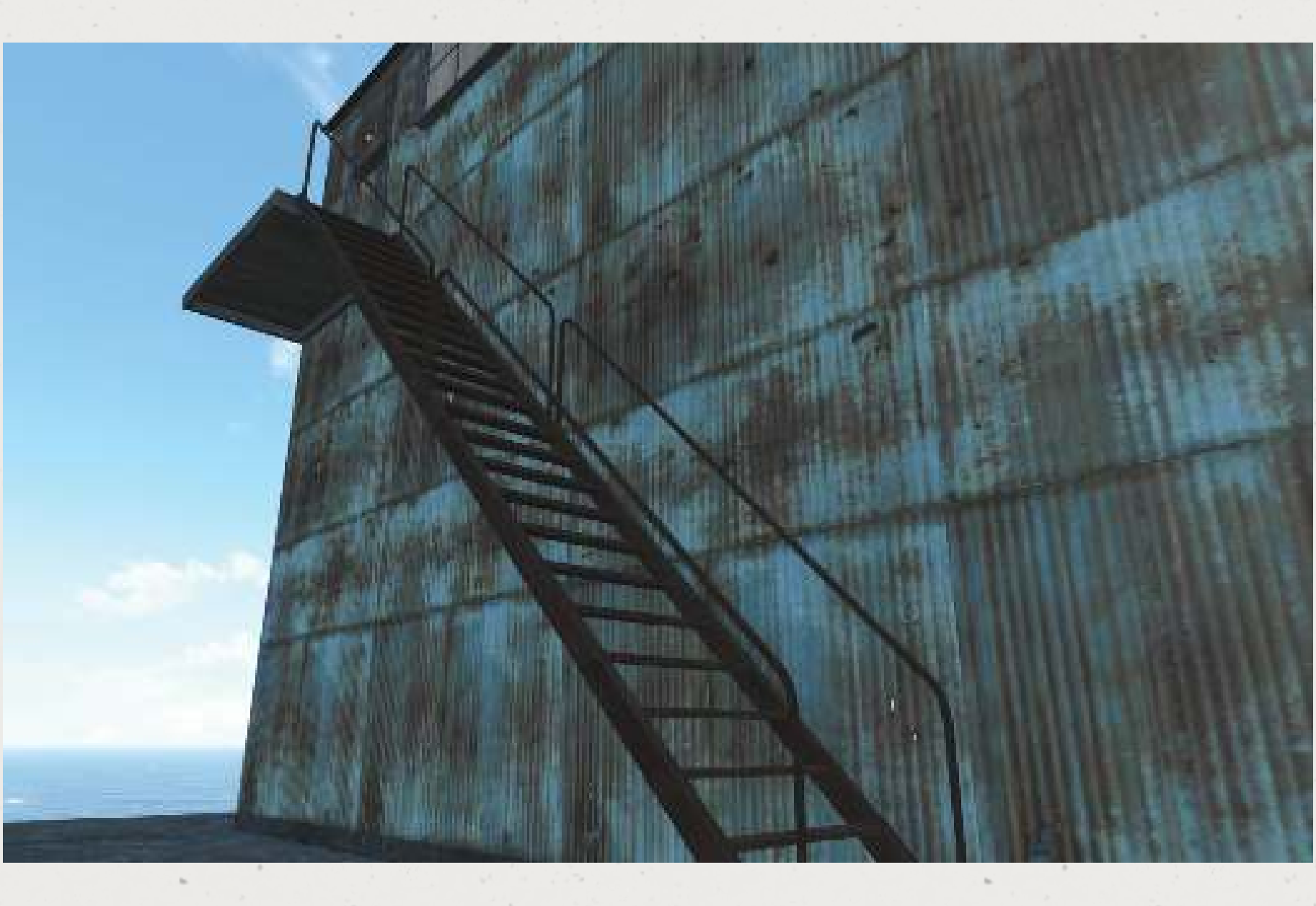
THE BENEFITS OF TRANSPARENCY

Roof selection is generally an aesthetic choice, but don't underestimate the benefits of natural light[dm]especially when it comes to dealing with larger **structures**. A glass ceiling virtually eliminates the need for indoor lighting during daylight hours. If you lack the patience or **resources** to light an oversized structure, glass roof pieces can serve as an efficient alternative to indoor light fixtures.

WAREHOUSE ROOFS

NAME	BUILD WITH	PREREQUISITES	NOTES
Roof	Wood (6)	[dm]	A sloped roof.
Roof	Wood (6)	[dm]	A sloped roof.
Roof	Wood (6)	[dm]	A sloped roof.
Roof	Wood (6)	[dm]	A sloped roof featuring a rafter.
Roof	Wood (6)	[dm]	A sloped roof featuring a rafter.
Roof	Wood (6)	[dm]	A sloped roof featuring a rafter.
Roof	Wood (6)	[dm]	A hipped corner piece.
Roof	Wood (6)	[dm]	A flat roof.
Roof	Wood (6)	[dm]	A flat roof featuring a rafter.
Roof	Wood (6)	[dm]	A hipped roof.
Roof	Wood (6)	[dm]	A raised roof.
Roof	Wood (6)	[dm]	A raised end piece.
Roof	Wood (6)	[dm]	A raised centerpiece.
Roof	Wood (6)	[dm]	A raised corner piece.
Roof	Wood (6)	[dm]	A roof corner piece.
Roof	Wood (6)	[dm]	A raised center piece.
Roof	Wood (6)	[dm]	A raised junction.
Roof	Wood (8), Glass (2), Steel (4)	[dm]	A hipped roof featuring a cupola.
Roof - Rafter	Wood (6)	[dm]	Bare rafters.
Roof - Platform	Wood (6)	[dm]	A platform made for sloped roofs.
Roof - Platform	Wood (6)	[dm]	A platform made for hipped corners.
Roof - Platform	Wood (5), Steel (2)	[dm]	A platform made for sloped roofs.
Roof - Platform	Wood (5), Steel (2)	[dm]	A platform made for hipped corners.
Roof	Wood (2), Glass (4)	[dm]	A sloped glass roof.
Roof	Wood (2), Glass (4)	[dm]	A sloped glass roof.
Roof	Wood (2), Glass (4)	[dm]	A glass corner piece.
Roof	Wood (2), Glass (4)	[dm]	A flat glass roof.
Roof	Wood (2), Glass (4)	[dm]	A flat glass roof.
Roof	Wood (2), Glass (4)	[dm]	A raised glass roof.
Roof	Wood (2), Glass (4)	[dm]	A raised glass end piece.
Roof	Wood (2), Glass (4)	[dm]	A raised glass centerpiece.
Roof	Wood (2), Glass (4)	[dm]	A raised glass corner piece.
Roof	Wood (2), Glass (4)	[dm]	A raised glass corner piece.
Roof	Wood (2), Glass (4)	[dm]	A glass centerpiece.
Roof	Wood (2), Glass (4)	[dm]	A glass centerpiece.

Structures > Warehouse > Stairs

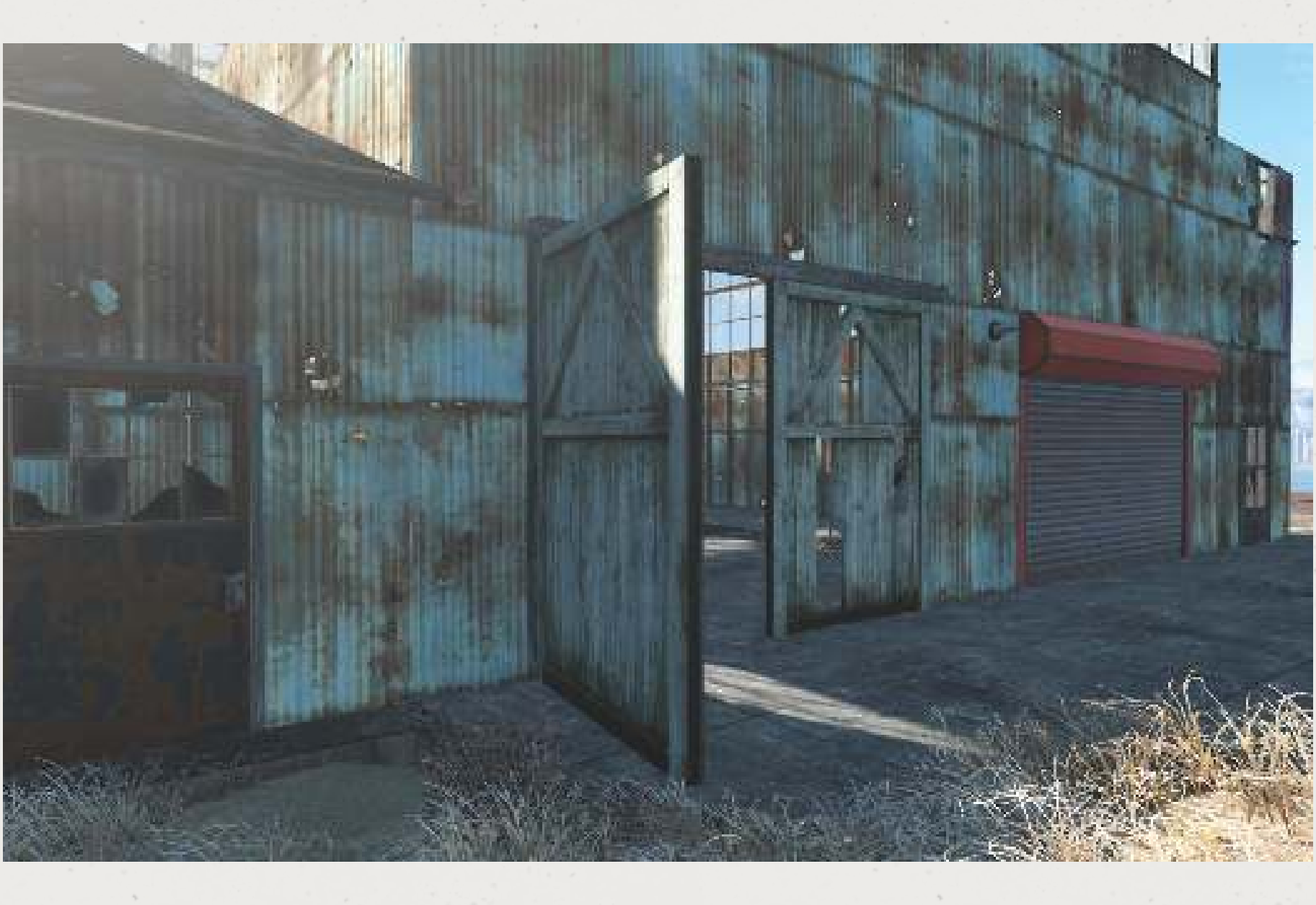


This subcategory introduces two new sets of stairs: a longer set of steps that matches the height of a typical warehouse wall, and a set that reaches half as far. These items snap to floors and each other, making it fairly easy to add properly-sized set of stairs to virtually any warehouse (or barn).

WAREHOUSE STAIRS

NAME	BUILD WITH	PREREQUISITES	NOTES
Stairs	Steel (5)	[dm]	A long set of stairs.
Stairs	Steel (5)	[dm]	A short set of stairs.

Structures > Warehouse > Doors



This new submenu offers some standard door variants, and some cosmetically different large doors, but it also contains an oversized powered door. The "Rolling Metal Door" doesn't require a door frame. Instead, it features its own trim that snaps between appropriately spaced wall segments.

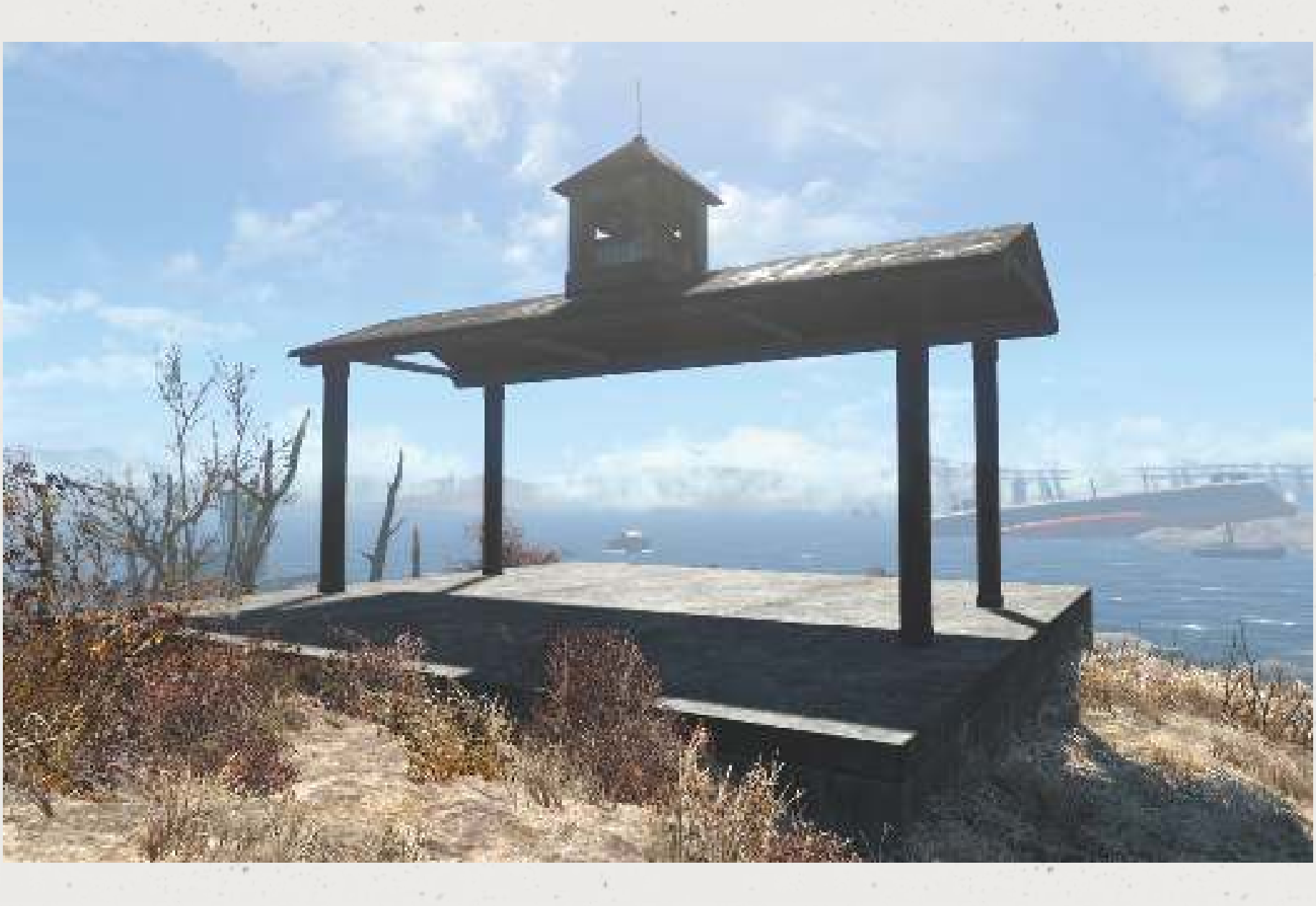
A POWER PLAY

Like any powered door, the "Rolling Metal Door" remains open while it's connected to a generator. By inserting a switch between this door and its **power** source, you can control when and if your settlers have access to a building (assuming that building doesn't also feature more traditional points of entry).

WAREHOUSE DOORS

NAME	BUILD WITH	PREREQUISITES	NOTES
Door	Steel (4), Glass (2)	[dm]	A standard door.
Door	Steel (4), Glass (2)	[dm]	A standard door.
Door	Wood (2), Glass (4)	[dm]	A standard door.
Door	Wood (2), Glass (4)	[dm]	A standard door.
Door	Wood (4)	[dm]	A large door.
Door	Wood (4)	[dm]	A large door.
Door	Wood (4)	[dm]	A large door.
Door	Wood (4)	[dm]	A large door.
Rolling Metal Door	Wood (6), Steel (12)	[dm]	A large specialty door. Requires **power** (remains open while powered).

Structures > Warehouse > Miscellaneous



This new subcategory contains two metal posts and a cupola. The posts come in two lengths. The longer post spans the height of a standard warehouse floor; the shorter post stands at only half-height. Both posts are designed to snap into specific points on floor panels, but with a bit of finesse, these items can make for useful gap-fillers.

Similar objects can be found among the Workshop menu's barn pieces, but the warehouse variants require different components and feature a noticeably different aesthetic.

MISCELLANEOUS WAREHOUSE PIECES

NAME	BUILD WITH	PREREQUISITES	NOTES
Post	Steel (2)	[dm]	A short post.
Post	Steel (4)	[dm]	A long post.
Roof Cupola	Steel (4), Glass (2), Wood (2)	[dm]	A cupola that fits over a roof ridge.

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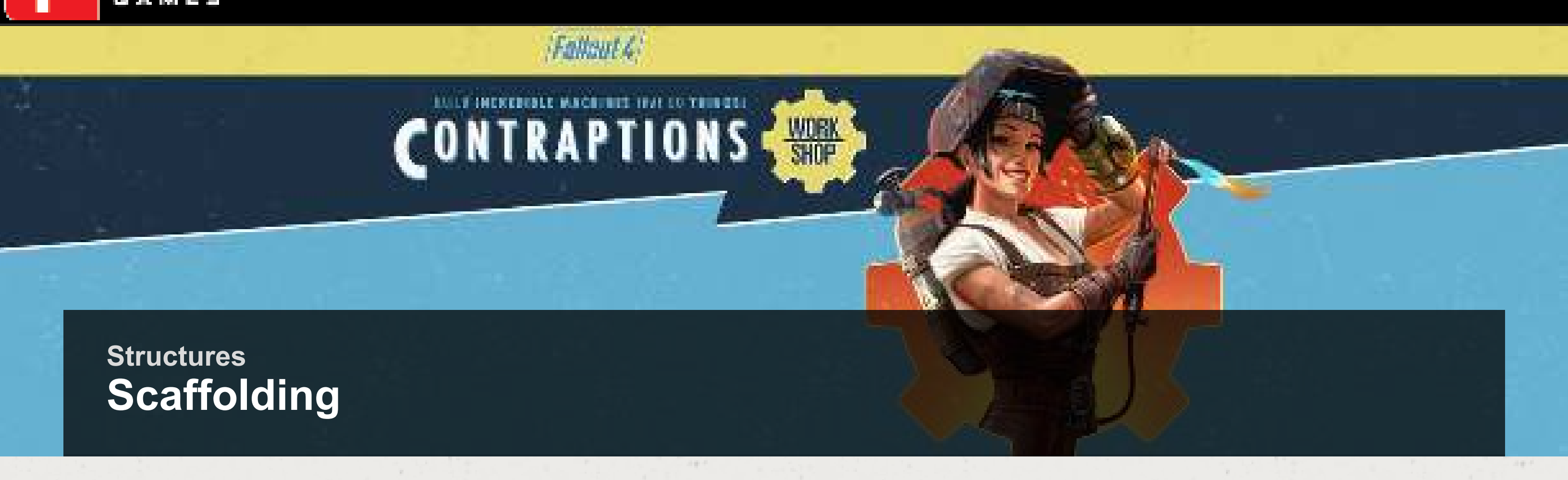


Structures

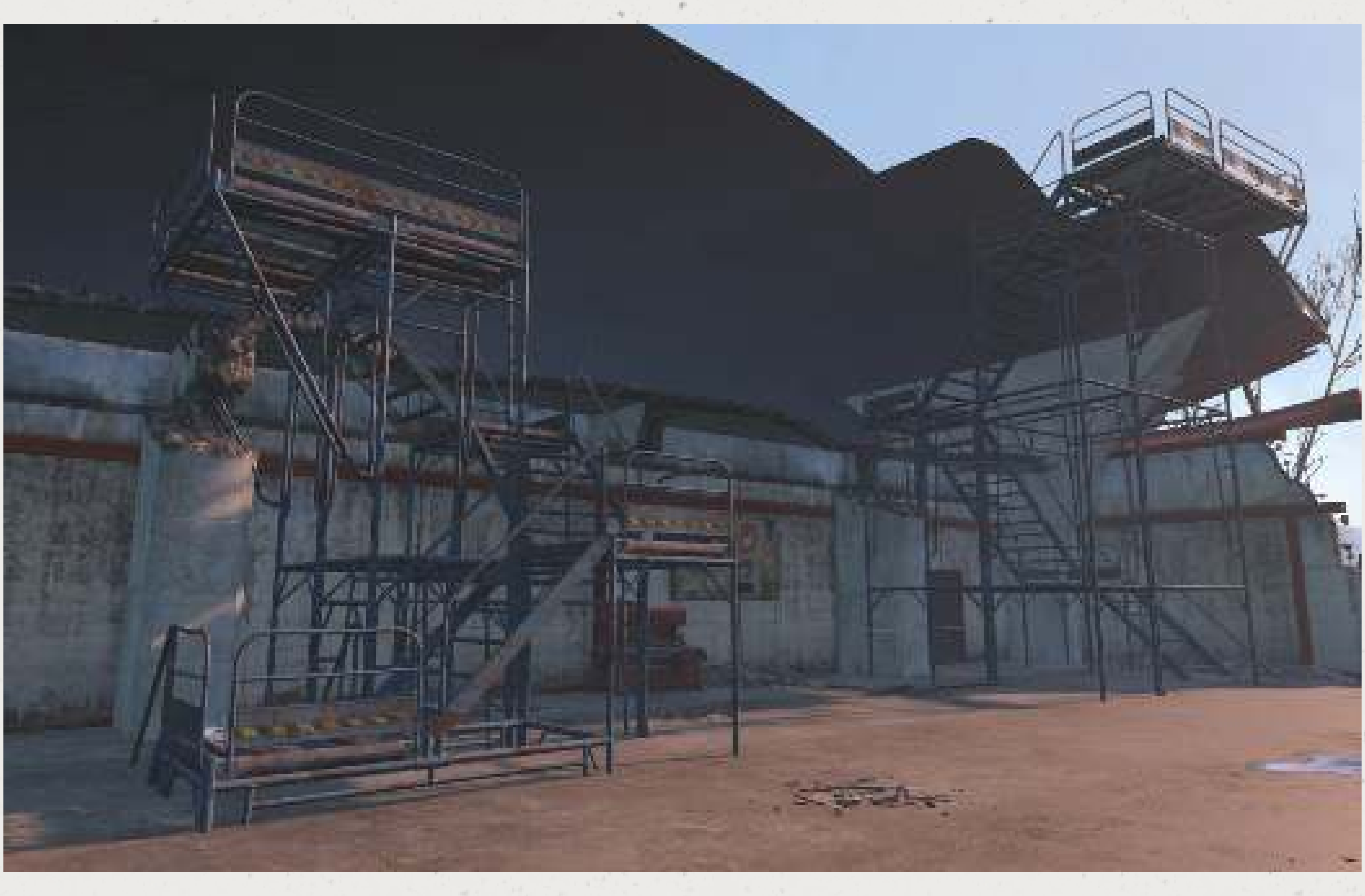
Scaffolding

This new subcategory can be used to build customized scaffolding rigs. Cosmetically, scaffolds are great for grounding otherwise improbable structures, but these versatile objects can also be used to place steps, ramps, and anchor points near otherwise inaccessible areas.

NEW OR EXPANDED SUBCATEGORIES:

- Structures > Scaffolding > Prefabs
- Structures > Scaffolding > Floors
- Structures > Scaffolding > Framework
- Structures > Scaffolding > Stairs
- Structures > Scaffolding > Miscellaneous

Structures > Scaffolding > Prefabs

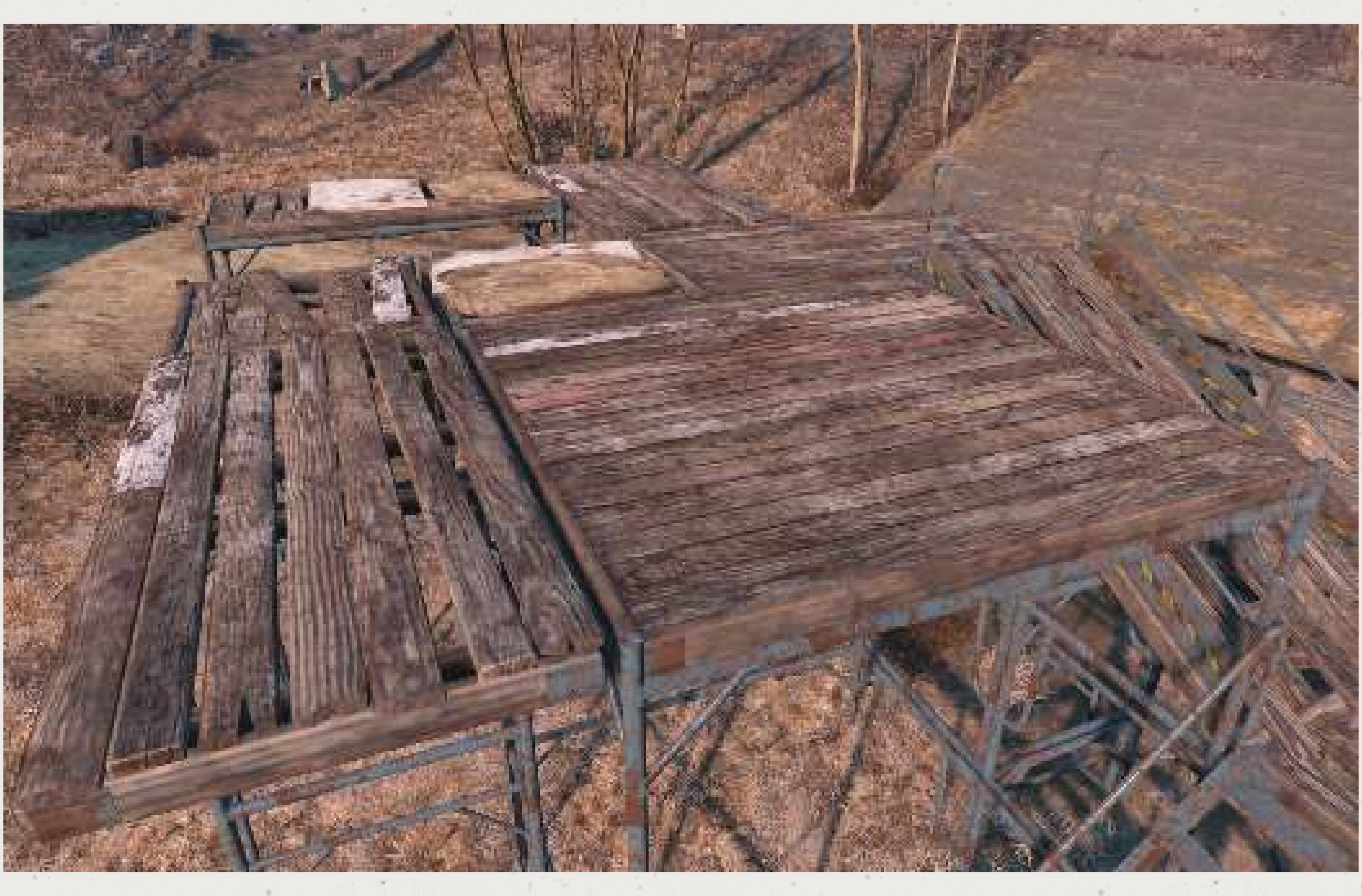


This new subcategory contains two prefabricated scaffolding towers, both of which feature a full complement of railings. This makes them somewhat difficult to incorporate into existing structures, but these prefab structures can be used to hold objects like conduits, lights, and mortars that might benefit from a bit of extra height.

SCAFFOLDING PREFABS

NAME	BUILD WITH	PREREQUISITES	NOTES
Scaffolding Tower	Wood (8), Steel (20)	[dm]	A large scaffolding tower.
Scaffolding Tower	Wood (8), Steel (20)	[dm]	A small scaffolding tower.

Structures > Scaffolding > Floors



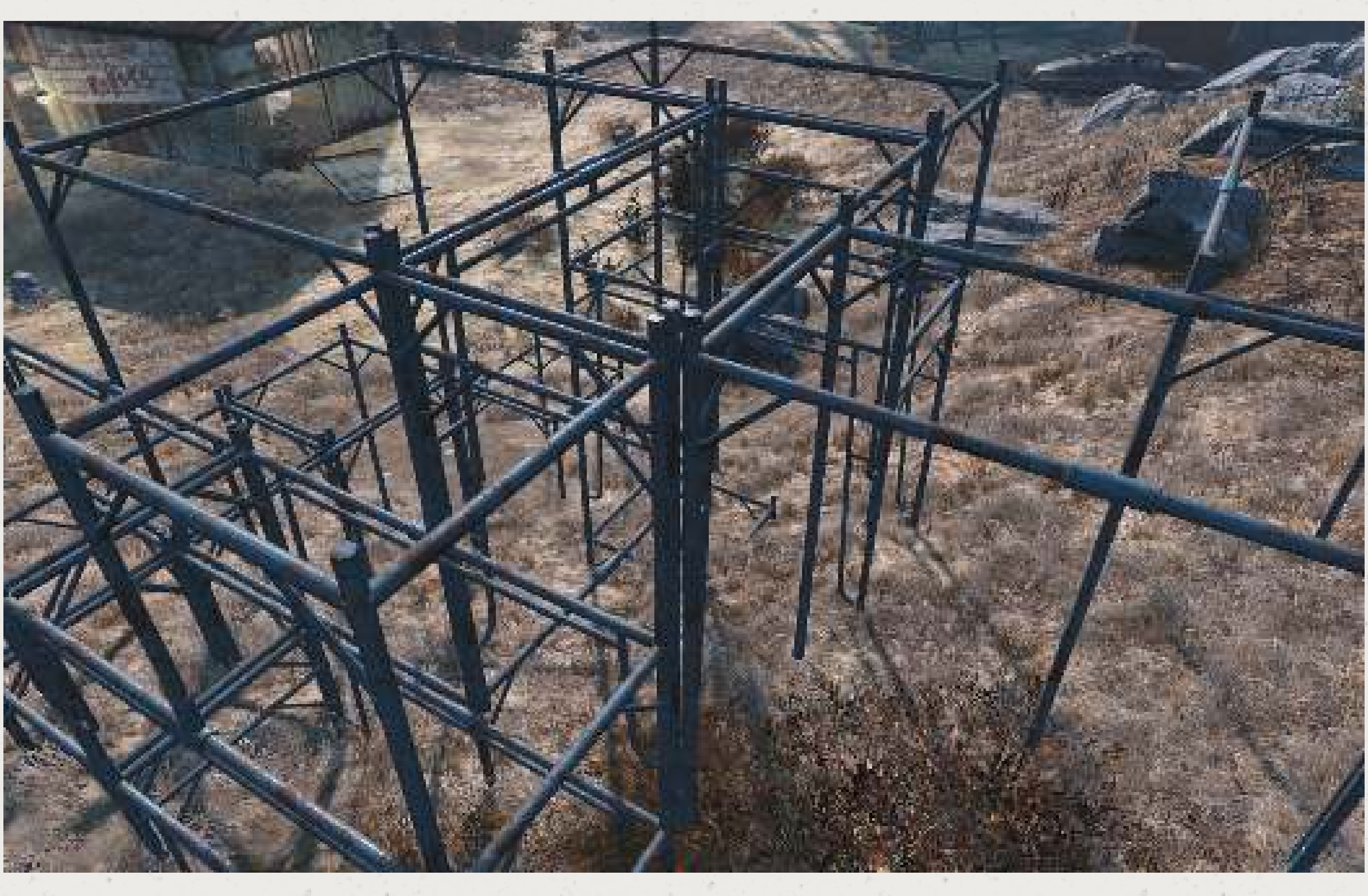
Although scaffolding floors are designed to fit atop scaffolding frames, they snap to each other and[dm]in most cases[dm]to standard floor pieces. However, these specialized floor panels are a bit thinner than typical floor panels, and a direct connection results in a noticeable gap intended to accommodate scaffolding frames.

Cosmetically, these floor panels look similar to some of the pieces found in Structures > **Wood** > **Floors**, but you'll find the notable addition of rectangular half-panels ideal for narrow walkways.

SCAFFOLDING FLOORS

NAME	BUILD WITH	PREREQUISITES	NOTES
Scaffolding Floor	Wood (5), Steel (2)	[dm]	A small square floor piece.
Scaffolding Floor	Wood (5), Steel (2)	[dm]	A small square floor piece.
Scaffolding Floor	Wood (5), Steel (2)	[dm]	A small square floor piece.
Scaffolding Floor	Wood (5), Steel (2)	[dm]	A small rectangular floor piece.
Scaffolding Floor	Wood (5), Steel (2)	[dm]	A small rectangular floor piece.
Scaffolding Floor	Wood (5), Steel (2)	[dm]	A small rectangular floor piece.
Scaffolding Floor	Wood (5), Steel (2)	[dm]	A square floor piece.

Structures > Scaffolding > Framework

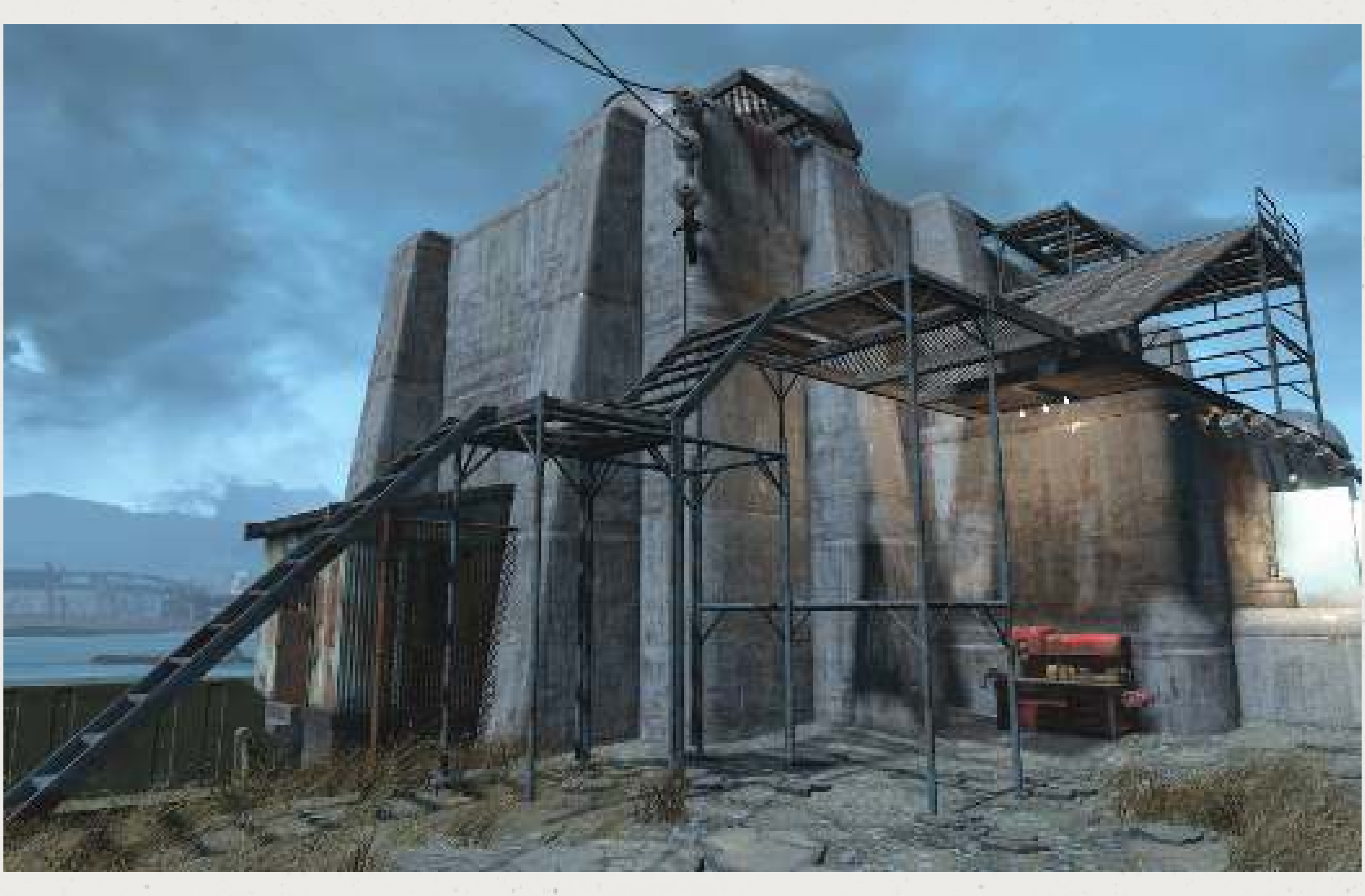


While structures are generally built from the ground up, this isn't always the case with scaffolding. Scaffolding frames come in different shapes, sizes, and heights, but all of these objects are capable of sinking into the ground. Combine this with the fact that scaffolding frames can snap together both vertically and horizontally, and it becomes fairly easy to match a scaffolding rig to the dimensions of any existing structure.

SCAFFOLDING FRAMES

NAME	BUILD WITH	PREREQUISITES	NOTES
Scaffolding Frame	Steel (6)	[dm]	A small scaffolding frame (short).
Scaffolding Frame	Steel (6)	[dm]	A narrow scaffolding frame (short).
Scaffolding Frame	Steel (6)	[dm]	A large scaffolding frame (short).
Scaffolding Frame	Steel (6)	[dm]	A small scaffolding frame (tall).
Scaffolding Frame	Steel (6)	[dm]	A small scaffolding frame (tall).
Scaffolding Frame	Steel (6)	[dm]	A narrow scaffolding frame (tall).
Scaffolding Frame	Steel (6)	[dm]	A narrow scaffolding frame (tall).
Scaffolding Frame	Steel (6)	[dm]	A large scaffolding frame (tall).
Scaffolding Frame	Steel (6)	[dm]	A large scaffolding frame (tall).

Structures > Scaffolding > Stairs



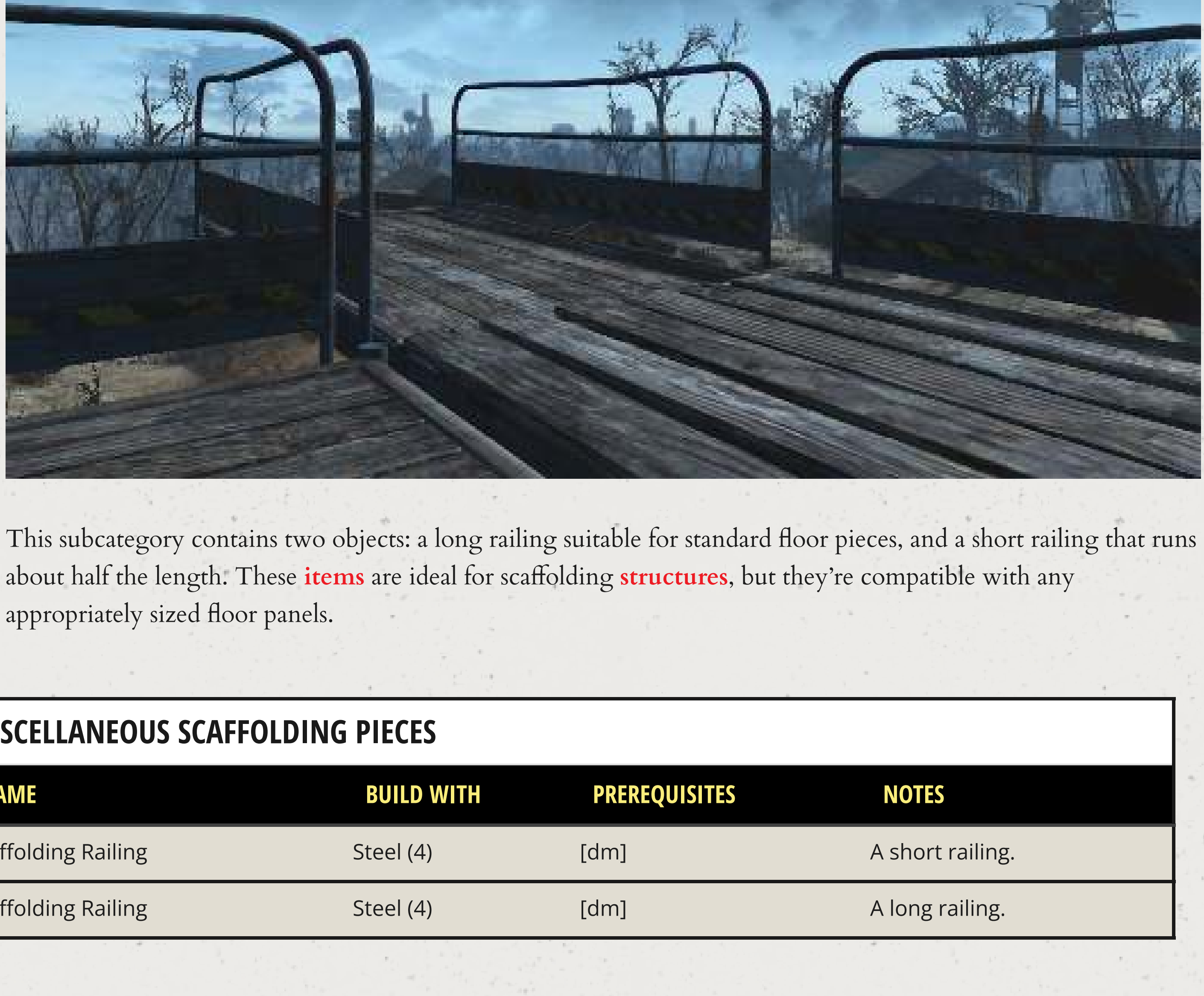
This subcategory contains stairs and ramps that are specifically designed for use in scaffolding. Ramps provide a gentler slope, while scaffolding stairs offer a tighter, more efficient climb.

These objects snap to the tops of scaffolding frames, and to each other, but they can also sink a considerable distance into the ground. With careful placement, you can use scaffolding ramps or stairs to provide easy access to and from virtually any raised area.

SCAFFOLDING STAIRS

NAME	BUILD WITH	PREREQUISITES	NOTES
Scaffolding Ramp	Wood (2), Steel (4)	[dm]	A basic ramp.
Scaffolding Ramp	Wood (2), Steel (4)	[dm]	A ramp with railings.
Scaffolding Ramp	Wood (2), Steel (4)	[dm]	A basic ramp.
Scaffolding Ramp	Wood (2), Steel (4)	[dm]	A ramp with railings.
Scaffolding Stairs	Steel (5)	[dm]	A set of steps.
Scaffolding Stairs	Steel (5)	[dm]	A set of steps with railings.
Scaffolding Stairs	Steel (5)	[dm]	A narrow set of steps.
Scaffolding Stairs	Steel (5)	[dm]	A narrow set of steps with railings.
Scaffolding Stairs	Steel (5)	[dm]	A short, wide set of steps.
Scaffolding Stairs	Steel (5)	[dm]	A short, wide set of steps with railings.
Scaffolding Stairs	Steel (5)	[dm]	A short set of steps.
Scaffolding Stairs	Steel (5)	[dm]	A short set of steps with railings.

Structures > Scaffolding > Miscellaneous



This subcategory contains two objects: a long railing suitable for standard floor pieces, and a short railing that runs about half the length. These items are ideal for scaffolding structures, but they're compatible with any appropriately sized floor panels.

MISCELLANEOUS SCAFFOLDING PIECES

NAME	BUILD WITH	PREREQUISITES	NOTES
Scaffolding Railing	Steel (4)	[dm]	A short railing.
Scaffolding Railing	Steel (4)	[dm]	A long railing.

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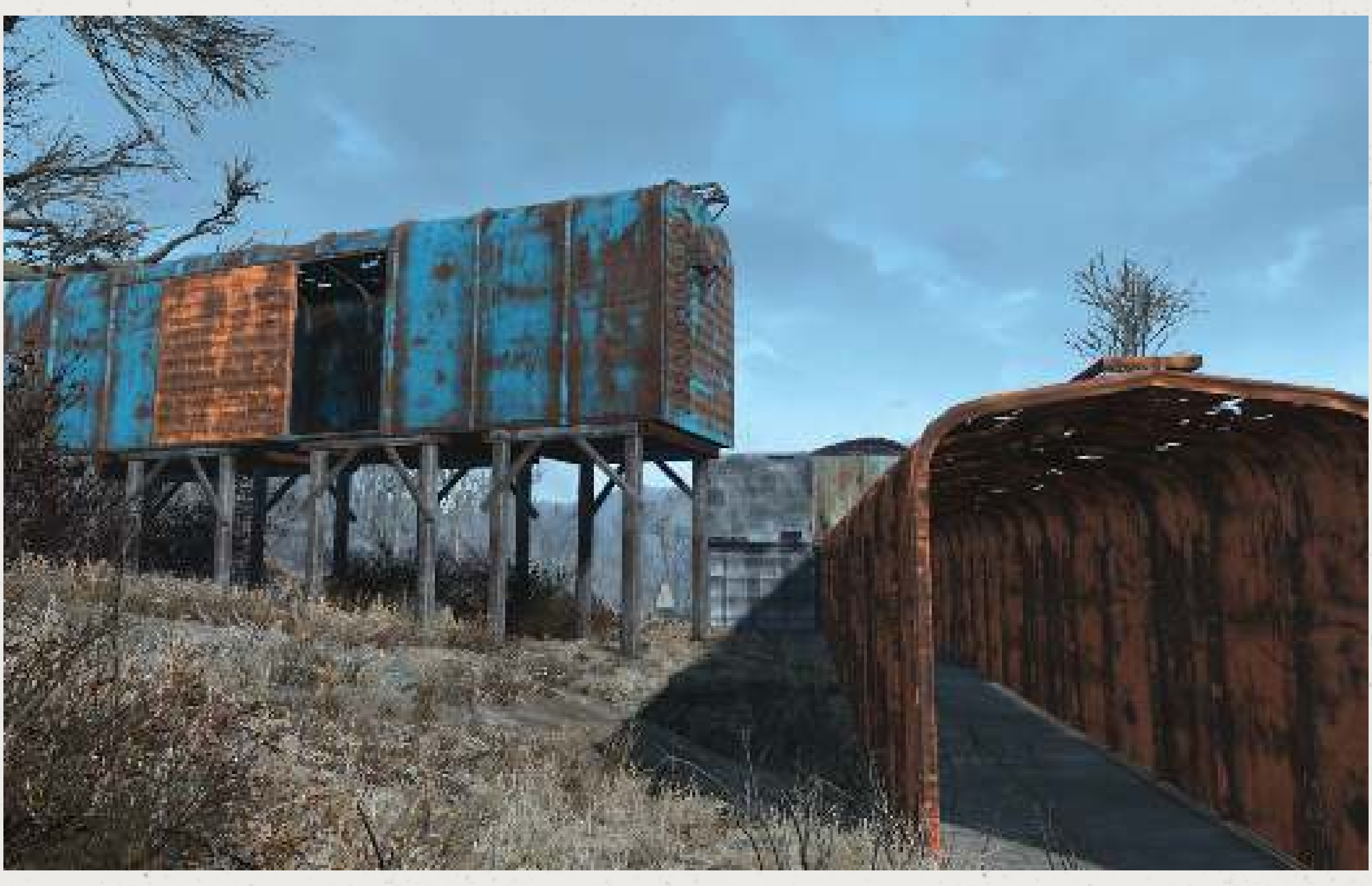
Structures

Boxcars



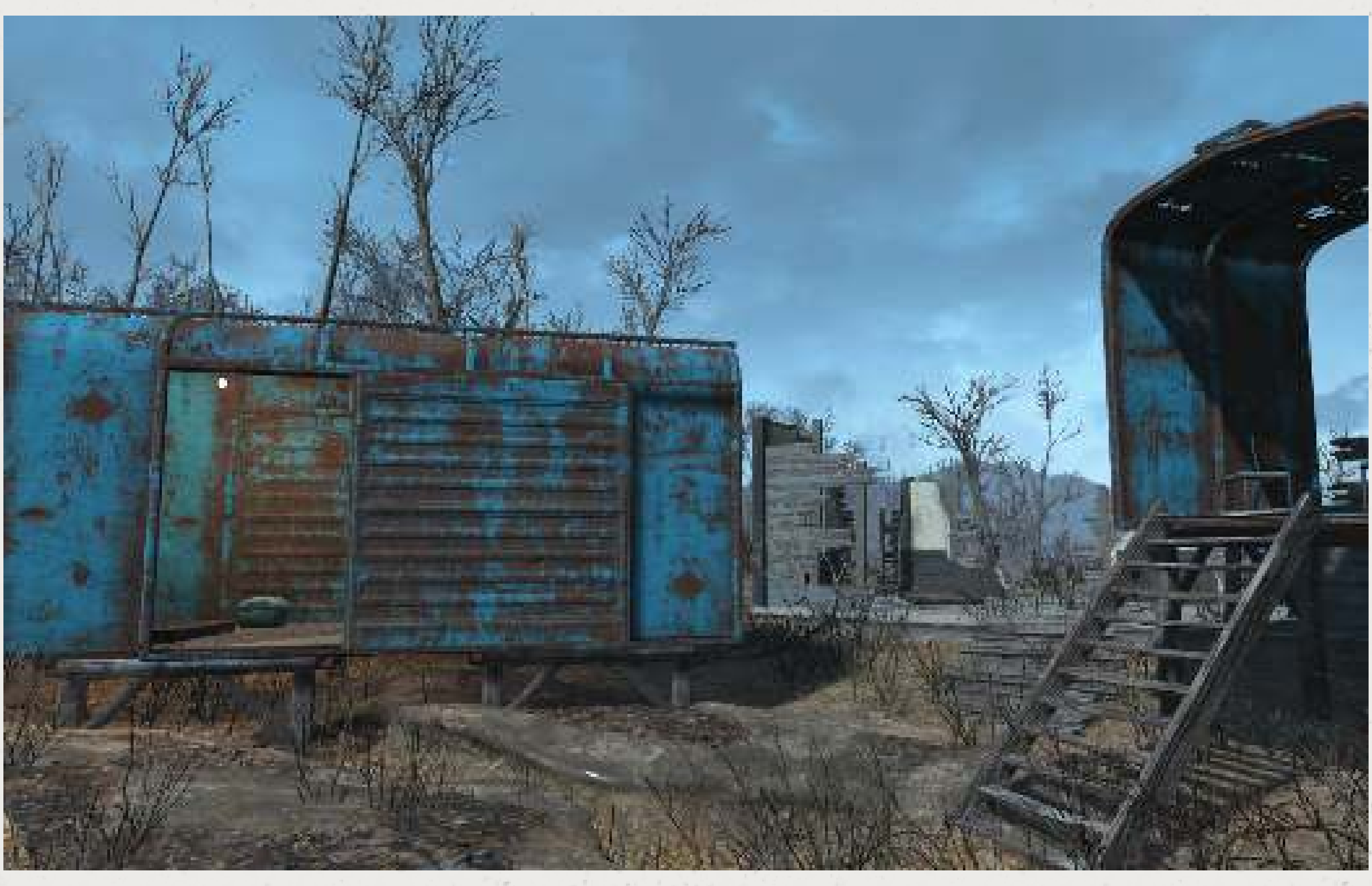
Boxcars make for quick and easy shelters, but these makeshift structures are surprisingly versatile. Most boxcar pieces can snap to standard floor panels, making it easy to incorporate them into more traditional buildings.

This section of the Workshop menu contains two subcategories, each of which both of which contain a similar selection of boxcar pieces.

NEW OR EXPANDED SUBCATEGORIES:

- Structures > Boxcars > Blue
- Structures > Boxcars > Orange

Structures > Boxcars > Blue

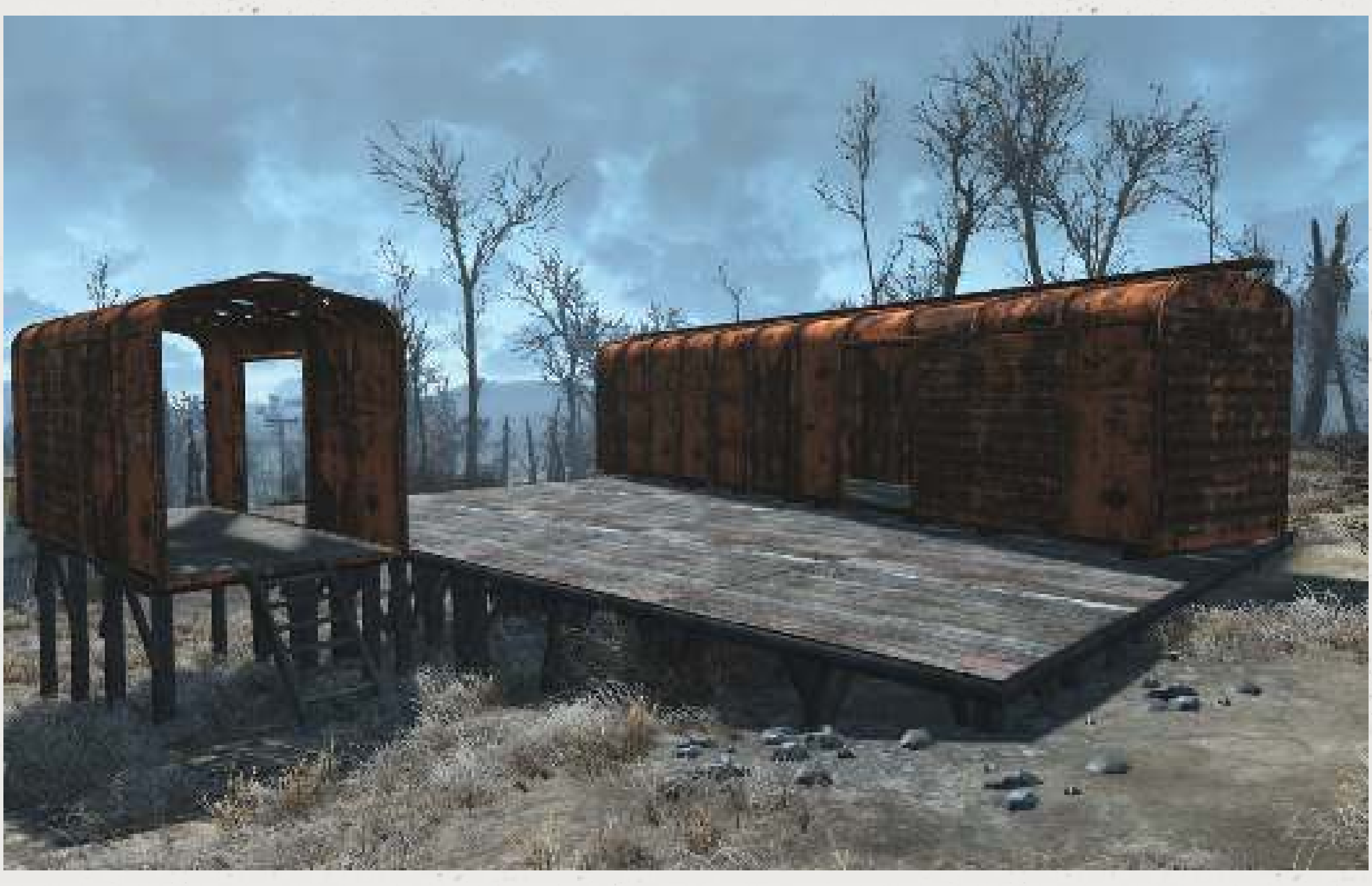


This subcategory features all of the bodies, doors, and endcaps you'll need to make a boxcar of any length.

BLUE BOXCAR PIECES

NAME	BUILD WITH	PREREQUISITES	NOTES
Box Car Door	Steel (6)	[dm]	A large sliding door.
Box Car	Steel (16), Wood (4)	[dm]	A midsection.
Box Car	Steel (16), Wood (4)	[dm]	An endcap.
Box Car	Steel (16), Wood (4)	[dm]	A long midsection.
Box Car	Steel (16), Wood (4)	[dm]	A long endcap.
Box Car	Steel (16), Wood (4)	[dm]	A long midsection featuring two doorways.
Box Car	Steel (16), Wood (4)	[dm]	A long endcap featuring two doorways.
Box Car	Steel (16), Wood (4)	[dm]	A mid-section featuring **supports**.
Box Car	Steel (16), Wood (4)	[dm]	An endcap featuring **supports**.
Box Car	Steel (16), Wood (4)	[dm]	A long midsection featuring **supports**.
Box Car	Steel (16), Wood (4)	[dm]	A long endcap featuring **supports**.
Box Car	Steel (16), Wood (4)	[dm]	A long midsection featuring **supports** and two doorways.
Box Car	Steel (16), Wood (4)	[dm]	A long endcap featuring **supports** and two doorways.

Structures > Boxcars > Orange



This subcategory contains orange variants of the pieces found in Structures > **Boxcars > Blue.**

ORANGE BOXCAR PIECES

NAME	BUILD WITH	PREREQUISITES	NOTES
Box Car Door	Steel (6)	[dm]	A large sliding door.
Box Car	Steel (16), Wood (4)	[dm]	A midsection.
Box Car	Steel (16), Wood (4)	[dm]	An endcap.
Box Car	Steel (16), Wood (4)	[dm]	A long midsection.
Box Car	Steel (16), Wood (4)	[dm]	A long endcap.
Box Car	Steel (16), Wood (4)	[dm]	A long midsection featuring two doorways.
Box Car	Steel (16), Wood (4)	[dm]	A long endcap featuring two doorways.
Box Car	Steel (16), Wood (4)	[dm]	A midsection featuring **supports**.
Box Car	Steel (16), Wood (4)	[dm]	An endcap featuring **supports**.
Box Car	Steel (16), Wood (4)	[dm]	A long midsection featuring **supports**.
Box Car	Steel (16), Wood (4)	[dm]	A long endcap featuring **supports**.
Box Car	Steel (16), Wood (4)	[dm]	A long midsection featuring **supports** and two doorways.
Box Car	Steel (16), Wood (4)	[dm]	A long endcap featuring **supports** and two doorways.

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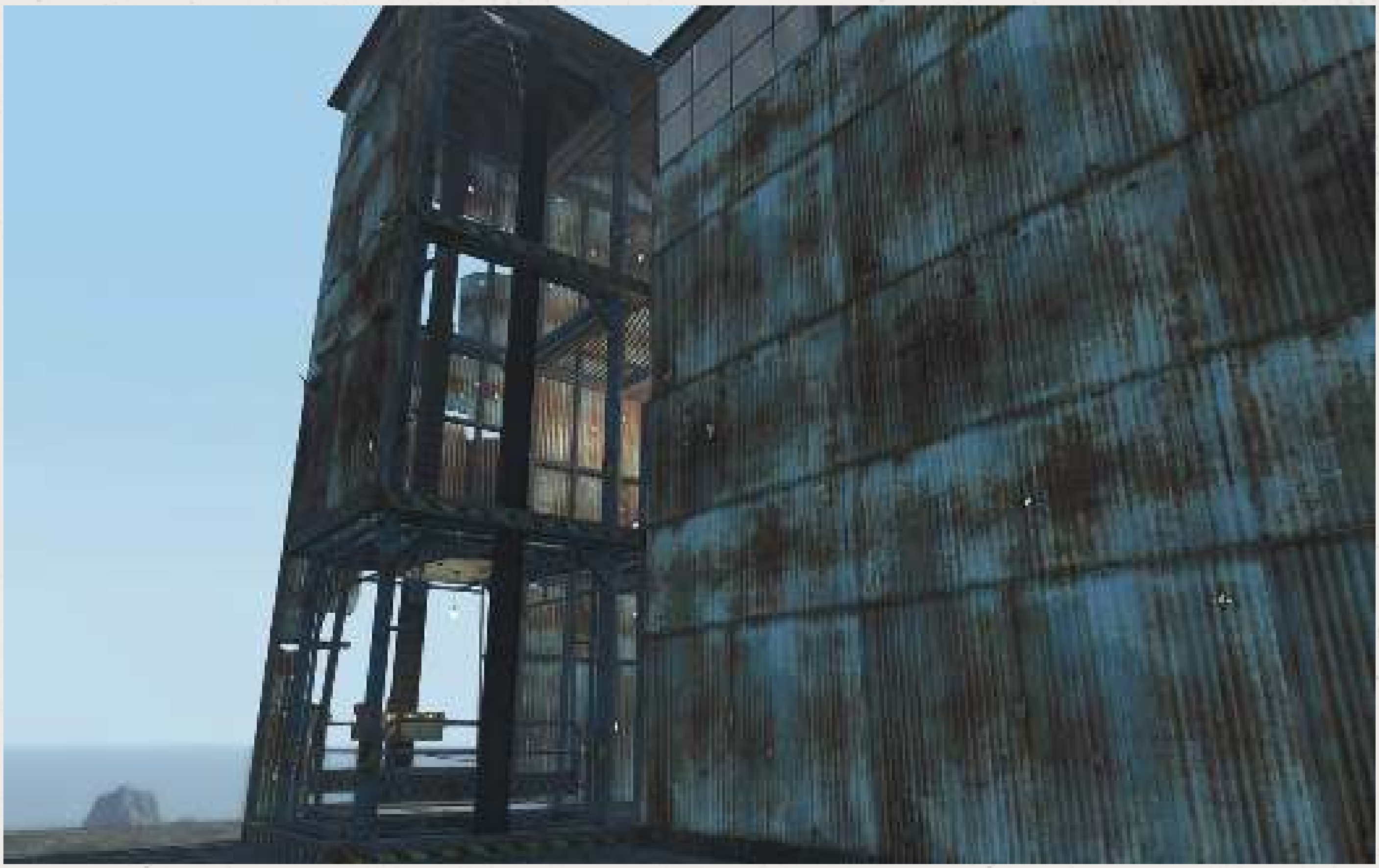
Elevators



With the *Contraptions Workshop* DLC, you can build functioning elevators in any (or all) of your settlements, making vertical design more practical than ever.

You'll find options that span up to four floors, but it's important to note that these devices are intended for high-wall structures like warehouses and barns. The shorter walls offered by typical wood/metal structures prevent additional floors from lining up with any elevator's design.

ELEVATORS

NAME	BUILD WITH	PREREQUISITES	NOTES
2 Floor Elevator	Steel (16), Copper (2), Wood (4), Gear (3), Circuitry (2)	[dm]	A two-story elevator. Requires 5 **Power**.
3 Floor Elevator	Steel (24), Copper (3), Wood (6), Gear (4), Circuitry (2)	[dm]	A three-story elevator. Requires 5 **Power**.
4 Floor Elevator	Steel (32), Copper (4), Wood (8), Gear (6), Circuitry (2)	[dm]	A four-story elevator. Requires 5 **Power**.

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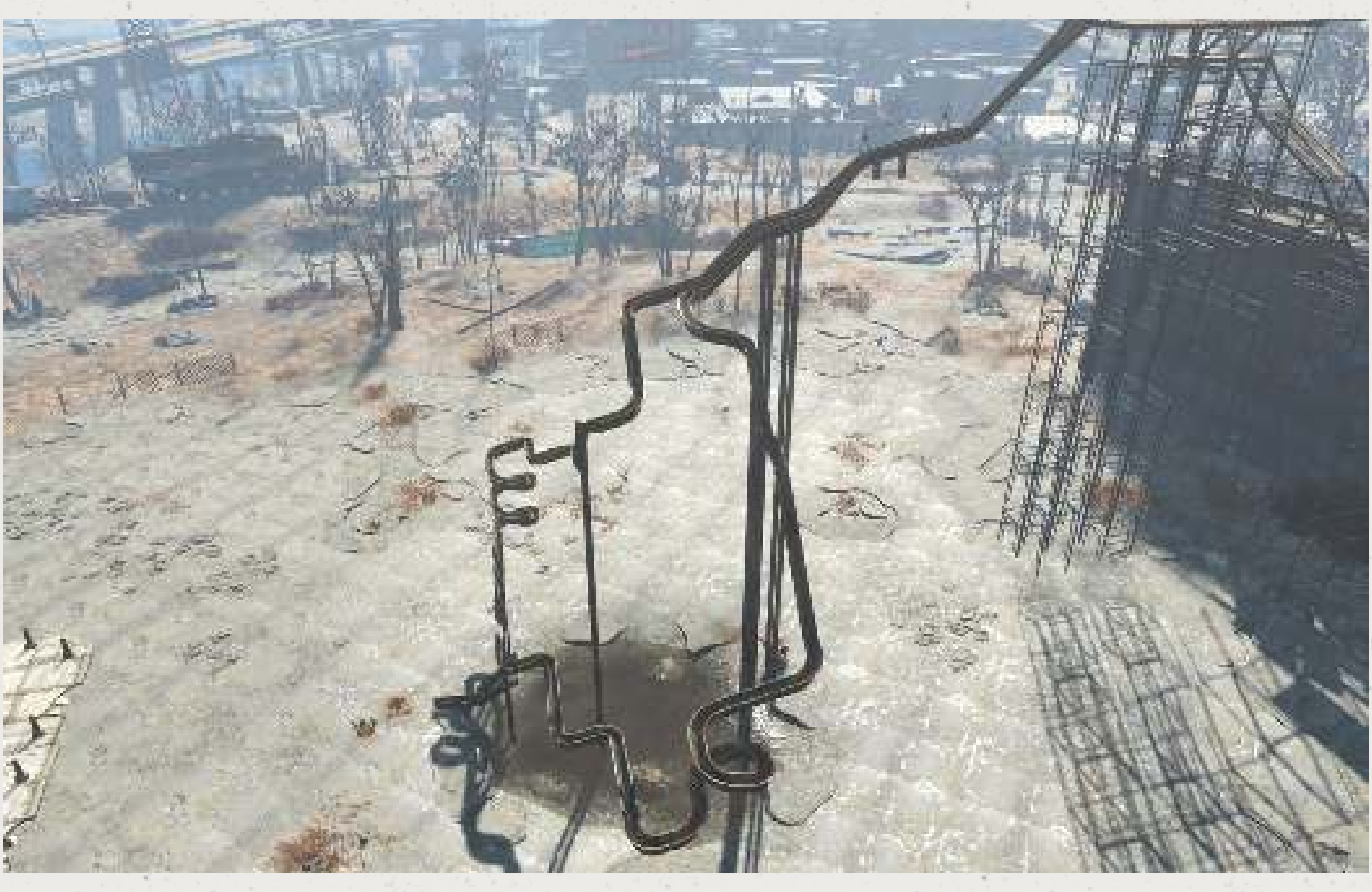
Fallout 4
CONTRAPTIONS
WORKSHOP

Structures
Ball Track



With this new submenu, you can outfit your settlements with custom-built ball tracks. These structures are essentially oversized novelty toys; designing and using ball tracks can be very amusing, but the resulting structures offer no unique benefits to settlements that hold them.

In its simplest form, a ball track is nothing more than a ramp[dm]drop a steel ball onto the track, watch it roll, and repeat as desired. However, these pieces can be combined with objects like traps, switches, and powered equipment to create surprisingly elaborate (if intentionally impractical) machines.

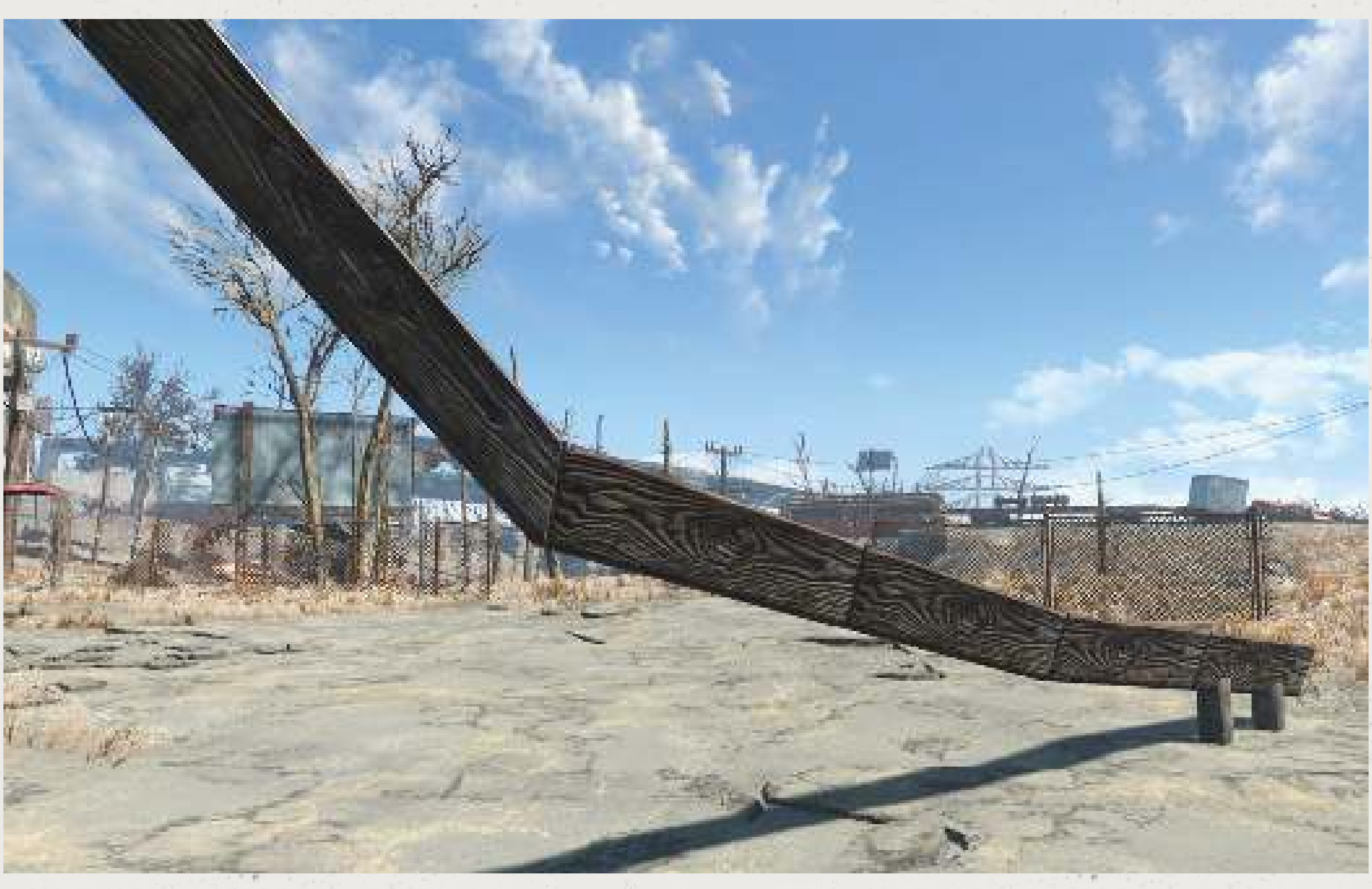
THINK OUTSIDE THE TRACK

An appropriately designed ball track can be used to control virtually anything that can be wired to a **power** grid. If you're planning to create a truly elaborate ball track, remember that the Workshop menu contains a wide variety of powered devices and customizable switches.

NEW OR EXPANDED SUBCATEGORIES:

- Structures > Ball Track > Straight
- Structures > Ball Track > Curves
- Structures > Ball Track > Miscellaneous

Structures > Ball Track > Straight

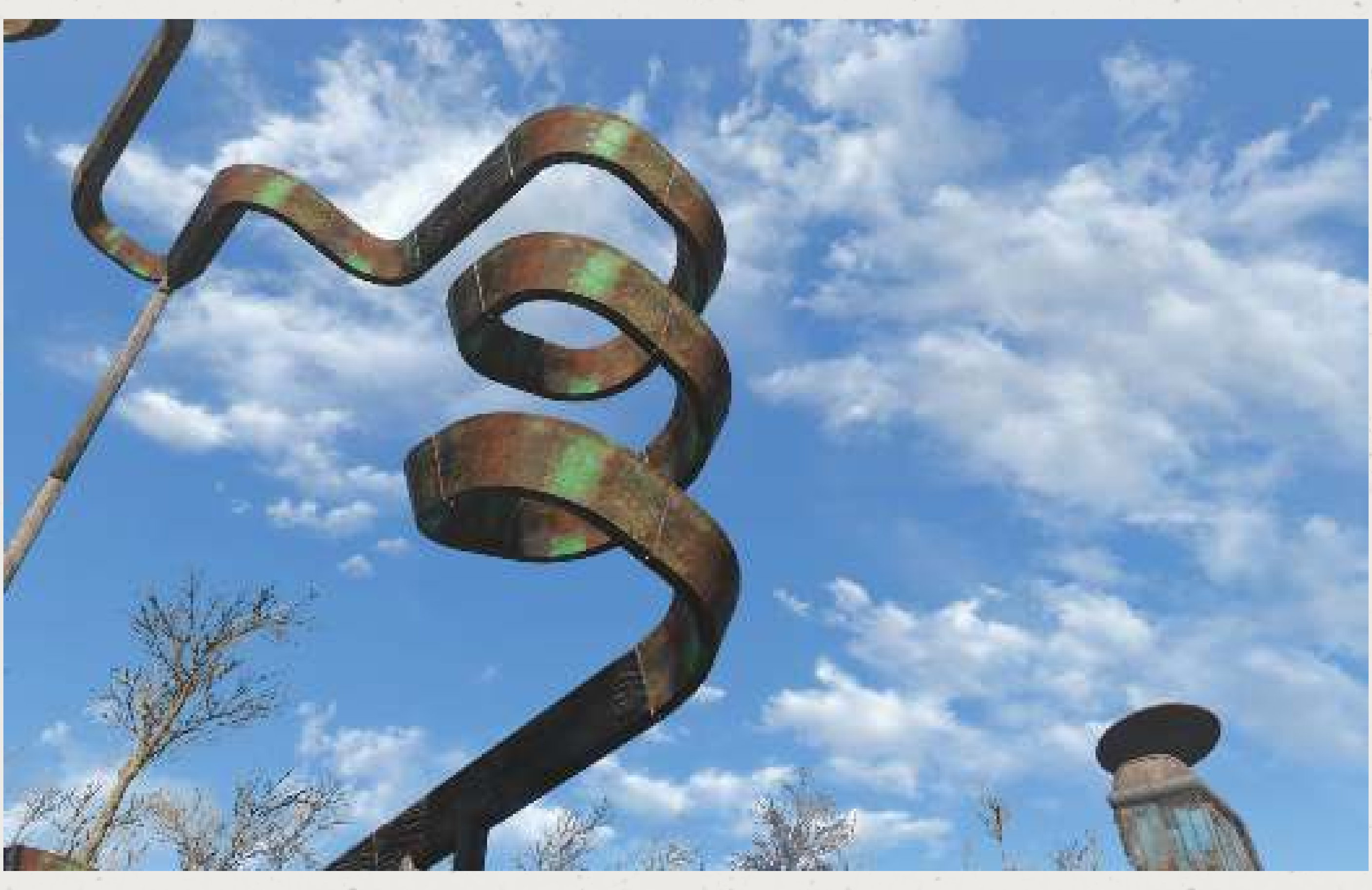


The pieces in this subcategory allow you to determine the length and slope of your ball track's straightaways. Most straight ball track pieces also feature "supported" variants. Supports not only ground otherwise improbable creations; they also serve as potential mounting points for the conduits required by more elaborate ball tracks.

STRAIGHT BALL TRACKS

NAME	BUILD WITH	PREREQUISITES	NOTES
Ball Track - Ramp High	Wood (3)	[dm]	A high-slope straightway.
Ball Track - Ramp High - Double	Wood (3)	[dm]	A long high-slope straightway.
Ball Track - Ramp High - Supported	Wood (3)	[dm]	A high-slope straightway featuring **supports**.
Ball Track - Ramp Medium	Wood (3)	[dm]	A sloped straightway.
Ball Track - Ramp Medium Supported	Wood (3)	[dm]	A sloped straightway featuring **supports**.
Ball Track - Ramp Low	Wood (3)	[dm]	A low-slope straightway.
Ball Track - Ramp Low Supported	Wood (3)	[dm]	A low-slope straightway featuring **supports**.

Structures > Ball Track > Curves



Every item in this submenu consists of one or more 90-degree curves. This means that every ball track[dm]no matter how elaborate[dm]follows a basic grid design. Of course, curves can be combined to create everything from a simple turn to a spiraling corkscrew.

CURVED BALL TRACKS

NAME	BUILD WITH	PREREQUISITES	NOTES
Ball Track - Curve Left	Steel (3)	[dm]	A sloped 90-degree curve.
Ball Track - Curve Right	Steel (3)	[dm]	A sloped 90-degree curve.
Ball Track - Curve Left - 180	Steel (3)	[dm]	A sloped 180-degree curve.
Ball Track - Curve Right - 180	Steel (3)	[dm]	A sloped 180-degree curve.
Ball Track - Curve Left - 360	Steel (3)	[dm]	A sloped 360-degree curve.
Ball Track - Curve Right - 360	Steel (3)	[dm]	A sloped 360-degree curve.

Structures > Ball Track > Miscellaneous

This submenu contains objects like ball drops, splits, switches, and support extensions. Most importantly, it includes the steel balls needed for any ball track to function.

MISCELLANEOUS BALL TRACK PIECES

NAME	BUILD WITH	PREREQUISITES	NOTES
Ball Track - Funnel - Edge	Wood (3)	[dm]	A sloped ball funnel.
Ball Track - Funnel - Floor	Wood (3)	[dm]	A vertical ball funnel.
Ball Track - Funnel - Floor	Wood (3)	[dm]	A vertical ball funnel featuring a sloped straightway.
Ball Track - Merge	Wood (3)	[dm]	A high-slope junction.
Steel Ball	Steel (5)	[dm]	A steel ball.
Ball Track - Ball Drop	Wood (3)	[dm]	Manually releases a ball.
Ball Track - Ball Drop Powered	Wood (3)	[dm]	Releases a ball when powered.
Ball Track - **Supports**	Wood (3)	[dm]	Two support pieces capable of sinking into the ground.
Ball Track - Split	Wood (3)	[dm]	Switches between different tracks when **power** is on or off. Requires **power**.
Ball Track - Switch	Wood (3)	[dm]	Turns **power** on or off each time it is triggered. Requires **power**.
Ball Track - Pulse	Wood (3)	[dm]	Turns **power** on briefly when it is triggered. Requires **power**.

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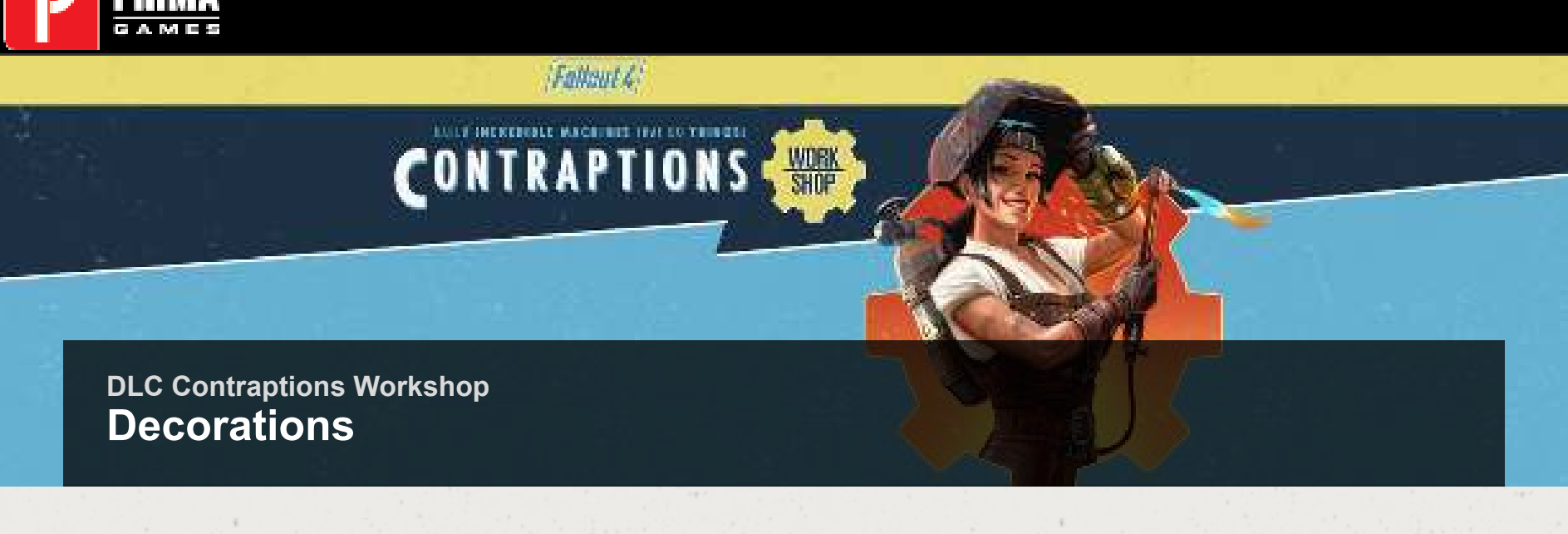

Fallout 4
BUILD INCREDIBLE MACHINES THAT DO THINGS!
CONTRAPTIONS
WORKSHOP

DLC Contraptions Workshop

Decorations

This section of the Workshop menu includes a variety of decorative options, the bulk of which come in the form of item displays and wall-mounted posters.

NEW OR EXPANDED SUBCATEGORIES:

- Decorations > Display
- Decorations > Wall Decorations

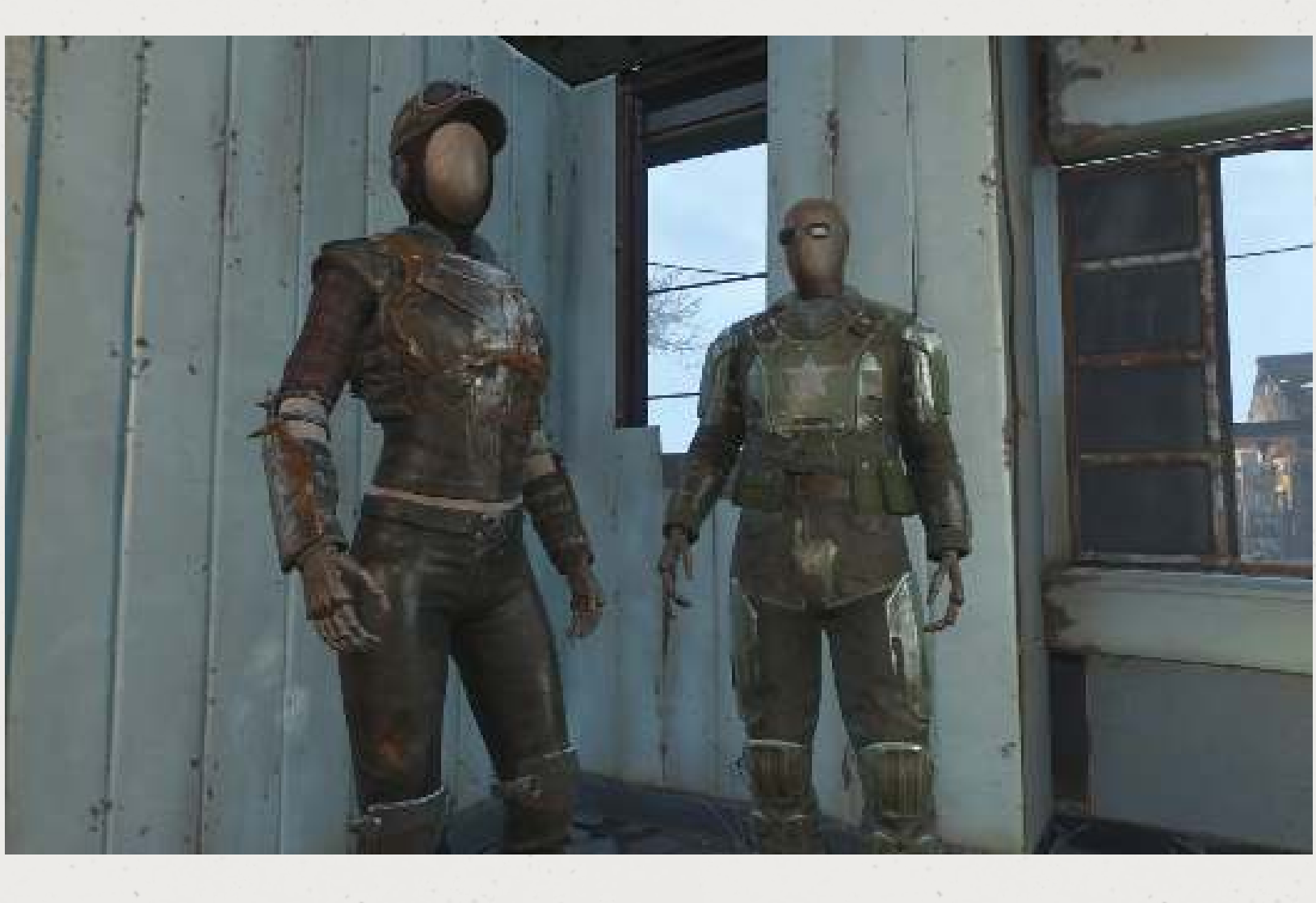
DECORATIONS > DISPLAY

This new section of the Workshop menu features four subcategories, all of which hold items intended to put your prized possessions on display.

NEW OR EXPANDED SUBCATEGORIES:

- Decorations > Display > Armor Racks
- Decorations > Display > Display Cases
- Decorations > Display > Power Armor
- Decorations > Display > Weapon Racks

Decorations > Display > Armor Racks

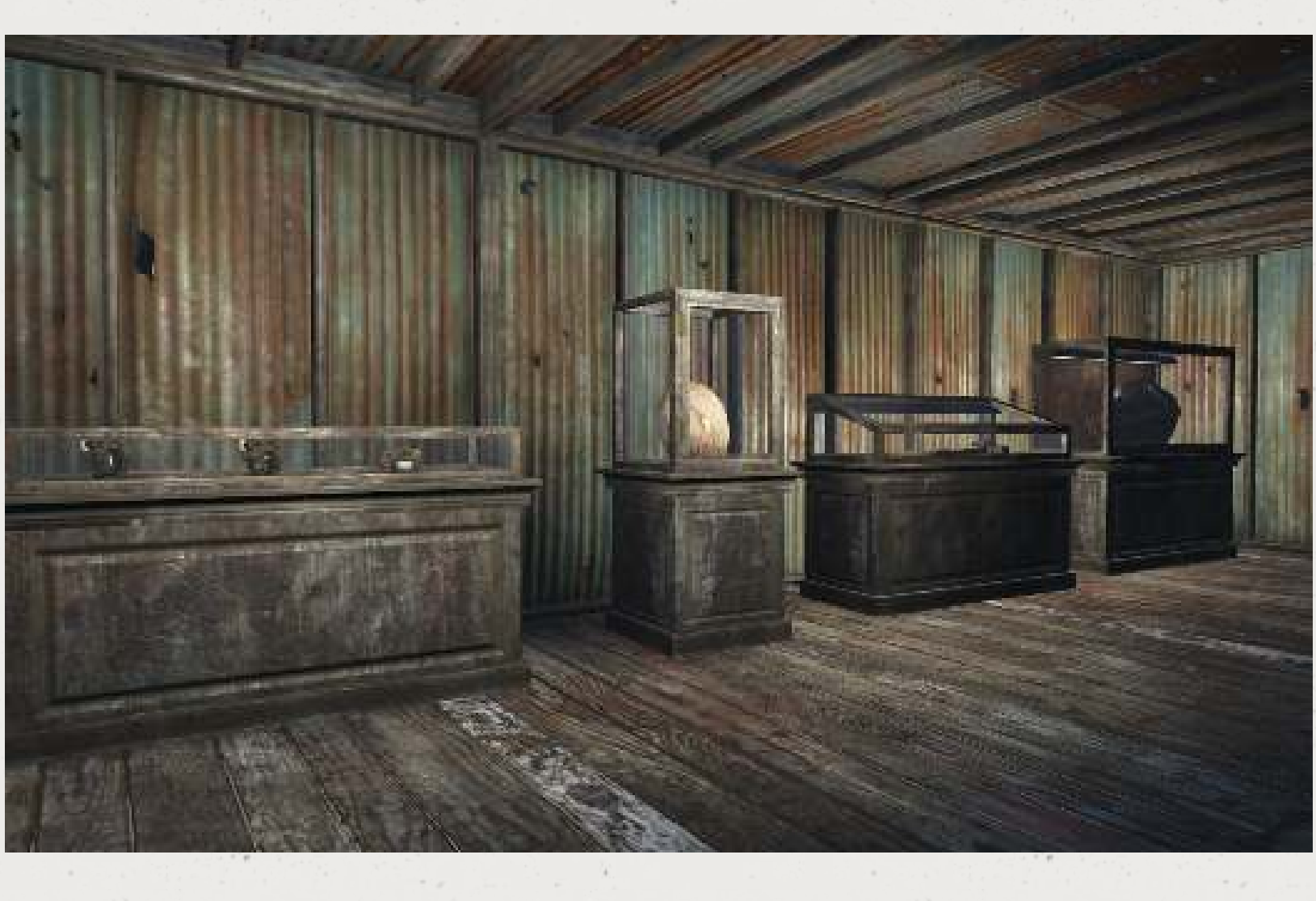


Armor racks are essentially mannequins that can be used to store and display clothing, armor, and accessories. Using an armor rack is much the same as trading with a settler. Simply place the desired items in an armor rack's inventory and indicate the pieces you'd like to equip.

ARMOR RACKS

NAME	BUILD WITH	PREREQUISITES	NOTES
Armor Rack	Wood (4), Cloth (1)	[dm]	Male variant. Displays equipped **clothing** and **armor**.
Armor Rack	Wood (4), Cloth (1)	[dm]	Female variant. Displays equipped **clothing** and **armor**.

Decorations > Display > Display Cases



Display cases can be used to hold any items you manage to place inside of them. These objects come in a variety of sizes and shapes, with some options featuring built-in lighting.

Using a display case is simply a matter of opening its door and placing or collecting the desired item. However, it's important to note that display cases are far less secure than standard containers. It's not uncommon for displayed items to go missing from time to time, and using the Workshop menu to move one of these objects will cause it to drop any items stored within it.

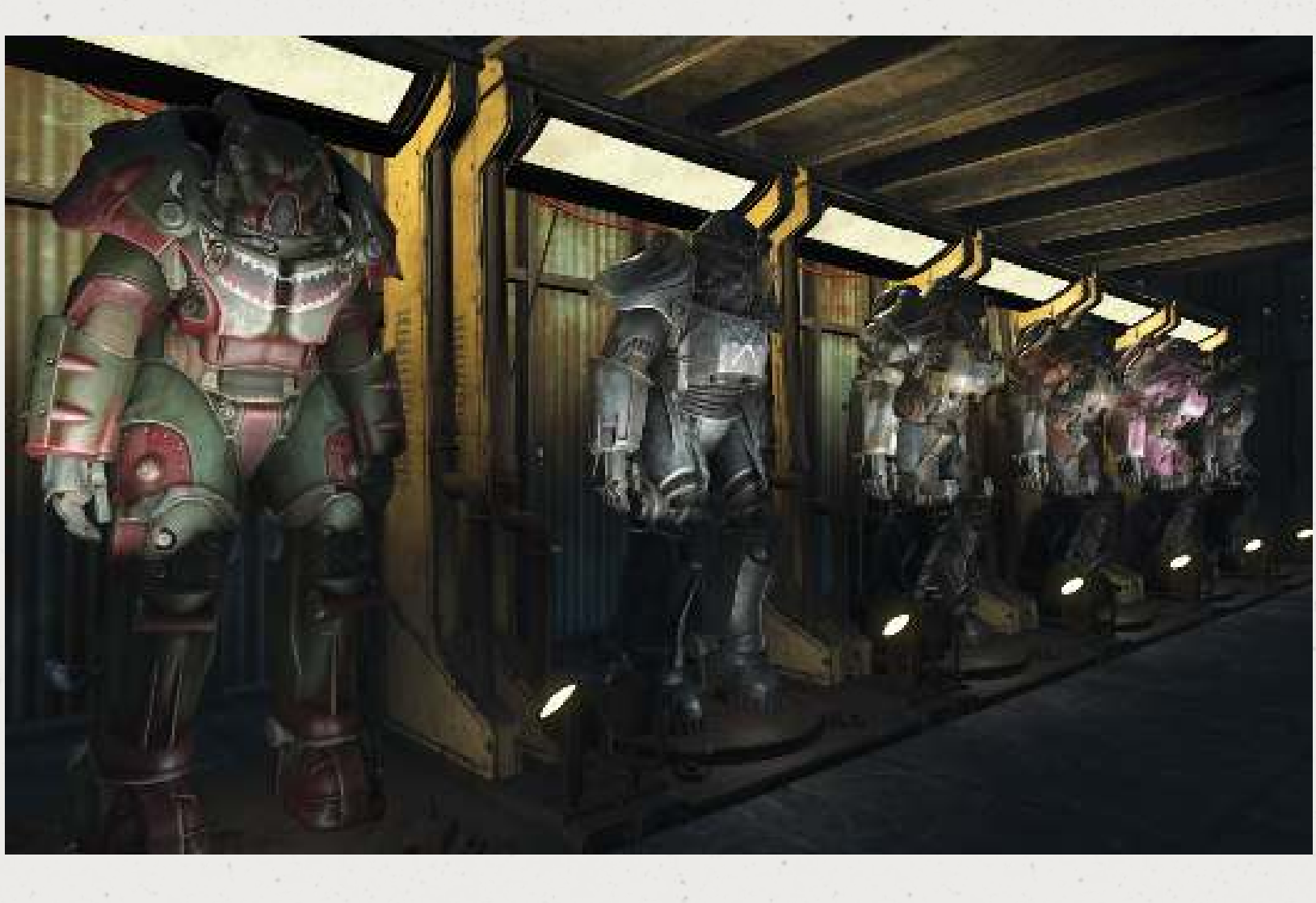
GRABBING AND PLACING

Items picked up via the Workshop menu can't be placed in display cases. Instead, hold the "Activate" button or key to grab the targeted item, then tap the same button or key to release the item once it's in place.

DISPLAY CASES

NAME	BUILD WITH	PREREQUISITES	NOTES
Display Case	Wood (4), Glass (1), Screw (2)	[dm]	A narrow display case.
Display Case	Wood (4), Glass (1), Screw (2)	[dm]	A flat-top display case.
Display Case	Wood (4), Glass (1), Screw (2)	[dm]	An angled-top display case.
Display Case	Wood (4), Glass (1), Screw (2)	[dm]	An angled-top display case. Requires **power**.
Display Case	Wood (4), Glass (1), Screw (2)	[dm]	A large display case.
Display Case	Wood (4), Glass (1), Screw (2)	[dm]	A large display case. Requires **power**.

Decorations > Display > Power Armor



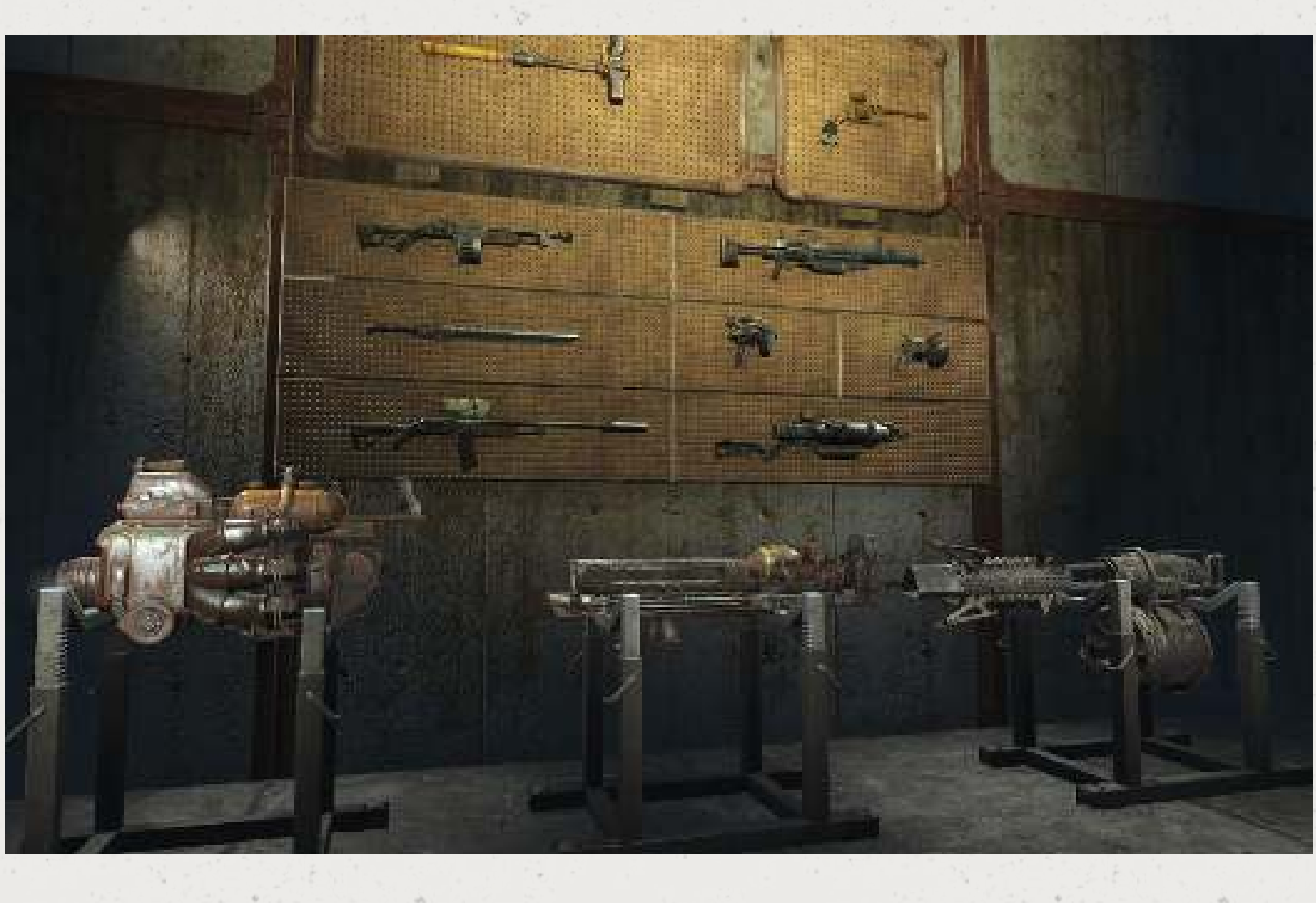
These handy displays come in a variety of colors and feature built-in lighting. They also snap to each other, making it easy to arrange even the largest Power Armor collection in nice, straight lines.

Using a Power Armor display is much like using a Power Armor Station: exit a suit of Power Armor while standing in front of the desired display, then activate the display to pop the armor into place.

POWER ARMOR DISPLAYS

NAME	BUILD WITH	PREREQUISITES	NOTES
Power Armor Display	Gear (6), Oil (4), Screw (4), Plastic (4), Aluminum (12), Fiberglass (6), Circuitry (3)	[dm]	A lit display stand for **Power Armor**. Requires 1 **Power**.
Power Armor Display	Gear (6), Oil (4), Screw (4), Plastic (4), Aluminum (12), Fiberglass (6), Circuitry (3)	[dm]	A lit display stand for **Power Armor**. Requires 1 **Power**.
Power Armor Display	Gear (6), Oil (4), Screw (4), Plastic (4), Aluminum (12), Fiberglass (6), Circuitry (3)	[dm]	A lit display stand for **Power Armor**. Requires 1 **Power**.
Power Armor Display	Gear (6), Oil (4), Screw (4), Plastic (4), Aluminum (12), Fiberglass (6), Circuitry (3)	[dm]	A lit display stand for **Power Armor**. Requires 1 **Power**.

Decorations > Display > Weapon Racks



The Workshop menu now offers a selection of weapon racks meant to store and display your collected arms. Options include peg boards, steel mesh, and heavy-duty stands, all of which act like single-item containers.

To use a weapon rack, place an appropriately sized weapon into the rack's inventory. To reclaim a displayed weapon, simply approach the rack and collect the targeted item.

WEAPON RACKS

NAME	BUILD WITH	PREREQUISITES	NOTES
Heavy Weapon Stand	Steel (4)	[dm]	Display a single large weapon.
Weapon Rack - Short	Wood (3), Steel (2)	[dm]	Display a single pistol or hand weapon.
Weapon Rack - Long	Wood (6), Steel (2)	[dm]	Display a single medium-sized weapon.
Pistol Rack	Wood (3), Steel (2)	[dm]	Display a single pistol.
Pistol Rack	Wood (3), Steel (2)	[dm]	Display a single pistol.
Weapon Rack	Wood (3), Steel (2)	[dm]	Display a single medium-sized weapon.
Weapon Rack	Wood (3), Steel (2)	[dm]	Display a single medium-sized weapon.

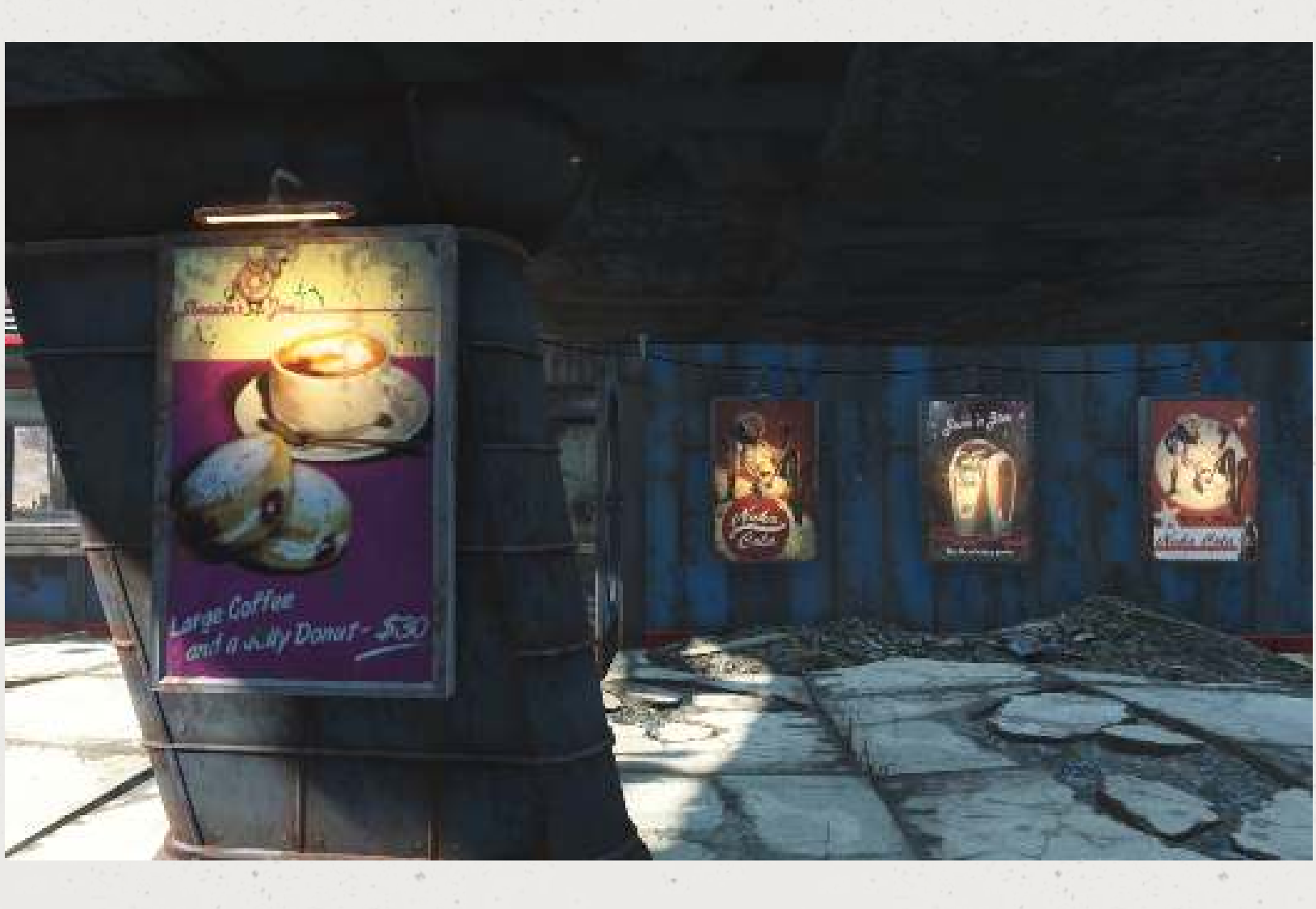
DECORATIONS > WALL DECORATIONS

This section of the Workshop menu now includes a staggering number of new additions, most of which come in the form of colorful wall-mounted posters.

NEW OR EXPANDED SUBCATEGORIES:

- Decorations > Wall Decorations > Posters
- Decorations > Wall Decorations > Miscellaneous

Decorations > Wall Decorations > Posters



This new subcategory features a large number of wall-mounted posters, all of which feature built-in lighting for visibility in any setting. Although many of these objects rely on radiated power to function, backlit posters must be connected to a suitable power source.

POWERED POSTERS

NAME	BUILD WITH	PREREQUISITES	NOTES
Poster	Steel (2), Cloth (1), Copper (1), Glass (1)	[dm]	A backlit poster. Requires **power**.
Poster	Steel (2), Cloth (1), Copper (1), Glass (1)	[dm]	A backlit poster. Requires **power**.
Poster	Steel (2), Cloth (1), Copper (1), Glass (1)	[dm]	A backlit poster. Requires **power**.
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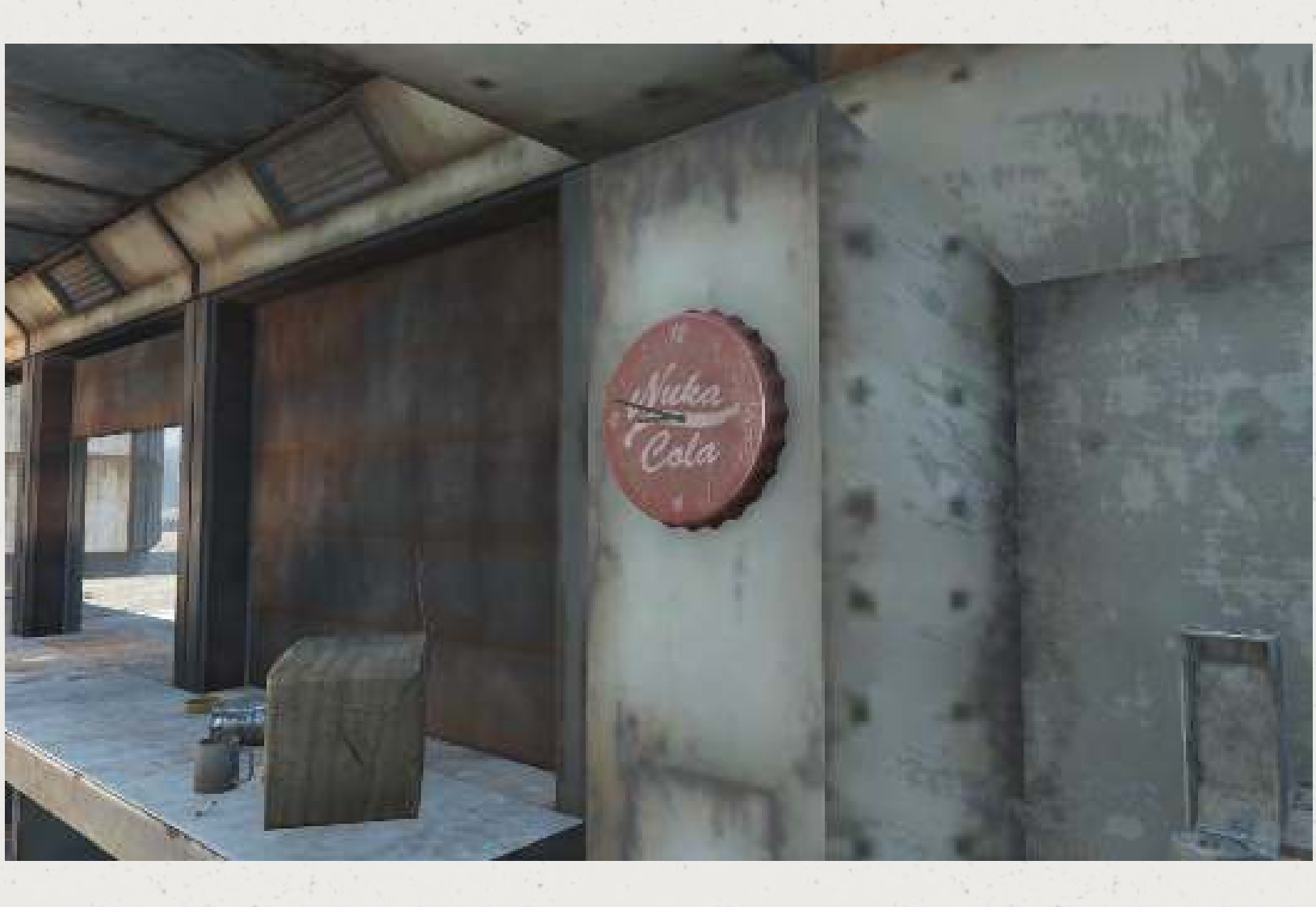
Poster	Steel (2), Cloth (1), Copper (1), Glass (1)	[dm]	A lit poster. Requires **power**.
Poster	Steel (2), Cloth (1), Copper (1), Glass (1)	[dm]	A lit poster. Requires **power**.

Decorations > Wall Decorations > Miscellaneous



The *Contraptions Workshop* adds only one new item to this subcategory: a wall clock modeled after a Nuka Cola bottle cap.

NEW MISCELLANEOUS WALL DECORATIONS

NAME	BUILD WITH	PREREQUISITES	NOTES
Nuka Cola Clock	Steel (2), Spring (1)	[dm]	A wall-mounted clock.

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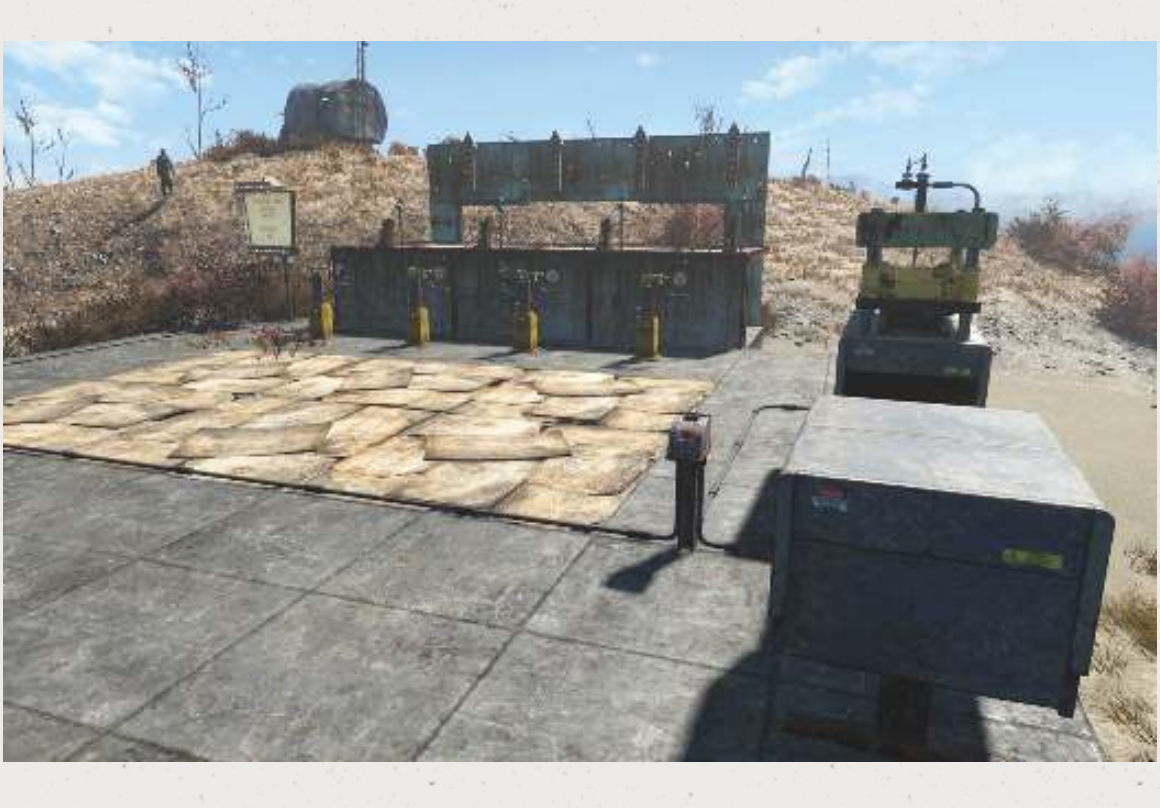
Power

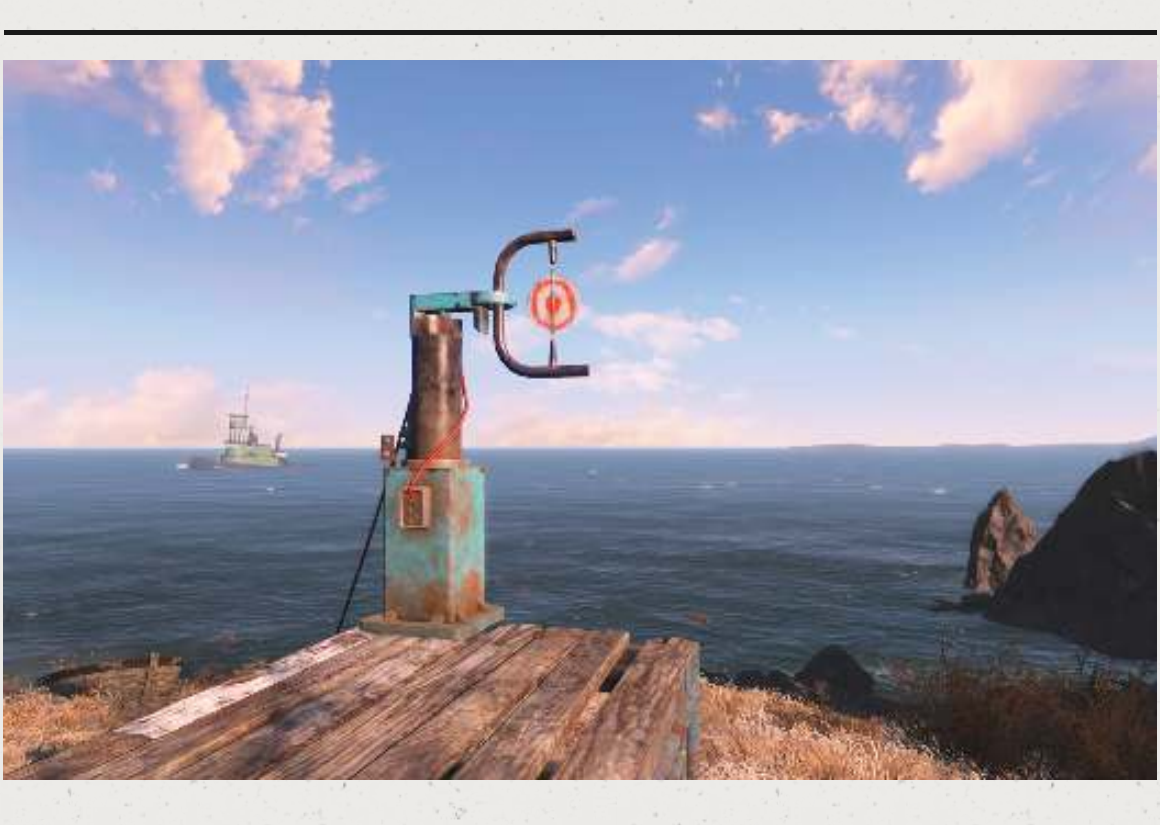


This section of the Workshop menu now includes a considerable selection of new and exciting objects. Offerings allow for more elaborate ball track creations, advanced power grids, automated item production, and more. Boasting four all-new subcategories, this area holds a great deal of what the *Contraptions Workshop* has to offer.

NEW OR EXPANDED SUBCATEGORIES:

- Power > Connectors & Switches
- Power > Conduit
- Power > Miscellaneous
- Power > Logic Gates
- Power > Manufacturing
- Power > Marquee

POWER > CONNECTORS & SWITCHES



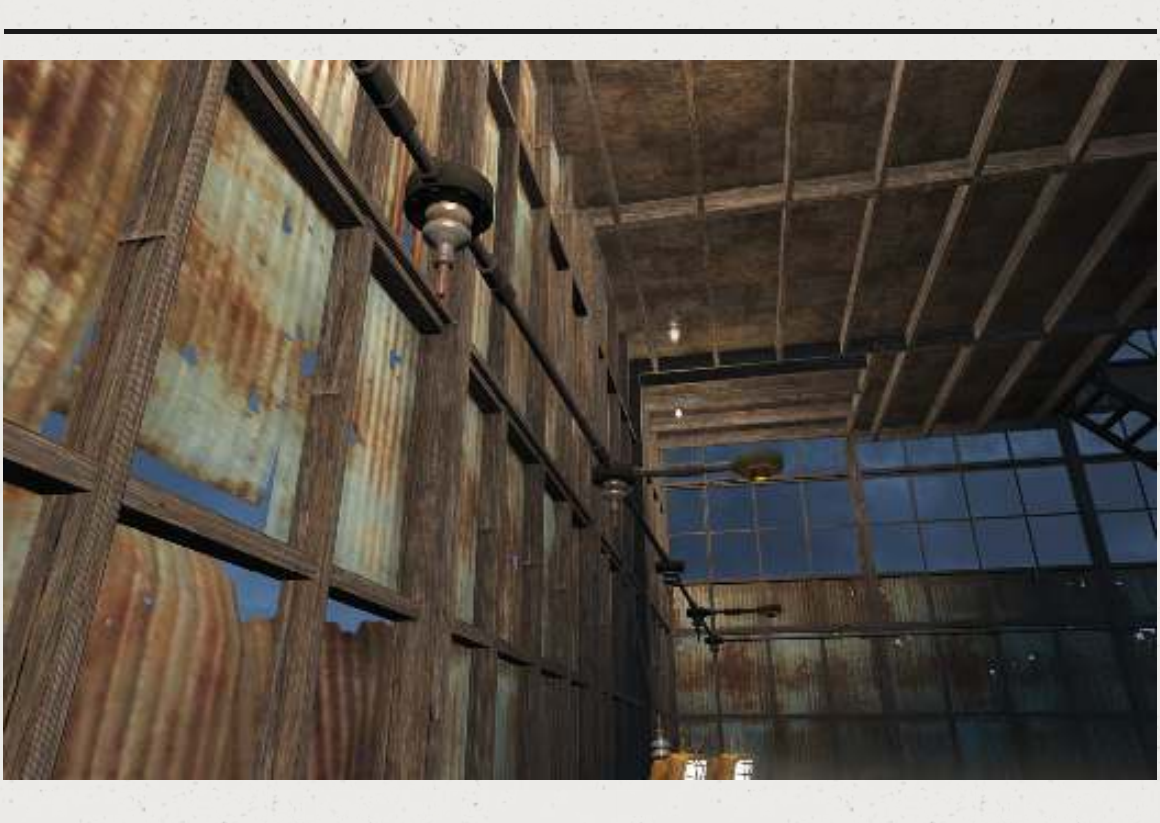
This subcategory now includes firing targets. These pressure switches react to appropriately aimed projectiles, toggling or pulsing connected devices with each successful hit.

While you can always use an equipped weapon to activate a firing target, these specialized switches can also be paired with devices like stationary guns, pitching machines, and track-launched steel balls.

NEW SWITCHES

NAME	BUILD WITH	PREREQUISITES	NOTES
Firing Target Pulse	Copper (2), Wood (1), Ceramic (1), Steel (3), Circuitry (1)	[dm]	Switches **power** on briefly when struck. Requires **power**.
Firing Target Toggle	Copper (2), Wood (1), Ceramic (1), Steel (3), Circuitry (1)	[dm]	Switches **power** on or off each time it is struck. Requires **power**.

POWER > CONDUIT



With this new subcategory, you can use wrapped conduits to distribute power throughout a settlement. Among these interlocking objects, you'll find a variety of straight pieces, bends, and junctions, along with attachments like wire anchors and power emitters.

Properly applied, these conduits can dramatically reduce the amount of power-related clutter that tends to plague developed settlements, but these useful objects do have a few limitations. Most notably, they're designed to conform to the level surfaces and 90-degree angles of standard structures. Outdoor applications are certainly possible, but uneven terrain can be problematic for these rigid conduit pieces.

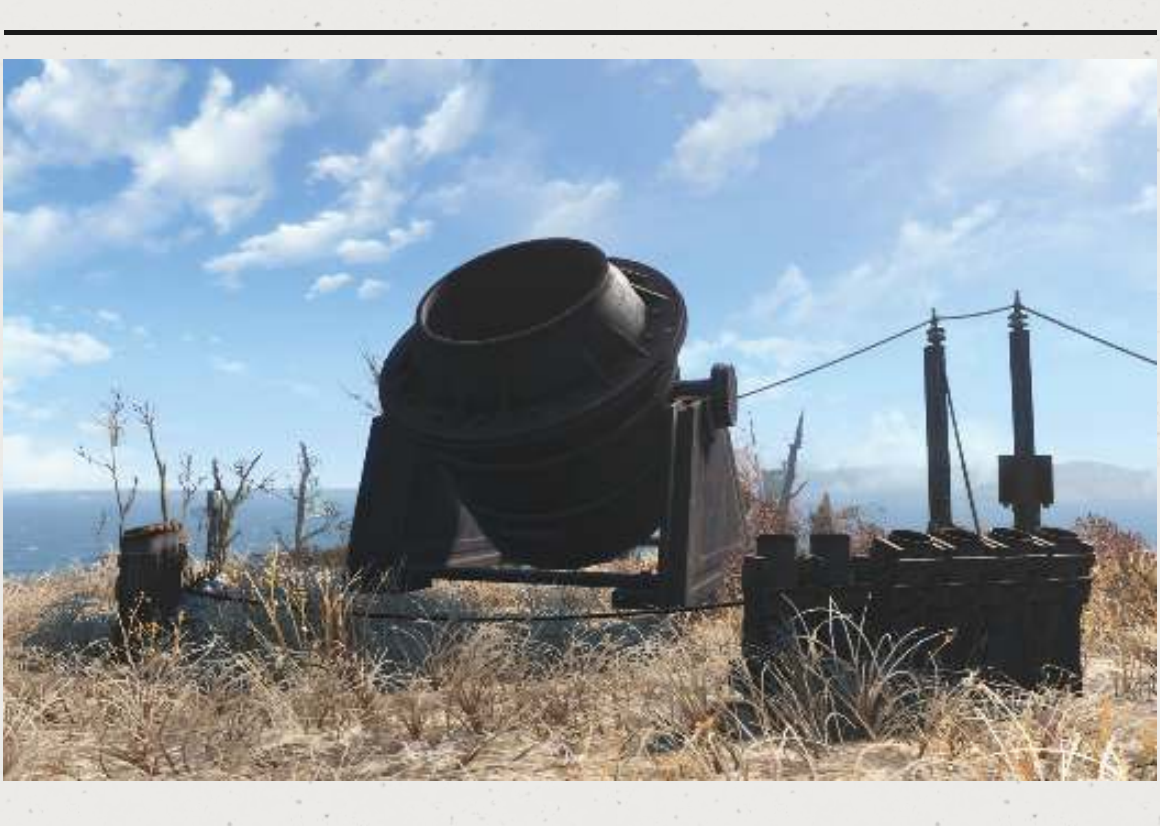
It's also important to understand that these conduit pieces snap only to each other. While available vertical extenders can be used to run wrapped conduits along interior ceilings, these pieces do not attach to walls roofs, walls, or floors[dm]they're simply designed to align with modular structures.

In most cases, it's best to assemble a conduit grid from the ground up. Assemble your conduit in or around the target area, then work your way back to the power source.

WRAPPED CONDUITS

NAME	BUILD WITH	PREREQUISITES	NOTES
Conduit Junction	Steel (2), Rubber (1), Copper (1)	[dm]	A four-point junction.
Conduit Junction	Steel (2), Rubber (1), Copper (1)	[dm]	A three-point junction.
Conduit Junction	Steel (2), Rubber (1), Copper (1)	[dm]	A two-point junction.
Conduit Junction	Steel (2), Rubber (1), Copper (1)	[dm]	A two-point junction.
Conduit Junction	Steel (2), Rubber (1), Copper (1)	[dm]	A four-point junction featuring a wire anchor.
Conduit Junction	Steel (2), Rubber (1), Copper (1)	[dm]	A three-point junction featuring a wire anchor.
Conduit Junction	Steel (2), Rubber (1), Copper (1)	[dm]	A two-point junction featuring a wire anchor.
Conduit Junction	Steel (2), Rubber (1), Copper (1)	[dm]	A two-point junction featuring a wire anchor.
Conduit Junction	Steel (2), Rubber (1), Copper (1)	[dm]	An attachment that features a wire anchor.
Conduit - **Power** Radiator.	Steel (2), Rubber (1), Copper (1)	[dm]	An attachment that emits radiant **power**.
Conduit Light	Steel (2), Rubber (1), Copper (1)	[dm]	A four-point junction that features a light fixture. Requires **power**.
Conduit	Steel (2), Rubber (1), Copper (1)	[dm]	A small conduit.
Conduit	Steel (2), Rubber (1), Copper (1)	[dm]	A medium-sized conduit.
Conduit	Steel (2), Rubber (1), Copper (1)	[dm]	A long conduit.
Conduit	Steel (2), Rubber (1), Copper (1)	[dm]	A curved conduit.
Conduit	Steel (2), Rubber (1), Copper (1)	[dm]	A long, curved conduit.
Conduit	Steel (2), Rubber (1), Copper (1)	[dm]	A short, curved conduit.
Conduit	Steel (2), Rubber (1), Copper (1)	[dm]	A long conduit featuring curved ends.
Conduit - Wall Pass-Through	Steel (2), Rubber (1), Copper (1)	[dm]	A long conduit featuring curved ends and an extended wire anchor.
Conduit	Steel (2), Rubber (1), Copper (1)	[dm]	A long conduit featuring curved ends.
Conduit - Wall Pass-Through	Steel (2), Rubber (1), Copper (1)	[dm]	A long conduit featuring curved ends and an extended wire anchor.
Conduit Junction	Steel (2), Rubber (1), Copper (1)	[dm]	An inverted four-point junction featuring a wire anchor.
Conduit Junction	Steel (2), Rubber (1), Copper (1)	[dm]	An inverted three-point junction featuring a wire anchor.
Conduit Junction	Steel (2), Rubber (1), Copper (1)	[dm]	An inverted two-point junction featuring a wire anchor.
Conduit Junction	Steel (2), Rubber (1), Copper (1)	[dm]	An inverted two-point junction featuring a wire anchor.
Conduit Junction	Steel (2), Rubber (1), Copper (1)	[dm]	An inverted attachment that features a wire anchor.
Conduit - **Power** Radiator.	Steel (2), Rubber (1), Copper (1)	[dm]	An inverted attachment that emits radiant **power**. Requires **power**.
Conduit Light	Steel (2), Rubber (1), Copper (1)	[dm]	An inverted four-point junction that features a light fixture. Requires **power**.
Conduit Switch	Steel (2), Rubber (1), Copper (1)	[dm]	A three-point junction featuring a standing switch. Requires **power**.

POWER > MISCELLANEOUS



This subcategory contains a variety of new objects, many of which offer a surprising amount of versatility.

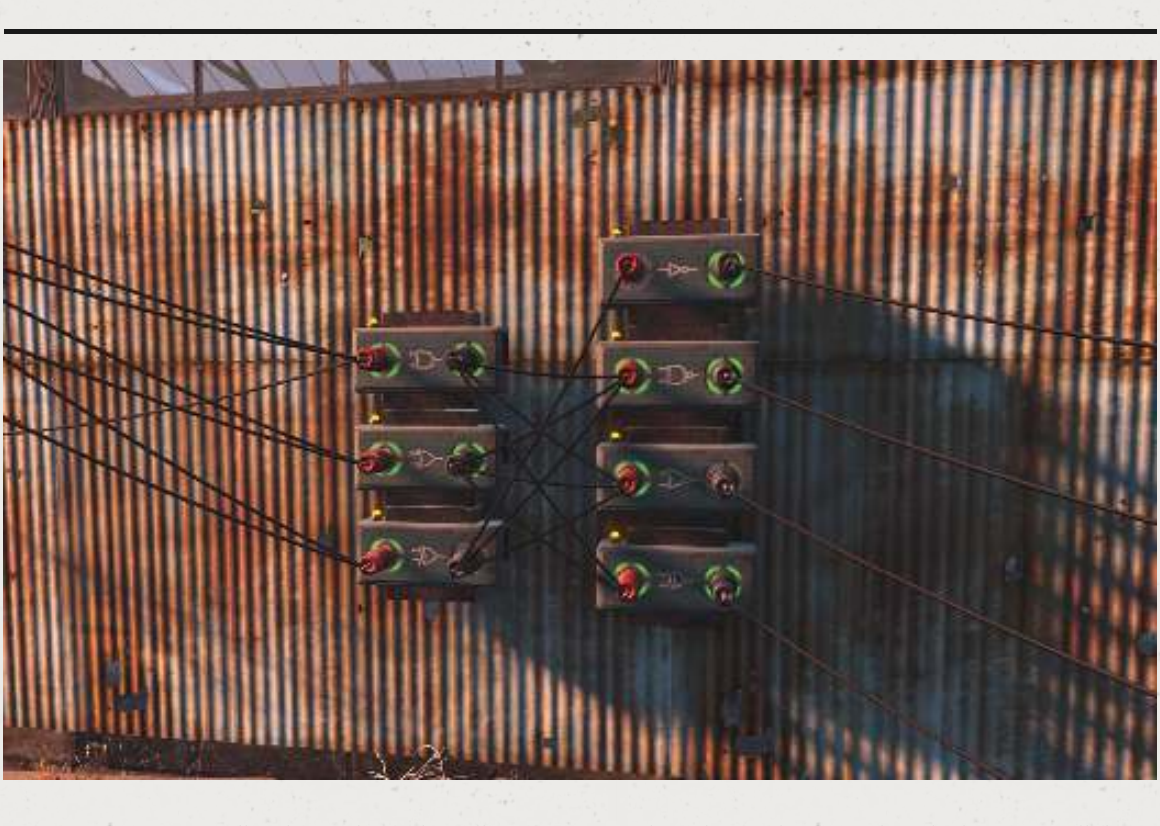
Pitching machines can be used to hurl small items at stationary targets like pressure switches and ball tracks. Firework mortars can be used to launch a variety of explosive shells, some of which even serve to change weather conditions. Junk mortars can be used to launch virtually anything that can fit inside their barrels. You'll also find a variety of new powered speakers that can be used to add sound effects to your creations.

> **HELPFUL HINT FROM VAULT BOY!**
>
> **Fun with Fireworks**
>
> Firework mortars require specialized shells that can be crafted at Chemistry Stations or produced with a Pyrotechnics Mill (found in Power **> Manufacturing > Machinery).**
>
> These devices can be snapped together for precision placement, and attaching a terminal allows you to adjust the default rate of fire.

NEW MISCELLANEOUS POWER ITEMS

NAME	BUILD WITH	PREREQUISITES	NOTES
Pitching Machine	Steel (3), Rubber (2), Wood (1), Copper (1), Spring (1)	[dm]	Launches small objects from its inventory when powered. Requires 3 **Power**.
Junk Mortar	Steel (8)	[dm]	Fires objects dropped inside when powered. Requires **power**.
Firework Mortar	Wood (2), Steel (2), Asbestos (1)	[dm]	Launches firework shells when powered. Shells can be crafted at a Chemistry Station. Requires **power**.
Firework Mortar - Angled	Wood (2), Steel (2), Asbestos (1)	[dm]	Launches firework shells when powered. Shells can be crafted at a Chemistry Station. Requires **power**.
Hoop Switch	Steel (10), Copper (2)	[dm]	Freestanding basketball hoop. Switches **power** on briefly when triggered. Requires **power**.
Hoop Switch	Steel (4), Copper (2)	[dm]	Wall-mounted basketball hoop. Switches **power** on briefly when triggered. Requires **power**.
Powered Speaker (Pulse Vibrato)	Copper (1), Wood (1), Steel (2), Circuitry (1)	[dm]	Plays a musical tone when powered. Use a connected terminal to change the pitch. Requires 1 **Power**.
Powered Speaker (Sine)	Copper (1), Wood (1), Steel (2), Circuitry (1)	[dm]	Plays a musical tone when powered. Use a connected terminal to change the pitch. Requires 1 **Power**.
Powered Speaker (Square)	Copper (1), Wood (1), Steel (2), Circuitry (1)	[dm]	Plays a musical tone when powered. Use a connected terminal to change the pitch. Requires 1 **Power**.
Powered Speaker (Triangle)	Copper (1), Wood (1), Steel (2), Circuitry (1)	[dm]	Plays a musical tone when powered. Use a connected terminal to change the pitch. Requires 1 **Power**.
Powered Speaker (Blip)	Copper (1), Wood (1), Steel (2), Circuitry (1)	[dm]	Plays an effect when powered. Use a connected terminal to change the pitch. Requires 1 **Power**.
Powered Speaker (Explosions)	Copper (1), Wood (1), Steel (2), Circuitry (1)	[dm]	Plays an effect when powered. Use a connected terminal to change the pitch. Requires 1 **Power**.
Powered Speaker (Percussion)	Copper (1), Wood (1), Steel (2), Circuitry (1)	[dm]	Plays an effect when powered. Use a connected terminal to change the pitch. Requires 1 **Power**.

POWER > LOGIC GATES



Logic gates are essentially advanced switches, allowing you to adjust the conditions under which power will flow to connected devices. Unlike standard connectors, each logic gate features separate input (red) and output (black) connectors.

AND, OR, and XOR logic gates can be used much like standard switches[dm]as long as the specified conditions are met, power will flow through these devices. On the other hand NOT, NAND, NOR, and XNOR logic gates only function when connected directly to the output of one or more logic gates.

Onboard lights indicate when power is being received or delivered, but you can review specific information about attached inputs and current output by targeting a logic gate while the Workshop menu is open.

LOGIC GATES

NAME	BUILD WITH	PREREQUISITES	NOTES
AND Logic Gate	Copper (2), Steel (2), Circuitry (1)	[dm]	Transmits **power** if all inputs have **power**. Requires **power**.
NAND Logic Gate	Copper (2), Steel (2), Circuitry (1)	[dm]	Transmits **power** unless all inputs have **power**. Requires **power**.
NOR Logic Gate	Copper (2), Steel (2), Circuitry (1)	[dm]	Transmits **power** when no inputs have **power**. Requires **power**.
NOT Logic Gate	Copper (2), Steel (2), Circuitry (1)	[dm]	Transmits **power** when no inputs have **power**. Requires **power**.
OR Logic Gate	Copper (2), Steel (2), Circuitry (1)	[dm]	Transmits **power** if any input has **power**. Requires **power**.
XNOR Logic Gate	Copper (2), Steel (2), Circuitry (1)	[dm]	Transmits **power** when all inputs are the same (powered or unpowered). Requires **power**.
XOR Logic Gate	Copper (2), Steel (2), Circuitry (1)	[dm]	Transmits **power** if exactly one input has **power**. Requires **power**.

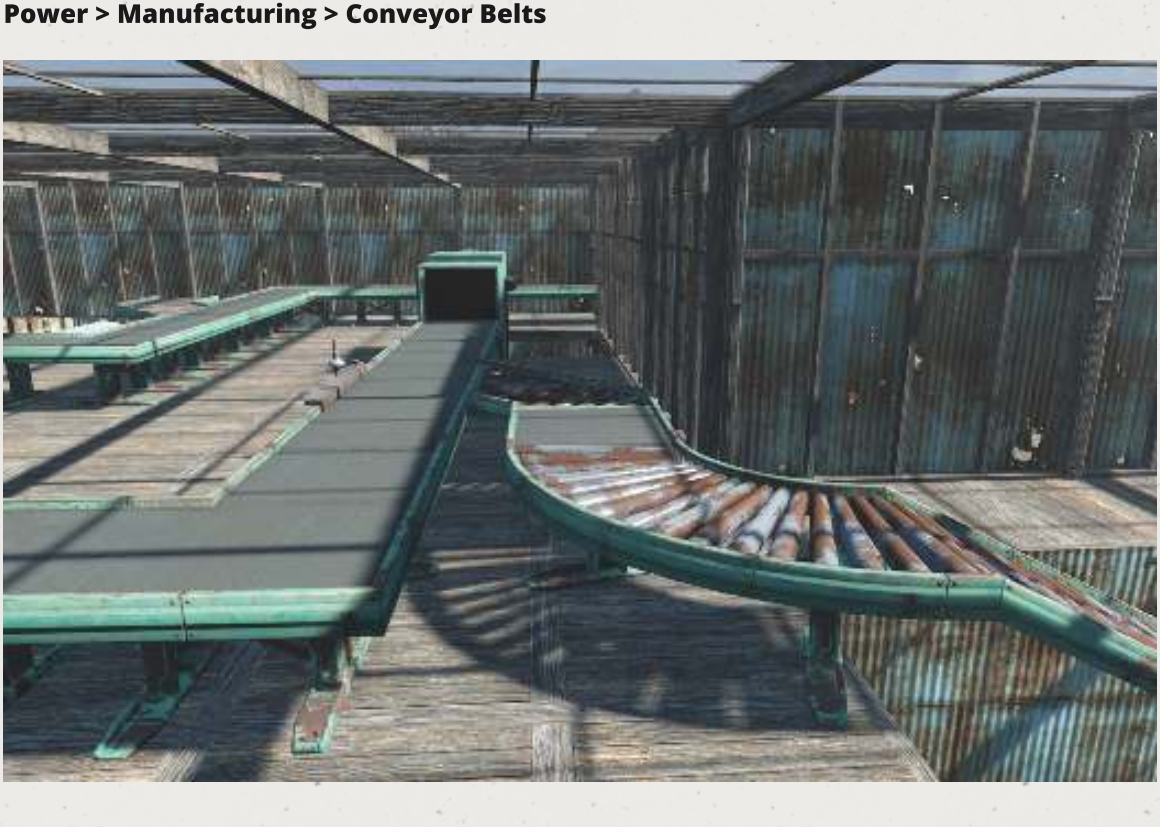
POWER > MANUFACTURING

While many of the Contraptions Workshop's offerings have a decidedly fanciful bent, you'll find some very practical devices in this all-new submenu. From conveyor belts to weapon forges, you'll find enough tools to bring mass production back to the Commonwealth[dm] of course, those who prefer a bit of fancy in their projects are sure to find unconventional uses for industrial equipment.

NEW OR EXPANDED SUBCATEGORIES:

- Power > Manufacturing > Conveyor Belts
- Power > Manufacturing > Machinery
- Power > Manufacturing > Miscellaneous

Power > Manufacturing > Conveyor Belts



This subcategory contains a selection of basic conveyor belts. In terms of manufacturing, these pieces are generally used to move items to and from essential pieces of equipment.

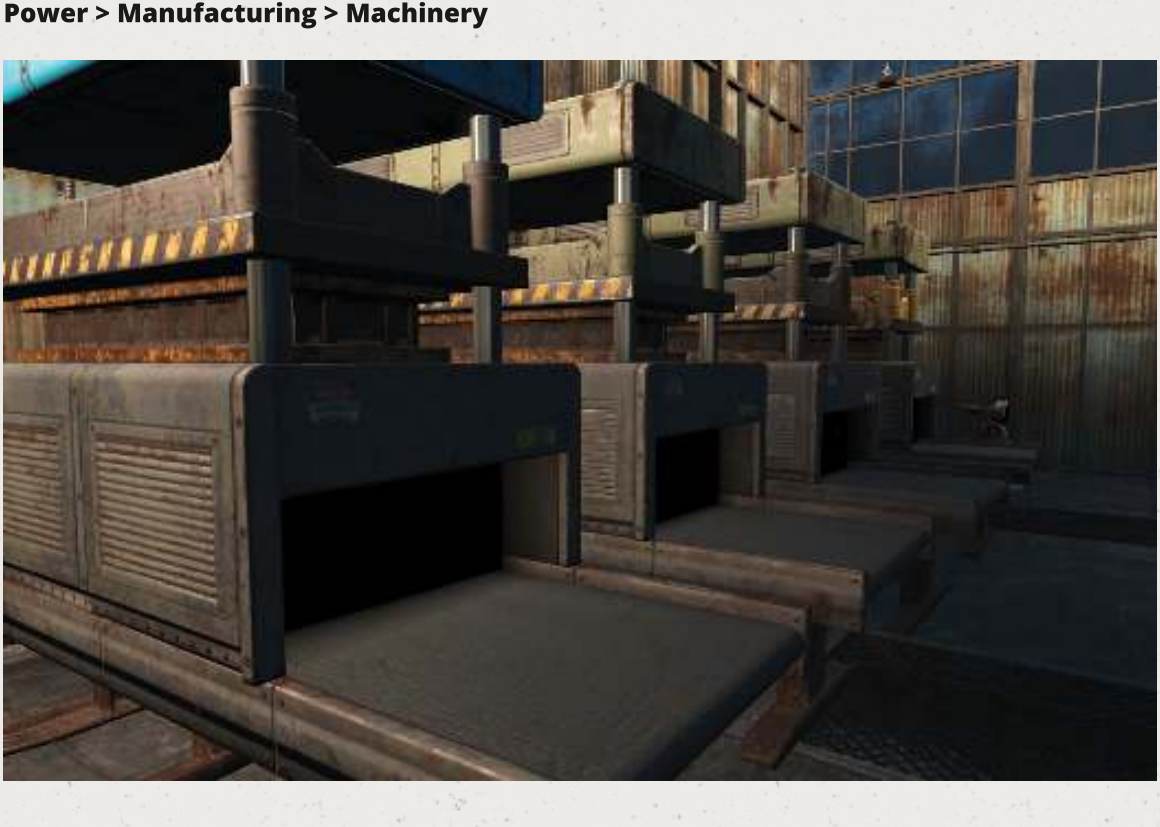
Most conveyor belts require power to function, but it's worth noting that not every piece offers a wire anchor. Many of these items rely on attached equipment for needed power[dm]and while most of the pieces in this submenu are capable of transmitting power to and from connected machinery it's important to note that rollers neither require nor transmit power.

> **KINKS IN THE CHAIN**
>
> Powered conveyor belts move at a fixed pace. If you find that **items** are backing up or falling off of the assembly line, it might be time to rethink your layout. Pay special attention to any turns and rollers that might be interfering with an otherwise steady rate of movement. If your rig includes one or more hoppers, use a connected terminal to adjust the rate at which **items** are dropped onto the belt.
>
> If your assembly line includes one or more diverters, make sure you've attached the right switch for the job. Laser tripwires are a natural fit, but standard interval switches can also be very effective.

CONVEYOR BELT PIECES

NAME	BUILD WITH	PREREQUISITES	NOTES
Conveyor Belt - Elevated **Power** Junction	Steel (10), Rubber (4), Gear (4)	[dm]	Features a wire anchor. Requires **power**.
Conveyor Belt - Straight	Steel (10), Rubber (4), Gear (4)	[dm]	Requires **power**.
Conveyor Belt - Straight	Steel (10), Rubber (4), Gear (4)	[dm]	Requires **power**.
Conveyor Belt - Left Turn	Steel (10), Rubber (4), Gear (4)	[dm]	Requires **power**.
Conveyor Belt - Right Turn	Steel (10), Rubber (4), Gear (4)	[dm]	Requires **power**.
Conveyor Belt - Left Branch	Steel (10), Rubber (4), Gear (4)	[dm]	Requires **power**.
Conveyor Belt - Right Branch	Steel (10), Rubber (4), Gear (4)	[dm]	Requires **power**.
Conveyor Belt - Downward Ramp	Steel (10), Rubber (4), Gear (4)	[dm]	Requires **power**.
Conveyor Belt - **Power** Junction	Steel (10), Rubber (4), Gear (4)	[dm]	Features a wire anchor. Requires **power**.
Conveyor Belt - Straight	Steel (10), Rubber (4), Gear (4)	[dm]	Requires **power**.
Conveyor Belt - Straight	Steel (10), Rubber (4), Gear (4)	[dm]	Requires **power**.
Conveyor Belt - Left Turn	Steel (10), Rubber (4), Gear (4)	[dm]	Requires **power**.
Conveyor Belt - Right Turn	Steel (10), Rubber (4), Gear (4)	[dm]	Requires **power**.
Conveyor Belt - Left Branch	Steel (10), Rubber (4), Gear (4)	[dm]	Requires **power**.
Conveyor Belt - Right Branch	Steel (10), Rubber (4), Gear (4)	[dm]	Requires **power**.
Rollers - Straight	Steel (8), Gear (4)	[dm]	An unpowered conveyor belt.
Rollers - Downward Ramp	Steel (8), Gear (4)	[dm]	An unpowered conveyor belt.
Rollers - Curve	Steel (8), Gear (4)	[dm]	An unpowered conveyor belt.
Rollers - Curve	Steel (8), Gear (4)	[dm]	An unpowered conveyor belt.
Conveyor Belt - Left Diverter	Steel (6), Spring (2)	[dm]	Requires **power**.
Conveyor Belt - Right Diverter	Steel (6), Spring (2)	[dm]	Requires **power**.
Conveyor Belt Lift	Steel (8), Screw (2), Rubber (2), Gear (4)	[dm]	Requires 2 **Power**.
Conveyor Belt Lift	Steel (8), Screw (2), Rubber (2), Gear (4)	[dm]	Requires 2 **Power**.
Conveyor Belt Lift	Steel (8), Screw (2), Rubber (2), Gear (4)	[dm]	Requires 2 **Power**.
Conveyor Belt Lift	Steel (8), Screw (2), Rubber (2), Gear (4)	[dm]	Requires 2 **Power**.
Conveyor Belt Lift	Steel (8), Screw (2), Rubber (2), Gear (4)	[dm]	Requires 2 **Power**.
Conveyor Belt Lift	Steel (8), Screw (2), Rubber (2), Gear (4)	[dm]	Requires 2 **Power**.
Conveyor Belt Lift	Steel (8), Screw (2), Rubber (2), Gear (4)	[dm]	Requires 2 **Power**.
Conveyor Belt Lift	Steel (8), Screw (2), Rubber (2), Gear (4)	[dm]	Requires 2 **Power**.
Laser Tripwire	Fiber Optics (2), Steel (2), Crystal (1), Fusion Cell (2)	Rank 1: Science!	Transmits **power** while triggered. Requires **power**.
Laser Tripwire Switch	Fiber Optics (2), Steel (2), Crystal (1), Fusion Cell (2)	Rank 1: Science!	Toggles **power** on and off when triggered. Requires **power**.

Power > Manufacturing > Machinery



With the machines found in this subcategory, you can transform your your junk items into weapons, armor, ammunition, and more. Every piece of manufacturing machinery offers a specific selection of production items, each of which features its own component requirements. Once a machine is in place, use a connected terminal to select from available items.

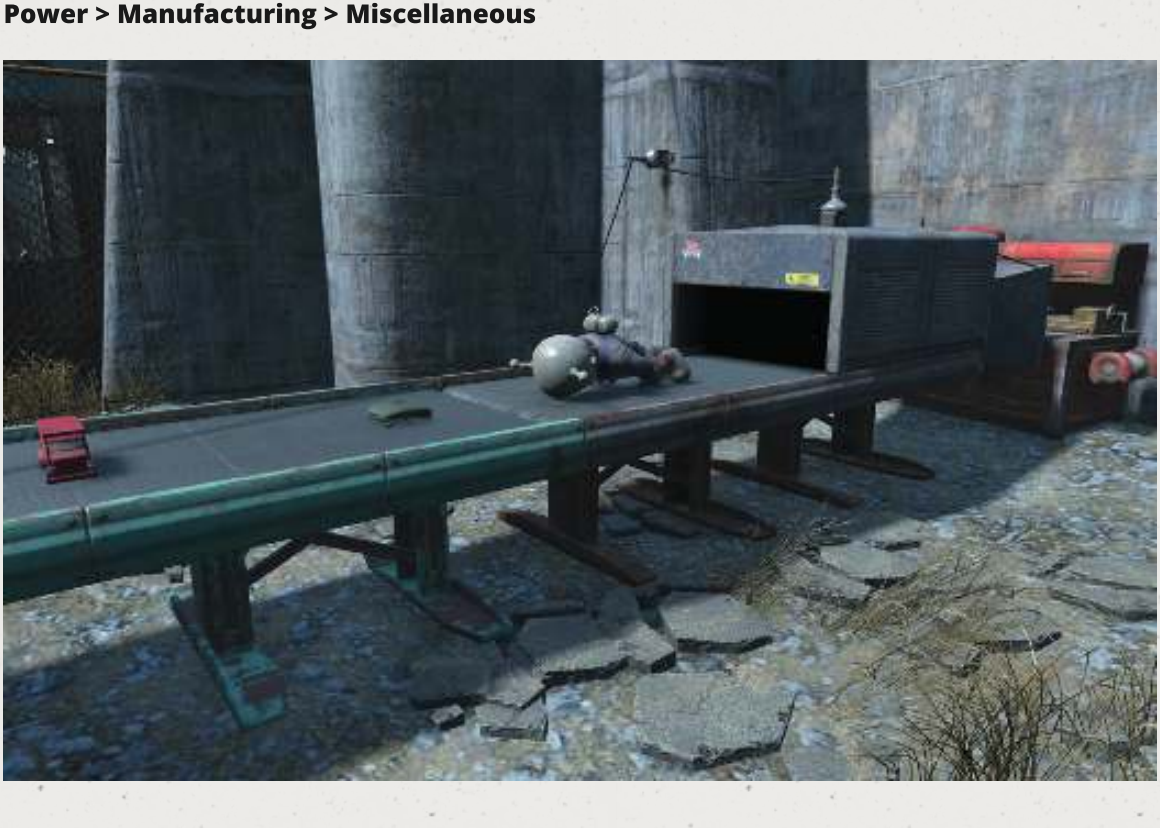
Building materials can be delivered via conveyor belt or placed directly into a machine. Once an item is produced, it automatically appears on the machine's output belt. Suitable junk items are consumed during production, but unused items and byproduct components can be collected from a machine's storage compartment at any time.

> **HELPFUL HINT FROM VAULT BOY!**
>
> **A Complicated Business**
>
> While some of these machines are available to any settlement manager, many feature perk requirements. If item production is a priority, be prepared to invest in **perks** like Armorer, Gun Nut, Science!, and Demolition Expert.

MANUFACTURING MACHINERY

NAME	BUILD WITH	PREREQUISITES	NOTES
Builder	Circuitry (2), Gear (3), Rubber (4), Steel (10)	[dm]	Builds a variety of basic objects from its inventory when powered. Use a connected terminal to set what to build. Requires 8 **Power**.
Armor Forge	Steel (10), Rubber (4), Gear (3), Circuitry (2)	Rank 1: Armorer	Builds **armor** from its inventory when powered. Use a connected terminal to set what to build. Requires 12 **Power**.
Weapon Forge	Circuitry (2), Gear (3), Rubber (4), Steel (10)	Rank 1: Gun Nut	Builds basic **weapons** from its inventory when powered. Use a connected terminal to set what to build. Requires 12 **Power**.
Auto-Loom	Steel (10), Rubber (4), Gear (3), Circuitry (2)	[dm]	Builds **clothing** from its inventory when powered. Use a connected terminal to set what to build. Requires 4 **Power**.
Energy Weapon Forge	Circuitry (2), Gear (3), Rubber (4), Steel (10)	Rank 1: Science!	Builds energy **weapons** from its inventory when powered. Use a connected terminal to set what to build. Requires 15 **Power**.
Heavy Weapon Forge	Circuitry (2), Gear (3), Rubber (4), Steel (10)	Rank 1: Gun Nut	Builds heavy **weapons** from its inventory when powered. Use a connected terminal to set what to build. Requires 15 **Power**.
Ammunition Plant	Circuitry (2), Gear (3), Rubber (4), Steel (10)	Rank 1: Gun Nut, Rank 1: Science!	Builds ammunition from its inventory when powered. Use a connected terminal to set what to build. Requires 8 **Power**.
Explosives Mill	Circuitry (2), Gear (3), Rubber (4), Steel (10)	Rank 2: Demolition Expert	Builds mines or grenades from its inventory when powered. Use a connected terminal to set what to build. Requires 8 **Power**.
Pyrotechnics Mill	Circuitry (2), Gear (3), Rubber (4), Steel (10)	[dm]	Builds firework shells from its inventory when powered. Use a connected terminal to set what to build. Requires 4 **Power**.
Food Processor	Circuitry (2), Gear (3), Rubber (4), Steel (10)	[dm]	Creates a variety of processed **food** from its inventory when powered. Use a connected terminal to set what to create. Requires 5 **Power**.

Power > Manufacturing > Miscellaneous



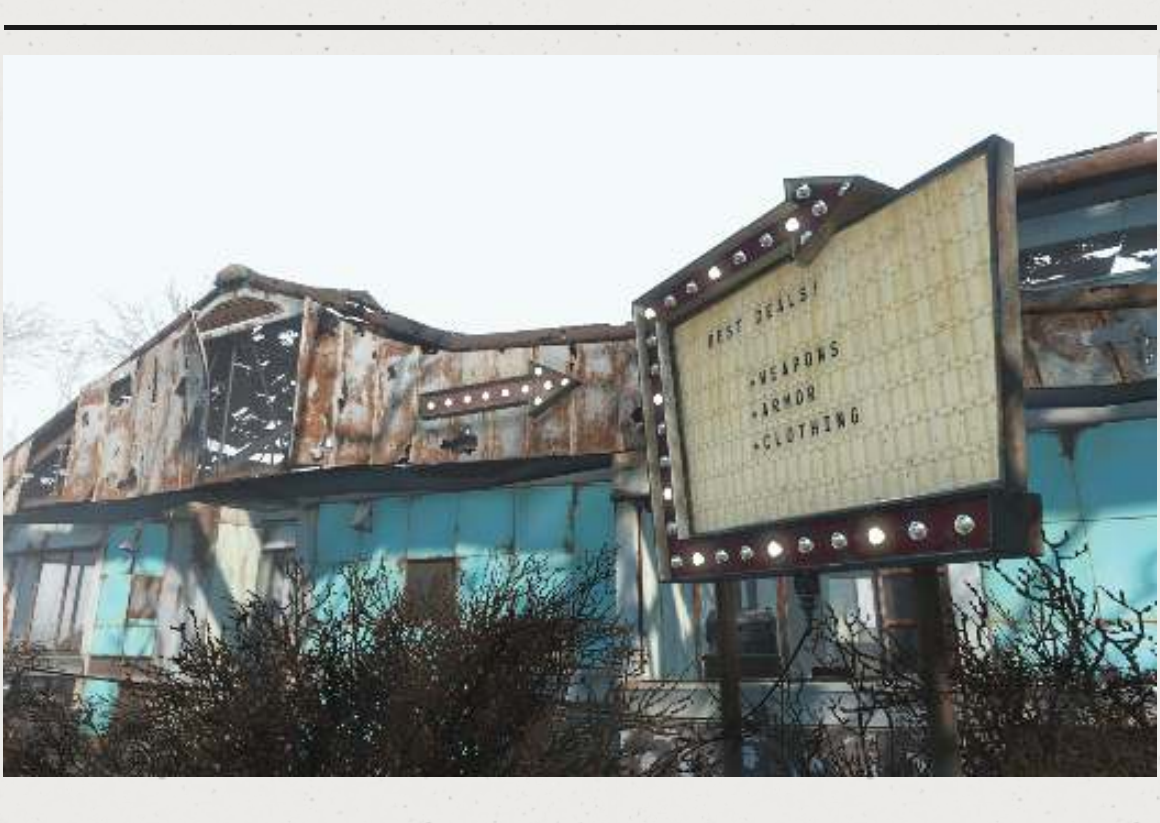
Most of the objects in this subcategory snap directly to conveyer belts, allowing for the creation of fully-automated, multi-item production lines. Hoppers can be used to control the rate at which items are placed on conveyor belts, and sorters can identify and redirect priority items as they move along the assembly line. You'll even find storage units that collect and secure manufactured items until they're needed.

> **ITEM SORTING**
>
> Standard sorters are capable of diverting specified **items**; component sorters are capable of diverting **junk items** that contain specified components. In either case, you'll need to place one or more sample **items** directly into a sorter before it's able to divert anything. Suitable **items** are then diverted; all other **items** are allowed to continue down the sorter's main belt.

MISCELLANEOUS MANUFACTURING PIECES

NAME	BUILD WITH	PREREQUISITES	NOTES
Hopper	Steel (16), Screw (4), Rubber (6), Gear (4)	[dm]	Drops collected inventory out the bottom when powered. Requires 3 **Power**.
Sorter	Steel (10), Screw (2), Rubber (3), Gear (2)	[dm]	Sorts incoming objects when powered, based on its current inventory. Requires 3 **Power**.
Component Sorter	Steel (10), Screw (2), Rubber (3), Gear (2)	[dm]	Sorts incoming objects by the components they contain, based on its current inventory. Requires 3 **Power**.
Conveyor Storage	Steel (8), Screw (1), Rubber (2), Gear (1)	[dm]	Stores objects delivered by a conveyor belt. Requires **power**.
Vacuum Hopper	Steel (10), Rubber (6), Gear (3), Circuitry (2)	[dm]	Pulls **items** out of an adjacent container when powered. Requires 6 **Power**.

POWER > MARQUEE



This subcategory contains a selection of wall-mounted arrows, a customizable marquee, and a full complement of acrylic letters. Whether you're touting available amenities or directing visitors to points of interest, these objects can be used to add a bit of flair to any settlement.

MARQUEE PIECES

NAME	BUILD WITH	PREREQUISITES	NOTES
Marquee Arrow	Steel (3), Copper (2), Glass (2)	[dm]	A straight arrow. Requires **power**.
Marquee Arrow	Steel (3), Copper (2), Glass (2)	[dm]	A curved arrow. Requires **power**.
Marquee Arrow	Steel (3), Copper (2), Glass (2)	[dm]	A curved arrow. Requires **power**.
Marquee Arrow	Steel (3), Copper (2), Glass (2)	[dm]	A straight arrow. Requires **power**.
Marquee Arrow	Steel (3), Copper (2), Glass (2)	[dm]	A curved arrow. Requires **power**.
Marquee Arrow	Steel (3), Copper (2), Glass (2)	[dm]	A curved arrow. Requires **power**.
Marquee Arrow	Steel (3), Copper (2), Glass (2)	[dm]	A straight arrow. Requires **power**.
Marquee Arrow	Steel (3), Copper (2), Glass (2)	[dm]	A curved arrow. Requires **power**.
Marquee Arrow	Steel (3), Copper (2), Glass (2)	[dm]	A curved arrow. Requires **power**.
Marquee Arrow	Steel (3), Copper (2), Glass (2)	[dm]	A straight arrow. Requires **power**.
Marquee Arrow	Steel (3), Copper (2), Glass (2)	[dm]	A curved arrow. Requires **power**.
Marquee Arrow	Steel (3), Copper (2), Glass (2)	[dm]	A curved arrow. Requires **power**.
Marquee Sign	Steel (6), Copper (2), Glass (4)	[dm]	A customizable, double-sided marquee. Requires 1 **Power**.
Acrylic Letter - A	Plastic (2)	[dm]	A marquee letter.
Acrylic Letter - B	Plastic (2)	[dm]	A marquee letter.
Acrylic Letter - C	Plastic (2)	[dm]	A marquee letter.
Acrylic Letter - D	Plastic (2)	[dm]	A marquee letter.
Acrylic Letter - E	Plastic (2)	[dm]	A marquee letter.
Acrylic Letter - F	Plastic (2)	[dm]	A marquee letter.
Acrylic Letter - G	Plastic (2)	[dm]	A marquee letter.
Acrylic Letter - H	Plastic (2)	[dm]	A marquee letter.
Acrylic Letter - I	Plastic (2)	[dm]	A marquee letter.
Acrylic Letter - J	Plastic (2)	[dm]	A marquee letter.
Acrylic Letter - K	Plastic (2)	[dm]	A marquee letter.
Acrylic Letter - L	Plastic (2)	[dm]	A marquee letter.
Acrylic Letter - M	Plastic (2)	[dm]	A marquee letter.
Acrylic Letter - N	Plastic (2)	[dm]	A marquee letter.
Acrylic Letter - O	Plastic (2)	[dm]	A marquee letter.
Acrylic Letter - P	Plastic (2)	[dm]	A marquee letter.
Acrylic Letter - Q	Plastic (2)	[dm]	A marquee letter.
Acrylic Letter - R	Plastic (2)	[dm]	A marquee letter.
Acrylic Letter - S	Plastic (2)	[dm]	A marquee letter.
Acrylic Letter - T	Plastic (2)	[dm]	A marquee letter.
Acrylic Letter - U	Plastic (2)	[dm]	A marquee letter.
Acrylic Letter - V	Plastic (2)	[dm]	A marquee letter.
Acrylic Letter - W	Plastic (2)	[dm]	A marquee letter.
Acrylic Letter - X	Plastic (2)	[dm]	A marquee letter.
Acrylic Letter - Y	Plastic (2)	[dm]	A marquee letter.
Acrylic Letter - Z	Plastic (2)	[dm]	A marquee letter.
Acrylic Number - 0	Plastic (2)	[dm]	A marquee number.
Acrylic Number - 1	Plastic (2)	[dm]	A marquee number.
Acrylic Number - 2	Plastic (2)	[dm]	A marquee number.
Acrylic Number - 3	Plastic (2)	[dm]	A marquee number.
Acrylic Number - 4	Plastic (2)	[dm]	A marquee number.
Acrylic Number - 5	Plastic (2)	[dm]	A marquee number.
Acrylic Number - 6	Plastic (2)	[dm]	A marquee number.
Acrylic Number - 7	Plastic (2)	[dm]	A marquee number.
Acrylic Number - 8	Plastic (2)	[dm]	A marquee number.
Acrylic Number - 9	Plastic (2)	[dm]	A marquee number.
Acrylic Punctuation - Exclamation Mark	Plastic (2)	[dm]	A marquee punctuation mark.
Acrylic Punctuation - Question Mark	Plastic (2)	[dm]	A marquee punctuation mark.
Acrylic Symbol - Dollar Sign	Plastic (2)	[dm]	A marquee symbol.
Acrylic Symbol - Star	Plastic (2)	[dm]	A marquee symbol.

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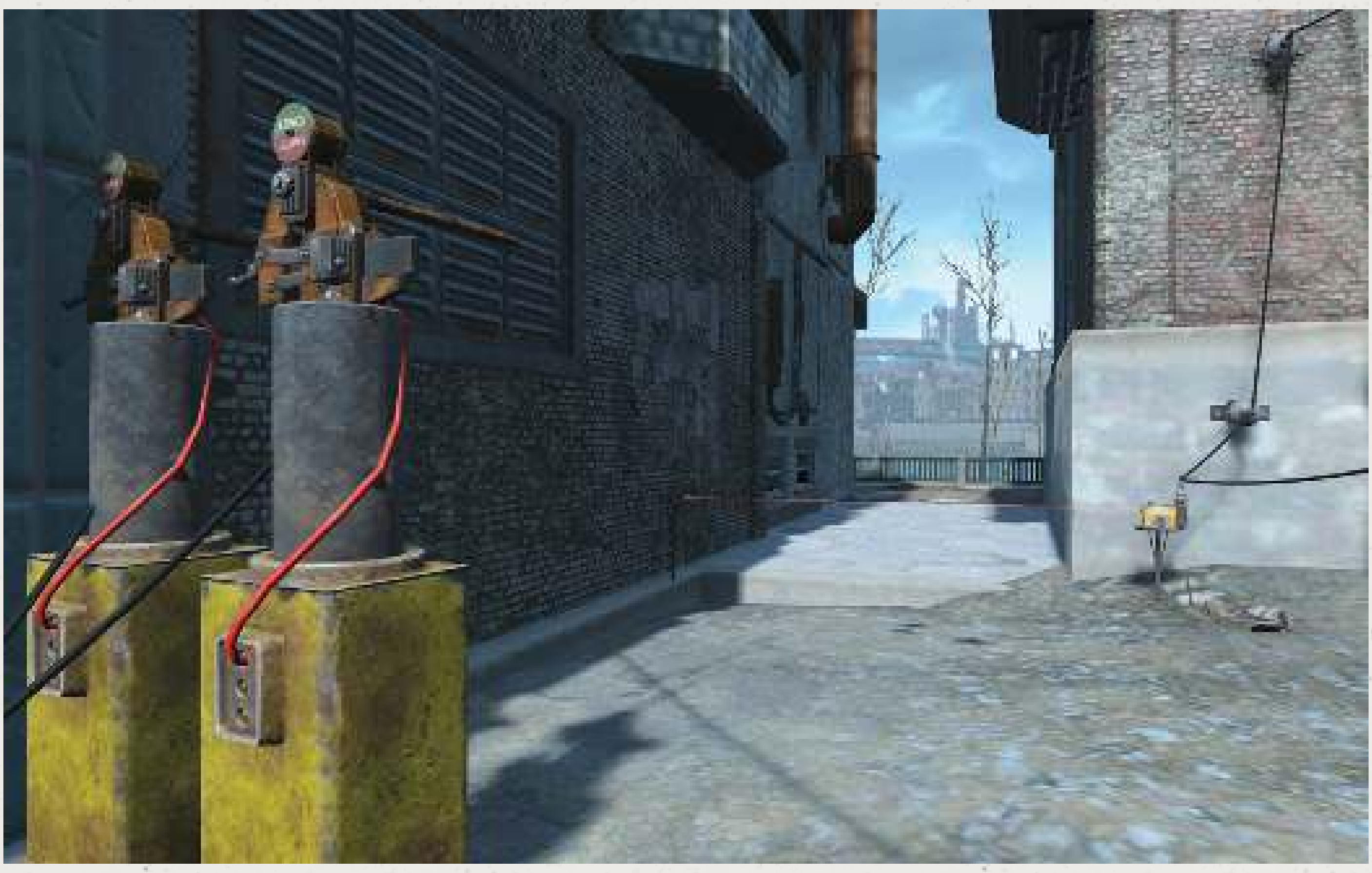
Defense

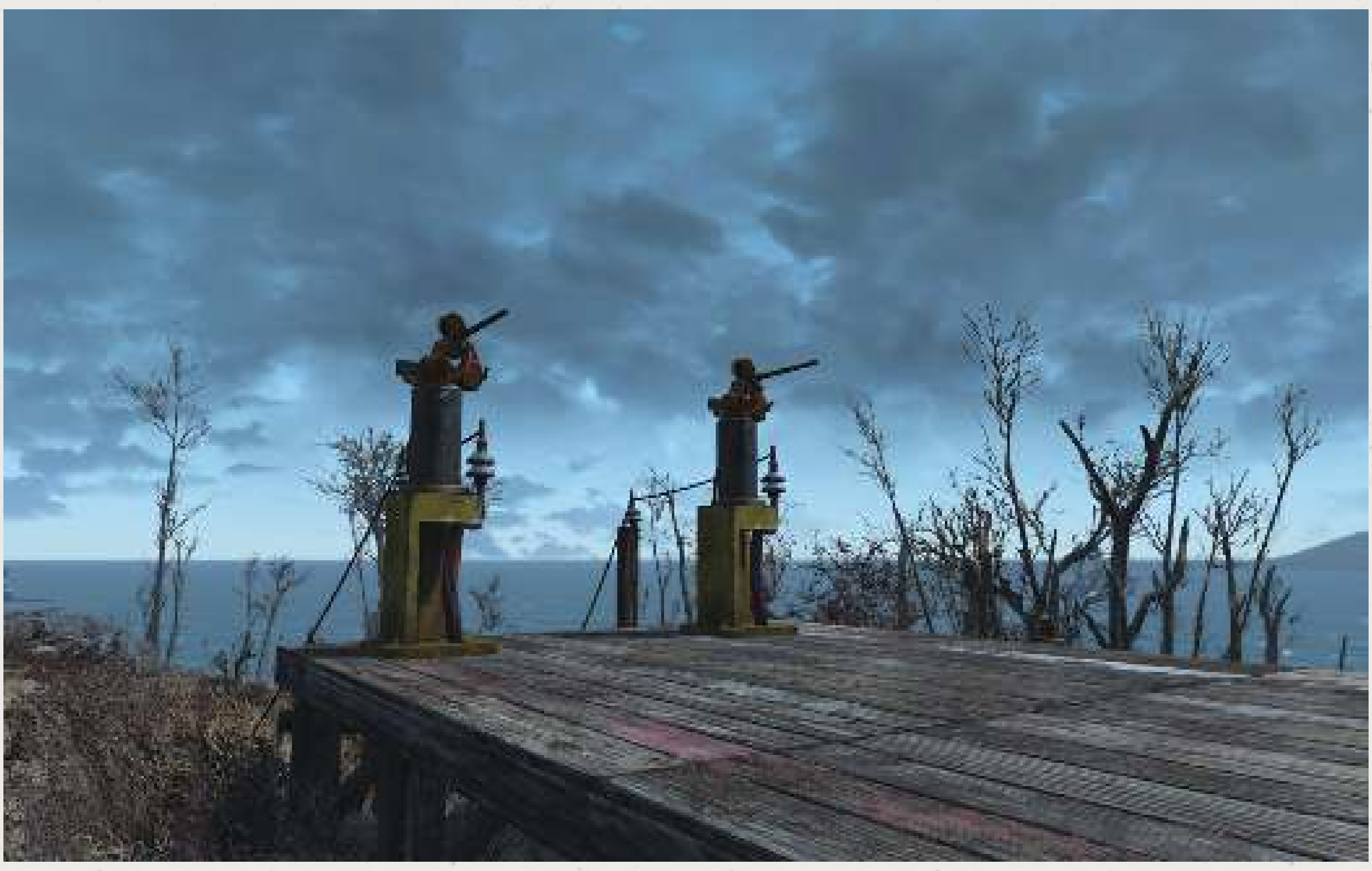


This section of the Workshop menu now features two additional objects, only one of which is capable of raising a settlement's Defense rating. However, like most of the Contraptions Workshop items, these devices lend themselves to some unconventional applications.

NEW OR EXPANDED SUBCATEGORIES:

- Defense > Traps

DEFENSE > TRAPS



This subcategory now includes two stationary guns. One of these new objects features a mounted pipe gun capable of causing moderate damage to affected targets; the other uses a paintball gun to launch non-lethal (but fairly messy) projectiles.

Although paintball guns lack the Defense boost offered by their lethal counterparts, it's worth noting that all stationary guns generate enough force to activate firing switches.

Once triggered, a stationary gun fires until its ammo is depleted. This allows for only brief windows of activity, and frequent use requires frequent maintenance. To keep these traps in working order, use the Workshop menu to repair and restock as needed.

FIRING WILD

Despite their fixed barrels, stationary **guns** feature unpredictable firing patterns. If you're using a stationary gun as part of a contraption, remember that placing it too far from its intended target increases the chances of missed shots.

NEW TRAPS

NAME	BUILD WITH	PREREQUISITES	NOTES
Stationary Gun	Copper (2), Wood (1), Ceramic (1), Steel (3), Circuitry (1)	[dm]	A stationary mounted pipe gun which fires while powered. Produces 3 **Defense**. Requires 2 **Power**.
Stationary Paintball Gun	Copper (2), Wood (1), Ceramic (1), Steel (3), Circuitry (1)	[dm]	A stationary mounted paintball gun which fires while powered. Requires 2 **Power**.

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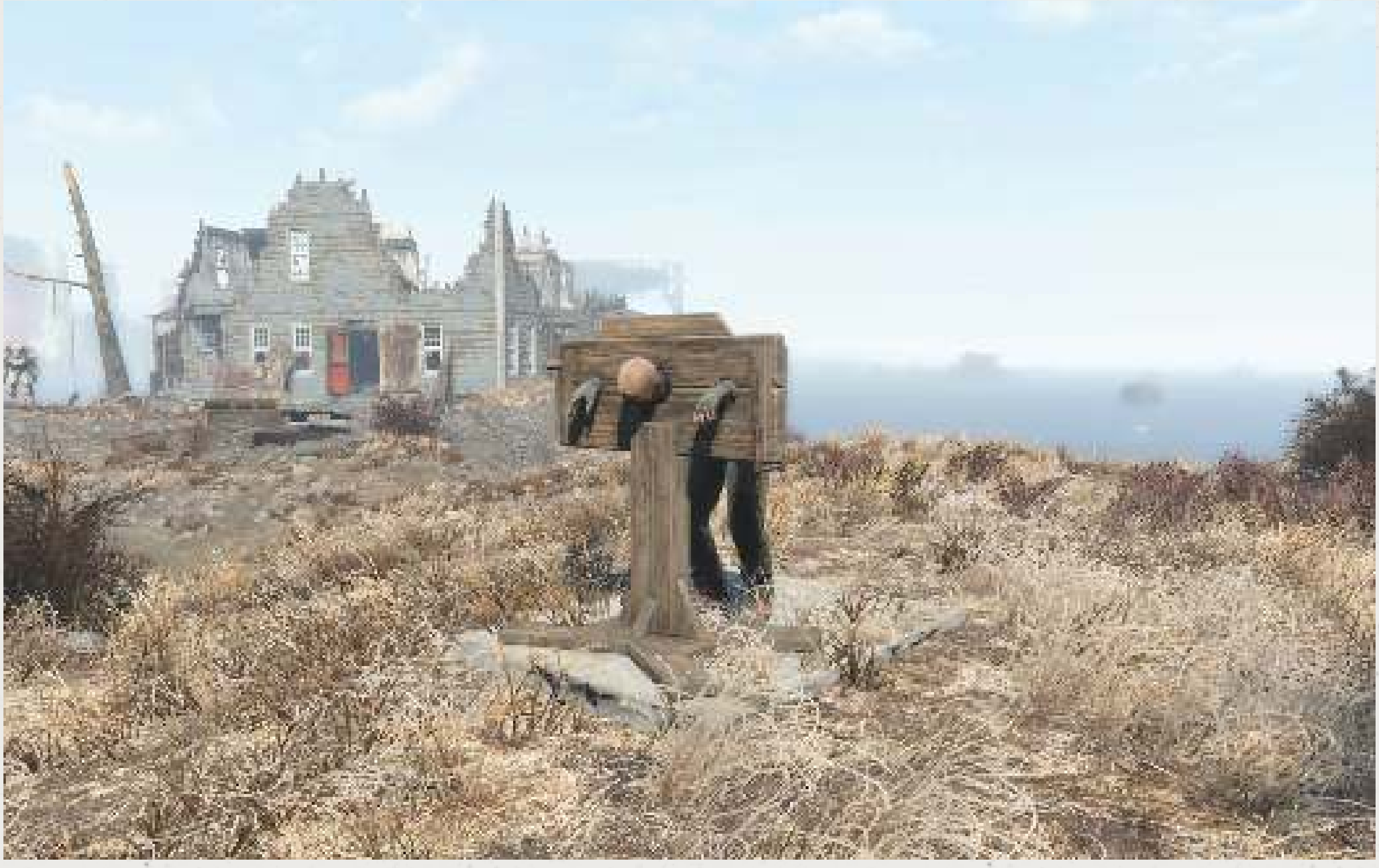
Resources

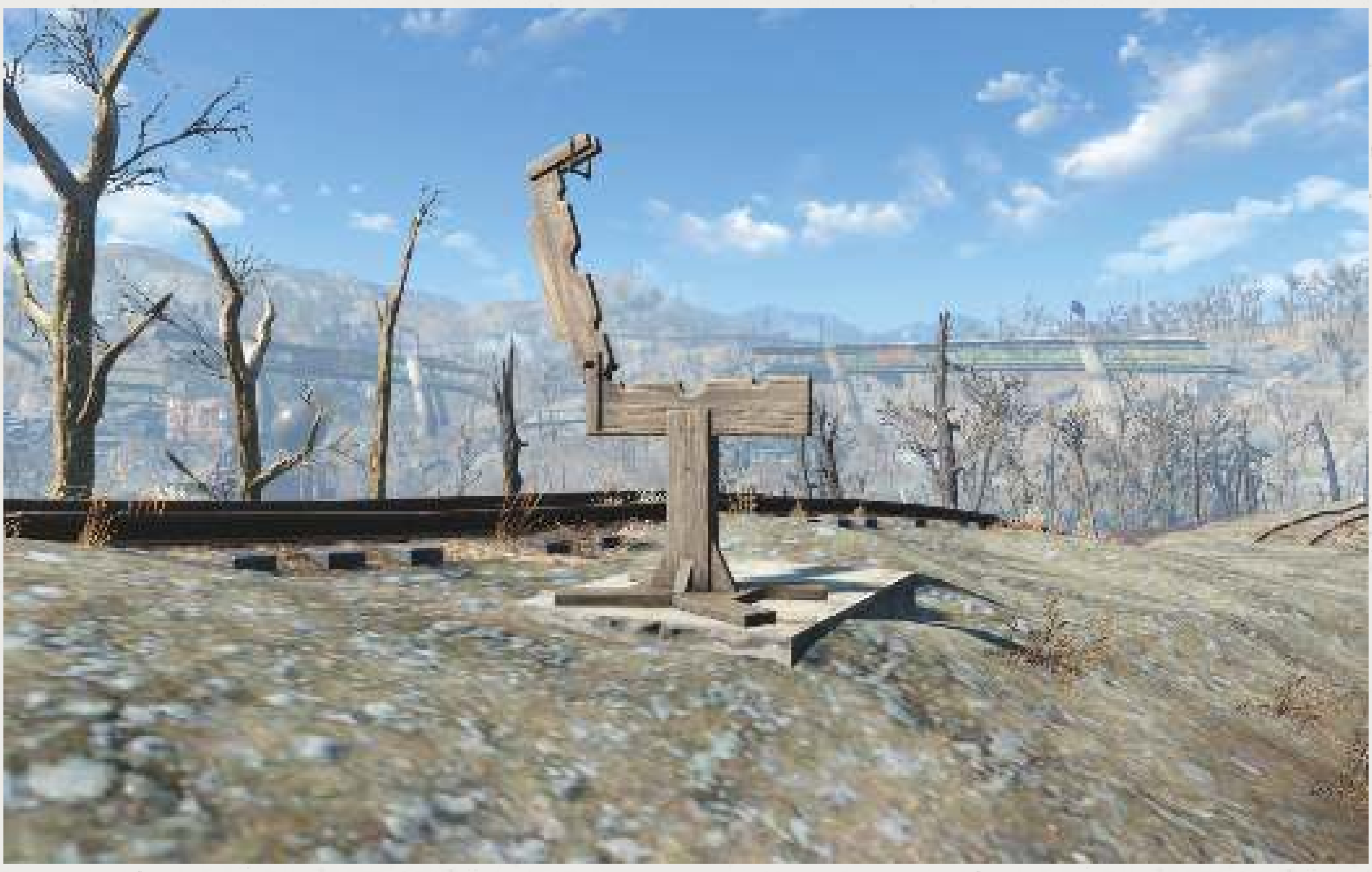


This section of the Workshop menu features only one new addition: a wooden pillory.

NEW OR EXPANDED SUBCATEGORIES:

- Resources > Miscellaneous

RESOURCES > MISCELLANEOUS



This subcategory now contains a pillory that you can use to isolate and humiliate most settlers and companions. If you're looking dole out a bit of punishment, use the Workshop menu to assign your target to an available pillory. Once you've done so, the offender will treat their punishment like any other job.

This makes public humiliation something of a punch-clock affair, with assigned workers leaving their designated pillories to eat, sleep, and see to any tasks they deem to be more urgent. However, while a pillory is in use, its occupant is something of a stationary target for things like ball tracks, pitching machines, and paintball guns.

NEW MISCELLANEOUS RESOURCE ITEMS

NAME	BUILD WITH	PREREQUISITES	NOTES
Pillory	Wood (4), Concrete (1)	[dm]	For those who deserve punishment. Requires an assigned worker.

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DLC Vault-Tec Workshop

Getting Started

Fallout 4
BUILD A BRIGHTER FUTURE...UNDERGROUND!
ADD ON 5
VAULT-TEC
WORK SHOP
MATURE 17+
M
ESRB
Bethesda

While some Vault-Tec Workshop content becomes available the moment you take control of your first settlement, it takes a bit of work to unlock everything this DLC has to offer.

The first Vault-Tec quest is automatically added to your Pip-Boy's quest log when you reach Level 20. You can also begin this quest by visiting Quincy Quarries (located west of Quincy Ruins, near the Commonwealth's southeast corner). From that point on, it's simply a matter of progressing through the Vault-Tec quest line. Related rewards include new buildable items, a legendary Vault jumpsuit, and control of a massive underground settlement.

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Fallout 4
BUILD A BRIGHTER FUTURE...UNDERGROUND!
VAULT-TEC
WORK SHOP
VAULT 81

DLC Vault-Tec Workshop

New Quests

The Vault-Tec Workshop features an all-new quest line, along with a way to add custom companion-related objectives to your Pip-Boy's "Quests" tab.

VAULT-TEC QUESTS

NAME	GIVEN BY	RELATED LOCATIONS
Vault-Tec Calling	Vault 88 **Radio** Beacon	Quincy Quarries, Vault 88
Better Living Underground	Overseer Barstow	Vault 88
A Model Citizen	Overseer Barstow	Vault 88
Explore Vault 88	Overseer Barstow	Vault 88
Power to the People	Overseer Barstow	Vault 88
The Watering Hole	Overseer Barstow	Vault 88, HalluciGen, Inc.
Vision of the Future	Overseer Barstow	Vault 88
Lady Luck	Overseer Barstow	Vault 88
***Overseer's Most Wanted**	Vault-Tec Population Management System	Any Settlement

HELPFUL HINT FROM VAULT BOY!

*"**Overseer's Most Wanted**" offers no rewards and should not be considered part of the Vault-Tec quest line.

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DLC Vault-Tec Workshop

New INV Items

VAULT 88 JUMPSUIT

Vault 88 jumpsuits can be collected from a trunk near the Vault 88 entrance hatch. You'll need at least one of these apparel items to progress Vault-Tec Quest: Power to the People. Those looking to outfit an entire settlement should note that additional jumpsuits periodically appear in the supply chest.

HELPFUL HINT FROM VAULT BOY!

Legend of Vault 88

"Legend of Vault 88" is a unique jumpsuit variant that boosts Energy Resistance and Radiation Resistance while reducing the damage taken from ghouls. This unique **apparel** item is received upon completion of the Vault-Tec quest line.

PIP-BOY (VAULT 88)

Like the new jumpsuits, Pip-Boys can be collected from a trunk near the Vault 88 entrance hatch; they can also be found in some of the nearby "Pip-Boy" containers. At least one of these items must be used to progress Vault-Tec Quest: Power to the People, but new Pip-Boys periodically appear in the related containers.

These items can only be used by settlers and (most) humanoid companions. Generally, a Vault 88 Pip-Boy is equipped the moment it's placed in in your target's inventory.

VAULT-TEC CONTROL BOARD

Essentially keys, these quest-related items are required to unlock the Workshops scattered throughout Vault 88. Control boards are single-use items, and each one corresponds to a specific Workshop.

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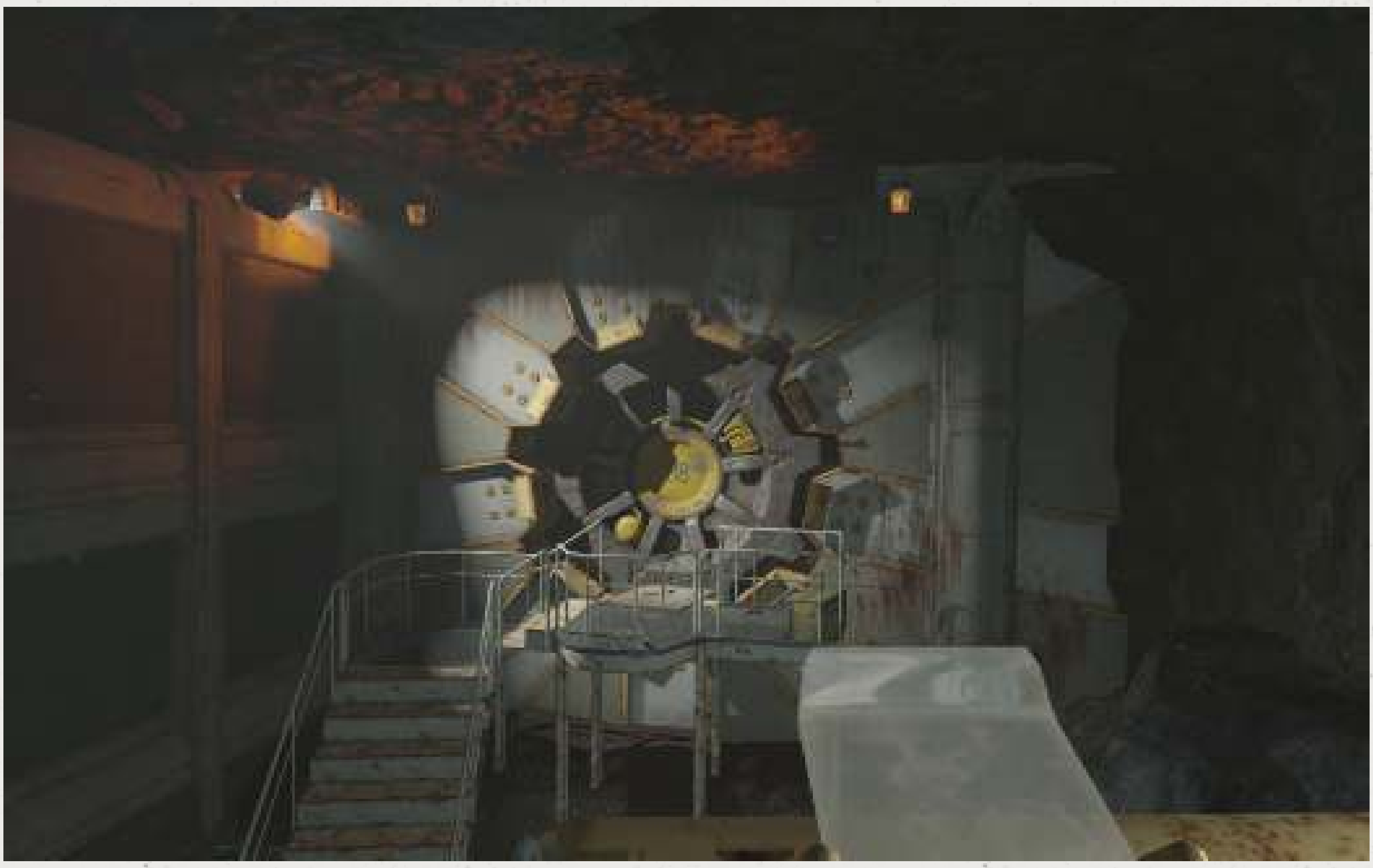
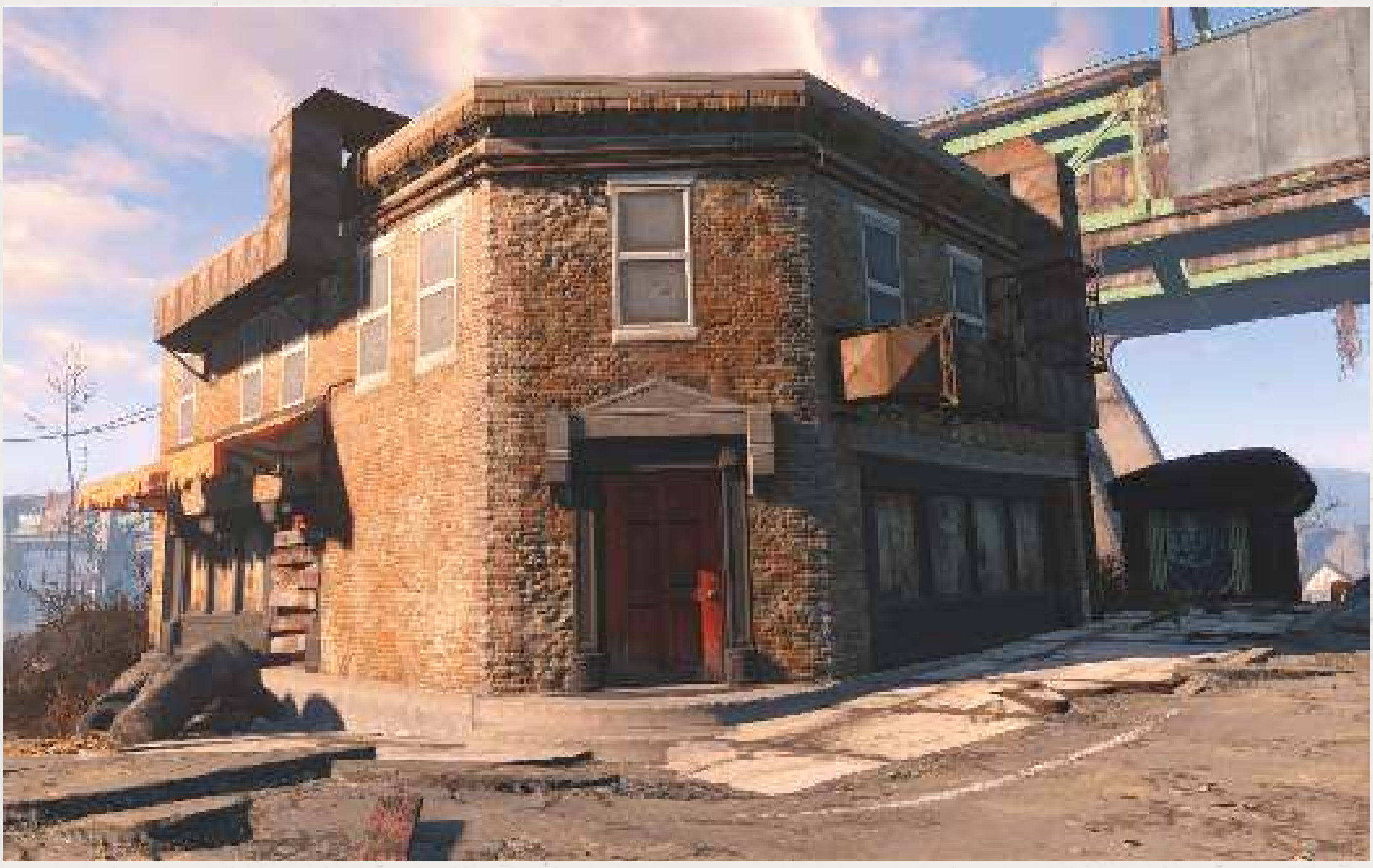


VAULT 88

Located beneath Quincy Quarries, this underground site was meant to hold one of Vault-Tec's signature facilities, but construction had barely begun before the bombs fell. The resulting rockslides left key personnel stranded in the excavation site.



UNIVERSITY POINT PHARMACY

This previously undiscovered pharmacy is located just southwest of University Point. The building's interior is actually included within Vault 88's buildable area, meaning that once you've unlocked the nearest Workshop (and scrapped any obstructions), this building serves as an alternate entrance to Vault 88.

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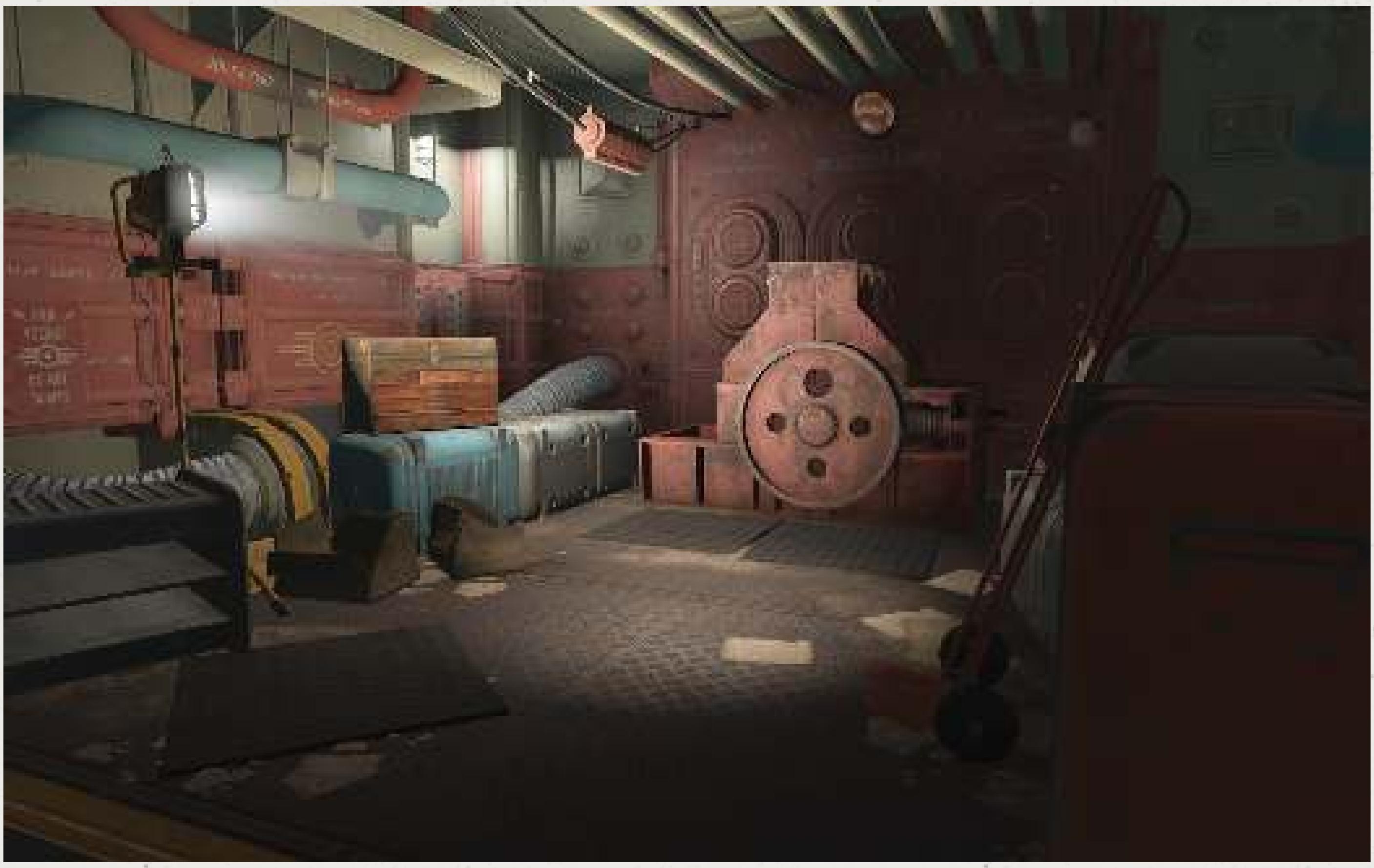
New Workshops



While Vault 88 is considered a single settlement, it contains four separate Workshops. Unlocking the first Workshop grants control of the settlement, as well as a selection of new buildable items. Each additional Workshop you unlock expands Vault 88's buildable area.

Fully unlocked, Vault 88 is a massive underground space with an impressive amount of scrap-able objects. It features an existing power source, a uniquely powerful water pump, and some hidden access points connected to adjacent neighborhoods.

It's important to note that Vault 88 is littered with hostile creatures and radiation hazards. Ghouls, Molerats, Mirelurks, Radscorpions–even a legendary Deathclaw–can all be found within the confines of the settlement, and natural uranium deposits can be found throughout the area. However, once you've managed to purge the caves of all present threats, it stands as one of the Commonwealth's most defensible settlements.

NEW WORKSHOP SETTLEMENT

LOCATION	PREREQUISITE
Vault 88	Progress through Vault-Tec Quest: **Better Living Underground** / Complete Vault-Tec Quest: **Explore Vault 88**

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DLC Vault-Tec Workshop

Achievements and Trophies

The Vault-Tec Workshop DLC features three additional Achievements/Trophies.

VAULT-TEC WORKSHOP ACHIEVEMENTS/TROPHIES

NAME	DESCRIPTION	NOTES
Better Living Underground	Unlock all build areas of Vault 88.	Find and unlock all four of the **Workshops** scattered throughout Vault 88.
Oversight	Become Overseer.	Complete the Vault-Tec quest line by allowing (or convincing) Overseer Barstow to leave Vault 88. Or, kill Overseer Barstow at any time.
Vault Dweller	Equip Vault 88 suit and Pip-Boy on a settler.	This task is a mandatory objective in Vault-Tec Quest: **Power** to the People, but it can be completed at any time after collecting the required **items**.

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Vault-Tec Quests

Vault-Tec Calling

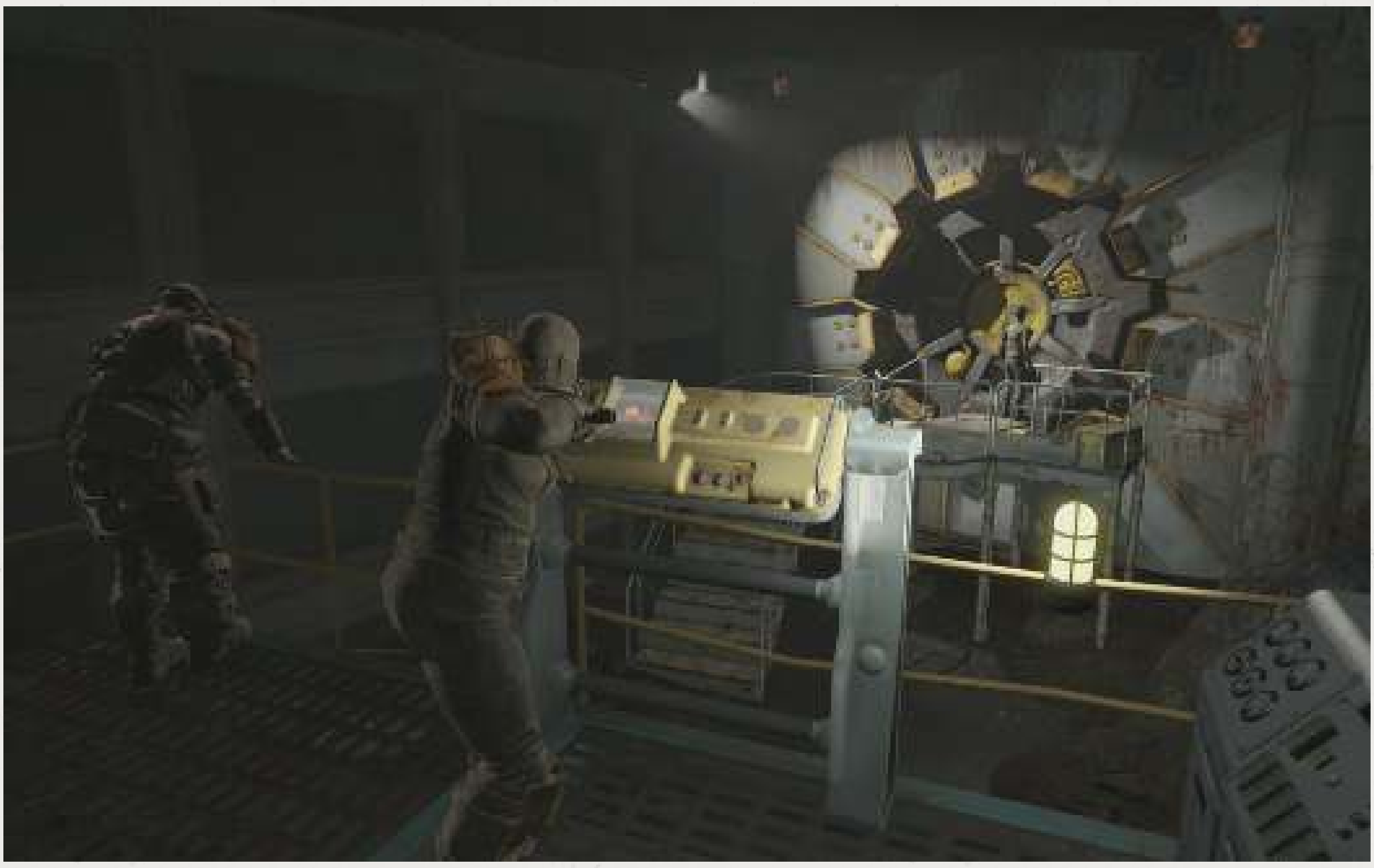
1. Tune radio to Vault 88 Radio Beacon

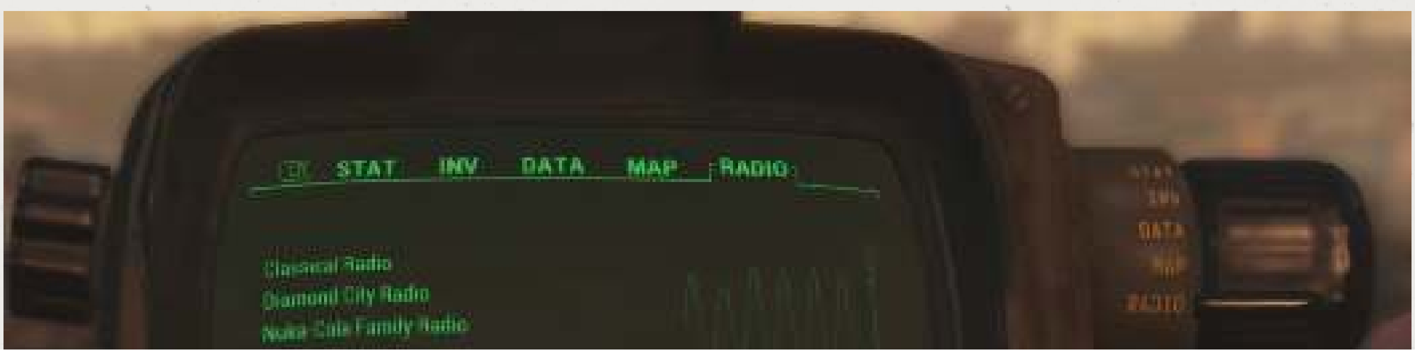
2. Investigate Vault 88

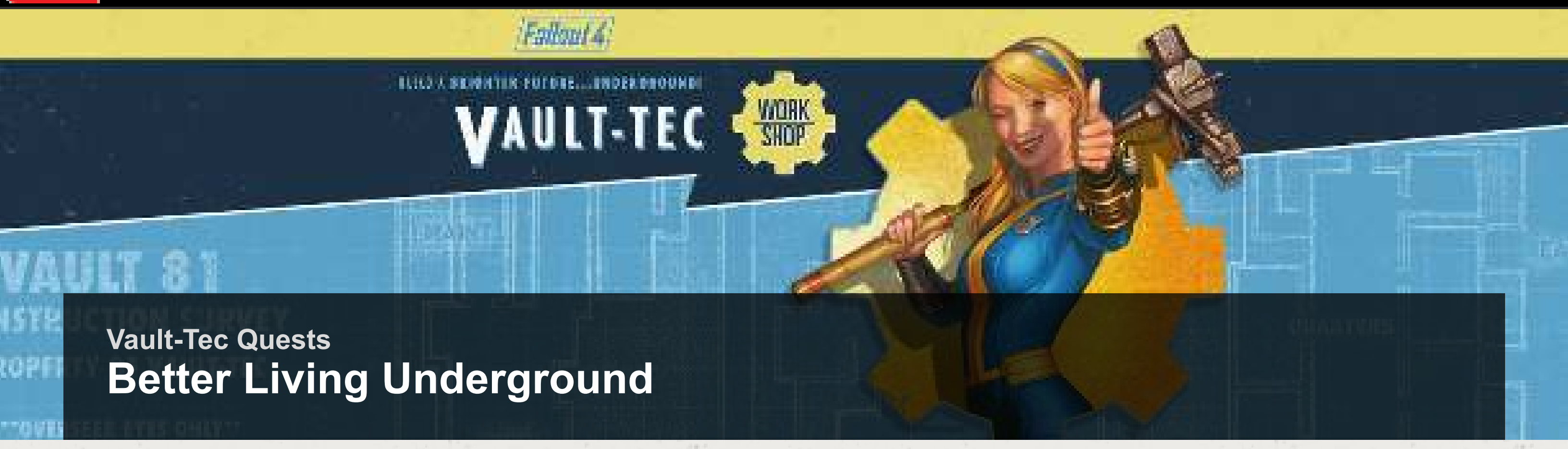
LOCATIONS TO EXPLORE

- Quincy Quarries
- Vault 88

TO VAULT 88




STAT
INV
DATA
MAP
RADIO
Classical Radio
Diamond City Radio
Nuka-Cola Family Radio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Vault-Tec Quests

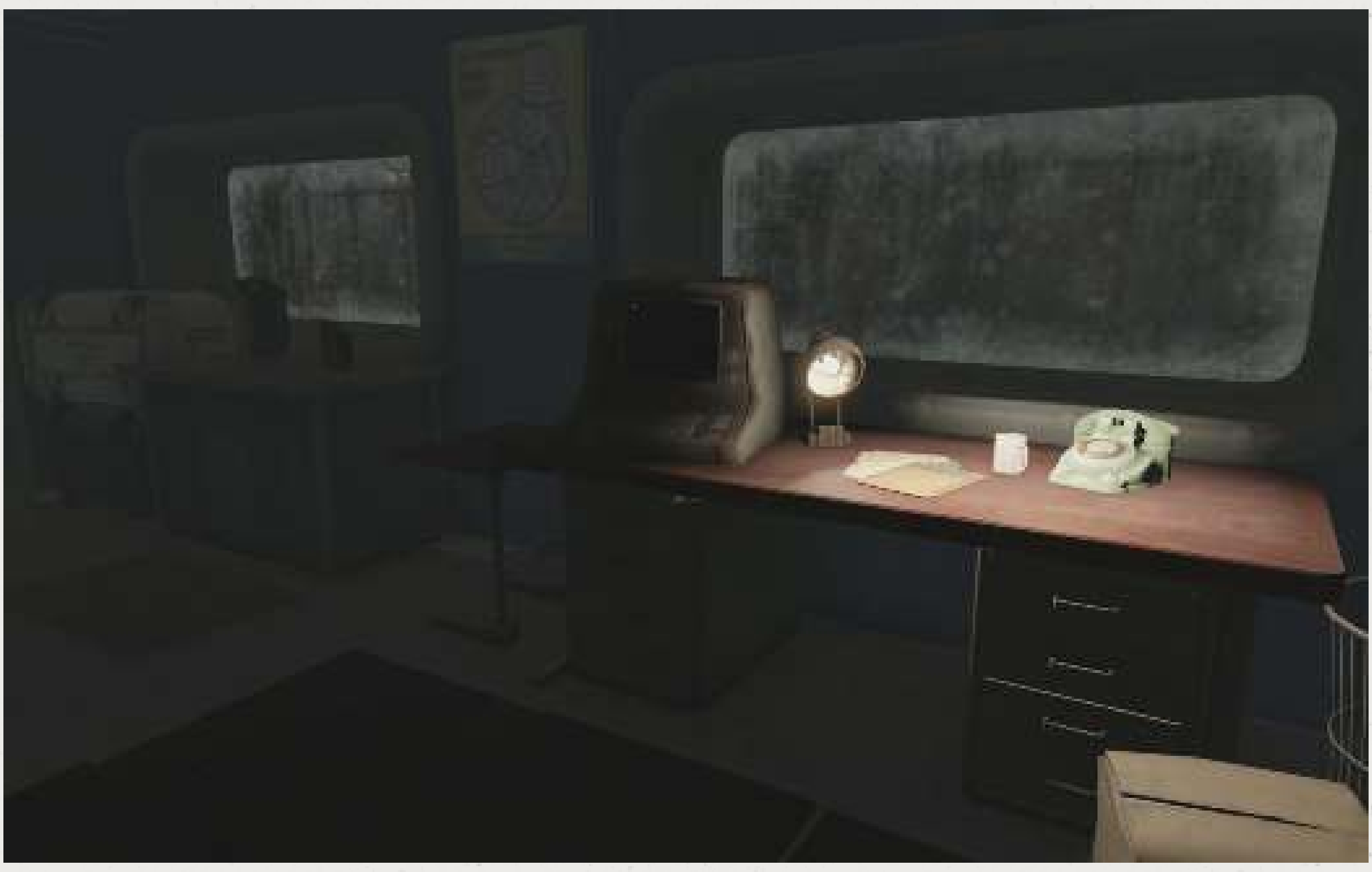
Better Living Underground

1. Lift the security lockdown
2. Find the control board
3. Repair the Vault-Tec Workshop
4. Clear the rubble
5. Talk with the Vault survivor

LOCATIONS TO EXPLORE

- Vault 88

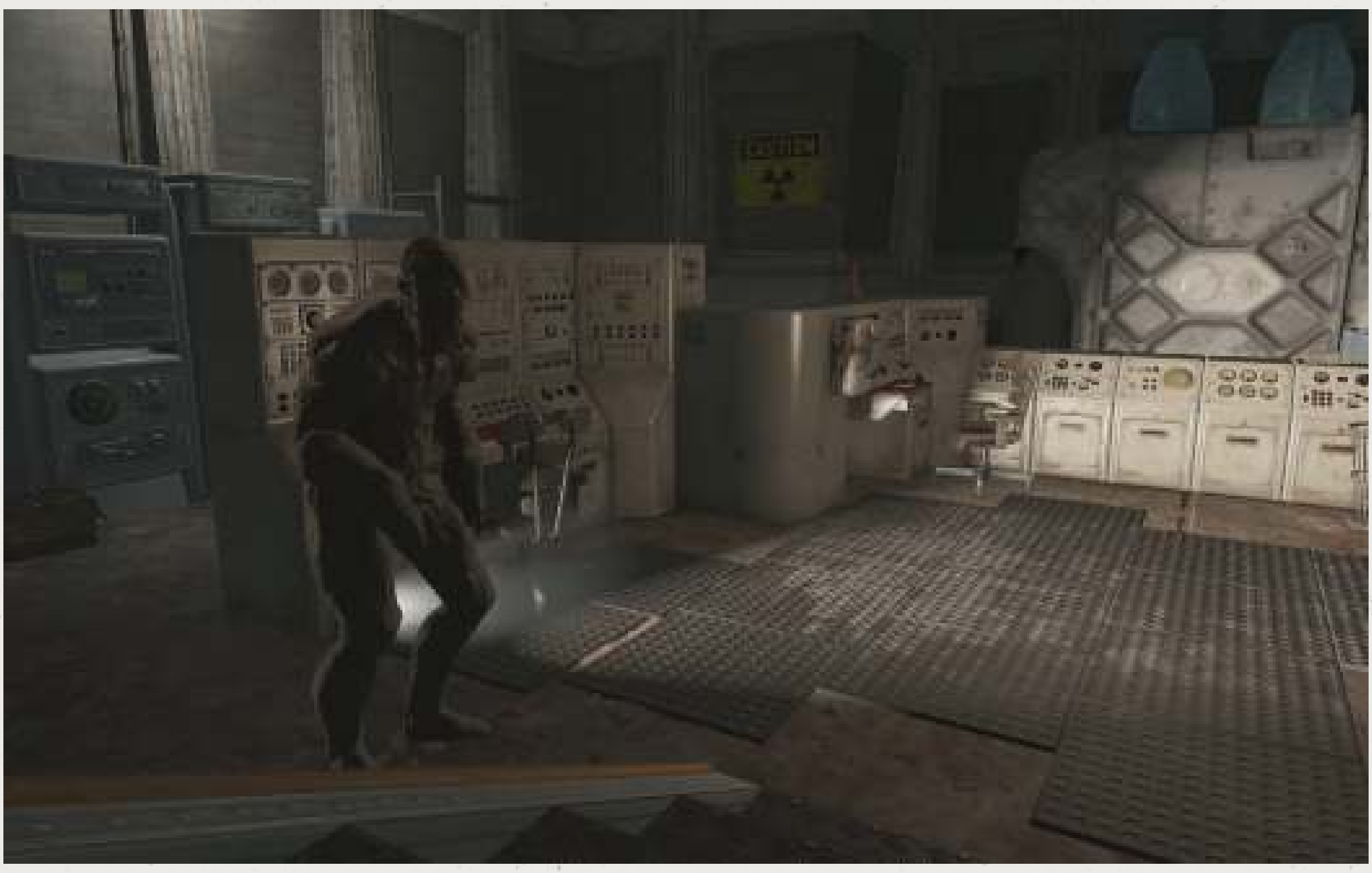
EMERGENCY RESPONSE

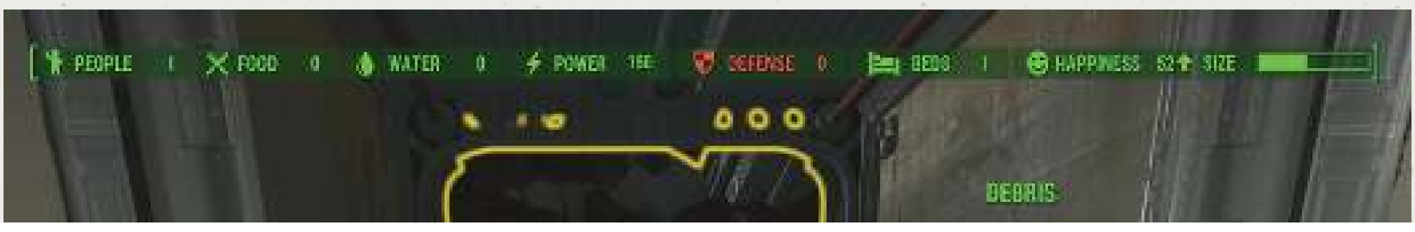


The Raiders' attacks have put Vault 88 into lockdown. Head into the accessible area and clear out the lurking ghouls as you follow the objective marker to the security office. Access the marked terminal and lift the security lockdown.

TAKING CONTROL

A survivor is trapped behind a pile of rubble. To clear it, you'll need to take control of the nearby Workshop. Follow the objective marker into the reactor room to find Security Chief Anderson. Defeat this legendary ghoul and claim the Vault-Tec Control Board from its remains.




PEOPLE 1
FOOD 0
WATER 0
POWER
DEFENSE 0
BEDS 1
HAPPINESS 52
SIZE
DEBRIS

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VAULT-TEC
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Vault-Tec Quests

A Model Citizen

1. Follow the Overseer

2. Kill the feral ghouls

3. Talk to the Overseer

4. Build the Vault 88 Overseer's Desk

5. Return to the Overseer

6. Turn on the Vault 88 Radio Beacon

7. Explore Vault 88

8. Help the Overseer interview candidates

9. Talk to the Overseer

LOCATIONS TO EXPLORE

- Vault 88

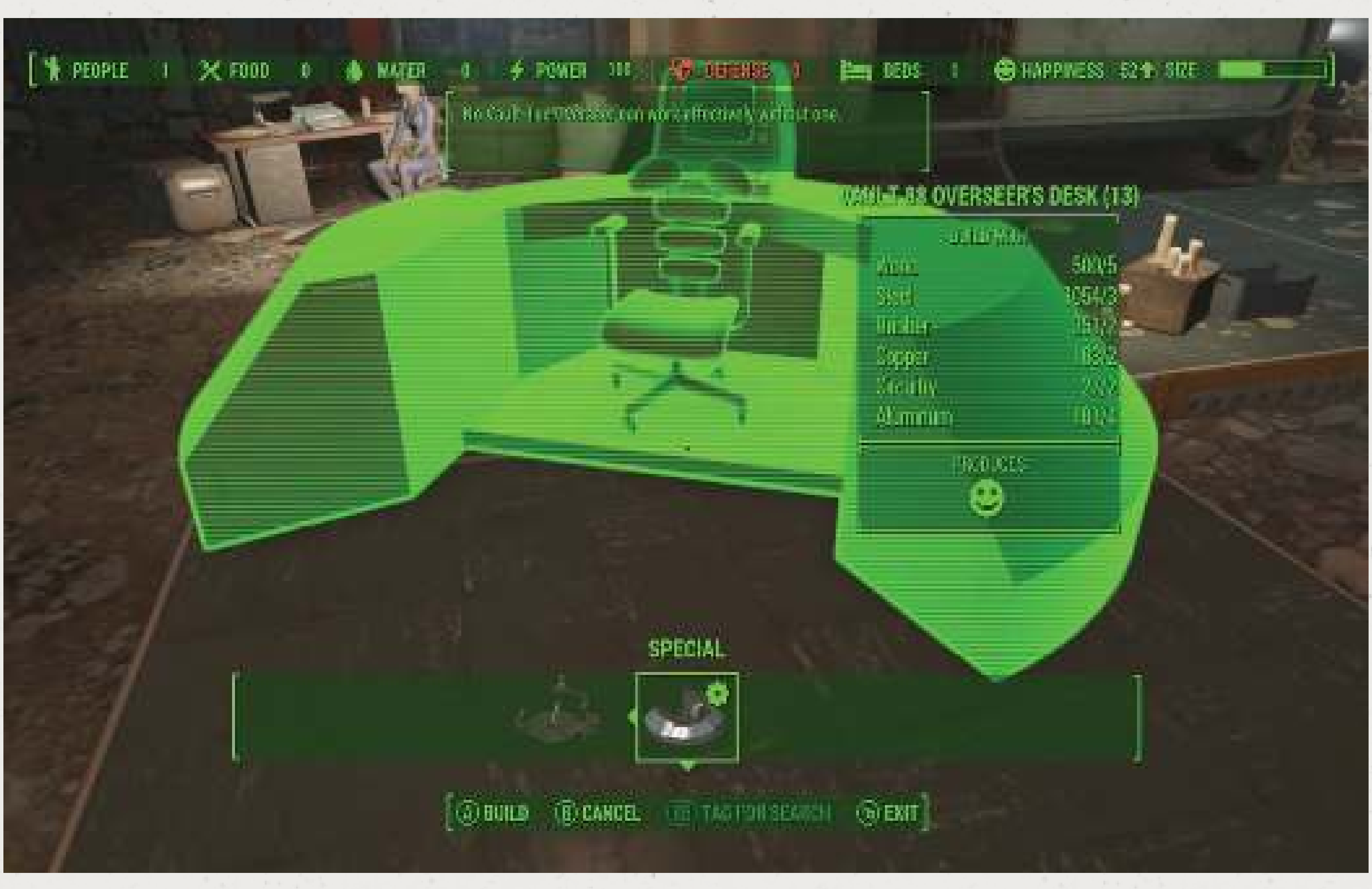
SPRING CLEANING

After a brief introduction, Overseer Barstow asks you to follow her to her desk. Be warned that doing so will rile up a nearby ghoul, and the resulting skirmish is likely to draw attention from additional enemies. Ready your weapon, or use stealth to dispatch the waiting ghoul unnoticed. In either case, Overseer Barstow tasks you with clearing the area of all remaining ghouls. Eliminate all of the marked targets and return to Overseer Barstow.

CHARISMA

(Medium) Convince Overseer Barstow you deserve to be compensated for your continued assistance. Success yields a stack of Pre-War Money.

THE GRAND OPENING



With the area secure, Overseer Barstow asks you to build her a proper desk. Use the Workshop menu to build the "Vault 88 Overseer's Desk" (located within the "Special" object category).

Luckily, the Vault 88 Workshop contains more than enough components to complete this task. With her desk in place, Overseer Barstow is eager to start her long-delayed experiments. Head back to the Vault reactor room and flip the marked switch to broadcast a recruitment message.

Overseer Barstow encourages you to explore the Vault until prospective residents respond to the message. Doing so will progress this quest (and the related Vault-Tec Quest: Explore Vault 88) more quickly, but you're free to pass the time in whatever manner you please.

THE PERFECT SUBJECT

Overseer Barstow insists that you help her evaluate potential test subjects. After the first batch of settlers reaches the Vault, head up to the entrance hatch to begin the interview process.

Regardless of your input, Overseer Barstow selects the third candidate, Clem, as the subject for her experiments. However, the interview process includes two speech challenges and the opportunity to refuse entry to the second applicant.

CHARISMA

(Easy) Convince the first candidate that you can be trusted.

(Easy) Convince the second candidate that you're not to be trifled with.

Resolve all three interviews to complete the quest. A simplified version of the Overseer's desk (found in the Workshop Furniture > **Tablessubmenu) can now be built at any settlement under your control.**

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Vault-Tec Quests

Explore Vault 88

1. Turn on Vault-Tec Workshop in North Sector

2. Find the North Sector Control Board

3. Turn on Vault-Tec Workshop in East Sector

4. Find the East Sector Control Board

5. Turn on Vault-Tec Workshop in North-East Sector

6. Find the North-East Sector Control Board

LOCATIONS TO EXPLORE

- Vault 88

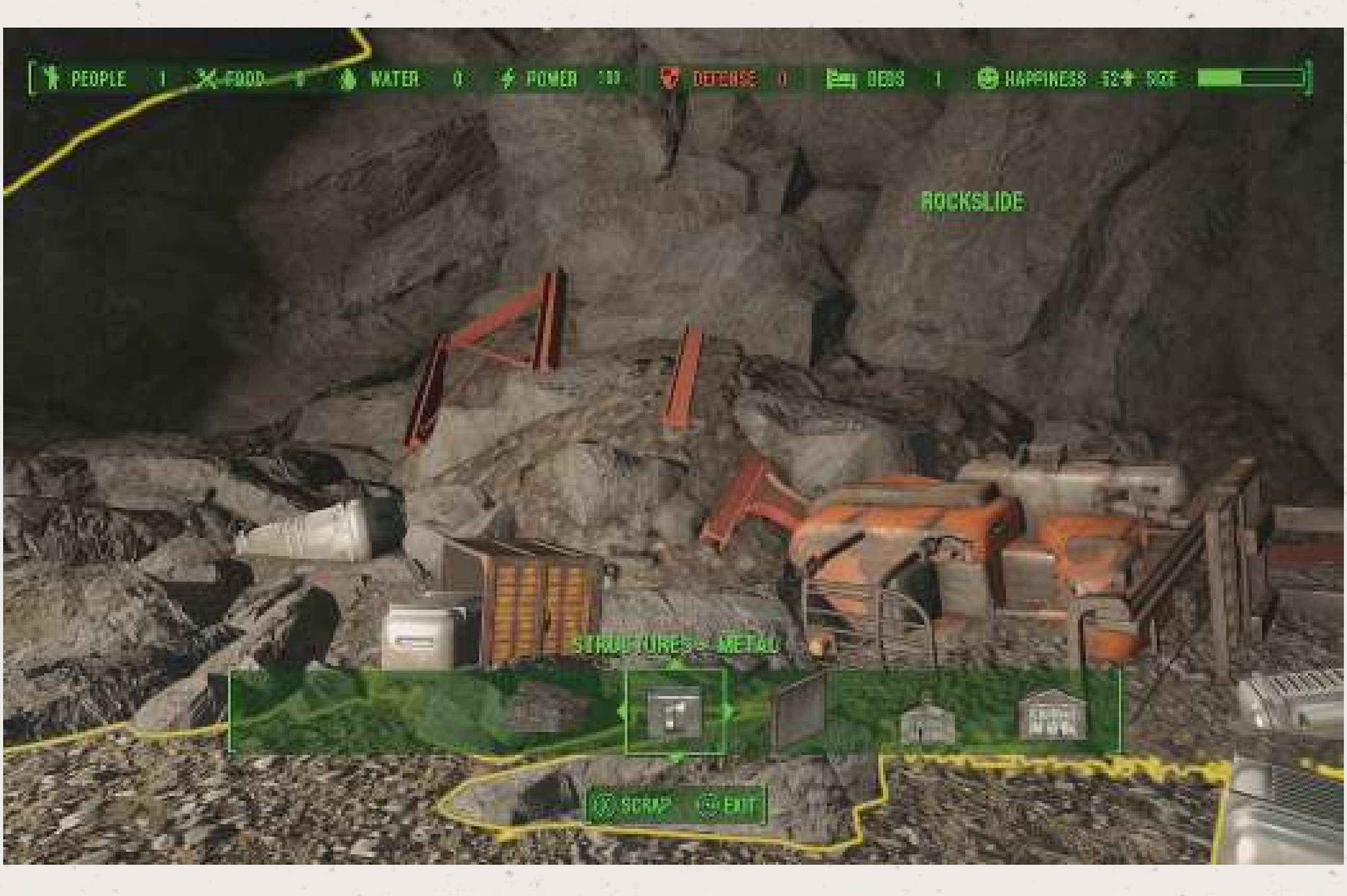
HELPFUL HINT FROM VAULT BOY!

A Vault-Tec Side Quest!

While this quest must be completed to unlock the entirety of Vault 88's buildable area, it isn't a necessary step in the Vault-Tec quest line.

MAKE YOURSELF AT HOME

This quest is triggered during Vault-Tec Quest: **A Model Citizen**, or when you access a Workshop contained within one of Vault 88's sealed sectors. Your task is to find and reactivate Vault 88's three remaining **Workshops**. When you're ready to do so, use the Workshop menu to clear a path through each of the site's three sealed sectors. Just look for the scrapable rockslides around the border of the main area.



Each sealed sector contains (among other things) a Workshop and a Vault-Tec Control Board. To complete the quest, you must recover all three control boards and use them to activate the corresponding **Workshops**.

At the start of the quest, objective markers are used to indicate each of the three Workshop locations. Attempting to access a locked workshop will reveal the position of the required Vault-Tec Control Board. Simply collect the control board, unlock the related Workshop, and move on to the next sector.

Of course, each section also contains a variety of hostile **enemies** and numerous radiation hazards. Take proper precautions, and be prepared to defend yourself at all times–especially while using the Workshop menu to clear obstructions from your path.

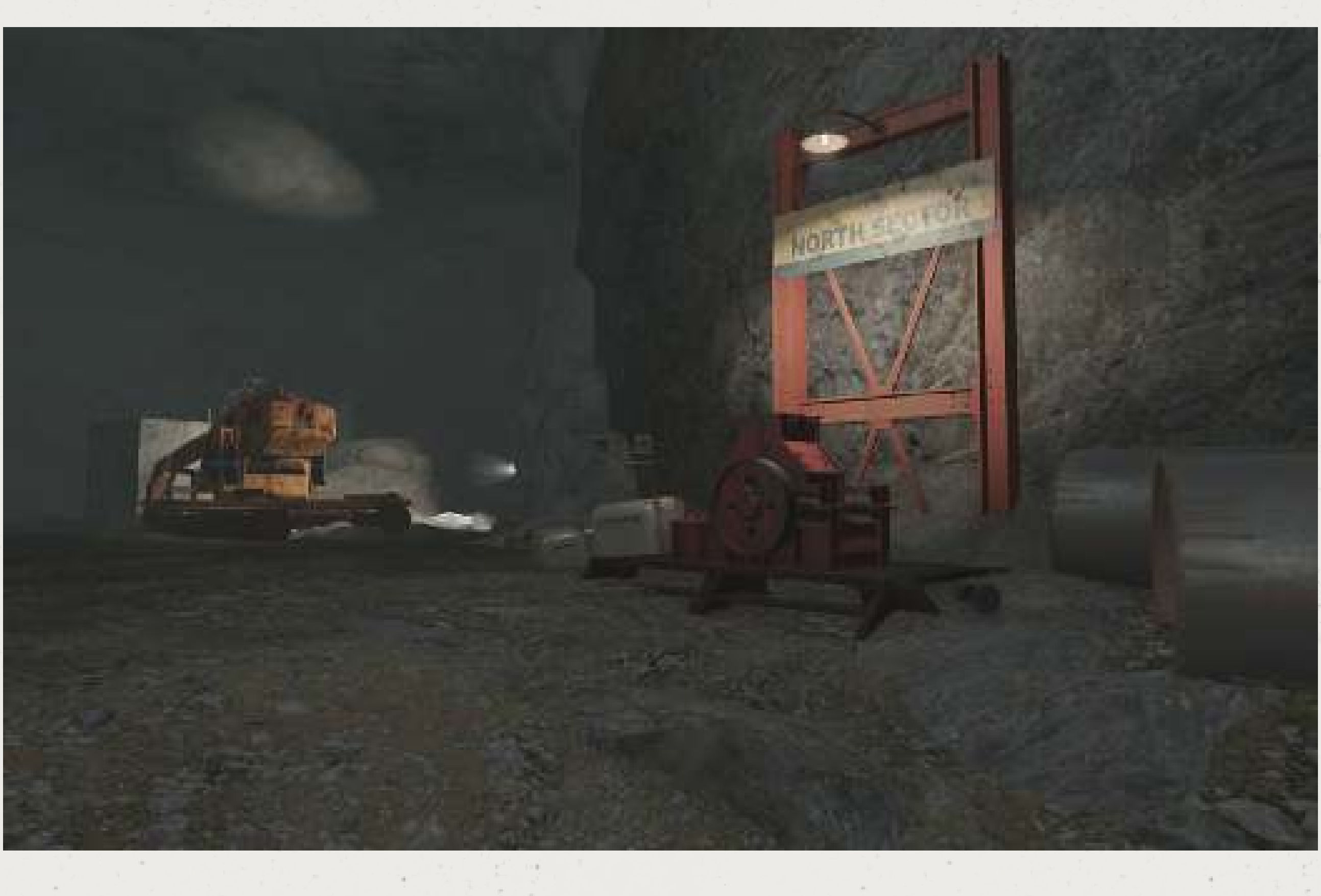
HIDDEN DANGERS

As you unlock additional **Workshops**, you can use the Workshop menu to open areas behind limestone walls and piles of debris. While a full exploration is definitely recommended, be warned that further excavation is sure to turn up additional sources of radiation and particularly dangerous **enemies**. If you plan to head off the beaten path, be ready to deal with everything from Radscorpions to a Legendary Deathclaw.

THE NORTH SECTOR

If you intend to fully explore Vault 88, consider beginning your search in the North Sector. This path is infested with molerats and ghouls, so make sure you're geared to deal with these **enemies**.

You can save yourself a bit of backtracking if you collect the North Sector's control board on your way to the Workshop. Look for this item on the cabinet near the end of the subway ruins. If you're having trouble finding it, just follow the nearest objective marker to find the North Sector Workshop and double back when the board's location appears on your compass.

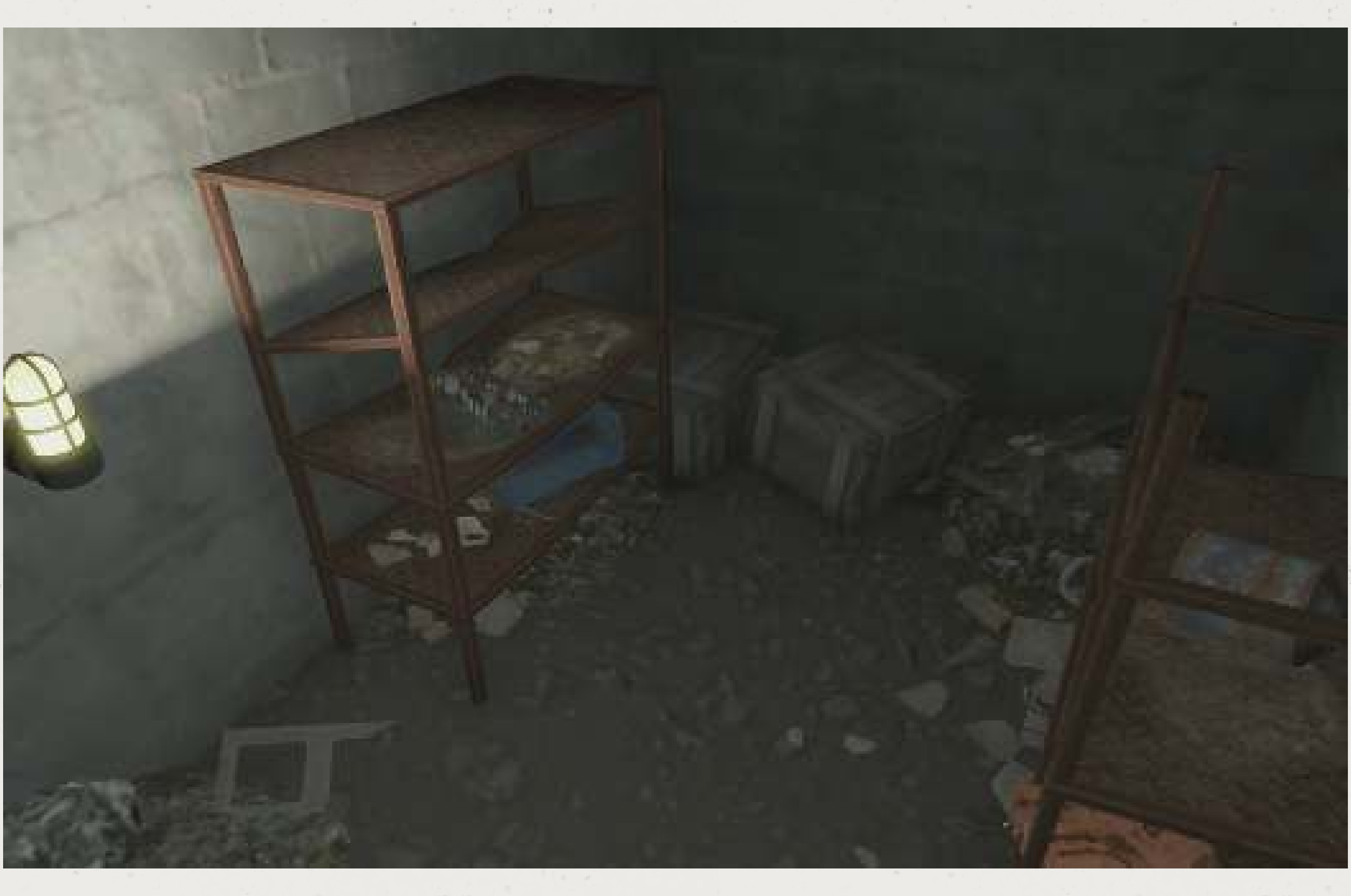


As long as you stick to the main path, you'll find the North Sector Workshop at the top of a long slope. Once you've unlocked this Workshop, you can continue along the main path to head directly to the North-East Sector.

THE NORTH-EAST SECTOR

Until you're familiar with the North-East Sector, it can be a fairly difficult area to navigate. As such, it's recommended that you enter this area via the North Sector, after unlocking the North Sector Workshop. In either case, the North-East Sector's main path contains a variety of molerats and ghouls.

If you opt to approach from the North Sector, simply follow the nearest objective marker to find the North-East Sector Workshop. Interact with the Workshop to receive the location of the corresponding control board. This method involves relatively little backtracking, and it makes locating the required control board much easier.



The North-East Sector's control board is located in a small utility room at the bottom of a concrete stairwell. If you've already visited the sector's Workshop, use the provided objective marker to find this item. However, if you opted to approach from the Vault's main area, you'll pass by this room on your way to the Workshop–in this case, make sure you search the utility room before you head up the stairwell.

Once you've collected the control board, use it to unlock the North-East Sector Workshop.

THE EAST SECTOR

EAST SECTOR

The East Sector is relatively small and easy to navigate, but it's also one of Vault's most dangerous areas. You'll face the odd ghoul or two, but the real threat is a group of Mirelurks lead by a queen.

Although it's possible to enter the East Sector by way of the North-East Sector (using the Workshop menu to clear a path), it's strongly recommended that you enter from the sealed entrance in the Vault's main area. This helps ensure that you have the time and space needed to plan your opening attack.

The East Sector control board is located fairly close to the Workshop. If you choose to enter from the Vault's main area, look for the doorway along the south side of the main entrance. **Clear out** the waiting ghouls, grab the control board, and continue toward the marked objective. Otherwise, just interact with the East Sector Workshop to reveal the control board's location.

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Vault-Tec Quests

Power to the People

1. Outfit Clem in a Vault 88 suit
2. Talk to the Overseer
3. Build the Power Cycle 1000
4. Connect a terminal to the Power Cycle and select experiment parameters.
5. Assign Clem to the Power Cycle
6. Let Clem ride for an hour
7. Talk with Clem
8. Repair the Power Cycle
9. Report back to the Overseer

LOCATIONS TO EXPLORE

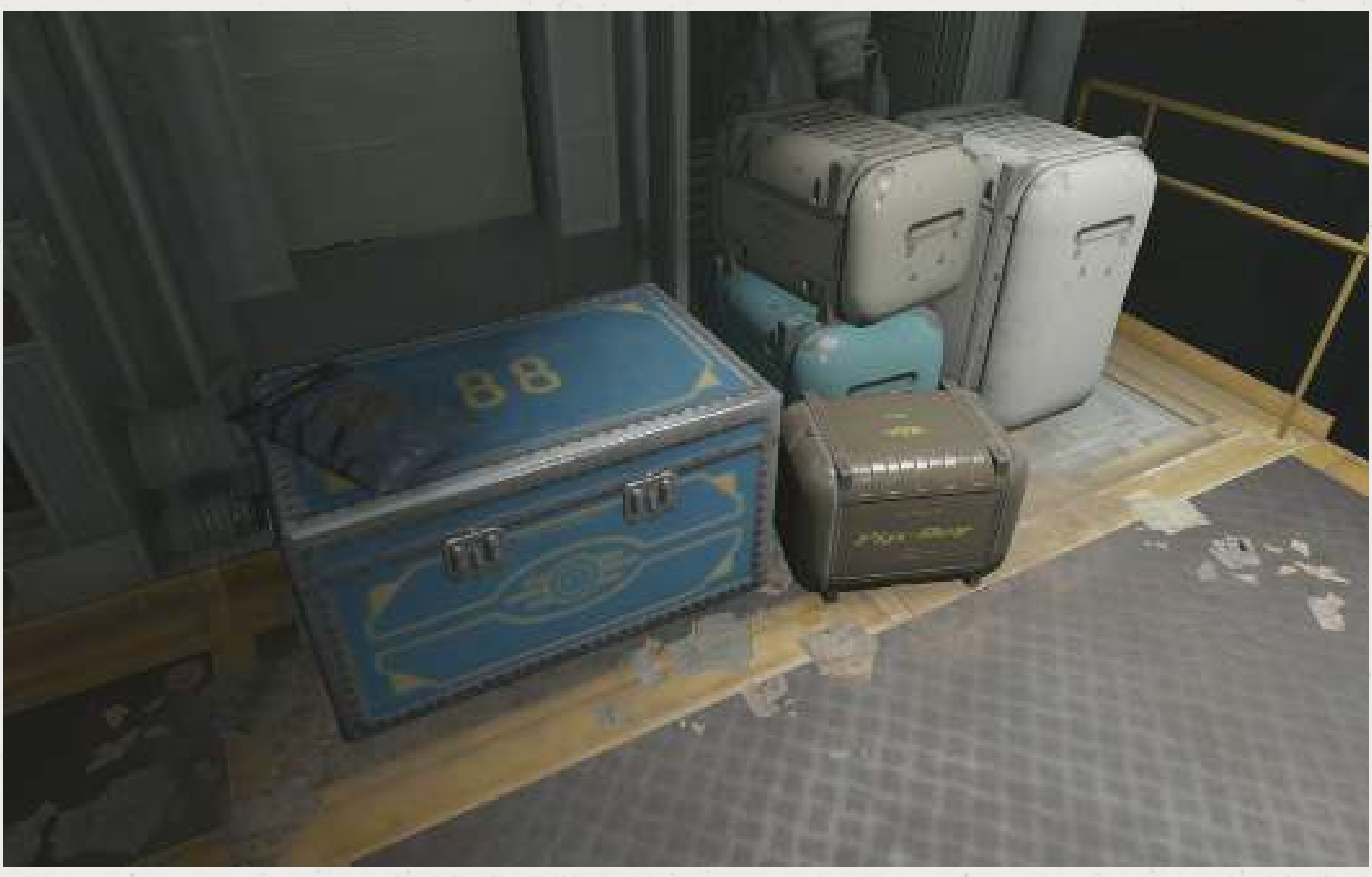
- Vault 88

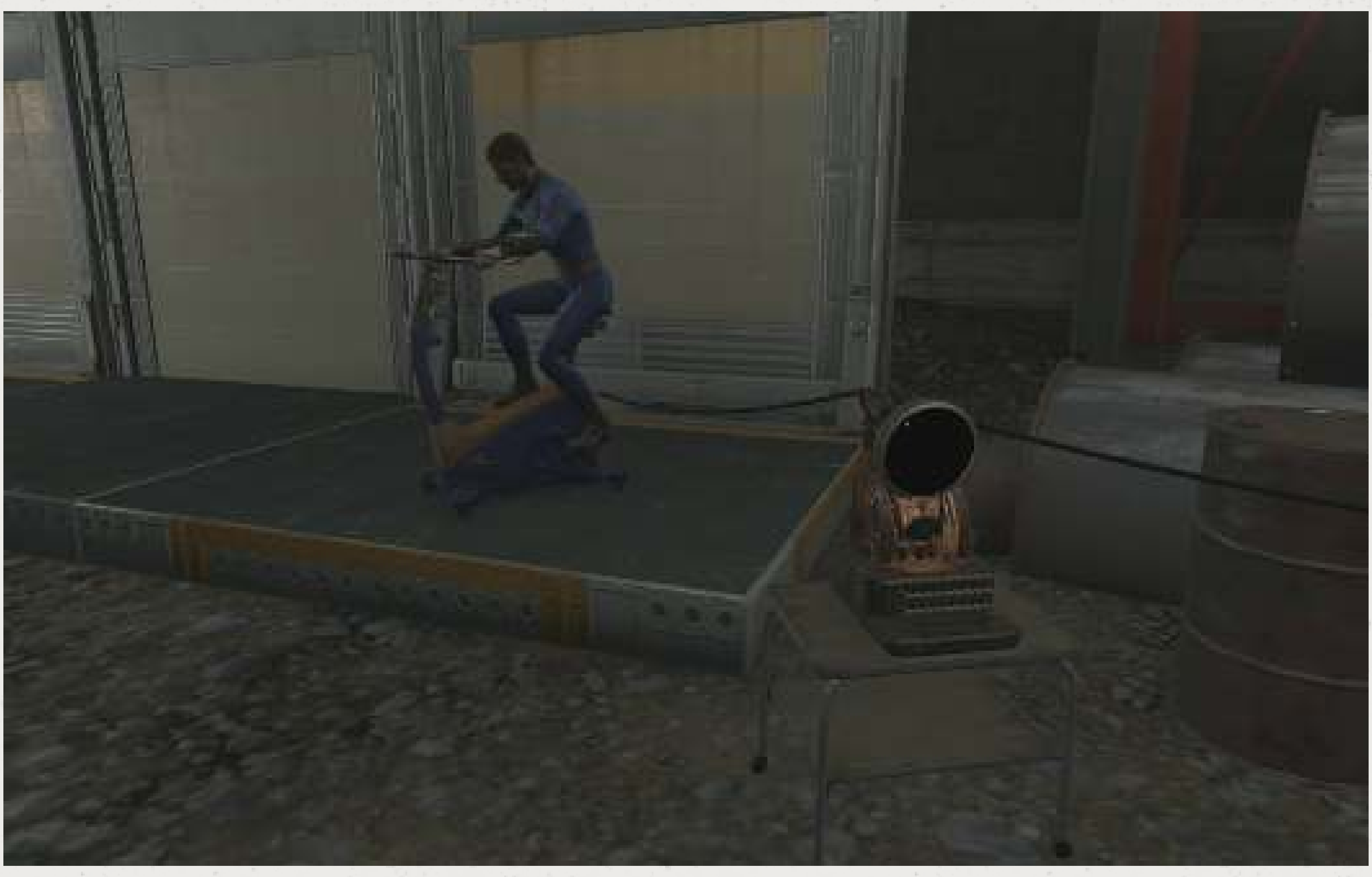
HELPFUL HINT FROM VAULT BOY!

This quest includes one of four Vault-Tec experiments. The selected parameters will determine the type of devices you can build in the future, as well as the reactions of interested parties. Elicit too many negative reactions, and the offended individual is sure to abandon the Vault.

THE FIRST EXPERIMENT

This quest begins when Overseer Barstow selects Clem as the subject for her experiments. Collect the jumpsuits and Pip-Boys from marked location near the entrance hatch, then give one of each item to Clem. Clem automatically equips the Pip-Boy, but make sure you have him equip the jumpsuit before you close the trade window.





Once Clem is suitably dressed, speak to Overseer Barstow and follow her instructions. Build the Power Cycle 1000 Prototype and a terminal, and then wire the devices together. Connect a power source (a small generator is recommended) and use the terminal to select one of the three parameters for the experiment.

EXPERIMENT PARAMETERS: POWER CYCLE 1000

NAME	EFFECTS	BARSTOW REACTION	SETTLER REACTION
Additional **Power** Production	**Power** Cycles will produce twice as much **power** (while in use), but will also include a small chance of killing the user.	Very Positive	Negative
Sustained usage Incentives	**Power** Cycles will promote longer **power**-generating sessions with a very small risk of death.	Relatively Positive	Negative
Environmental Enhancers	**Power** Cycles will produce minimal **power** with no chance of user fatality.	Negative	Positive

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Vault-Tec Quests

The Watering Hole

1. Get the Chemical Research from HalluciGen, Inc.

2. Build and power the Soda Fountain Prototype

3. Connect a terminal to the Soda Fountain and select experiment parameters

4. Let Clem serve soda for an hour

5. Talk with Clem

6. Talk with Overseer

LOCATIONS TO EXPLORE

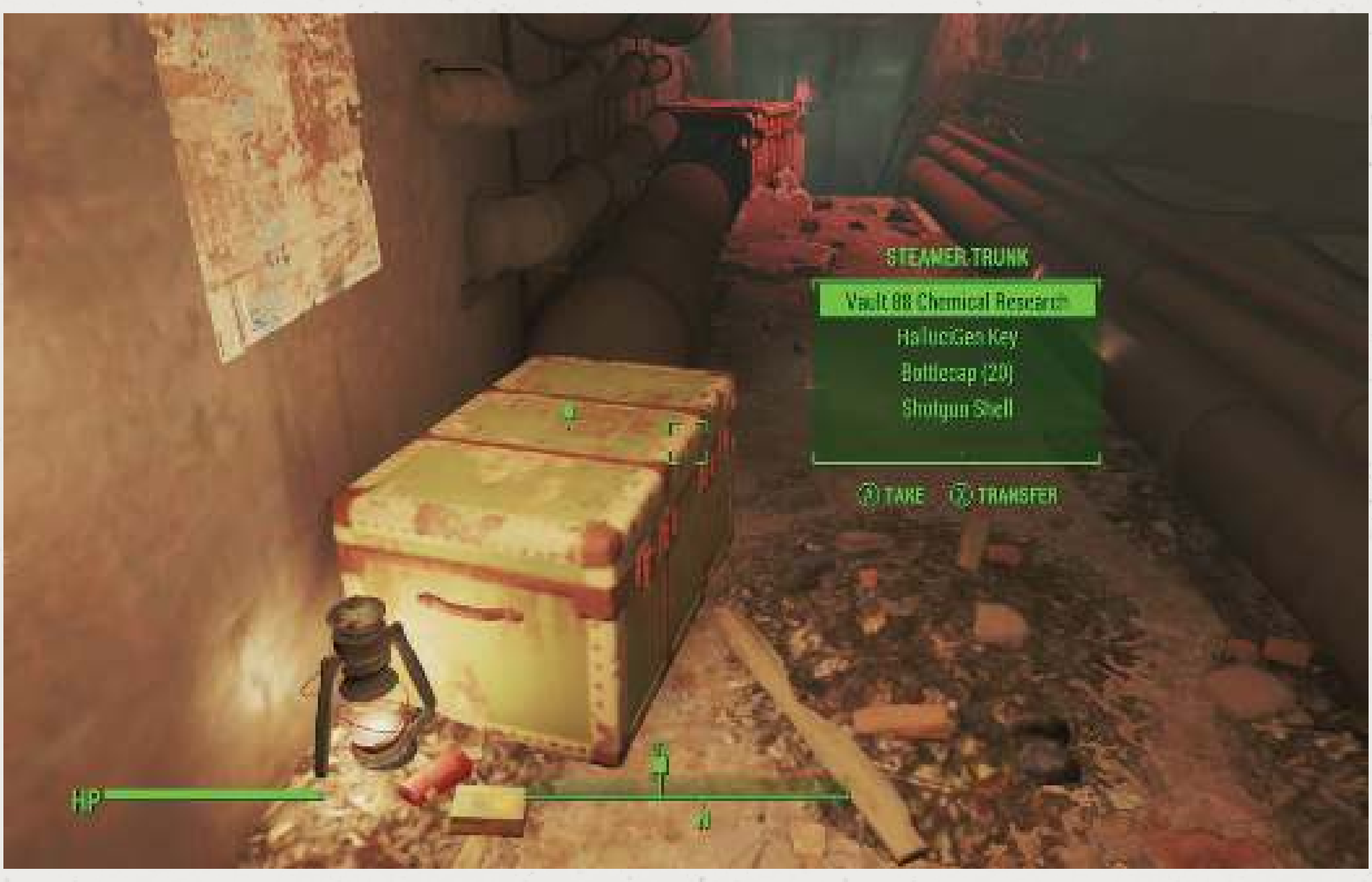
- Vault 88
- HalluciGen, Inc.

HELPFUL HINT FROM VAULT BOY!

This quest includes one of four Vault-Tec experiments. The selected parameters will determine the type of devices you can build in the future, as well as the reactions of interested parties. Elicit too many negative reactions, and the offended individual is sure to abandon the Vault.

A MANDATORY FIELD TRIP

Before Overseer Barstow can conduct her next experiment, she needs some research that was meant to be delivered to Vault 88 before the war. Travel to HalluciGen, Inc., head into the building, and collect the requested research from the marked trunk.



If you've already cleared HalluciGen Inc., you should have a key to the facility. In this case, use the rear entrance to find the marked trunk just inside of the building. Otherwise, you'll need to use the front entrance and fight your way through the Gunner-infested facility to find the required research. Collect the documents and return to Overseer Barstow in Vault 88.

THE SECOND EXPERIMENT

Once you've delivered the research to Overseer Barstow, use the Workshop menu to build a Soda Fountain Prototype. Connect the new device to a terminal (and a suitable power source), then use the terminal to set the experiment parameters.

EXPERIMENT PARAMETERS: SODA FOUNTAIN

NAME	EFFECTS	BARSTOW REACTION	SETTLER REACTION
Appetite Suppressant	Soda Fountains will reduce **food** consumption within a settlement, but will also allow for random settler fatalities.	Very Positive	Negative
Mood Enhancer	Soda Fountains will cause erratic behavior in affected settlers.	Relatively Positive	Negative
Generic Caffeination	Soda Fountains will have no adverse effects.	Negative	Positive

Allow Clem to serve soda for an hour, and then speak to him about his experience. Report back to Overseer Barstow to complete the quest. The resulting Soda Fountain variant can now be built at any settlement under your control.

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Fallout 4
VAULT-TEC
WORK SHOP
VAULT 81

Vault-Tec Quests

Vision of the Future

1. (Optional) Mine uranium ore

2. Build and power the Phoropter Prototype

3. Connect a terminal to the Phoropter and select experiment parameters

4. Talk with the Overseer and Clem

5. Talk with the test subject

6. Report in to the Overseer

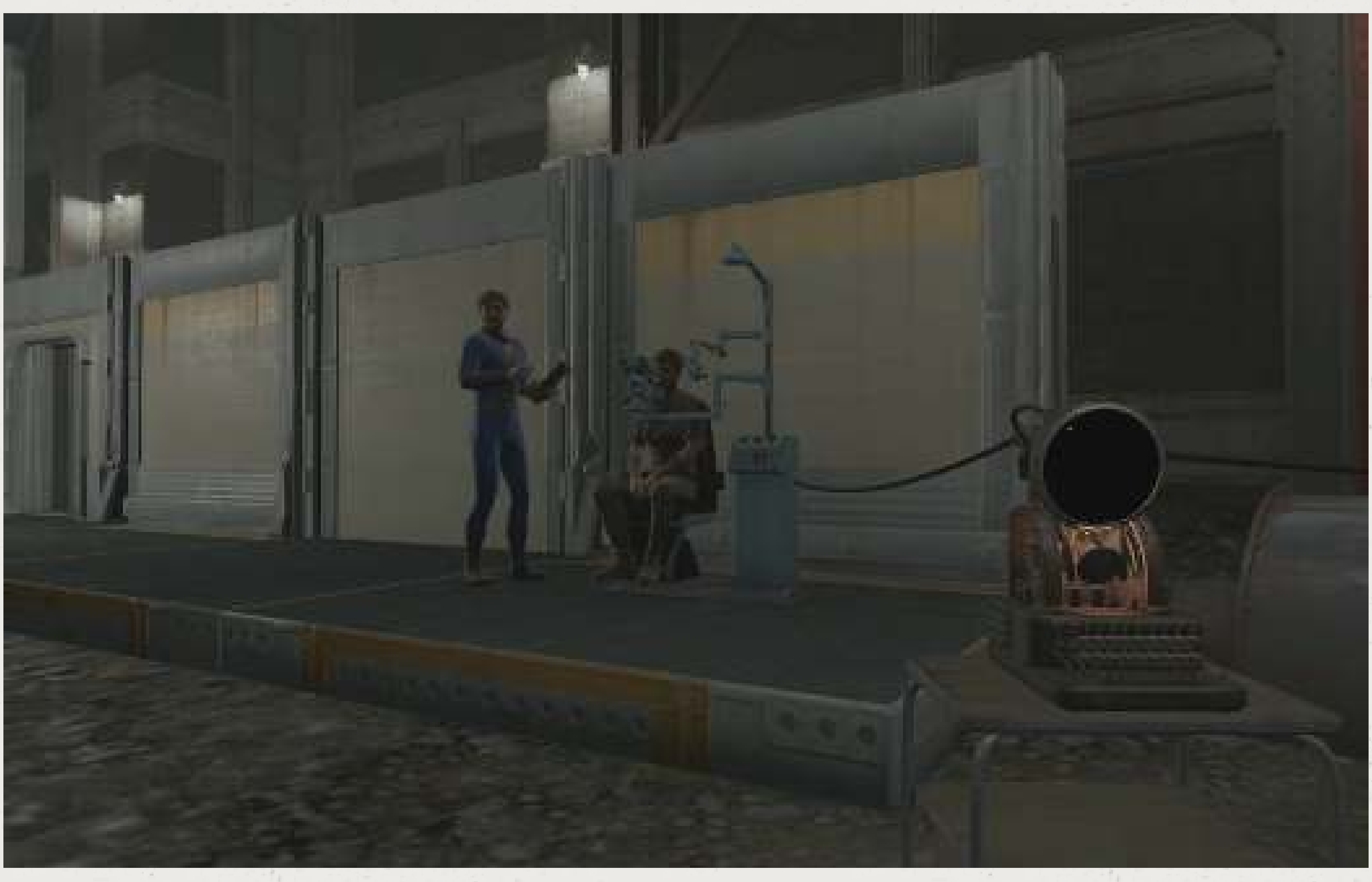
LOCATIONS TO EXPLORE

- Vault 88

HELPFUL HINT FROM VAULT BOY!

This quest includes one of four Vault-Tec experiments. The selected parameters will determine the type of devices you can build in the future, as well as the reactions of interested parties. Elicit too many negative reactions, and the offended individual is sure to abandon the Vault.

THE THIRD EXPERIMENT



Overseer Barstow is ready to start her next experiment, but it will take a significant amount of Nuclear Material to construct her latest device. If needed, use the Workshop menu to scrap the uranium deposits located throughout Vault 88. Otherwise, construct a Phoropter and attach it to a terminal and power source.

Select the desired experiment parameters and wait for Overseer Barstow, Clem, and an additional settler to gather around the Phoropter Prototype. Speak with Overseer Barstow and observe the impending experiment.

EXPERIMENT PARAMETERS: PHOROPTER

NAME	EFFECTS	BARSTOW REACTION	SETTLER REACTION
Subliminal Messages	Phoropters produce increased Happiness, consume twice as much **power**, and have a small chance to kill their users.	Very Positive	Negative
Vault Monitoring	Phoropters produce decreased Happiness, but have a very small chance to kill their users.	Relatively Positive	Negative
Improved Eye Care	Phoropters will have no adverse effects.	Negative	Positive

When the experiment ends, speak to the test subject. Depending on the choices you made up to this point, the conversation will go one of three ways:

- If all three of the completed experiments elicited positive reactions from the settler, she is pleased with her decision to stay in Vault 88.
- If only two of the completed experiments elicited positive reactions from the settler, she'll attempt to leave the Vault. At this point, you can attempt to convince the disgruntled settler to stay.
- If two or more of the completed experiments elicited negative reactions from the settler, she'll storm out of the Vault. In this case, no amount of pleading will convince her to stay.

CHARISMA

(Hard) Convince the test subject to stay in Vault 88. This speech challenge occurs when only two of the three completed experiments elicited positive reactions from the settler.

Once you've finished speaking to the test subject, report to Overseer Barstow to complete the quest. The resulting Phoropter variant can now be built at any Settlement under your control.

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Fallout 4
BUILD A BRIGHTER FUTURE...UNDERGROUND!
VAULT-TEC
WORK SHOP
VAULT 81

Vault-Tec Quests
Lady Luck

1. Build and power the Slot Machine
2. Connect a terminal to the Slot Machine and select experiment parameters
3. Let Clem gamble for an hour
4. Report back to the Overseer

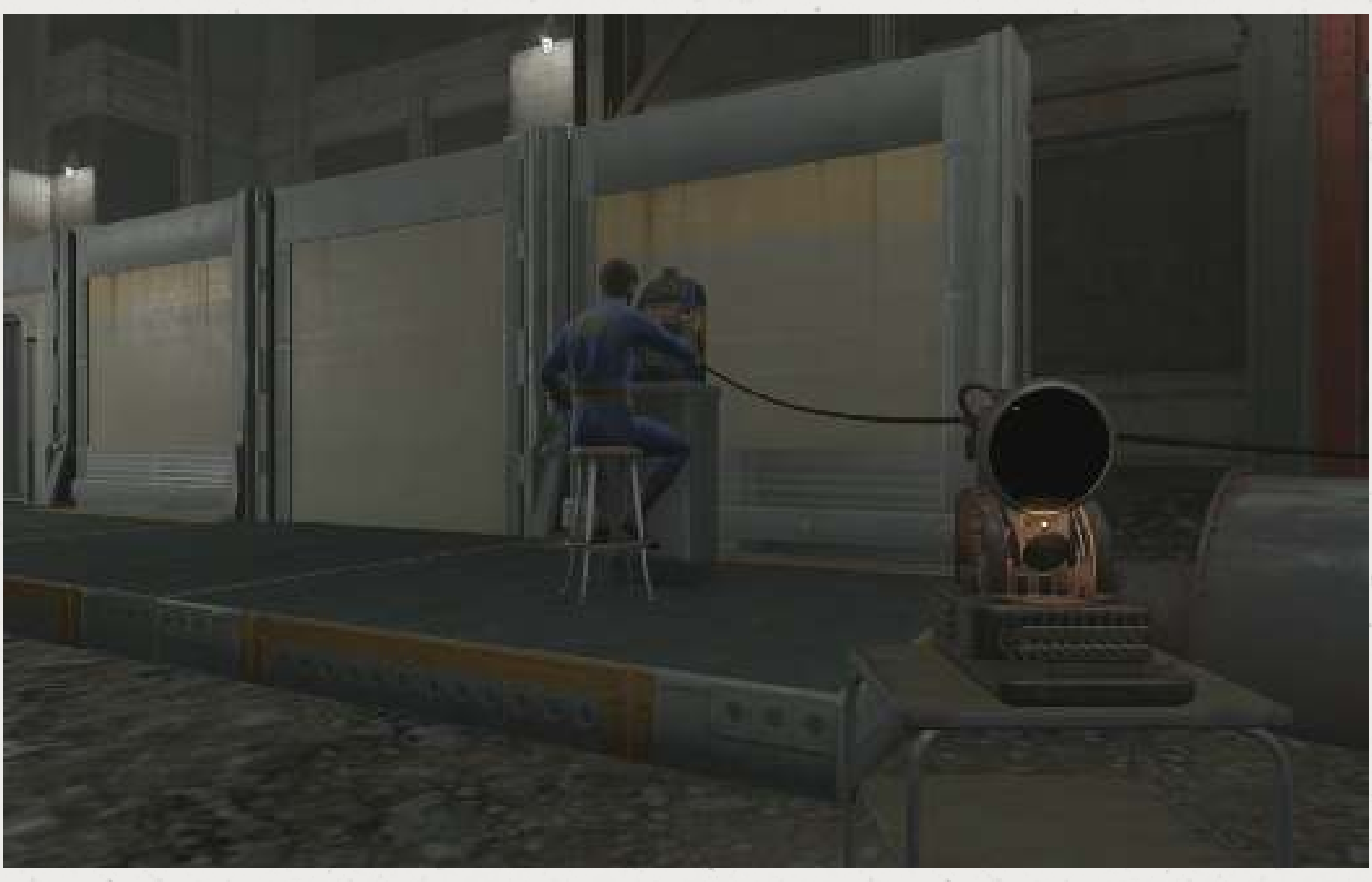
LOCATIONS TO EXPLORE

- Vault 88

HELPFUL HINT FROM VAULT BOY!

This quest includes one of four Vault-Tec experiments. The selected parameters will determine the type of devices you can build in the future, as well as the reactions of interested parties. Elicit too many negative reactions, and the offended individual is sure to abandon the Vault.

THE FINAL EXPERIMENT



Overseer Barstow's final experiment is one of her own design, and her expectations are very high. Build and power the Slot Machine Prototype, then connect a terminal and select a set of parameters for the experiment.

EXPERIMENT PARAMETERS: SLOT MACHINE

NAME	EFFECTS	BARSTOW'S REACTION
Indentured Servitude	Slot Machines generate 3 Bottlecaps per settler each day.	Very Positive
Customer Profiling	Slot Machines produce moderate Happiness and generate 1 Bottlecap per settler each day.	Relatively Positive
Lost Revenue	Slot Machines produce increased Happiness but generate no Bottlecaps.	Negative

Allow Clem to gamble for one hour; then speak to Overseer Barstow to discuss the results. Depending on the choices you made up to this point, the conversation will go one of three ways:

- If all four of the completed experiments elicited positive reactions from Overseer Barstow, she's pleased with the results and decides to leave Vault 88. At this point, you can attempt to convince Overseer Barstow to stay.
- If the completed experiments elicited a combination of positive and negative reactions from Overseer Barstow, she has mixed feelings about the results and decides to leave Vault 88. At this point, you can attempt to convince Overseer Barstow to stay.
- If all four of the competed experiments elicited negative reactions from Overseer Barstow, she considers the project a failure and decides to leave Vault 88. In this case, Overseer Barstow cannot be convinced to stay.

CHARISMA

(Medium) Convince Overseer Barstow to stay in Vault 88. This speech challenge occurs when at least one of the completed experiments elicited a positive reaction from Overseer Barstow.

Regardless of Overseer Barstow's reaction to the experiments, she grants you the "Legend of Vault 88" jumpsuit when the conversation ends. Your selected Phoropter variant can now be produced at any settlement under your control–as can any Workshop objects that were previously exclusive to Vault 88.

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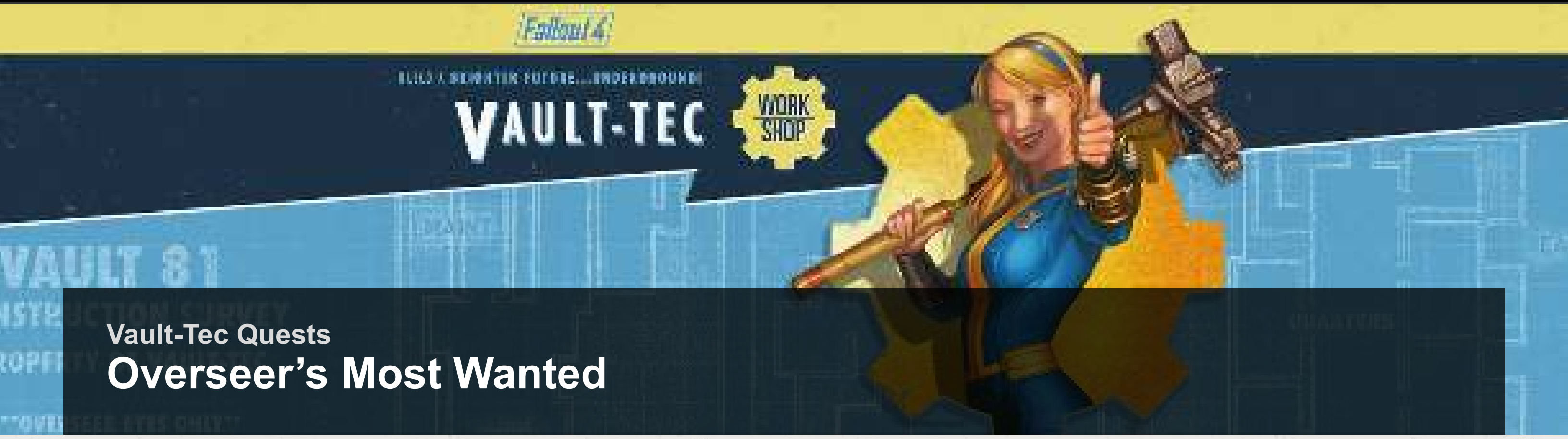
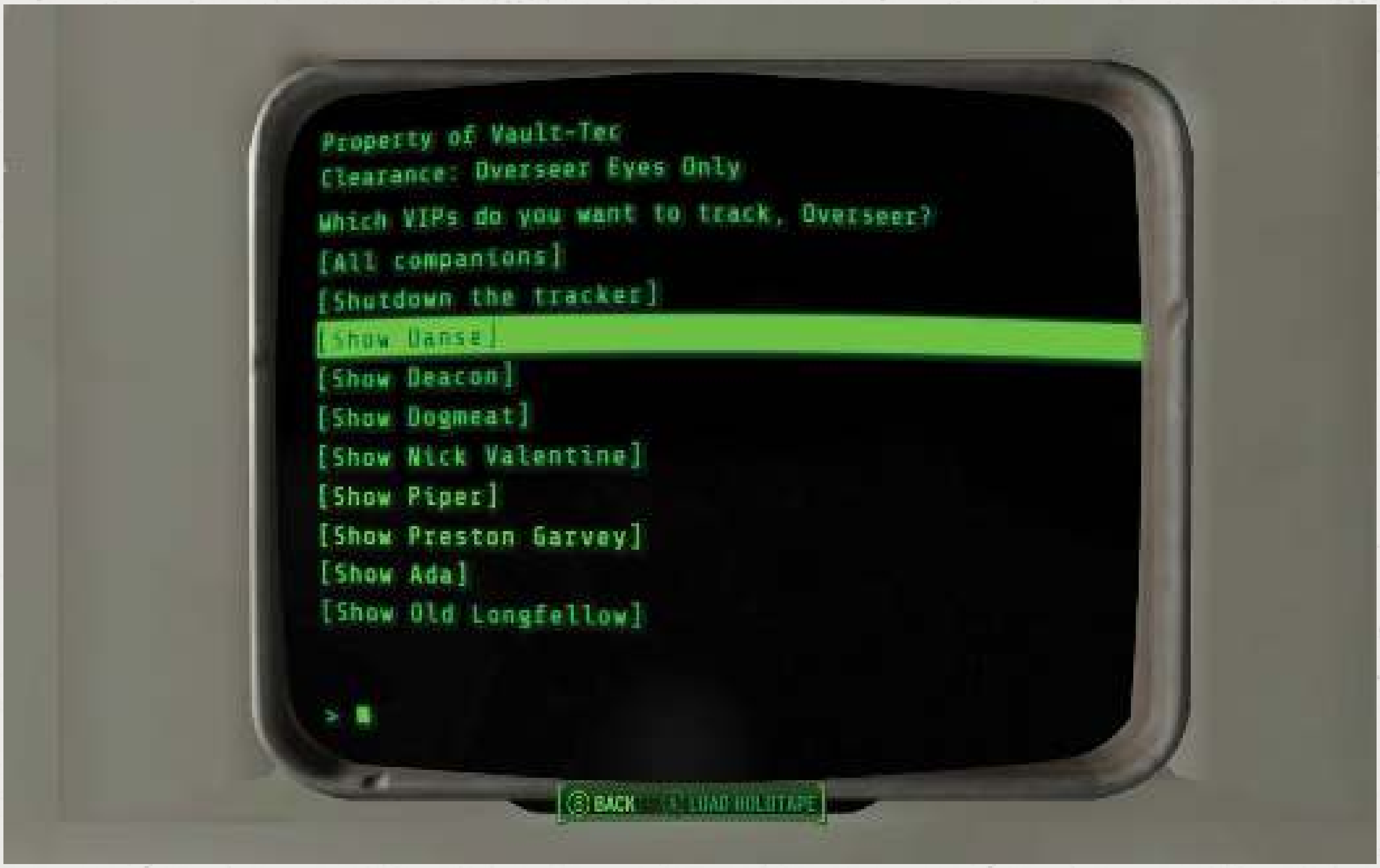


Vault-Tec Quests

Overseer's Most Wanted



```
Property of Vault-Tec
Clearance: Overseer Eyes Only
Which VIPs do you want to track, Overseer?
[All companions]
[Shutdown the tracker]
[Show Danse]
[Show Deacon]
[Show Dogmeat]
[Show Nick Valentine]
[Show Piper]
[Show Preston Garvey]
[Show Ada]
[Show Old Longfellow]

> 
```

While active, this customizable "quest" can be used to identify the locations of one or more of your companions. To do so, use a "Vault-Tec Population Management System" (found in the Workshop's Power > Miscellaneous submenu) to specify one or more target companions; objective markers are then added to your Pip-Boy's map and compass display. These markers will remain in place until the related objectives are changed or cancelled at any population management system.

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Fallout 4
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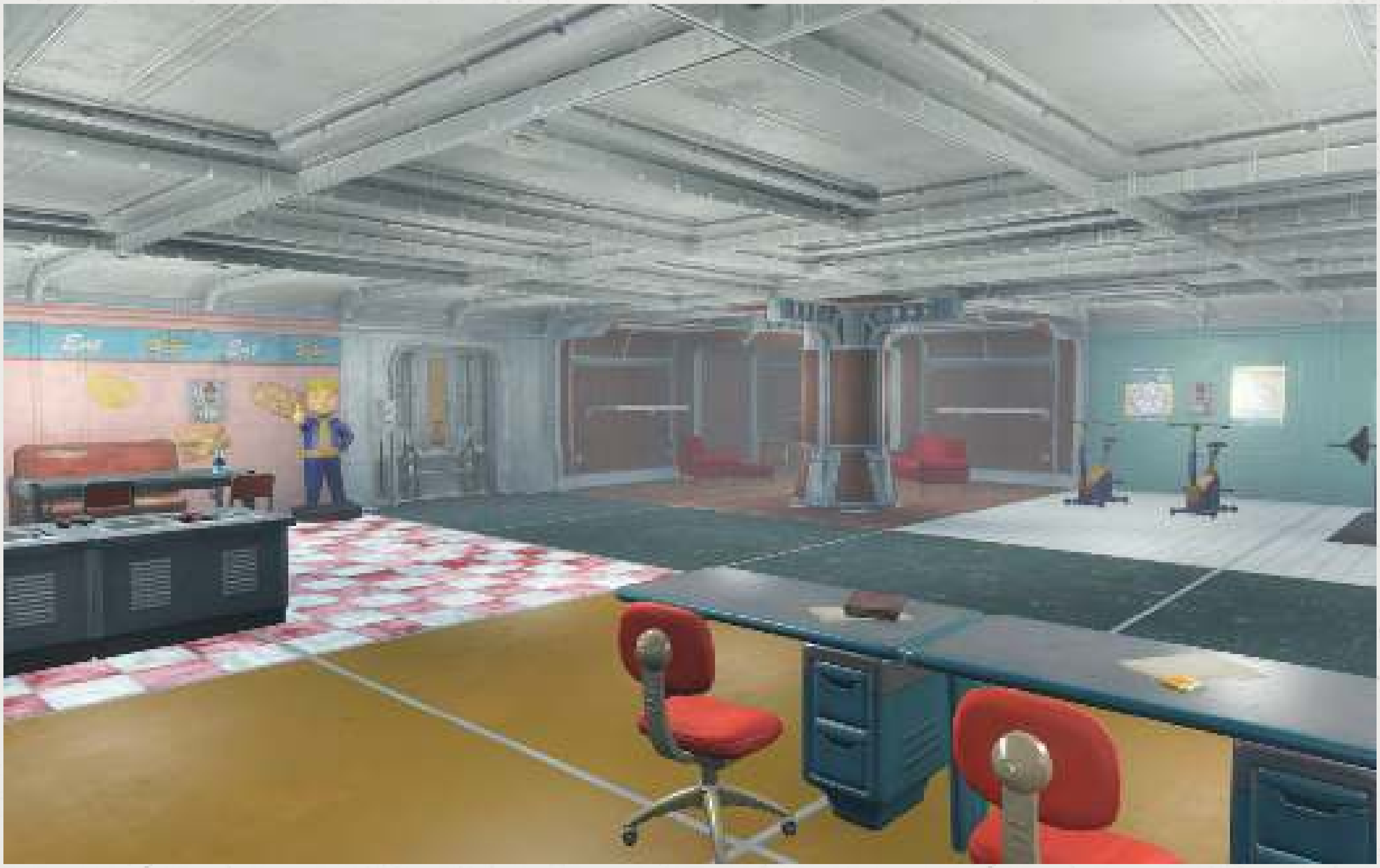
VAULT-TEC
WORK SHOP
VAULT 81

Vault-Tec Workshop Items

Overview



From sleek new **structures** to **stat**-boosting equipment, Vault-Tech Workshop brings a slew of new options to dedicated builders. Whether you favor form or function, these additional offerings are bound to pique your interest.

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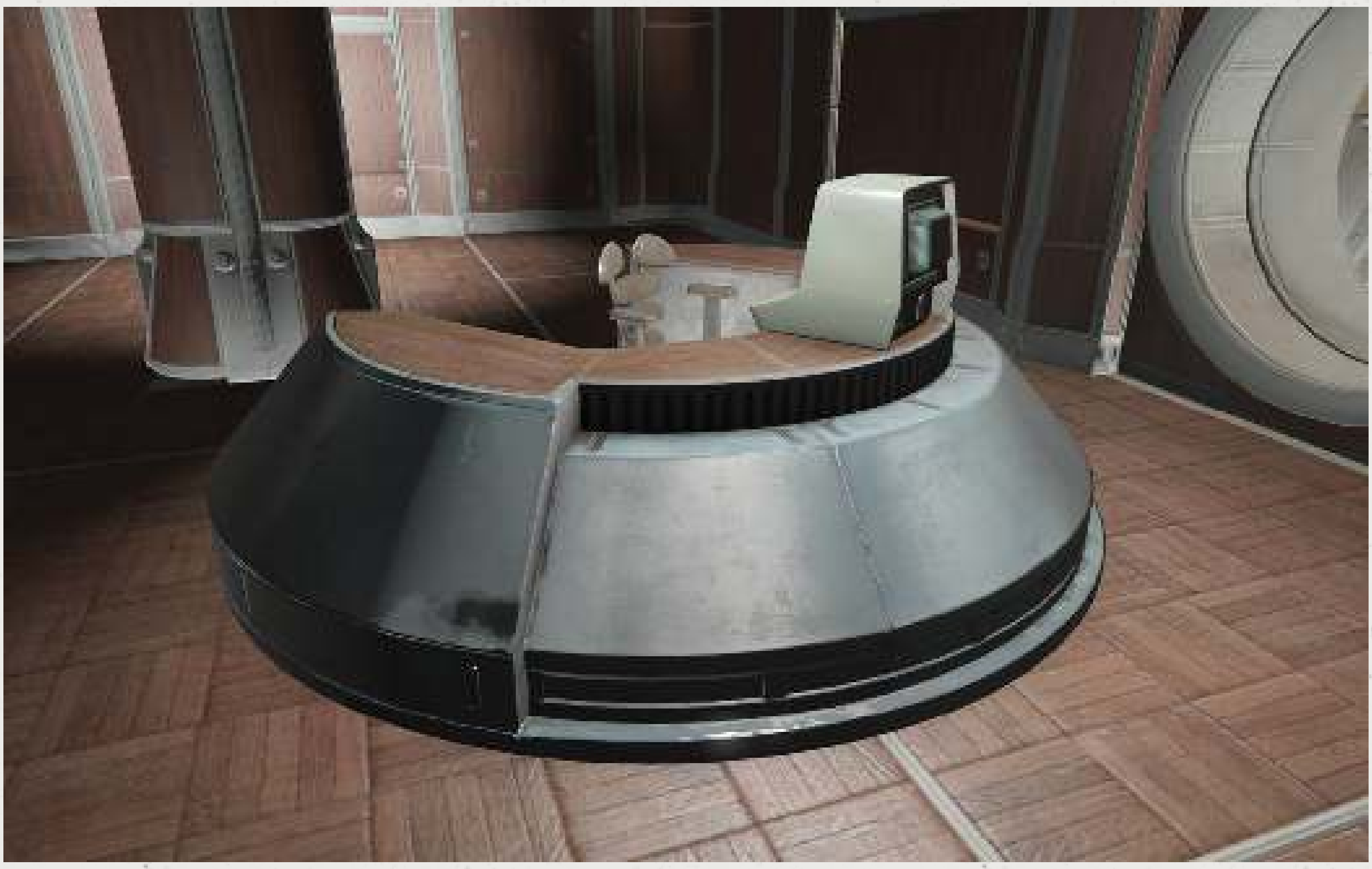
Vault-Tec Workshop Items

Special Items



All of the "special" **items** featured in the Vault-Tec Workshop are related to specific quests. Many of these **items** are prototype devices intended for use in long-delayed Vault-Tec experiments, and the choices you make during related quests will determine the nature (and building costs) of similar workshop **items**.

These **items** can only be built in Vault 88, and each one can only be built while the related quest is active.

NEW SPECIAL ITEMS

NAME	BUILD WITH	PREREQUISITES	NOTES
Vault 88 Overseer's Desk	Wood (5), Steel (3), Rubber (2), Copper (2), Circuitry (2), Aluminum (4)	Only available during Vault-Tec Quest: **A Model Citizen**.	No Vault-Tec Overseer can work effectively without one. Produces Happiness. Provides a temporary boost to Intelligence. Can only be built in Vault 88.
Power Cycle 1000 Prototype	Steel (4), Screw (3), Rubber (2), Copper (2)	Only available during Vault-Tec Quest: **Power** to the People	Settlers stay fit and generate **power** at the same time. Requires an assigned worker. Produces 2 **Power**.
Soda Fountain Prototype	Steel (6), Glass (3)	Only available during Vault-Tec Quest: **The Watering Hole**	Transform a social foible into a common benefit. Requires 2 **Power**. Requires an assigned worker. Produces Happiness.
Phoropter Prototype	Steel (4), Nuclear Material (25), Glass (3), Aluminum (2)	Only available during Vault-Tec Quest: **Vision of the Future**	Use the **power** of the atom to improve settler's eyesight. Requires 3 **Power**. Requires an assigned worker. Produces Happiness.
Slot Machine Prototype	Steel (4), Circuitry (2), Gear (2), Screw (2), Plastic (3)	Only available during Vault-Tec Quest: **Lady Luck**	Harness vice to benefit the whole community. Requires 1 **Power**. Produces Happiness.

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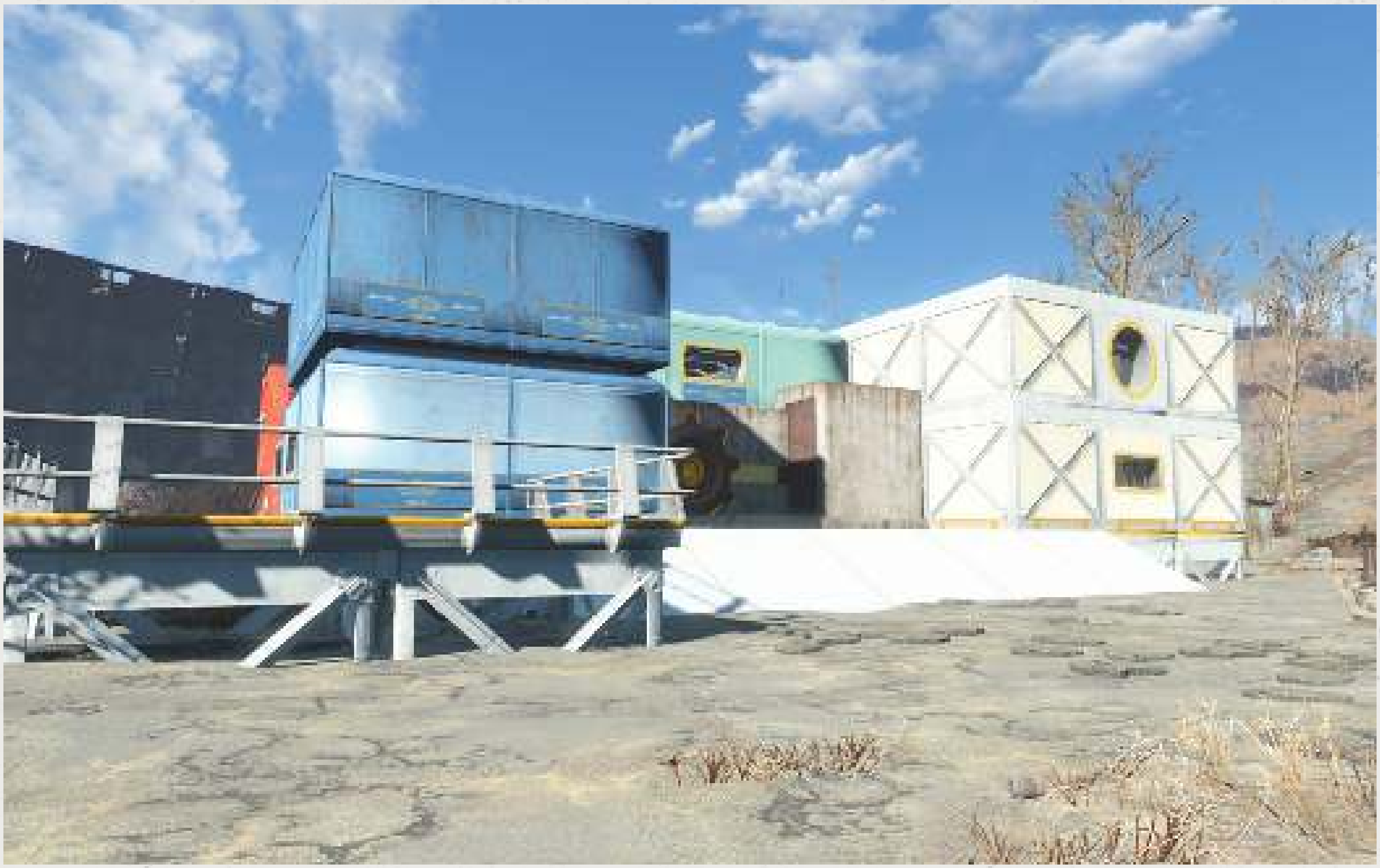
Structures

Overview



This section of the Workshop menu now contains an all-new (and very extensive) subcategory, along with a single addition to Structures > Doors.

NEW OR EXPANDED SUBCATEGORIES:

- Structures > Vault
- Structures > Doors

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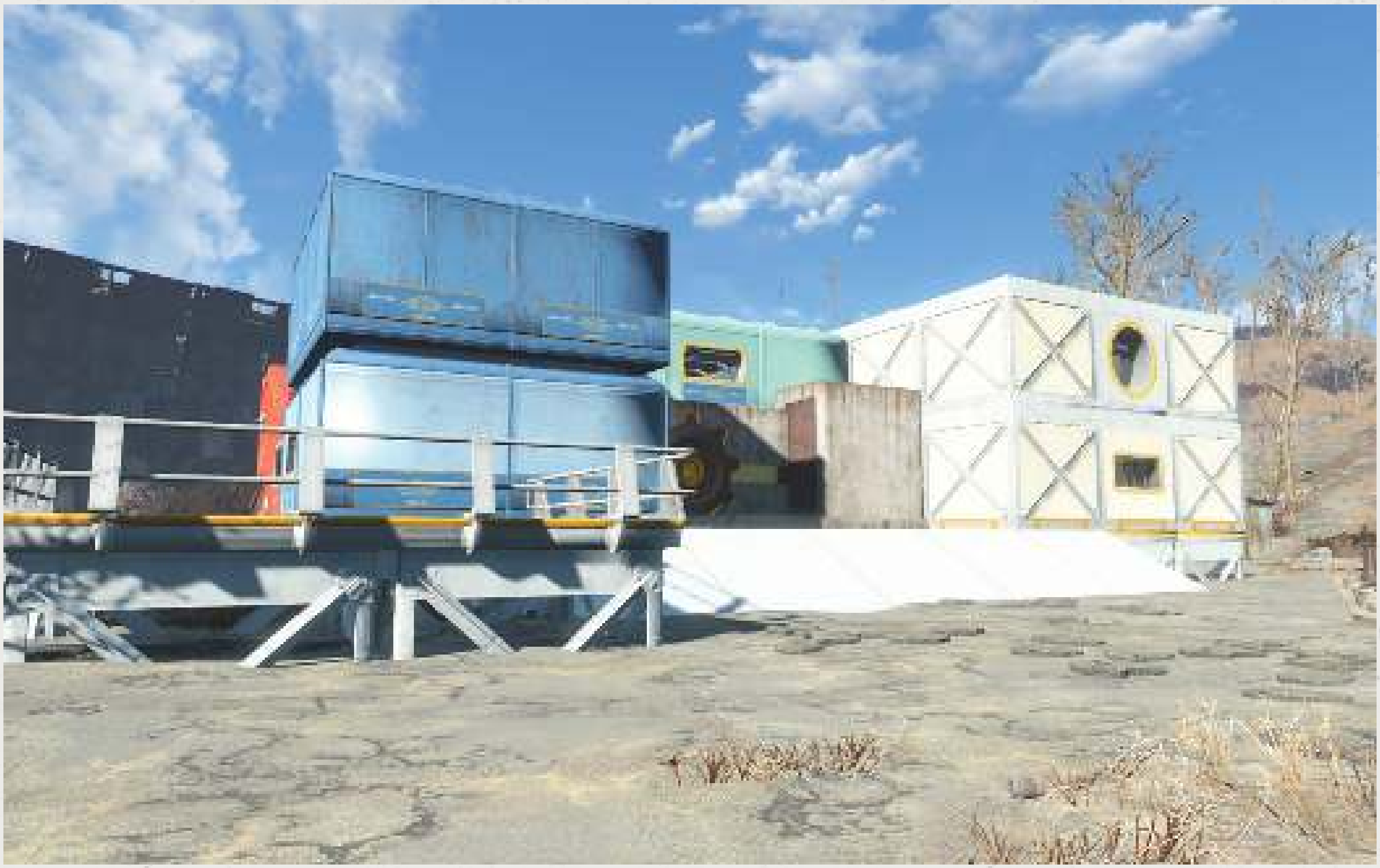
Structures

Overview



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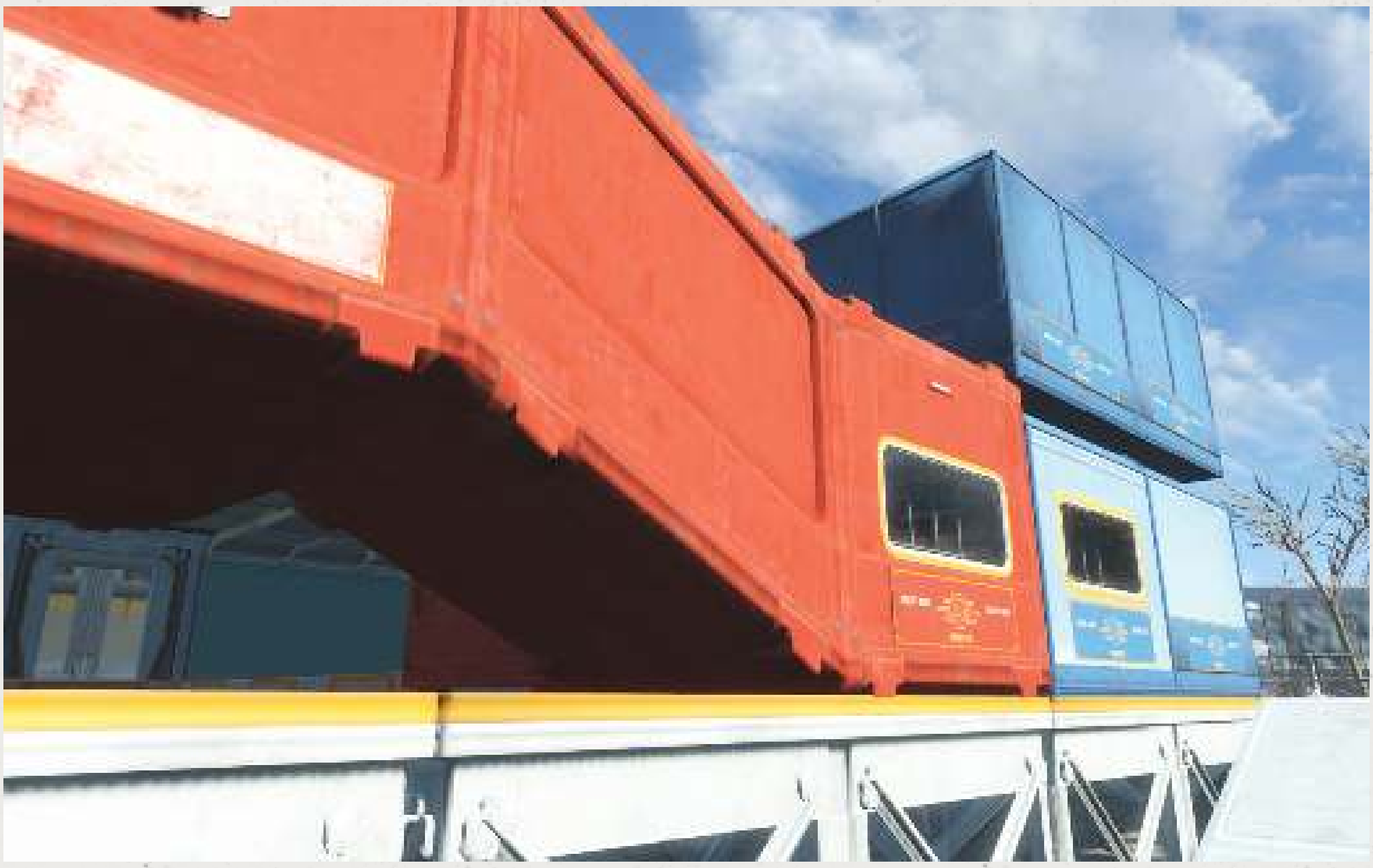
Structures

Vault Structures



Whether you're completing construction in Vault 88 or bringing the comforts of Vault life above ground, you'll find this section of the Workshop menu contains a staggering number of items divided between eight all-new subcategories.

NEW OR EXPANDED SUBCATEGORIES:

- Structures > Vault > Domestic
- Structures > Vault > Utility
- Structures > Vault > Wide Halls
- Structures > Vault > Rooms
- Structures > Vault > Atrium
- Structures > Vault > Doors
- Structures > Vault > Railings & Stairs
- Structures > Vault > Supports

MAKING CONNECTIONS

Generally, each **Structures > Vault** submenu holds structure pieces that are specifically designed to fit together. Combining pieces from two different subcategories often requires using a doorway or window as an anchor point.

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Domestic structures typically feature blue vinyl flooring, gray walls, and unfinished ceilings. In addition to standard room segments, this subcategory contains a variety of hallway pieces.

DOMESTIC VAULT STRUCTURES

NAME	BUILD WITH	PREREQUISITES	NOTES
Domestic - Hallway	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A short hallway. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Domestic - Hallway	Steel (16), Rubber (2)	Unlock a Vault 88 Workshop.	A long hallway. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Domestic - Transition to Utility	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A short hallway. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Domestic - Hallway	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A short hallway. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Domestic - Hallway w/ Window	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A short hallway featuring a window. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Domestic - Hallway w/ Windows	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A short hallway featuring two windows. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Domestic - 3 Way	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A three-way intersection. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Domestic - 4 Way	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A four-way intersection. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Domestic - Corner	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A basic corner piece. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Domestic - Hall to Doorway	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A short hallway that can accommodate one hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Domestic - Hallway & Doorway	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A three-way intersection that can accommodate one hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Domestic - 4 Way w/ Doorways	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A four-way intersection that can accommodate two hydraulic **doors**. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Domestic - Stairs	Steel (12), Rubber (2)	Unlock a Vault 88 Workshop.	A flight of stairs. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Domestic - Stairwell	Steel (12), Rubber (2)	Unlock a Vault 88 Workshop.	A basic stairwell. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Domestic - Stairwell	Steel (12), Rubber (2)	Unlock a Vault 88 Workshop.	A basic stairwell. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Domestic - Prefab Wall	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Domestic - Prefab Window	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo featuring a window. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Domestic - Prefab Doorway	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that can accommodate one hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Domestic - Prefab Corner	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that features two perpendicular walls. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Domestic - Prefab Corner	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/ceiling combo that features an interior corner. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Domestic - Prefab Mid	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/ceiling combo with no walls. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Domestic - Wall Endcap	Steel (2), Rubber (2)	Unlock a Vault 88 Workshop.	A solid wall. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Domestic - Doorway Endcap	Steel (2), Rubber (2)	Unlock a Vault 88 Workshop.	A wall that can accommodate a hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.

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Fallout 4
VAULT-TEC
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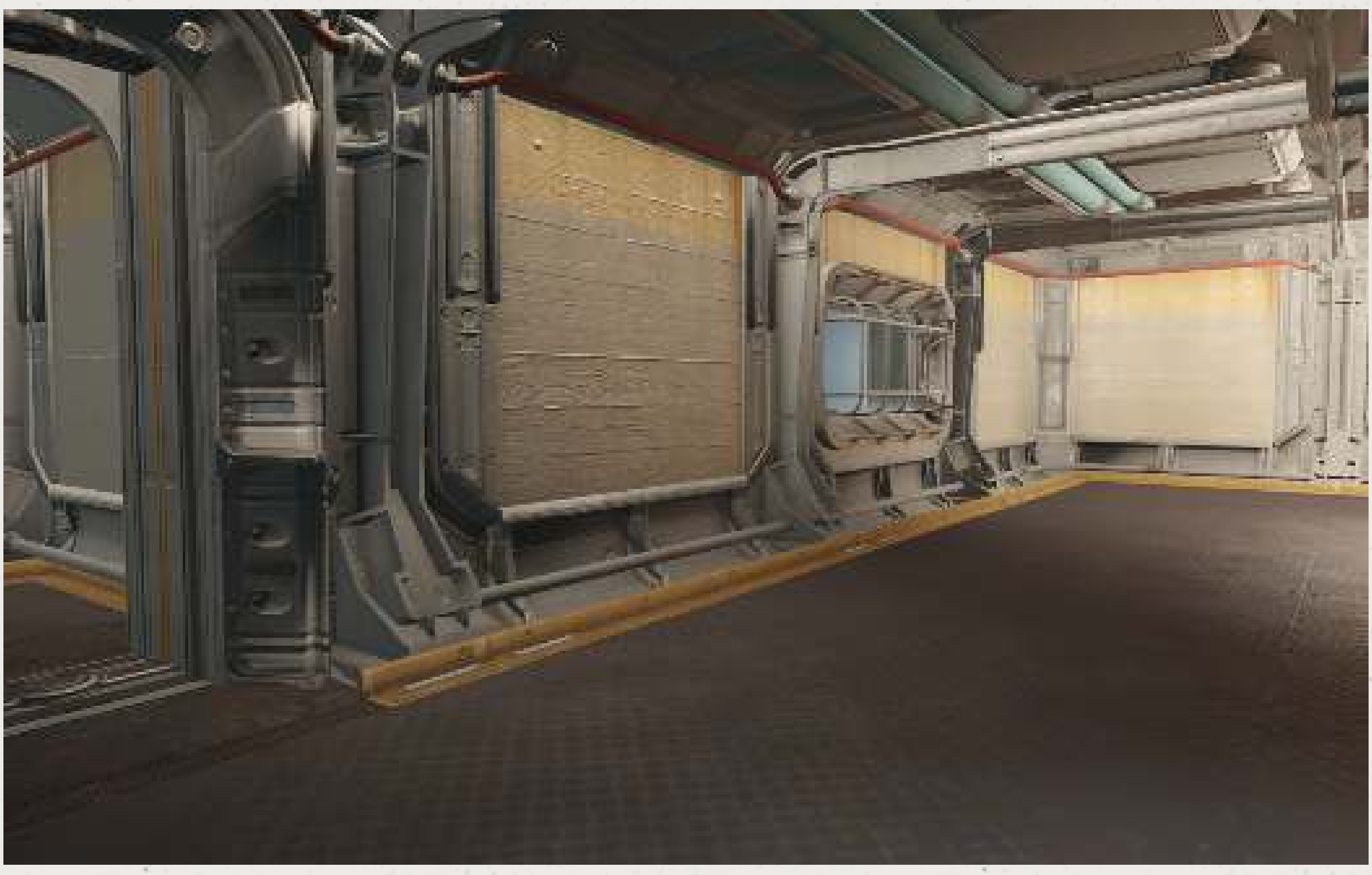
Structures

Utility Structures



Utility structures generally feature dark rubberized floors, gray walls, and thick metal trim. Essentially, this subcategory offers all of the same floor/wall/ceiling combos found in Structures > **Vault** > **Domestic** with a slightly more industrial aesthetic.

UTILITY VAULT STRUCTURES

NAME	BUILD WITH	PREREQUISITES	NOTES
Utility - Hallway	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A short hallway. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Utility - Hallway	Steel (16), Rubber (2)	Unlock a Vault 88 Workshop.	A long hallway. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Utility - Transition to Domestic	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A short hallway. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Utility - Hallway	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A short hallway. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Utility - Hallway w/ Window	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A short hallway featuring a window. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Utility - Hallway w/ Windows	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A short hallway featuring two windows. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Utility - 3 Way	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A three-way intersection. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Utility - 4 Way	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A four-way intersection. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Utility - Corner	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A basic corner piece. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Utility - Hall to Doorway	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A short hallway that can accommodate one hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Utility - Hallway & Doorway	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A three-way intersection that can accommodate one hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Utility - Hallway & Doorways	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A four-way intersection that can accommodate two hydraulic **doors**. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Utility - Stairs	Steel (12), Rubber (2)	Unlock a Vault 88 Workshop.	A flight of stairs. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Utility - Stairwell	Steel (12), Rubber (2)	Unlock a Vault 88 Workshop.	A basic stairwell. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Utility - Stairwell	Steel (12), Rubber (2)	Unlock a Vault 88 Workshop.	A basic stairwell. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Utility - Prefab Wall	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Utility - Prefab Window	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo featuring a window. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Utility - Prefab Doorway	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that can accommodate one hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Utility - Prefab Corner	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that features two perpendicular walls. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Utility - Prefab Corner	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/ceiling combo that features an interior corner. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Utility - Prefab Mid	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/ceiling combo with no walls. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Utility - Wall Endcap	Steel (3), Rubber (1)	Unlock a Vault 88 Workshop.	A solid wall. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Utility - Doorway Endcap	Steel (3), Rubber (1)	Unlock a Vault 88 Workshop.	A wall that can accommodate a hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.

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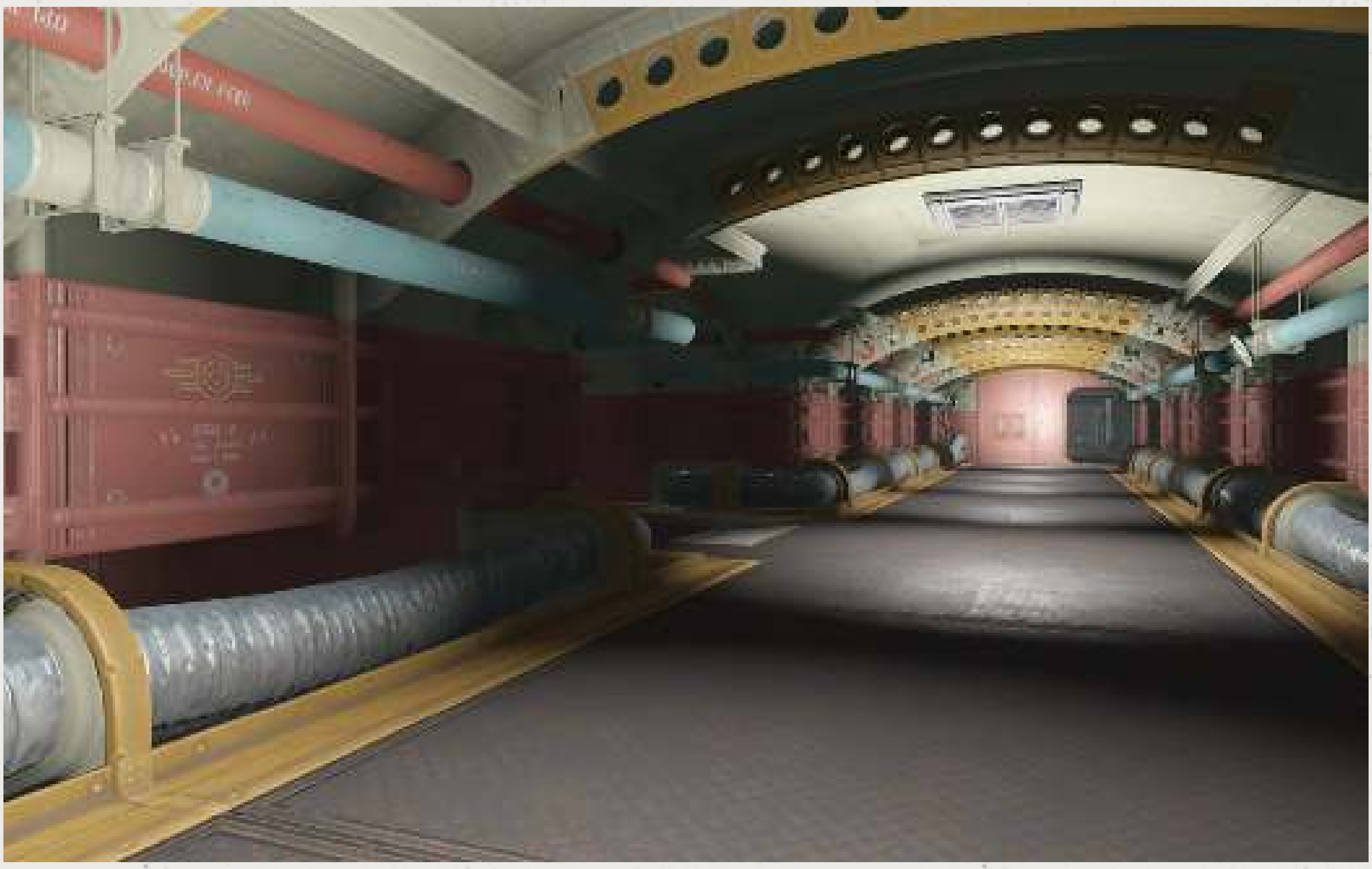
Fallout 4
BUILD A BRIGHTER FUTURE...UNDERGROUND!
VAULT-TEC
WORK SHOP
VAULT 81

Wide Halls



Featuring rubberized floors, heavy support arches, and unfinished walls lined with thick conduits, these double-wide passages are far from Vault-Tec's homiest offerings.

This subcategory contains relatively few pieces (and a notable lack of stairs or ramps), but the available intersections and doorways allow for a fair amount of versatility—and if you're looking to reduce congestion in high-traffic areas, you'd be hard-pressed to find a better option.

WIDE HALLS

NAME	BUILD WITH	PREREQUISITES	NOTES
Wide Hall	Steel (12), Rubber (2)	Unlock a Vault 88 Workshop.	A large hallway. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Wide Hall - 3 Way	Steel (12), Rubber (2)	Unlock a Vault 88 Workshop.	A large three-way intersection. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Wide Hall - 4 Way	Steel (12), Rubber (2)	Unlock a Vault 88 Workshop.	A large four-way intersection. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Wide Hall - Doorway	Steel (12), Rubber (2)	Unlock a Vault 88 Workshop.	A large hallway end piece that can accommodate a hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Wide Hall - Doorway	Steel (12), Rubber (2)	Unlock a Vault 88 Workshop.	A large hallway end piece that can accommodate a hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Wide Hall - Corner	Steel (12), Rubber (2)	Unlock a Vault 88 Workshop.	A basic corner piece. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Wide Hall - End	Steel (12), Rubber (2)	Unlock a Vault 88 Workshop.	A large hallway end piece. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Wide Hall - End	Steel (12), Rubber (2)	Unlock a Vault 88 Workshop.	A large hallway end piece. Use is limited to Vault 88 until the Vault-Tec quest line is complete.

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Rooms

This section of the Workshop menu contains seven subcategories, each of which holds a between at least eight room segments. These premade floor/wall/ceiling combos make assembling clean, efficient rooms a fairly simple endeavor.

While some of these subcategories offer additional options, a standard selection of room segments can be found in all of these menus. Items like walls, corners, doorways, and windows are available in every style, making it easy to mix and match segments in whatever way you see fit.

NEW OR EXPANDED SUBCATEGORIES:

- Structures > Vault > Rooms > Common
- Structures > Vault > Rooms > Cafeteria
- Structures > Vault > Rooms > Clinic
- Structures > Vault > Rooms > Nursery
- Structures > Vault > Rooms > Overseer
- Structures > Vault > Rooms > Quarters
- Structures > Vault > Rooms > Security

Structures > Vault > Rooms > Common

Common pieces feature blue vinyl floors and bare metal walls for a clean but somewhat spartan aesthetic. This subcategory contains a standard offering of room segments.

COMMON PIECES

NAME	BUILD WITH	PREREQUISITES	NOTES
Common Room - Wall	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Common Room - Wall Doorway	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that can accommodate one hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Common Room - Window	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo featuring a window. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Common Room - Mid	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/ceiling combo with no walls. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Common Room - Corner	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that features two perpendicular walls. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Common Room - Corner Doorway	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that features two perpendicular walls and can accommodate one hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Common Room - Corner Doorway	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that features two perpendicular walls and can accommodate one hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Common Room - Corner	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/ceiling combo that features an interior corner. Use is limited to Vault 88 until the Vault-Tec quest line is complete.

Structures > Vault > Rooms > Cafeteria

With red-and-white checkered floors, pink walls, and blue trim, Cafeteria pieces rank among the most colorful Vault-Tec structures. In addition to the standard floor/ceiling/wall combos, this subcategory offers two food-themed wall variants.

CAFETERIA PIECES

NAME	BUILD WITH	PREREQUISITES	NOTES
Cafeteria - Wall	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Cafeteria - Wall	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Cafeteria - Wall	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Cafeteria - Wall Doorway	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that can accommodate one hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Cafeteria - Window	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo featuring a window. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Cafeteria - Mid	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/ceiling combo with no walls. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Cafeteria - Corner	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that features two perpendicular walls. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Cafeteria - Corner Doorway	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that features two perpendicular walls and can accommodate one hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Cafeteria - Corner Doorway	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that features two perpendicular walls and can accommodate one hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Cafeteria - Corner	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/ceiling combo that features an interior corner. Use is limited to Vault 88 until the Vault-Tec quest line is complete.

Structures > Vault > Rooms > Clinic

This subcategory contains a standard selection of room segments. Clinic pieces feature a combination of beige tile floors and blue-green walls, offering something of a cold, sterile aesthetic.

CLINIC PIECES

NAME	BUILD WITH	PREREQUISITES	NOTES
Clinic - Wall	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Clinic - Wall Doorway	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that can accommodate one hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Clinic - Window	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo featuring a window. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Clinic - Mid	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/ceiling combo with no walls. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Clinic - Corner	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that features two perpendicular walls. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Clinic - Corner Doorway	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that features two perpendicular walls and can accommodate one hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Clinic - Corner Doorway	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that features two perpendicular walls and can accommodate one hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Clinic - Corner	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/ceiling combo that features an interior corner. Use is limited to Vault 88 until the Vault-Tec quest line is complete.

Structures > Vault > Rooms > Nursery

This subcategory contains a standard selection of room segments. Nursery pieces pair simple blue floors with pattered walls. The colors are fairly muted, but the featured wall graphics give this room a decidedly childlike feel.

NURSERY PIECES

NAME	BUILD WITH	PREREQUISITES	NOTES
Nursery - Wall	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Nursery - Wall Doorway	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that can accommodate one hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Nursery - Window	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo featuring a window. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Nursery - Mid	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/ceiling combo with no walls. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Nursery - Corner	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that features two perpendicular walls. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Nursery - Corner Doorway	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that features two perpendicular walls and can accommodate one hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Nursery - Corner Doorway	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that features two perpendicular walls and can accommodate one hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Nursery - Corner	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/ceiling combo that features an interior corner. Use is limited to Vault 88 until the Vault-Tec quest line is complete.

Structures > Vault > Rooms > Overseer

In addition to the standard selection of room segments, this subcategory features some rare offerings. Overseer pieces feature parquet floors and elaborate wood paneling–Vault-Tec's height of luxury.

While this subcategory features a basic wall variant, the options for an internal column and a circular window are what set it apart from other rooms. It's also worth noting that similar pieces are featured in Structures > **Vault > Atrium**, allowing for multiple ways to tie an Overseer's office into an adjacent Atrium.

OVERSEER PIECES

NAME	BUILD WITH	PREREQUISITES	NOTES
Overseer - Wall	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Overseer - Wall	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Overseer - Wall Doorway	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that can accommodate one hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Overseer - Window	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo featuring a window. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Overseer - Window	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that features a circular window. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Overseer - Mid	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/ceiling combo with no walls. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Overseer - Column	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/ceiling combo that features a central column. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Overseer - Corner	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that features two perpendicular walls. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Overseer - Corner Doorway	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that features two perpendicular walls and can accommodate one hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Overseer - Corner Doorway	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that features two perpendicular walls and can accommodate one hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Overseer - Corner	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/ceiling combo that features an interior corner. Use is limited to Vault 88 until the Vault-Tec quest line is complete.

Structures > Vault > Rooms > Quarters

This subcategory contains a standard selection of room segments. Quarters pieces feature mustard-colored floors and patterned wall graphics.

QUARTERS PIECES

NAME	BUILD WITH	PREREQUISITES	NOTES
Quarters - Wall	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Quarters - Wall Doorway	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that can accommodate one hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Quarters - Window	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo featuring a window. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Quarters - Mid	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/ceiling combo with no walls. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Quarters - Corner	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that features two perpendicular walls. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Quarters - Corner Doorway	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that features two perpendicular walls and can accommodate one hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Quarters - Corner Doorway	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that features two perpendicular walls and can accommodate one hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Quarters - Corner	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/ceiling combo that features an interior corner. Use is limited to Vault 88 until the Vault-Tec quest line is complete.

Structures > Vault > Rooms > Security

This subcategory contains a standard selection of room segments. Security pieces pair light gray-blue floors with darker blue walls.

SECURITY PIECES

NAME	BUILD WITH	PREREQUISITES	NOTES
Security - Wall	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Security - Wall Doorway	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that can accommodate one hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Security - Window	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo featuring a window. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Security - Mid	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/ceiling combo with no walls. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Security - Corner	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that features two perpendicular walls. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Security - Corner Doorway	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that features two perpendicular walls and can accommodate one hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Security - Corner Doorway	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall/ceiling combo that features two perpendicular walls and can accommodate one hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Security - Corner	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/ceiling combo that features an interior corner. Use is limited to Vault 88 until the Vault-Tec quest line is complete.

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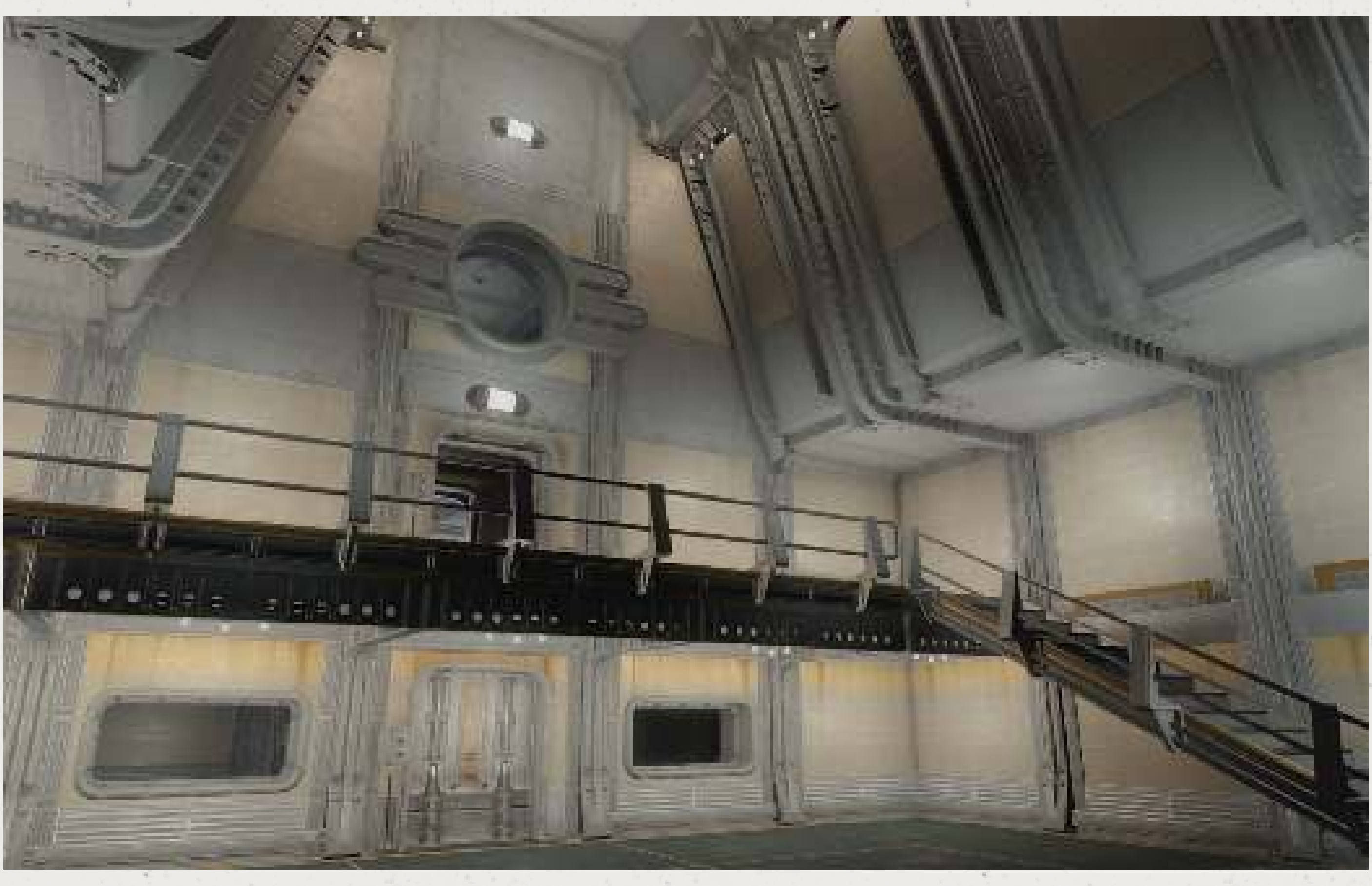
Atrium Pieces



The pieces in this subcategory can be used to build large, multi-level structures. Premade items hint at the size of a typical Atrium, but pieces can be arranged to create significantly larger (or smaller) structures.

Most Atrium pieces feature a simple aesthetic similar to Domestic workshop items. However, in addition to vinyl floors and concrete walls, this subcategory includes columns, suspended walkways, and vaulted ceilings that can be combined to make some fairly elaborate structures.

A BIT OF FLEXIBILITY

In order to accommodate the size and unique angles of a typical Atrium, pieces in this subcategory tend to be less rigid than **structures** made of wood or metal. For example, a vaulted ceiling can overlap with a properly angled wall. This pliability also allows for some objects (like hanging lights) to be mounted *within* Atrium walls.

ATRIUM PIECES

NAME	BUILD WITH	PREREQUISITES	NOTES
Atrium - Prefab End	Steel (20) Rubber (3)	Unlock a Vault 88 Workshop.	A two-story floor/wall/ceiling combo that features a vaulted ceiling. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Prefab End	Steel (20) Rubber (3)	Unlock a Vault 88 Workshop.	A two-story floor/wall/ceiling combo that features a vaulted ceiling. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - End	Steel (12), Rubber (2)	Unlock a Vault 88 Workshop.	A large wall that matches the Atrium's vaulted ceiling. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - End	Steel (12), Rubber (2)	Unlock a Vault 88 Workshop.	A large wall that matches the Atrium's vaulted ceiling. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Ceiling	Steel (12), Rubber (2)	Unlock a Vault 88 Workshop.	A vaulted ceiling. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Floor	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A basic floor piece. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Wall Bottom	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall combo. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Window Bottom	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall combo that features a window. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Doorway Bottom	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall combo that can accommodate a hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Column Bottom	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A floor piece that features a central column. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Corner Bottom	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A floor/wall combo that features two perpendicular walls. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Inner Corner Bottom	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A floor piece that features an interior corner. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Column	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A floor piece with a single-story column capable of supporting an upper floor. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Wall Mid	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A solid wall. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Window Mid	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A wall that features a standard window. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Overseer Window	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A wall that features a circular window. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Doorway Mid	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A wall that can accommodate a hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Column Mid	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A one-story column segment. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Corner Mid	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	Two perpendicular walls. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Inner Corner Mid	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A support post suitable for interior corners. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Wall Top	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A wall/ceiling combo. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Window Top	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A wall/ceiling combo that features a window. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Doorway Top	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A wall/ceiling combo that can accommodate a hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Corner Top	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A wall/ceiling combo featuring two perpendicular walls. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Inner Corner Top	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A ceiling piece that features an interior corner. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Column Top	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A single-story column segment that can snap to ceilings and upper floors. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Hanging Floor	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	An upper floor piece that snaps to walls. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Hanging Floor Corner	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	An upper floor piece that snaps to corners. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Hanging Floor Corner	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	An upper floor piece that accommodates an interior corner. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Ceiling & Floor	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	An upper floor piece. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Ceiling	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A flat ceiling piece. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Column	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A floor piece that features a two-story column segment. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Trim	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A metal strip that snaps to the sides of Atrium floor pieces. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Prefab Wall	Steel (14), Rubber (2)	Unlock a Vault 88 Workshop.	A two-story floor/wall/ceiling combo. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Prefab Wall	Steel (14), Rubber (2)	Unlock a Vault 88 Workshop.	A two-story floor/wall/ceiling combo without an upper floor. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Prefab Doorway	Steel (14), Rubber (2)	Unlock a Vault 88 Workshop.	A two-story floor/wall/ceiling combo that can accommodate two hydraulic **doors**. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Prefab Window	Steel (14), Rubber (2)	Unlock a Vault 88 Workshop.	A two-story floor/wall/ceiling combo that features two windows. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Prefab Corner	Steel (14), Rubber (2)	Unlock a Vault 88 Workshop.	A two-story floor/wall/ceiling combo that features two perpendicular walls. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Prefab Inner Corner	Steel (14), Rubber (2)	Unlock a Vault 88 Workshop.	A two-story floor/wall/ceiling combo that features an interior corner. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Atrium - Prefab Column	Steel (14), Rubber (2)	Unlock a Vault 88 Workshop.	A two-story floor/ceiling combo column segment that feature central column. Use is limited to Vault 88 until the Vault-Tec quest line is complete.

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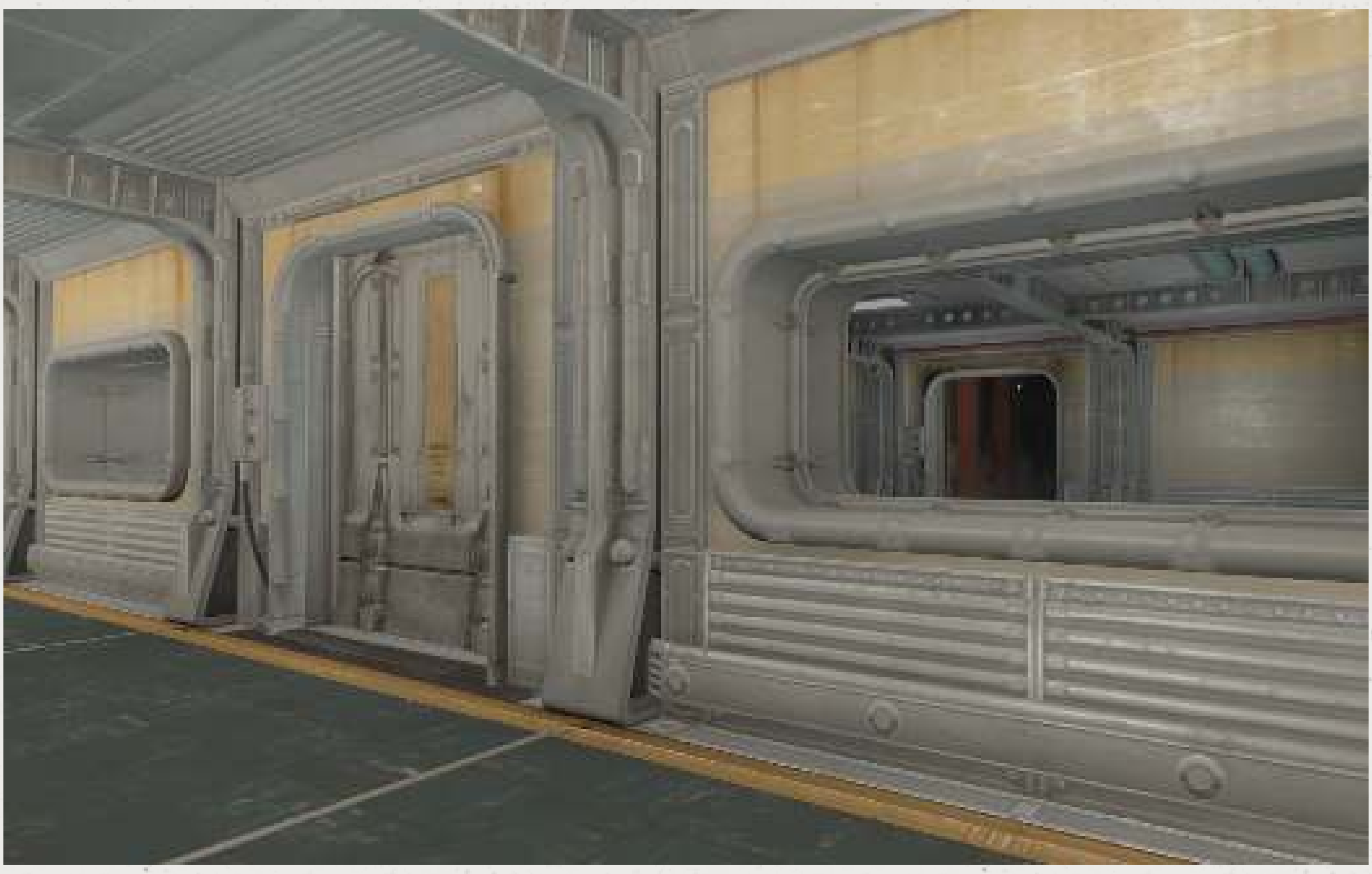
Fallout 4
BUILD A BRIGHTER FUTURE...UNDERGROUND!
VAULT-TEC
WORK SHOP
VAULT 81

Doors

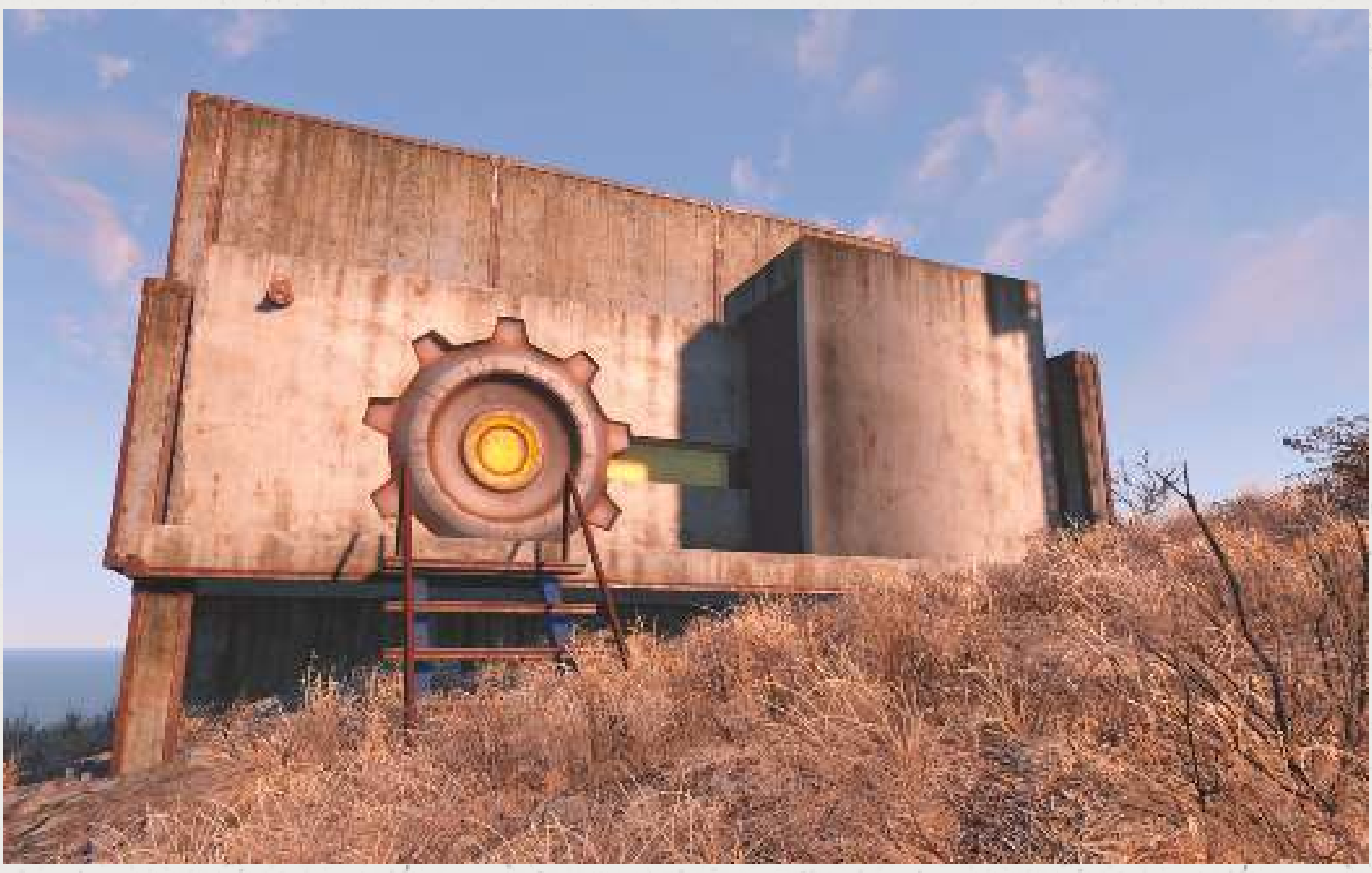


This subcategory contains a hydraulic door and a small selection of window panes. These items are only compatible with Vault-Tec structures, and will only snap into appropriately shaped frames.

VAULT DOORS AND WINDOWS

NAME	BUILD WITH	PREREQUISITES	NOTES
Door	Steel (2), Rubber (2)	Unlock a Vault 88 Workshop.	A hydraulic door. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Window	Steel (2), Glass (3)	Unlock a Vault 88 Workshop.	A rectangular pane of glass. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Window	Steel (2), Glass (3)	Unlock a Vault 88 Workshop.	A rectangular pane of glass that features metal bars. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Window	Steel (4), Glass (4)	Unlock a Vault 88 Workshop.	A circular pane of glass. Use is limited to Vault 88 until the Vault-Tec quest line is complete.

STRUCTURES > DOORS



This subcategory contains only one new item: an iconic Vault-Tec entrance hatch. This version is noticeably smaller than those you'll encounter in established Vaults, but this automated door is far larger than anything else you'll find in this section of the Workshop menu.

The "Vault Door" is compatible with most floor and wall pieces, but the hatch's clearance requirements limit the available anchor points.

NEW DOORS

NAME	BUILD WITH	PREREQUISITES	NOTES
Vault Door	Steel (10), Concrete (15), Aluminum (6), Gear (4)	Unlock a Vault 88 Workshop.	A miniaturized version of a Vault-Tec entrance hatch. Use is limited to Vault 88 until the Vault-Tec quest line is complete.

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Fallout 4
BUILD A BRIGHTER FUTURE... UNDERGROUND!
VAULT-TEC
WORK SHOP
VAULT 81

Vault-Tec Workshop Items

Railings & Stairs

This subcategory contains options for stairs, walkways, and railings. All available pieces snap to floors, allowing you to incorporate these precision engineered objects into virtually any custom-built structure.

VAULT RAILINGS AND STAIRS

NAME	BUILD WITH	PREREQUISITES	NOTES
Stairs	Steel (4), Rubber (1)	Unlock a Vault 88 Workshop.	A one-story flight of stairs. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Bridge	Steel (4), Rubber (1)	Unlock a Vault 88 Workshop.	A floor piece that features railings. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Bridge	Steel (4), Rubber (1)	Unlock a Vault 88 Workshop.	A floor piece that features railings. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Bridge	Steel (4), Rubber (1)	Unlock a Vault 88 Workshop.	A floor piece that four railing posts. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Bridge	Steel (4), Rubber (1)	Unlock a Vault 88 Workshop.	A long railing. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Railing	Steel (4), Rubber (1)	Unlock a Vault 88 Workshop.	A long railing. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Railing	Steel (4), Rubber (1)	Unlock a Vault 88 Workshop.	A long railing. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Railing	Steel (4), Rubber (1)	Unlock a Vault 88 Workshop.	A short railing. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Railing	Steel (4), Rubber (1)	Unlock a Vault 88 Workshop.	A short railing. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Railing	Steel (4), Rubber (1)	Unlock a Vault 88 Workshop.	A railing that features a 90-degree bend. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Railing	Steel (4), Rubber (1)	Unlock a Vault 88 Workshop.	A railing that features a 90-degree bend. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Railing	Steel (4), Rubber (1)	Unlock a Vault 88 Workshop.	A railing that features a 90-degree bend. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Railing	Steel (4), Rubber (1)	Unlock a Vault 88 Workshop.	A railing that features a 90-degree bend. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Railing	Steel (4), Rubber (1)	Unlock a Vault 88 Workshop.	A railing that features a 90-degree bend. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Railing	Steel (4), Rubber (1)	Unlock a Vault 88 Workshop.	A railing that features two 90-degree bends. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Railing	Steel (4), Rubber (1)	Unlock a Vault 88 Workshop.	A railing that features four 90-degree bends. Use is limited to Vault 88 until the Vault-Tec quest line is complete.

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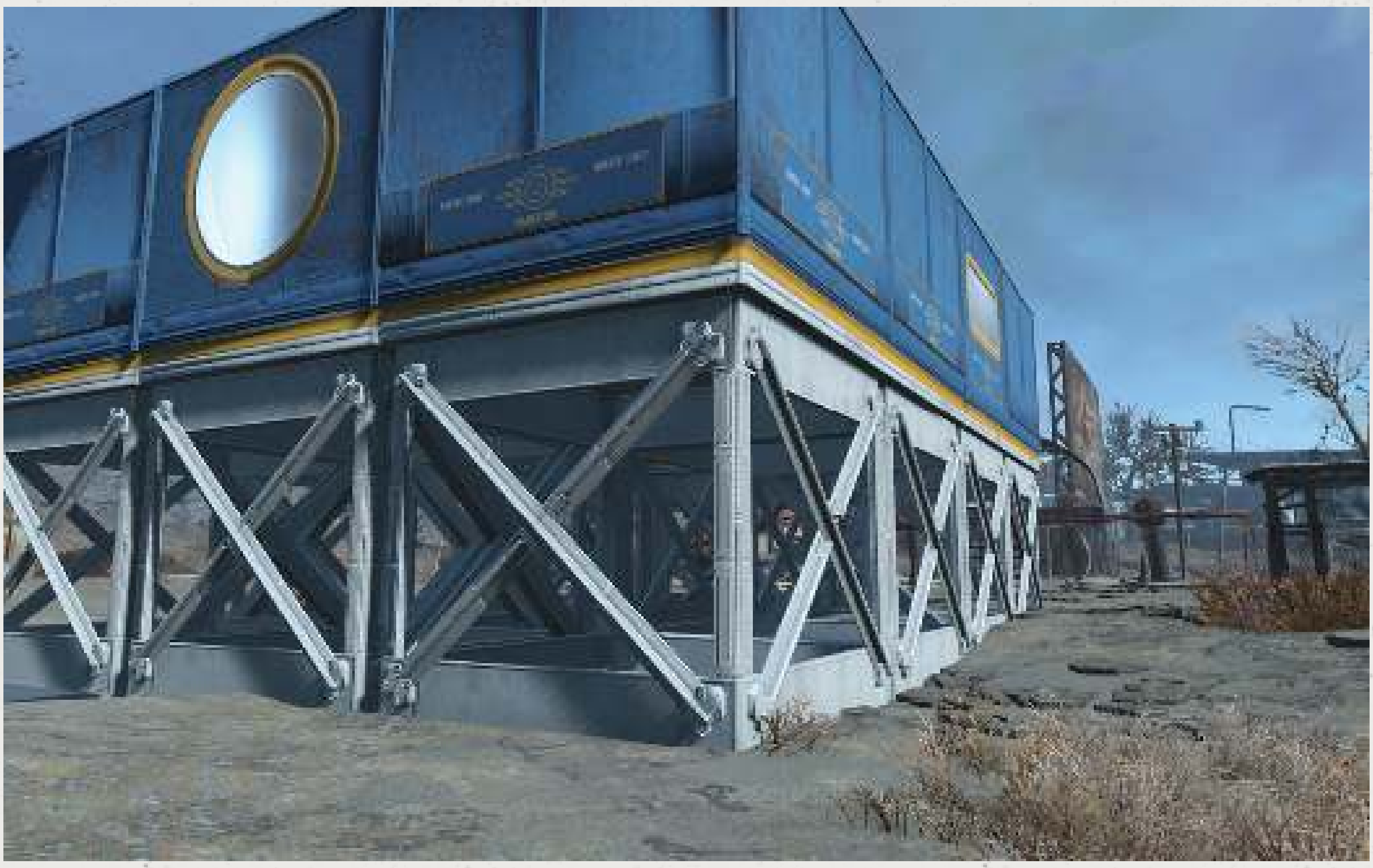
Fallout 4
BUILD A BRIGHTER FUTURE...UNDERGROUND!
VAULT-TEC
WORK SHOP
VAULT 81

Vault-Tec Workshop Items

Supports



The supports found in this subcategory are similar to “foundation” pieces located throughout the Workshop menu: they sink into the ground, allowing you to overcome the limitations of uneven terrain. However, these Vault-Tec supports do feature some additional benefits.

New builders should note that Vault-Tec supports can snap together horizontally *and* vertically, allowing for precision construction during even the most extensive projects. This behavior allows you to snap virtually any floor (including those featured in Vault-Tec room segments) atop an appropriately shaped support piece.

It’s also worth noting that the inclusion of ramp options makes for easy access to supported structures, and an offering of larger support pieces reduces the time needed to assemble extensive foundations.

VAULT SUPPORTS

NAME	BUILD WITH	PREREQUISITES	NOTES
Supports	Steel (5), Rubber (1)	Unlock a Vault 88 Workshop.	A one-story support piece. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Supports	Steel (10), Rubber (1)	Unlock a Vault 88 Workshop.	A two-story support piece. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Supports	Steel (8), Rubber (1)	Unlock a Vault 88 Workshop.	A double-wide support piece. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Supports	Steel (6), Rubber (1)	Unlock a Vault 88 Workshop.	A basic ramp. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Supports	Steel (8), Rubber (2)	Unlock a Vault 88 Workshop.	Two adjacent ramps. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Supports	Steel (8), Rubber (2)	Unlock a Vault 88 Workshop.	Two adjacent ramps. Use is limited to Vault 88 until the Vault-Tec quest line is complete.

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Fallout 4
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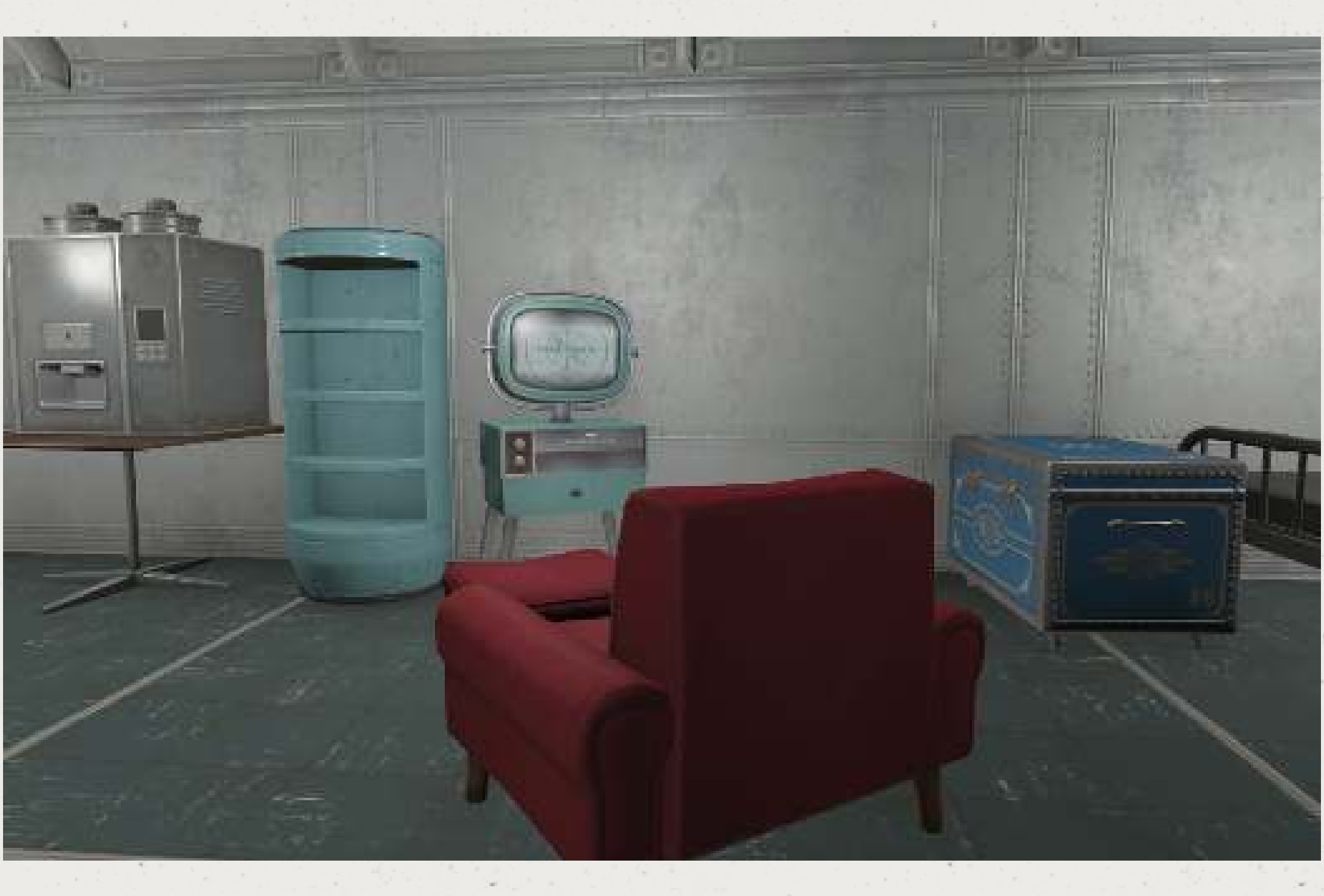
VAULT-TEC
WORK SHOP

Vault-Tec Workshop Items

Furniture

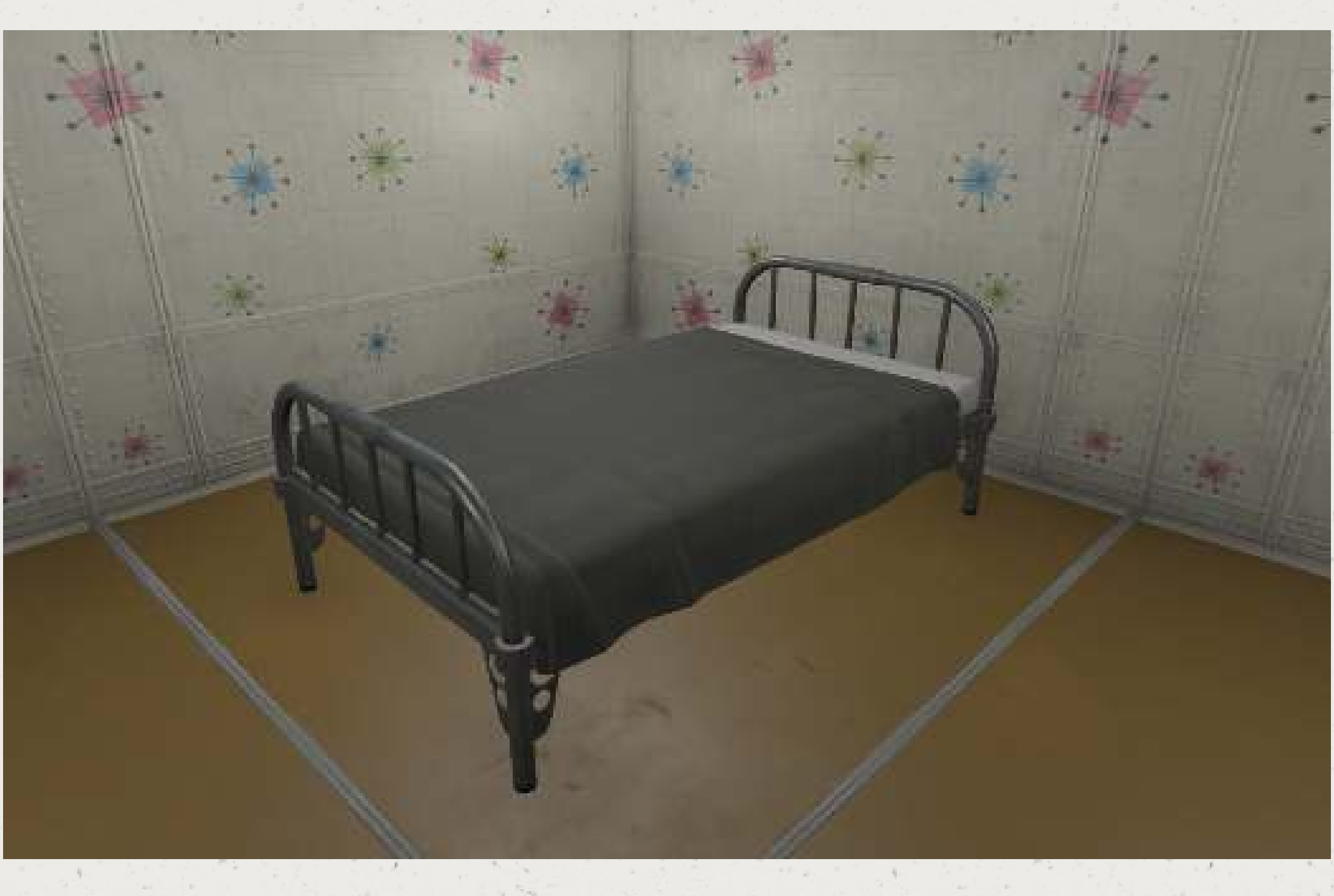


The Vault-Tec Workshop provides a variety of new furniture options. While many of these objects are simply undamaged versions of familiar furniture pieces, most subcategories include at least a few all-new offerings–some of which provide previously unavailable benefits.

NEW OR EXPANDED SUBCATEGORIES:

- Furniture > Beds
- Furniture > Chairs
- Furniture > Containers
- Furniture > Shelves
- Furniture > Tables
- Furniture > Miscellaneous

FURNITURE > BEDS

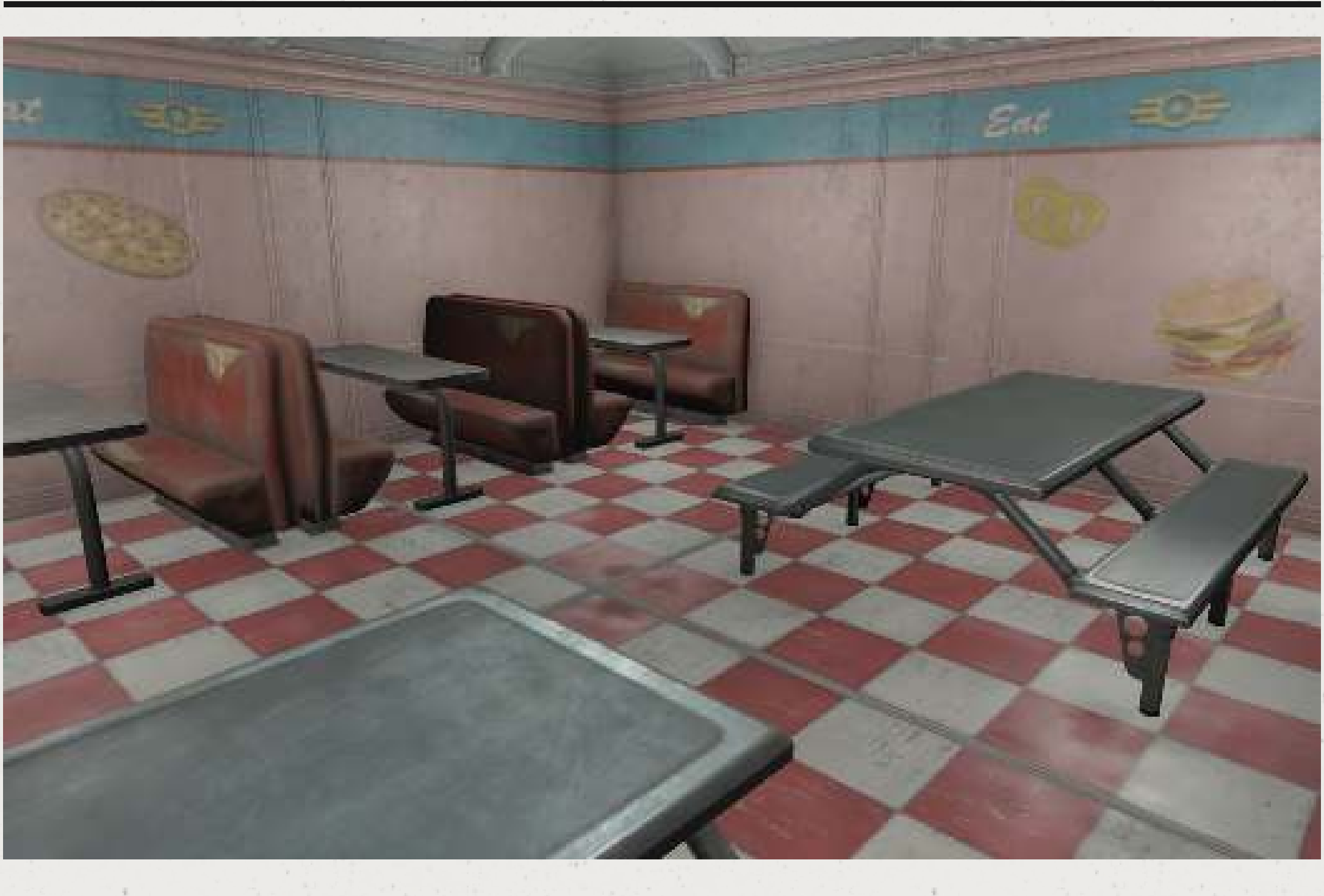


This subcategory features only one new object: a perfectly preserved bed. It serves the same function as any Workshop bed, but with a significantly more style.

NEW BEDS

NAME	BUILD WITH	PREREQUISITES	NOTES
Bed	Steel (4), Cloth (5)	–	Accommodates one person.

FURNITURE > CHAIRS

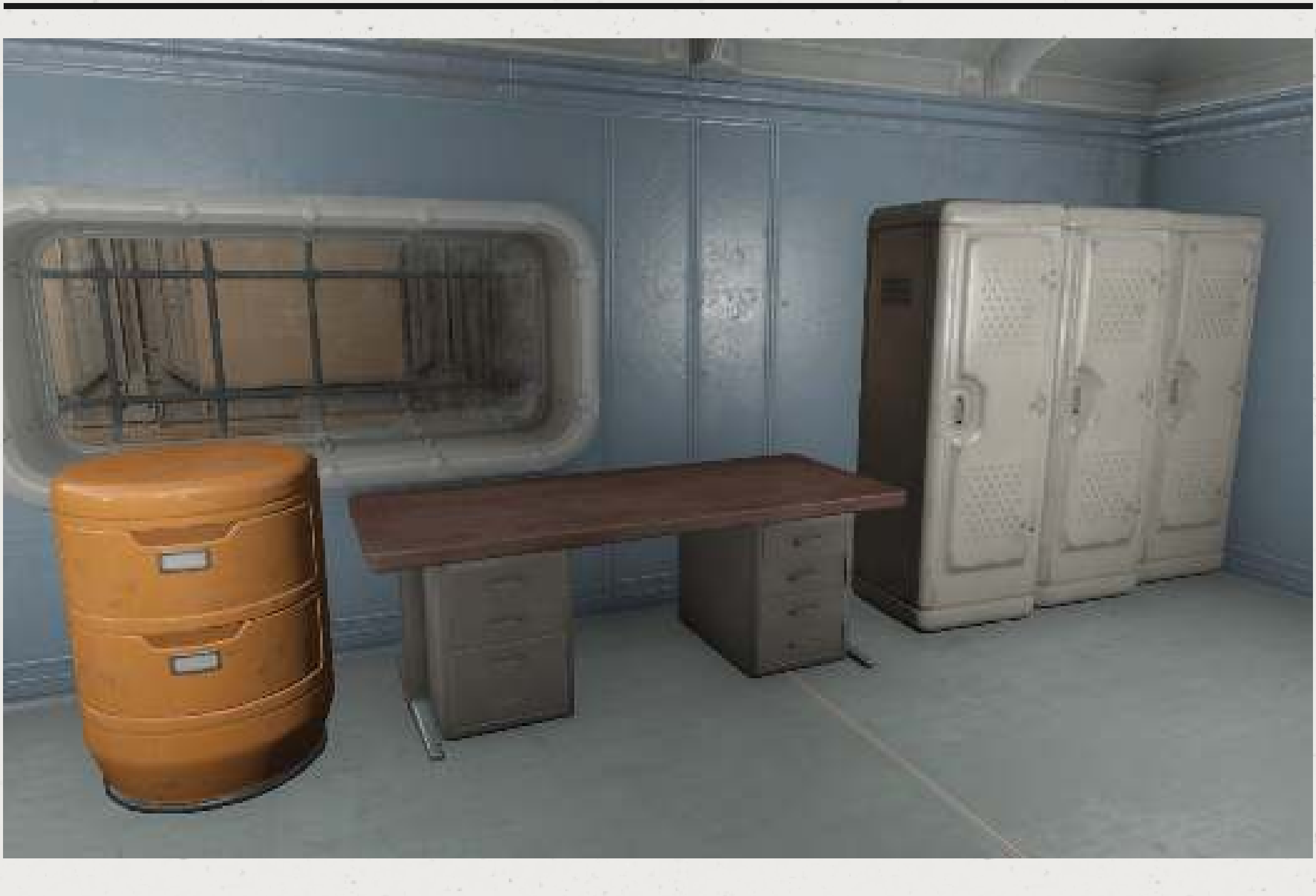


This subcategory contains a great many new seating options ranging from simple chairs to restaurant booths. Of course, you'll also find some clean versions of old favorites, allowing your settlers a bit of luxury during their downtime.

NEW CHAIRS

NAME	BUILD WITH	PREREQUISITES	NOTES
Chair	Steel (4)	–	An office chair.
Bench	Steel (4)	–	A short bench.
Bench	Steel (4)	–	A long bench.
Table	Steel (4)	–	A table flanked by benches.
Bench	Steel (4)	–	A high-backed bench.
Bench	Steel (4)	–	A table flanked by benches.
Chair	Cloth (2), Steel (2)	–	A basic chair.
Chair	Cloth (2), Steel (2)	–	A basic chair.
Chair	Cloth (2), Steel (2)	–	A basic chair.
Chair	Cloth (2), Steel (2)	–	A basic chair.
Chair	Cloth (2), Steel (2)	–	A basic chair.
Chair	Cloth (2), Steel (2)	–	A basic chair.
Chair	Cloth (2), Steel (2)	–	A basic chair.
Chair	Cloth (2), Steel (2)	–	A basic chair.
Chair	Cloth (2), Steel (2)	–	A basic chair.
Chair	Cloth (2), Steel (2)	–	A basic chair.
Ottoman	Cloth (4), Steel (4)	–	A small seat.
Ottoman	Cloth (4), Steel (4)	–	A small seat.
Couch	Cloth (4), Steel (4)	–	A basic couch.
Chair	Cloth (4), Steel (4)	–	A rounded chair.
Chair	Wood (3), Cloth (5), Steel (1)	–	An overstuffed chair.
Chair	Leather (4), Steel (4)	–	A basic chair.
Chair	Leather (4), Steel (4)	–	A basic chair.
Couch	Cloth (4), Steel (4)	–	A basic couch.
Chair	Steel (3), Plastic (2), Cloth (2)	–	A basic chair.
Couch	Wood (27), Cloth (5)	–	A long couch.
Stool	Steel (2), Wood (1)	–	A simple stool.

FURNITURE > CONTAINERS

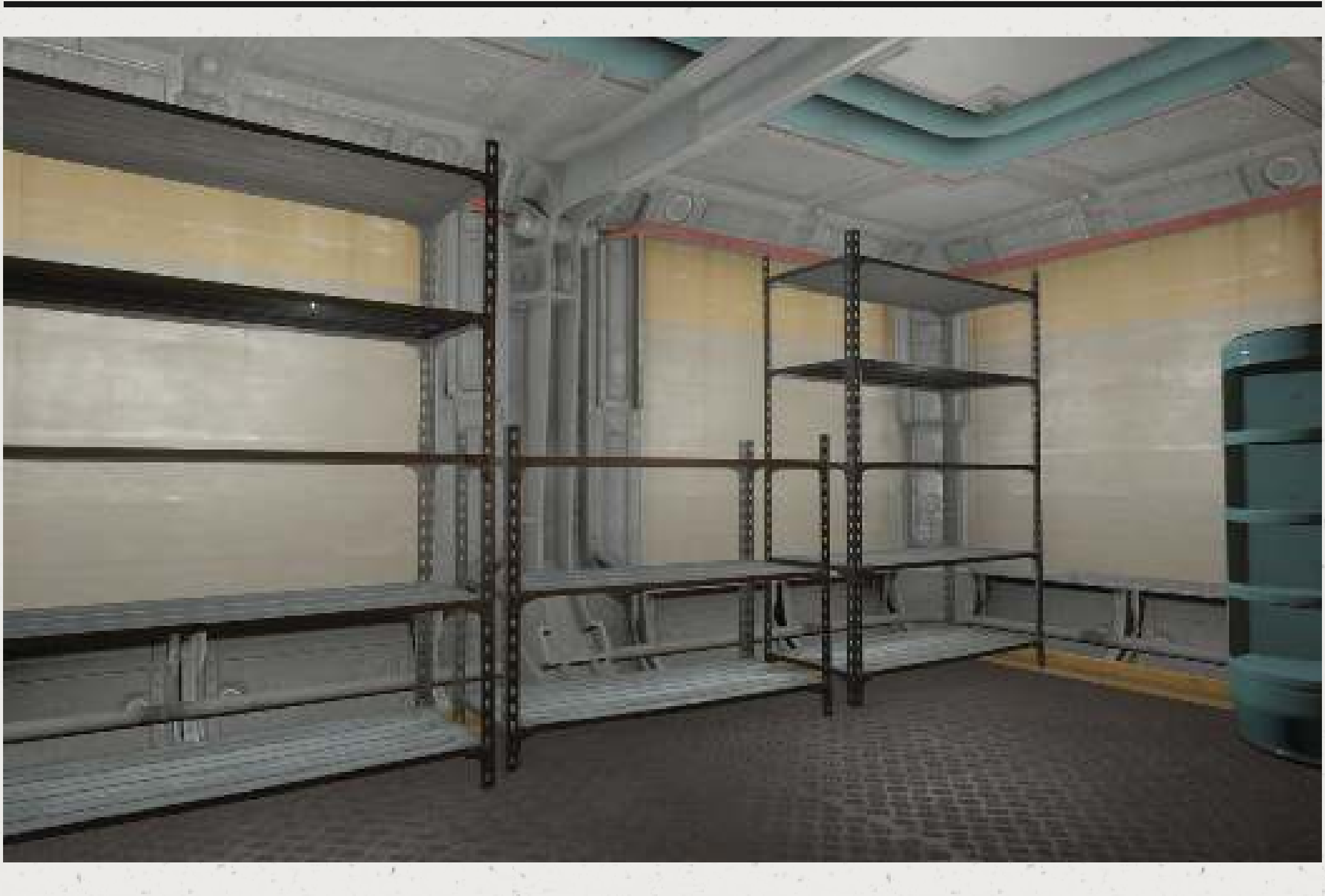


This subcategory now features a selection of new desks, lockers, file cabinets, and more. New styles, shapes, and colors make it that much easier to find storage options that match your desired decor.

NEW CONTAINERS

NAME	BUILD WITH	PREREQUISITES	NOTES
Desk	Steel (3), Wood (2)	–	A standard desk.
Dresser	Steel (3), Wood (2)	–	A basic dresser.
Locker	Steel (3), Wood (2)	–	A standard locker.
Dresser	Wood (4), Steel (2)	–	A short dresser.
Hamper	Wood (2)	–	A small hamper.
File Cabinet	Steel (4)	–	A short file cabinet.
File Cabinet	Steel (4)	–	A short file cabinet.
File Cabinet	Steel (4)	–	A tall file cabinet.
File Cabinet	Steel (4)	–	A tall file cabinet.

FURNITURE > SHELVES

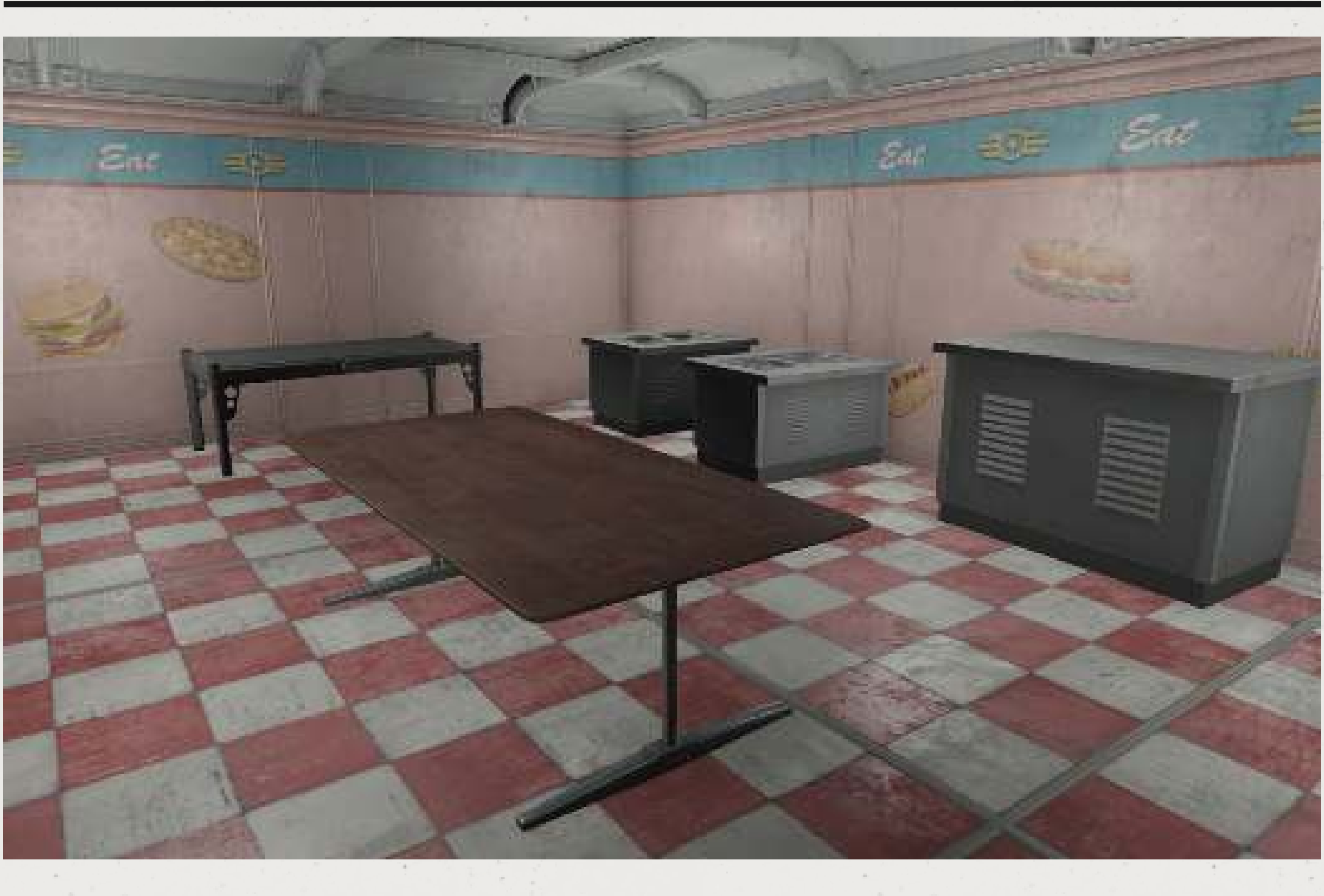


This subcategory features a selection of new shelving units suitable for a variety of settings. Whether you're looking to display prized possessions or keeping useful objects within reach, these new storage solutions are sure to come in handy.

NEW SHELVES

NAME	BUILD WITH	PREREQUISITES	NOTES
Shelf	Steel (3)	–	Two large shelves.
Shelf	Steel (3)	–	Three large shelves.
Shelf	Steel (3)	–	Three medium-sized shelves.
Shelf	Steel (3)	–	Five medium-sized shelves.
Shelf	Steel (4)	–	Two small shelves.
Shelf	Steel (4)	–	Two small shelves.
Shelf	Steel (4)	–	Four small shelves.
Shelf	Steel (4)	–	Four small shelves.

FURNITURE > TABLES

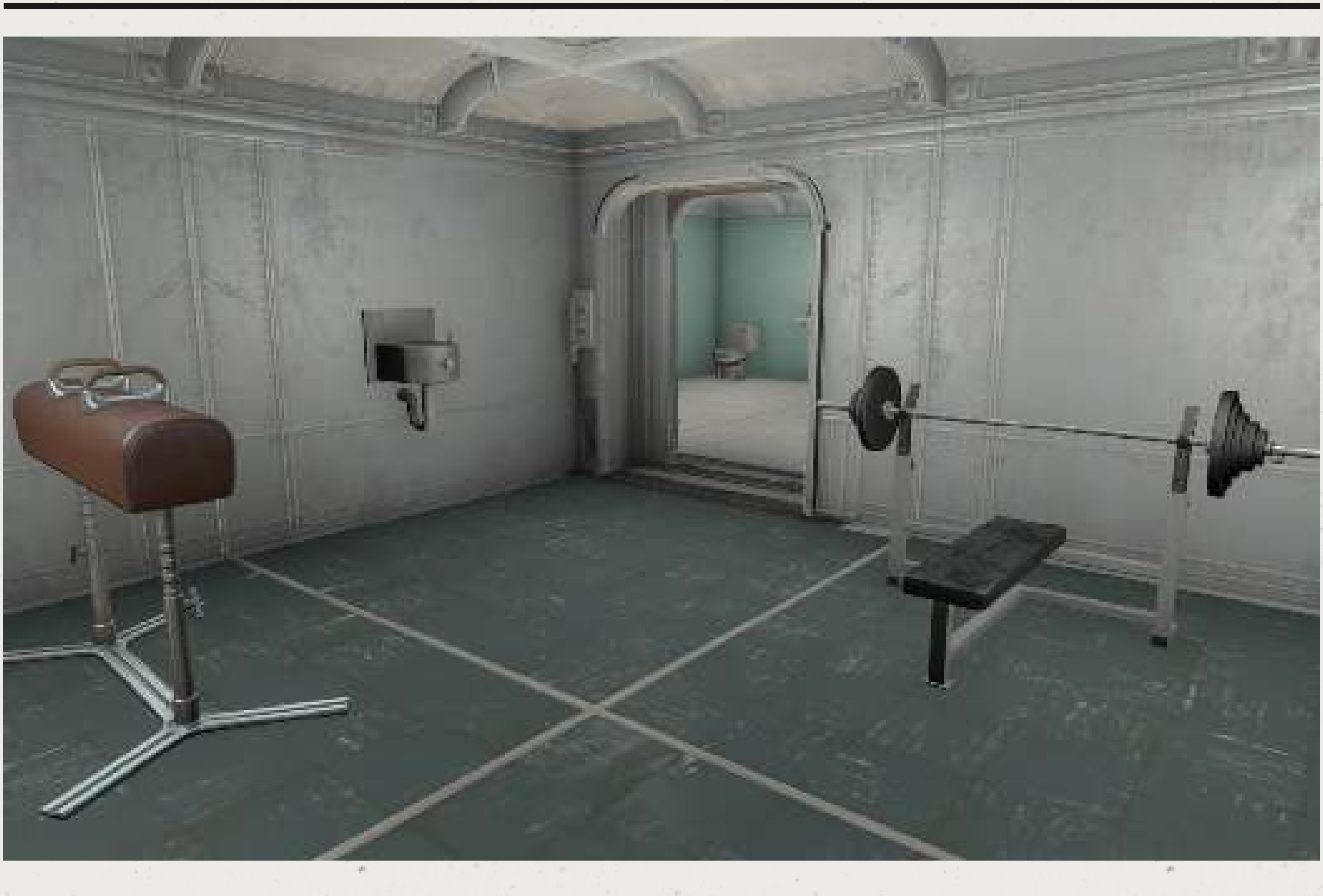


This subcategory now features a significant number of new tables. While many of these are clean versions of old favorites, you find a variety of all-new styles capable of sprucing up any structure.

NEW TABLES

NAME	BUILD WITH	PREREQUISITES	NOTES
Overseer Desk	Wood (5), Steel (3)	Complete Vault-Tec Quest: **A Model Citizen**	A basic Overseer's desk.
Table	Steel (3)	–	A rectangular table.
Table	Steel (3)	–	A rectangular table.
Table	Steel (3)	–	A square table.
Table	Steel (3)	–	A small square table.
Side Table	Steel (3)	–	A small rectangular table.
Counter	Steel (3)	–	A counter that features two **food** pans.
Counter	Steel (3)	–	A standard counter.
Counter	Steel (3)	–	A tall counter.
Desk	Wood (2), Steel (1)	–	A simple desk.
Desk Addition	Wood (4)	–	A wedge-shaped desk extension.
Desk Addition	Wood (4)	–	A rounded desk extension.
Desk	Steel (4)	–	A simple desk.
Desk Addition	Steel (4)	–	A wedge-shaped desk extension.
Desk Addition	Steel (4)	–	A rounded desk extension.
Kitchen Table	Wood (4), Steel (3)	–	A short, rounded table.
Kitchen Table	Wood (4), Steel (3)	–	A rounded table.
Kitchen Table	Wood (4), Steel (3)	–	A long rounded table.
Cabinet	Wood (4), Steel (1)	–	A cabinet that features storage.
Cabinet	Wood (4), Steel (1)	–	A cabinet that features two small shelves.
Coffee Table	Wood (4)	–	A tall coffee table.
Table	Wood (4)	–	A table that features storage.
Table	Wood (4)	–	A large table that features storage.
Coffee Table	Wood (3), Steel (1)	–	A short coffee table.
End Table	Wood (3), Steel (1)	–	A basic end table.
End Table	Wood (4), Steel (1)	–	A boxy end table.
Table	Steel (2)	–	A small, round table.

FURNITURE > MISCELLANEOUS



This subcategory features some new aesthetic options, but it also holds some of the most beneficial items of the Vault-Tec workshop. The most notable offerings come in the form of exercise equipment. Using the available pommel horse will temporarily boost your Agility by one point; utilizing a weight bench will grant a temporary boost to your Strength. As an added bonus, both of these objects serve to improve your settlement's Happiness rating.

NEW MISCELLANEOUS FURNITURE

NAME	BUILD WITH	PREREQUISITES	NOTES
Cart	Steel (3)	–	A small shelving unit.
Nightstand	Steel (3)	–	A simple nightstand.
Sink	Steel (3)	–	A wall-mounted sink that provides clean drinking water.
Toilet	Steel (3)	–	A steel toilet.
Water Fountain	Steel (3)	–	A wall-mounted fountain that provides clean drinking water.
Dispenser	Steel (3)	–	A large, non-functioning beverage dispenser.
Dispenser	Steel (3)	–	A small, non-functioning beverage dispenser.
Pommel Horse	Steel (3)	–	Produces Happiness. Temporarily boosts Agility.
Weight Bench	Steel (3)	–	Produces Happiness. Temporarily boosts Strength.
Counter	Wood (6), Steel (2)	–	A long counter.
Ottoman	Wood (2), Cloth (3), Steel (1)	–	An ottoman that cannot be used as a seat.
Projector	Circuitry (1), Glass (1), Aluminum (4)	–	A non-functioning projector.
Television	Steel (2), Circuitry (3), Wood (2), Glass (2), Aluminum (2)	–	Requires **power**.
Television	Steel (2), Circuitry (3), Wood (2), Glass (2), Aluminum (2)	–	Requires **power**.
Television	Steel (2), Circuitry (3), Wood (3), Glass (2), Aluminum (2)	–	Requires **power**.

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PRIMA GAMES

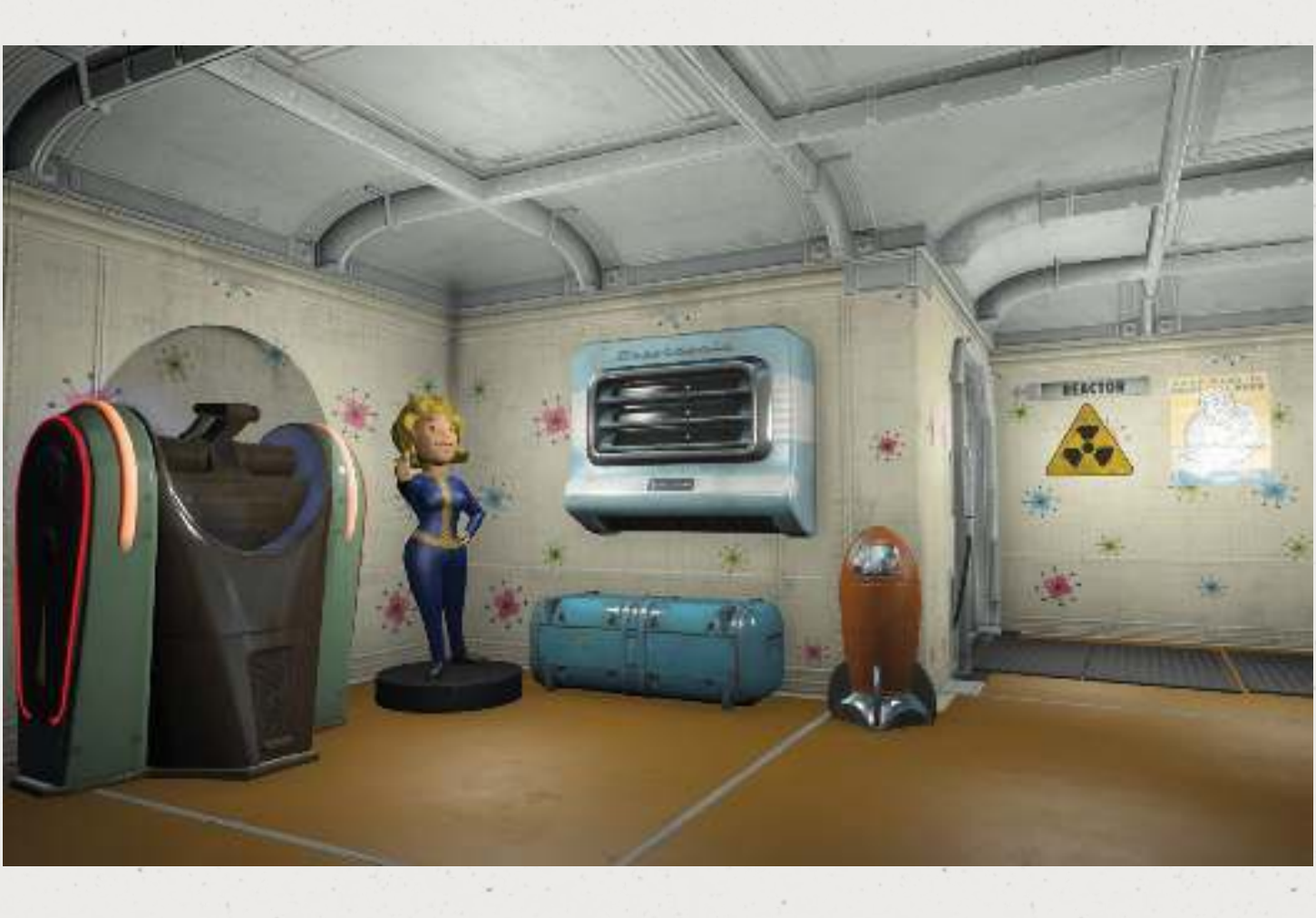
Fallout 4

BUILD A BRIGHTER FUTURE...UNDERGROUND!

VAULT-TEC WORKSHOP

Vault-Tec Workshop Items

Decorations

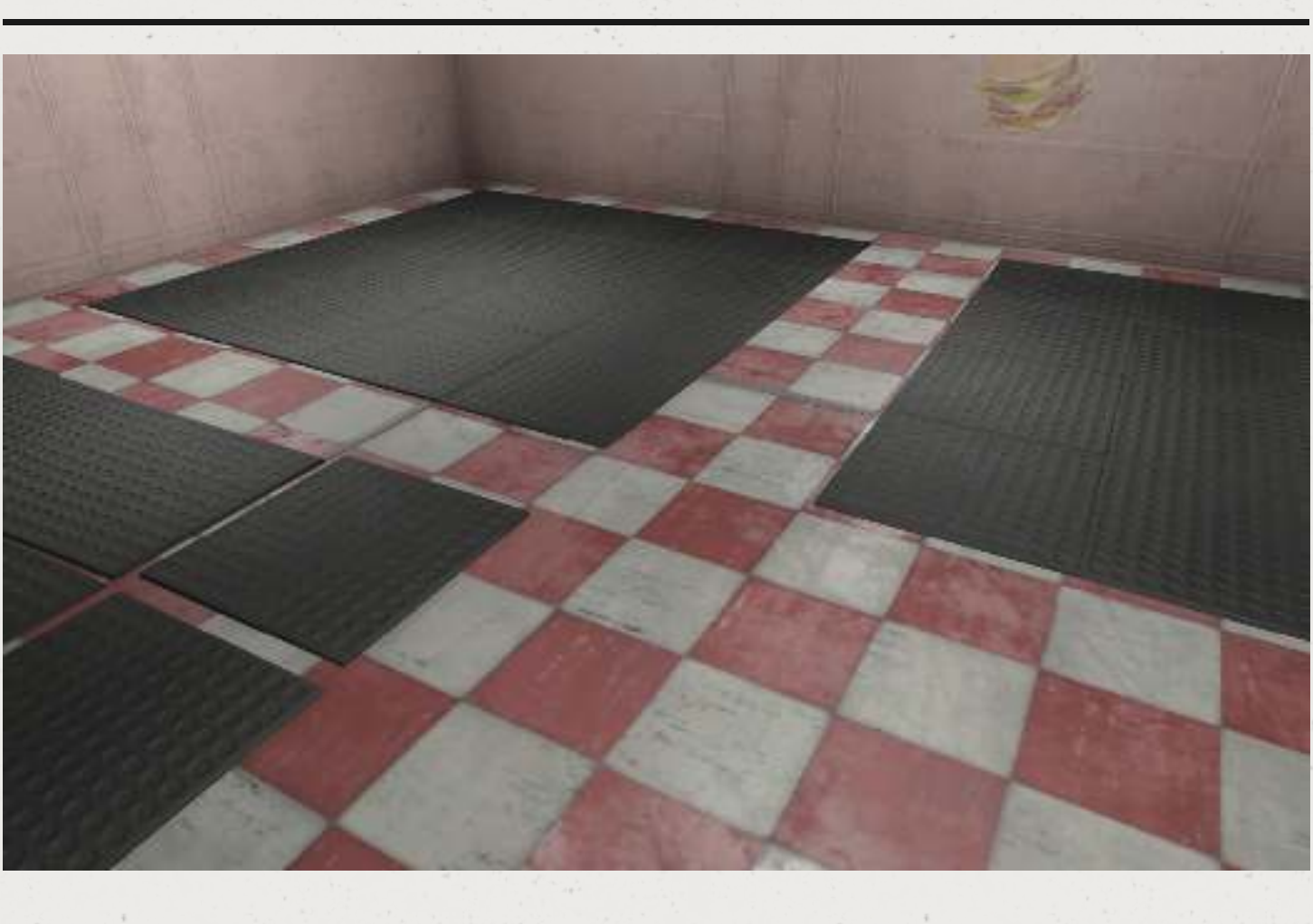


This section of the Workshop menu now includes an expanded selection of decorative items, many of which are located in an all-new sub-category.

NEW OR EXPANDED SUBCATEGORIES:

- Decorations > Floor Coverings
- Decorations > Wall Decorations
- Decorations > Vault
- Decorations > Miscellaneous

DECORATIONS > FLOOR COVERINGS



This subcategory now contains a selection of new floor mats, all of which are composed of black rubber squares.

NEW FLOOR COVERINGS

NAME	BUILD WITH	PREREQUISITES	NOTES
Floor Mat	Rubber (2)	–	A small square floor mat.
Floor Mat	Rubber (4)	–	A medium-sized square floor mat.
Floor Mat	Rubber (4)	–	An L-shaped floor mat.
Floor Mat	Rubber (6)	–	A large square floor mat.
Floor Mat	Rubber (6)	–	A large, irregular floor mat.
Floor Mat	Rubber (6)	–	A large, irregular floor mat.
Floor Mat	Rubber (6)	–	A large, irregular floor mat.

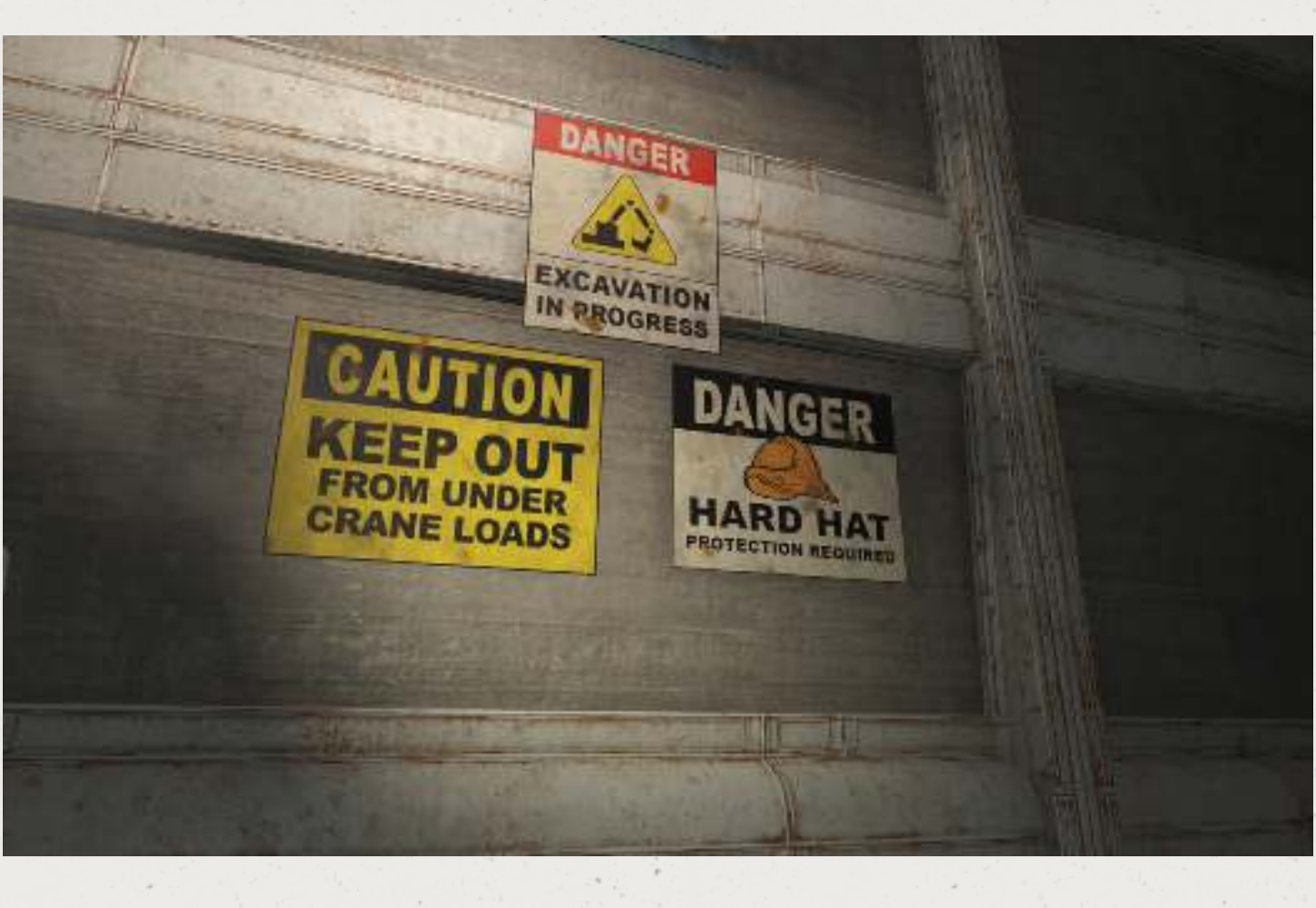
DECORATIONS > WALL DECORATIONS

This section of the Workshop menu features a number of new options, most of which come in the form of an expanded selection metal signs. However, you'll also find a polished version of a familiar vending machine located in one of the affected subcategories.

NEW OR EXPANDED SUBCATEGORIES:

- Decorations > Wall Decorations > Signs
- Decorations > Wall Decorations > Miscellaneous

Decorations > Wall Decorations > Signs



This subcategory now contains a selection of attention-grabbing safety signs.

NEW SIGNS

NAME	BUILD WITH	PREREQUISITES	NOTES
Safety Sign	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Safety Sign	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Safety Sign	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Safety Sign	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Safety Sign	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Safety Sign	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
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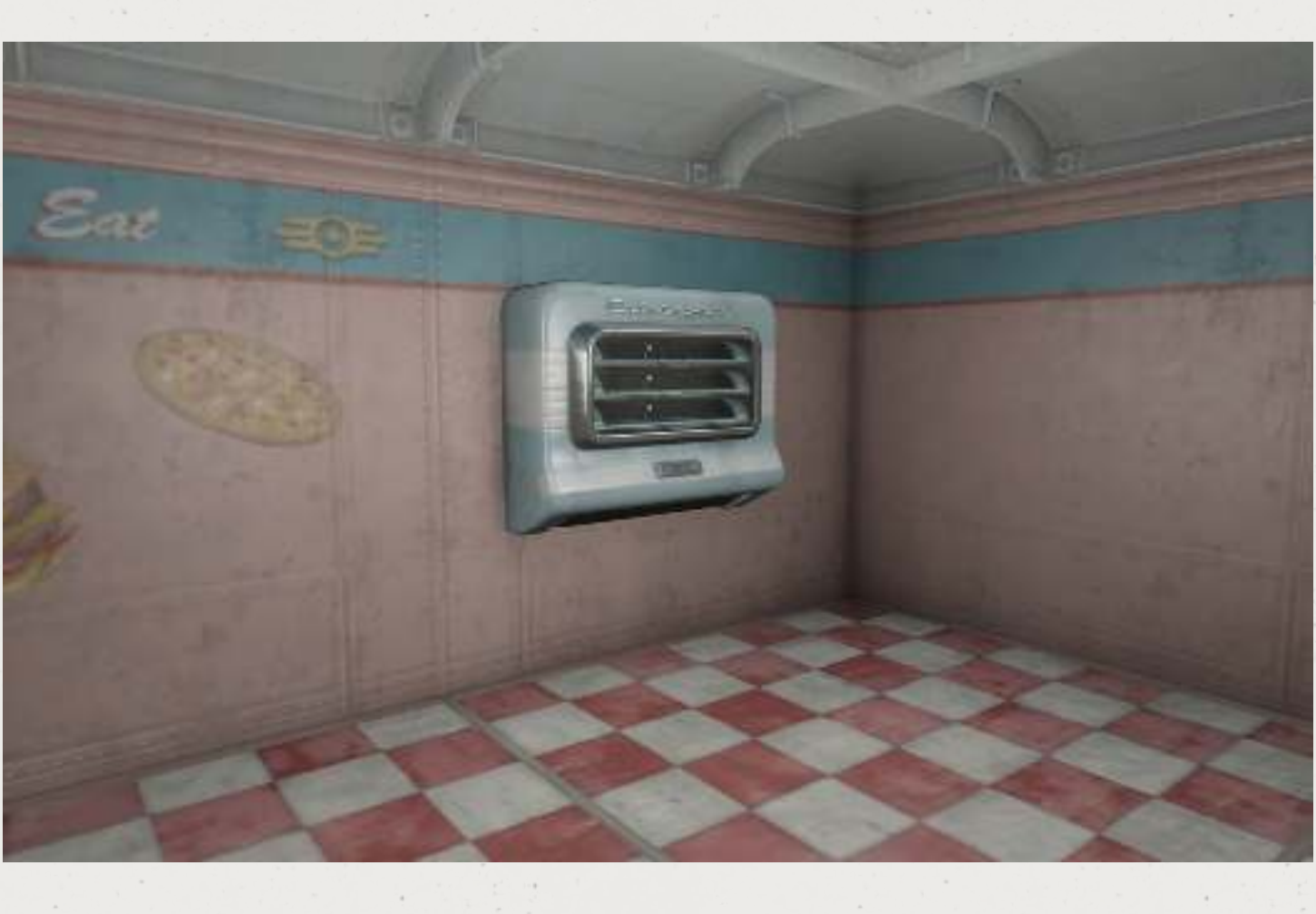
Safety Sign	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Safety Sign	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Use is limited to Vault 88 until the Vault-Tec quest line is complete.

Decorations > Wall Decorations > Miscellaneous

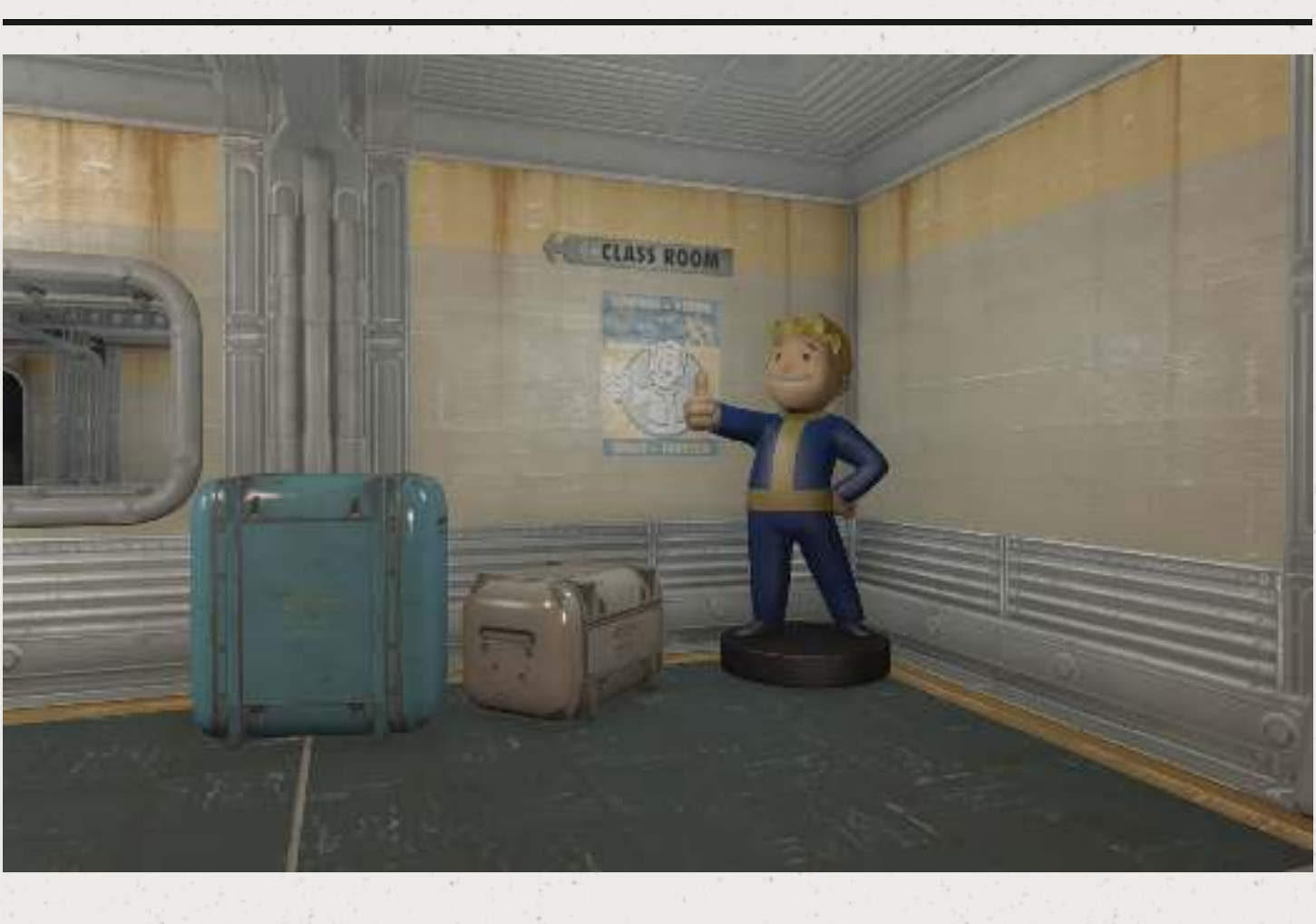


This subcategory offers only one new object: a clean version of the Eat-O-Tronic vending machine.

NEW MISCELLANEOUS WALL DECORATIONS

NAME	BUILD WITH	PREREQUISITES	NOTES
Eat-O-Tronic	Steel (4), Glass (2)	–	A well-preserved, wall-mounted vending machine.

DECORATIONS > VAULT

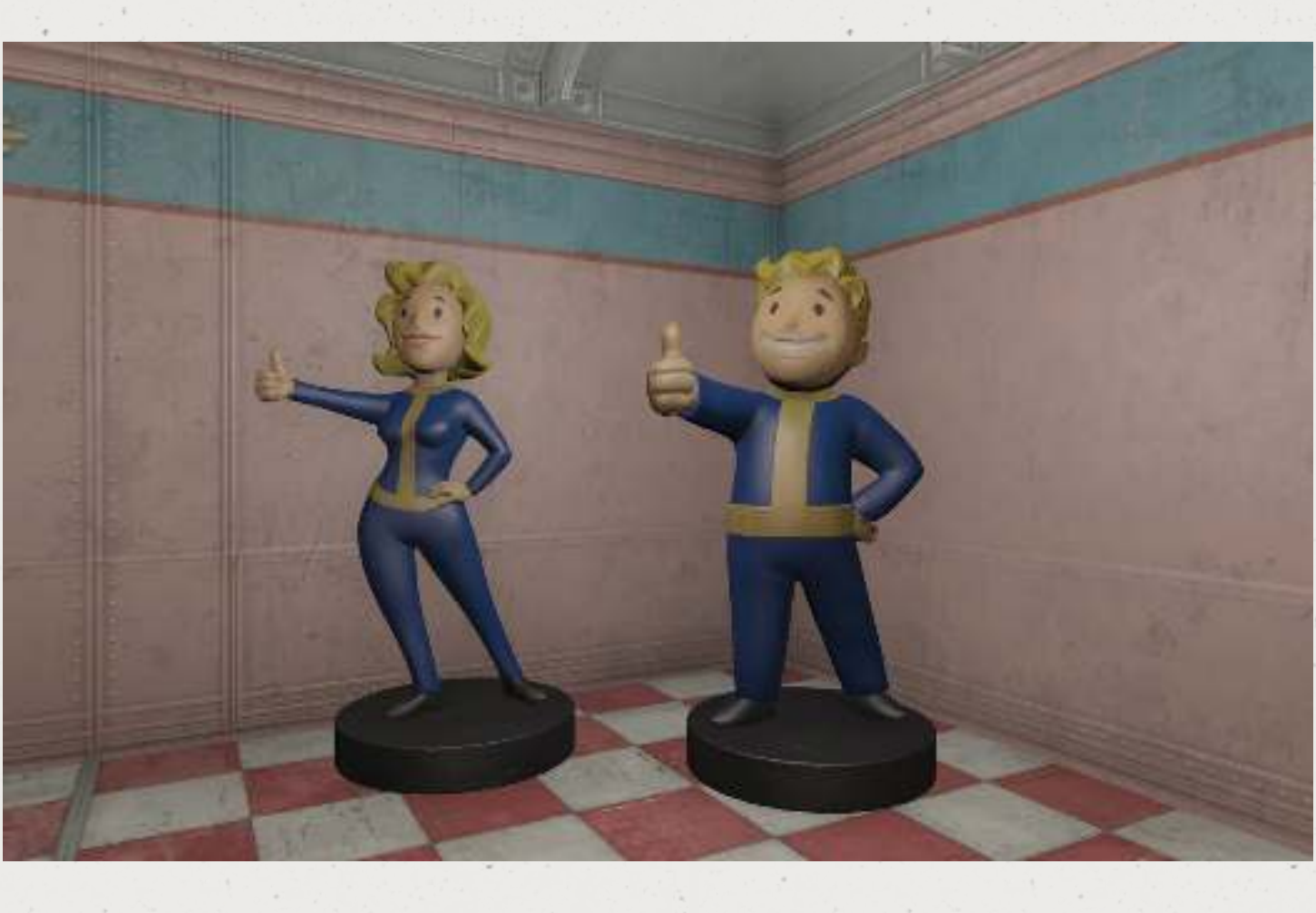


This all-new subcategory contains a variety of decorative items. Explore this part of the Workshop menu to find everything from cheery Vault-Boy posters to non-functioning control consoles.

NEW OR EXPANDED SUBCATEGORIES:

- Decorations > Vault > Statues
- Decorations > Vault > Posters
- Decorations > Vault > Signs
- Decorations > Vault > Miscellaneous

Decorations > Vault > Statues

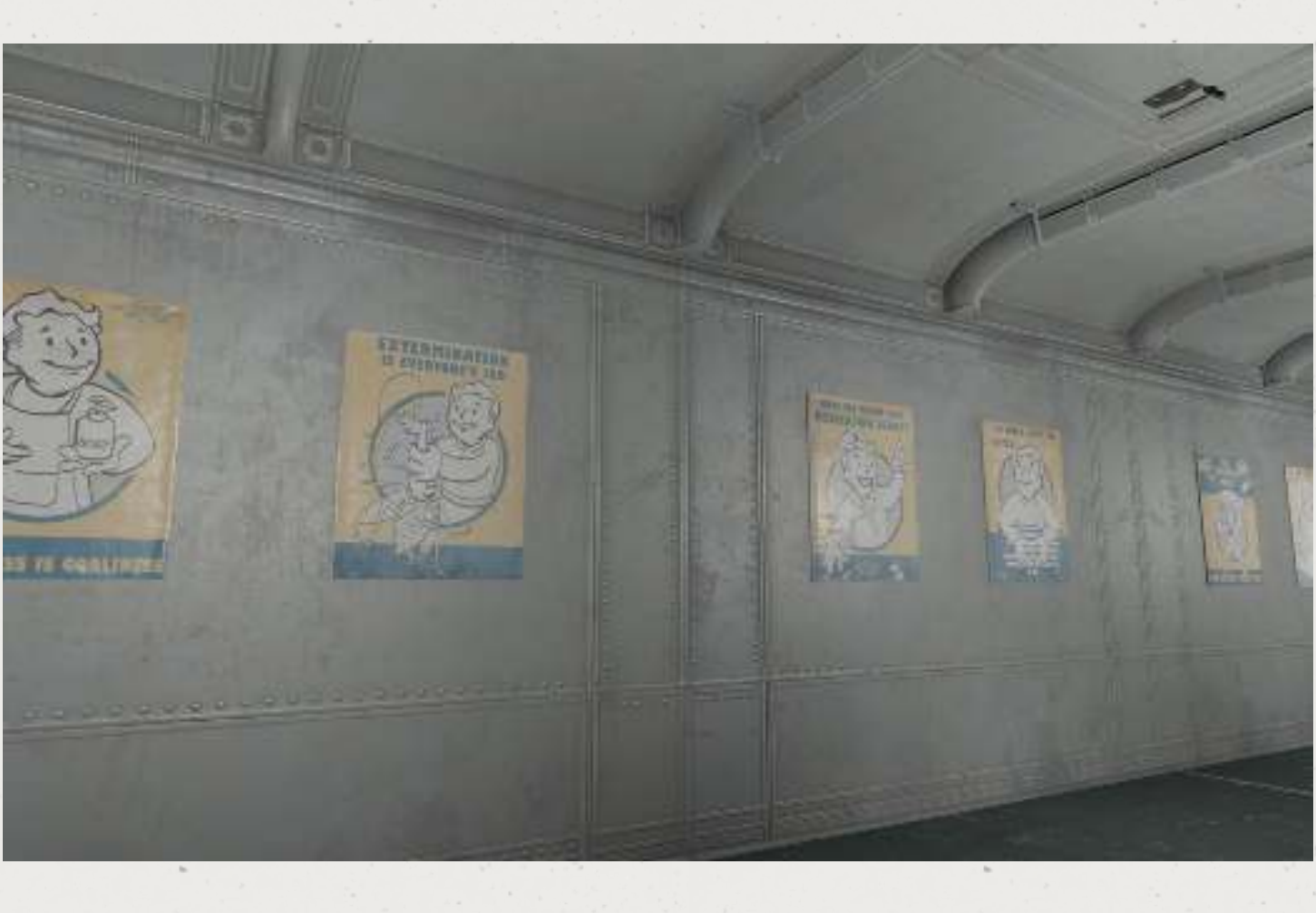


This subcategory contains colorful statues of Vault-Boy and Vault-Girl.

VAULT STATUES

NAME	BUILD WITH	PREREQUISITES	NOTES
Vault-Girl Statue	Concrete (3), Steel (5)	–	A large statue.
Vault-Boy Statue	Concrete (3), Steel (5)	–	A large statue.

Decorations > Vault > Posters



This subcategory contains a variety of Vault-Boy posters, each of which was intended to inspire, educate, or placate Vault-Tec clients during their time underground.

VAULT POSTERS

NAME	BUILD WITH	PREREQUISITES	NOTES
Vault Poster	Cloth (2)	Unlock a Vault 88 Workshop.	A wall-mounted poster. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault Poster	Cloth (2)	Unlock a Vault 88 Workshop.	A wall-mounted poster. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault Poster	Cloth (2)	Unlock a Vault 88 Workshop.	A wall-mounted poster. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
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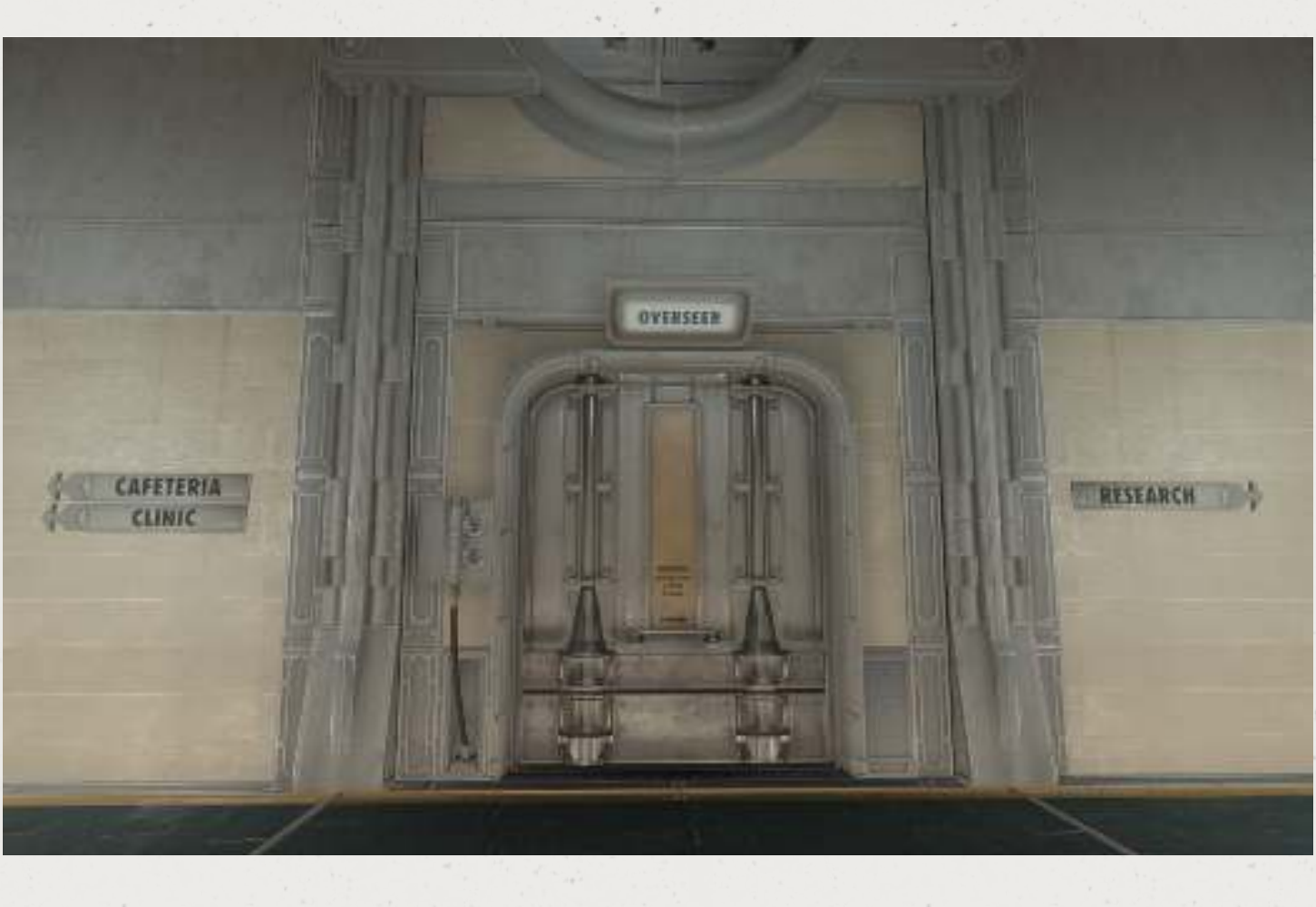
Vault Poster	Cloth (2)	Unlock a Vault 88 Workshop.	A wall-mounted poster. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault Poster	Cloth (2)	Unlock a Vault 88 Workshop.	A wall-mounted poster. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault Poster	Cloth (2)	Unlock a Vault 88 Workshop.	A wall-mounted poster. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault Poster	Cloth (2)	Unlock a Vault 88 Workshop.	A wall-mounted poster. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault Poster	Cloth (2)	Unlock a Vault 88 Workshop.	A wall-mounted poster. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault Poster	Cloth (2)	Unlock a Vault 88 Workshop.	A wall-mounted poster. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault Poster	Cloth (2)	Unlock a Vault 88 Workshop.	A wall-mounted poster. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault Poster	Cloth (2)	Unlock a Vault 88 Workshop.	A wall-mounted poster. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault Poster	Cloth (2)	Unlock a Vault 88 Workshop.	A wall-mounted poster. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault Poster	Cloth (2)	Unlock a Vault 88 Workshop.	A wall-mounted poster. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault Poster	Cloth (2)	Unlock a Vault 88 Workshop.	A wall-mounted poster. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault Poster	Cloth (2)	Unlock a Vault 88 Workshop.	A wall-mounted poster. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault Poster	Cloth (2)	Unlock a Vault 88 Workshop.	A wall-mounted poster. Use is limited to Vault 88 until the Vault-Tec quest line is complete.

Decorations > Vault > Signs



This subcategory contains a selection of Vault-related navigational signs.

VAULT SIGNS

NAME	BUILD WITH	PREREQUISITES	NOTES
Vault - Residential	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Requires power. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault - Maintenance	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Requires power. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault - Lavatory	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Requires power. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault - Clinic	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Requires power. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault - Cafeteria	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Requires power. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault - Reactor	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Requires power. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault - Class Room	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Requires power. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault - Barber	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Requires power. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault - Hydroponics	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Requires power. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault - Commissary	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Requires power. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault - Security	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Requires power. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault - Overseer	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Requires power. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault - Atrium	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Requires power. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault - Exit Zone	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Requires power. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault - Research	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Requires power. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault - Screening	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Requires power. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault - Residential	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault - Maintenance	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault - Lavatory	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault - Clinic	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault - Cafeteria	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault - Reactor	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault - Class Room	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault - Barber	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault - Hydroponics	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault - Commissary	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault - Security	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault - Overseer	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
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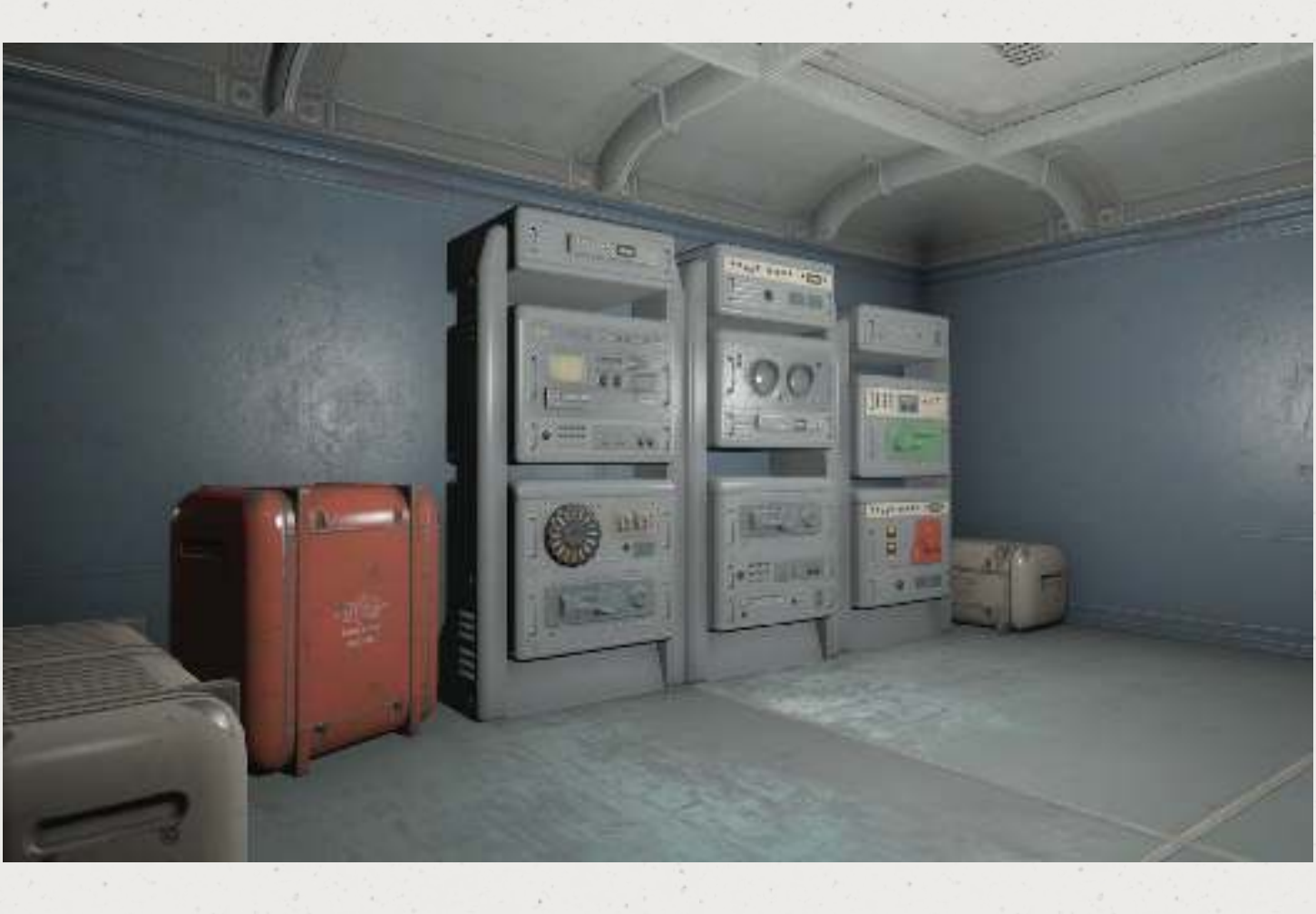
Vault - Exit Zone	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault - Research	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault - Screening	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault - Left Arrow	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault - Right Arrow	Steel (3)	Unlock a Vault 88 Workshop.	A wall-mounted sign. Use is limited to Vault 88 until the Vault-Tec quest line is complete.

Decorations > Vault > Miscellaneous



This subcategory contains a selection of control consoles, Vault-Tec crates, and artificial trees.

MISCELLANEOUS VAULT DECORATIONS

NAME	BUILD WITH	PREREQUISITES	NOTES
Console	Steel (6), Circuitry (3), Copper (3)	Unlock a Vault 88 Workshop.	A freestanding control console. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Console	Steel (6), Circuitry (3), Copper (3)	Unlock a Vault 88 Workshop.	A freestanding control console. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Console	Steel (6), Circuitry (3), Copper (3)	Unlock a Vault 88 Workshop.	A freestanding control console. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Crate	Steel (4)	Unlock a Vault 88 Workshop.	A small metal crate. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Crate	Steel (4)	Unlock a Vault 88 Workshop.	A small metal crate. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Crate	Steel (4)	Unlock a Vault 88 Workshop.	A small metal crate. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Crate	Steel (4)	Unlock a Vault 88 Workshop.	A small metal crate. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Crate	Steel (4)	Unlock a Vault 88 Workshop.	A small metal crate. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Crate	Steel (4)	Unlock a Vault 88 Workshop.	A tall metal crate. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Crate	Steel (4)	Unlock a Vault 88 Workshop.	A tall metal crate. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Crate	Steel (4)	Unlock a Vault 88 Workshop.	A tall metal crate. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Crate	Steel (4)	Unlock a Vault 88 Workshop.	A tall metal crate. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Crate	Steel (4)	Unlock a Vault 88 Workshop.	A tall metal crate. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Crate	Steel (4)	Unlock a Vault 88 Workshop.	A long metal crate. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Crate	Steel (4)	Unlock a Vault 88 Workshop.	A long metal crate. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
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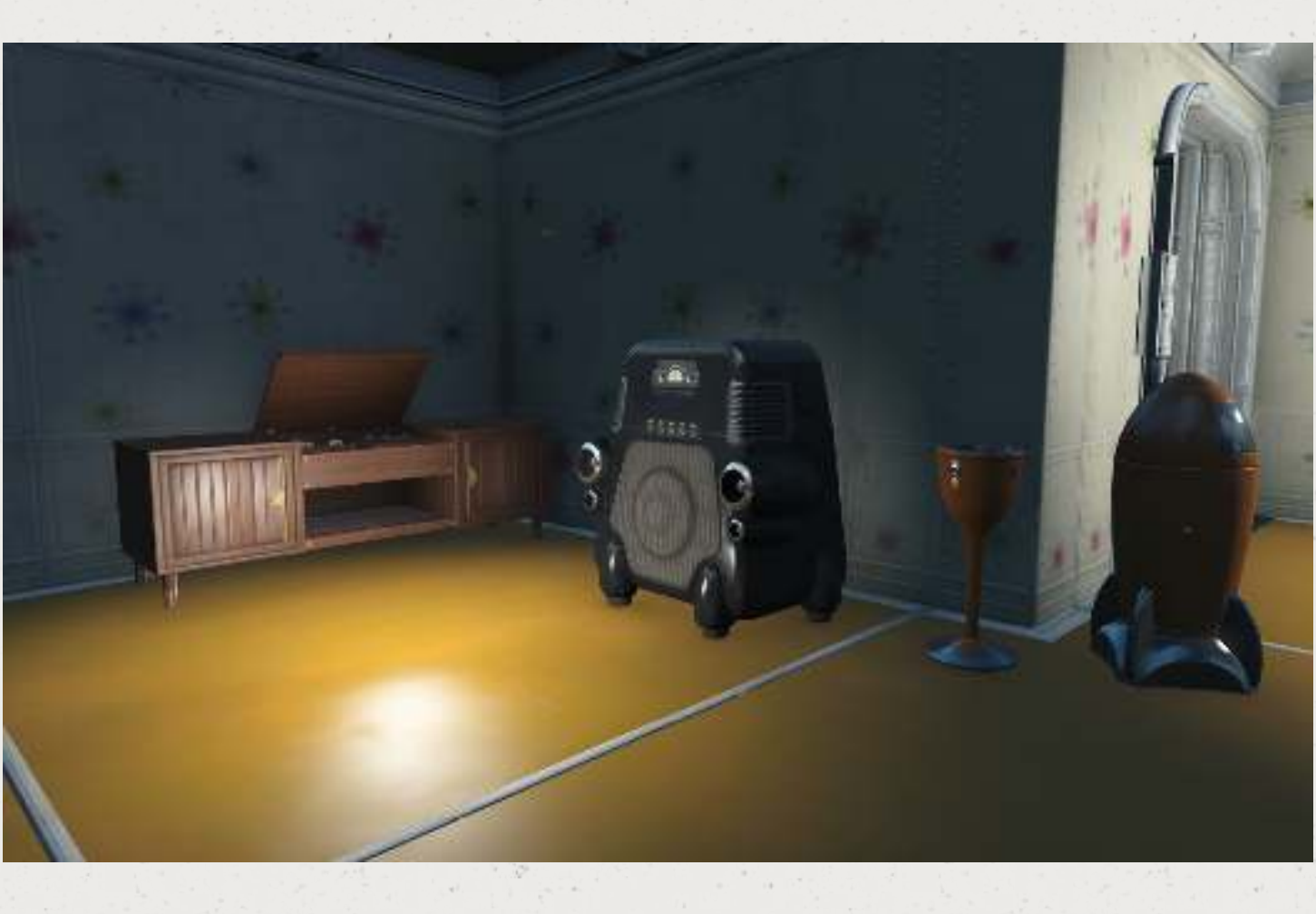
Crate	Steel (4)	Unlock a Vault 88 Workshop.	A long metal crate. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Crate	Steel (4)	Unlock a Vault 88 Workshop.	A long metal crate. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Crate	Steel (4)	Unlock a Vault 88 Workshop.	A large metal crate. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Crate	Steel (4)	Unlock a Vault 88 Workshop.	A large metal crate. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Crate	Steel (4)	Unlock a Vault 88 Workshop.	A large metal crate. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Crate	Steel (4)	Unlock a Vault 88 Workshop.	A large metal crate. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Crate	Steel (4)	Unlock a Vault 88 Workshop.	A large metal crate. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Tree	Wood (4), Glass (2)	–	A festive tree.
Tree	Wood (4), Glass (2)	–	A festive tree.

Decorations > Miscellaneous



This subcategory now contains a nice selection of new items, many of which are clean versions of familiar Workshop offerings.

NEW MISCELLANEOUS DECORATIONS

NAME	BUILD WITH	PREREQUISITES	NOTES
Jukebox	Circuitry (2), Plastic (2), Copper (2), Glass (2), Steel (2)	–	Requires 2 Power.
Ashtray	Steel (4)	–	A well-preserved ash tray.
Radio	Circuitry (1), Plastic (2), Copper (1), Rubber (2)	–	Tuned to Classical Radio.
Speaker	Circuitry (1), Copper (1), Rubber (2), Steel (2)	–	Tuned to Classical Radio.
Stereo	Wood (4), Circuitry (2), Copper (2)	–	A large, non-functioning audio system.
The Sicilian Espresso Machine	Steel (4), Rubber (1)	–	A large, non-functioning espresso machine.
Trash Can	Steel (4)	–	A well-preserved trash can.

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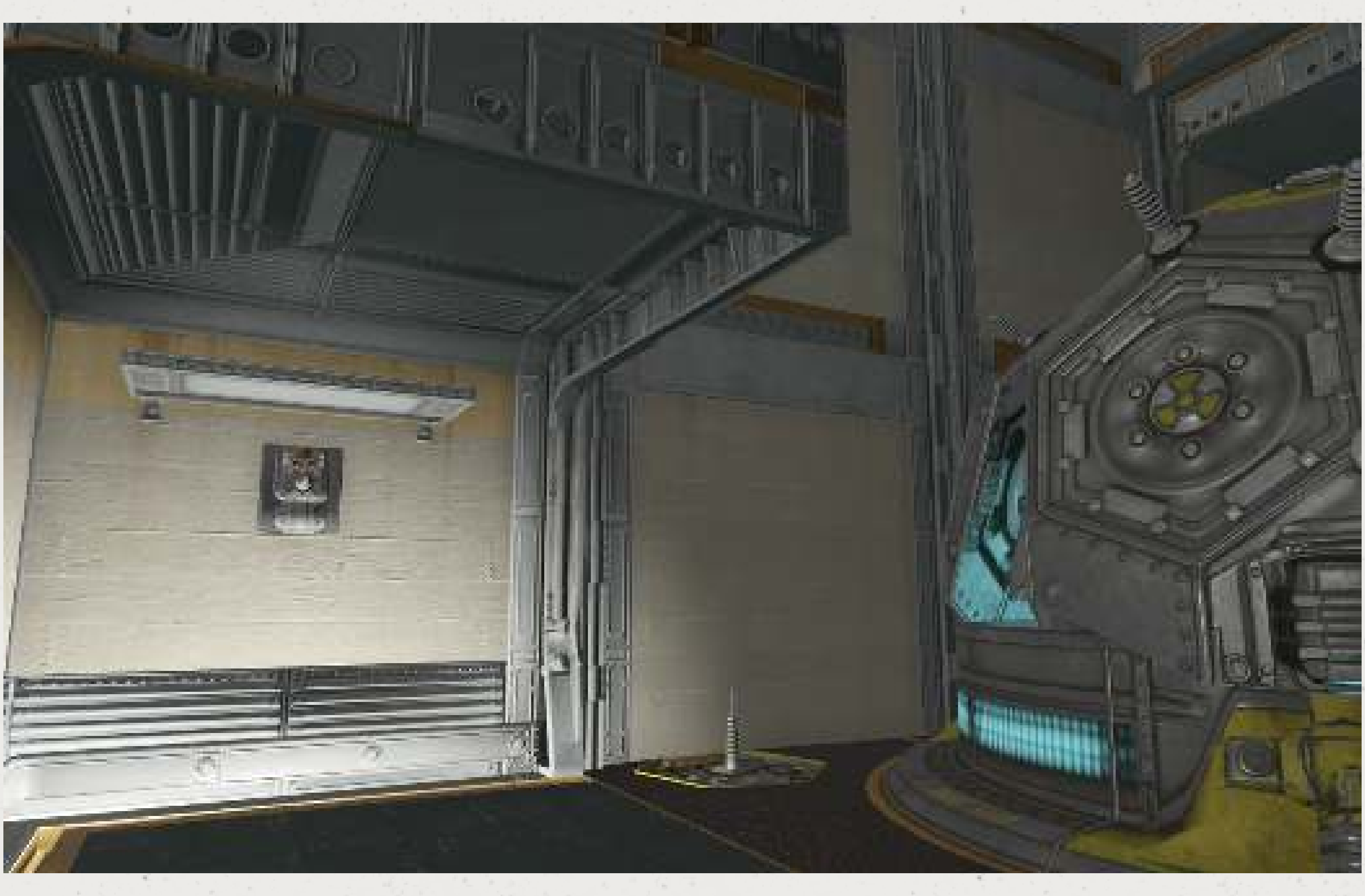
Fallout 4
BUILD A BRIGHTER FUTURE...UNDERGROUND!
VAULT-TEC
WORK SHOP
VAULT 81

Vault-Tec Workshop Items

Power

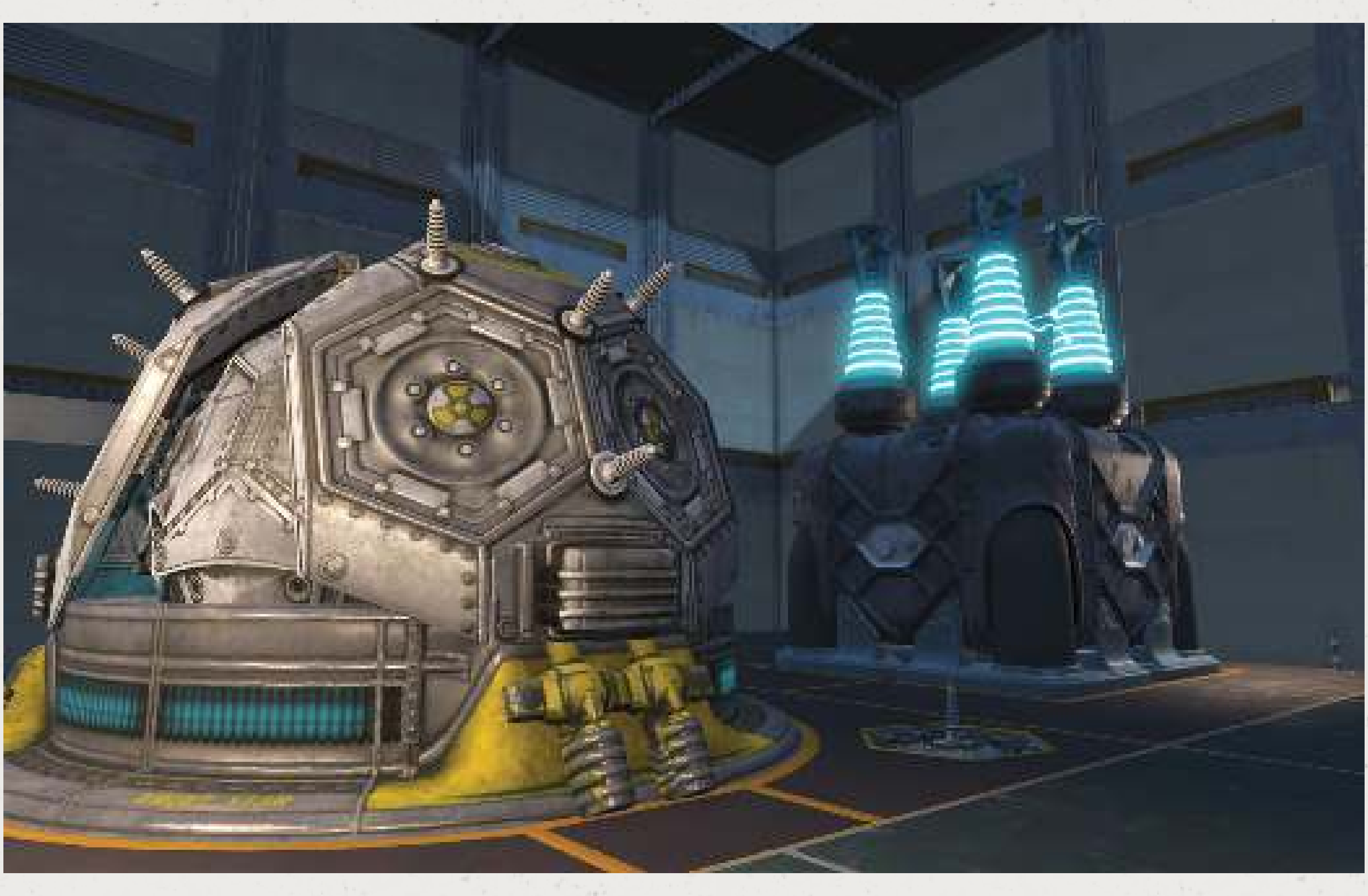


This section of the workshop menu contains new generators, connectors, light options, and a particularly useful tool for settlement management.

NEW OR EXPANDED SUBCATEGORIES:

- Power > Generators
- Power > Connectors & Switches
- Power > Lights
- Power > Miscellaneous

POWER > GENERATORS



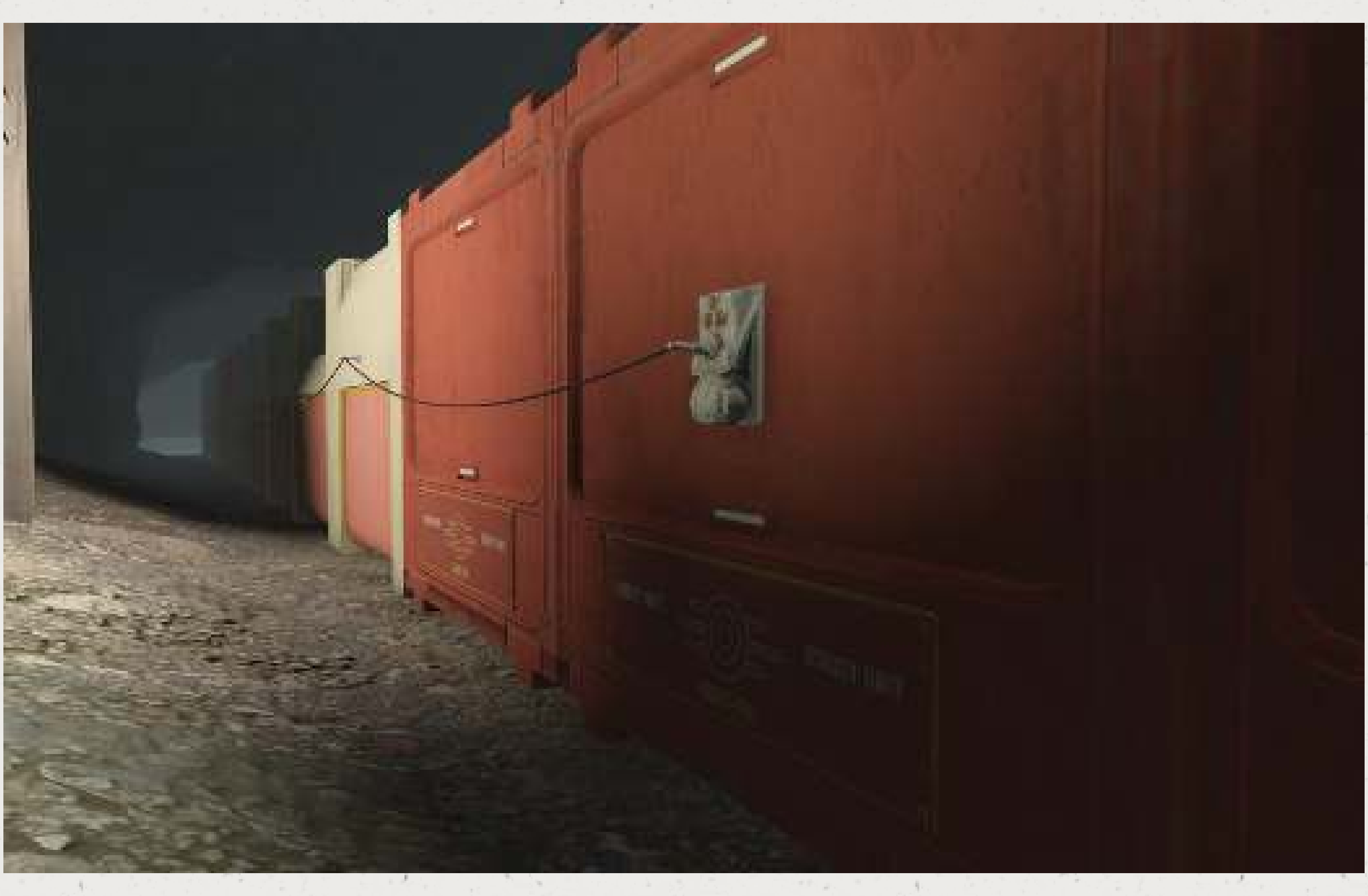
Heavily developed settlements come with significant power demands. Luckily, the Vault-Tec Workshop adds some very powerful (if somewhat costly) generators to this subcategory.

Vault-Tec Reactors (and Super Reactors) are designed to connect directly to Vault-Tec structures, piping a steady supply of power throughout an entire facility. Of course, these generators also feature more traditional wire anchors, ensuring that any power-hungry settlement can benefit from these efficient and surprisingly quiet reactors.

NEW GENERATORS

NAME	BUILD WITH	PREREQUISITES	NOTES
Vault-Tec Reactor	Steel (15), Rubber (15), Nuclear Material (40), Ceramic (10), Copper (10), Aluminum (15)	Unlock a Vault 88 Workshop.	Produces 150 **Power**. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Vault-Tec Super-Reactor	Steel (30), Rubber (30), Nuclear Material (100), Ceramic (15), Copper (20), Aluminum (30)	Unlock a Vault 88 Workshop.	Produces 500 **Power**. Use is limited to Vault 88 until the Vault-Tec quest line is complete.

POWER > CONNECTORS & SWITCHES



This subcategory now contains a few new conduits specifically designed for life underground. Vault-Tech structures feature embedded conduits that allow power to pass through all connected rooms. However, tapping into this power generally requires a "Vault Power Conduit." Once in place, this device not only serves as an active wire anchor, it emits a considerable amount of radiant power. You'll also find a small selection of low-profile power conduits, minimizing the space required for additional wiring.

It should be noted that while the "Vault Power Conduit" can only snap to the center of a smooth Vault-Tec wall, smaller conduits can be attached to virtually any surface.

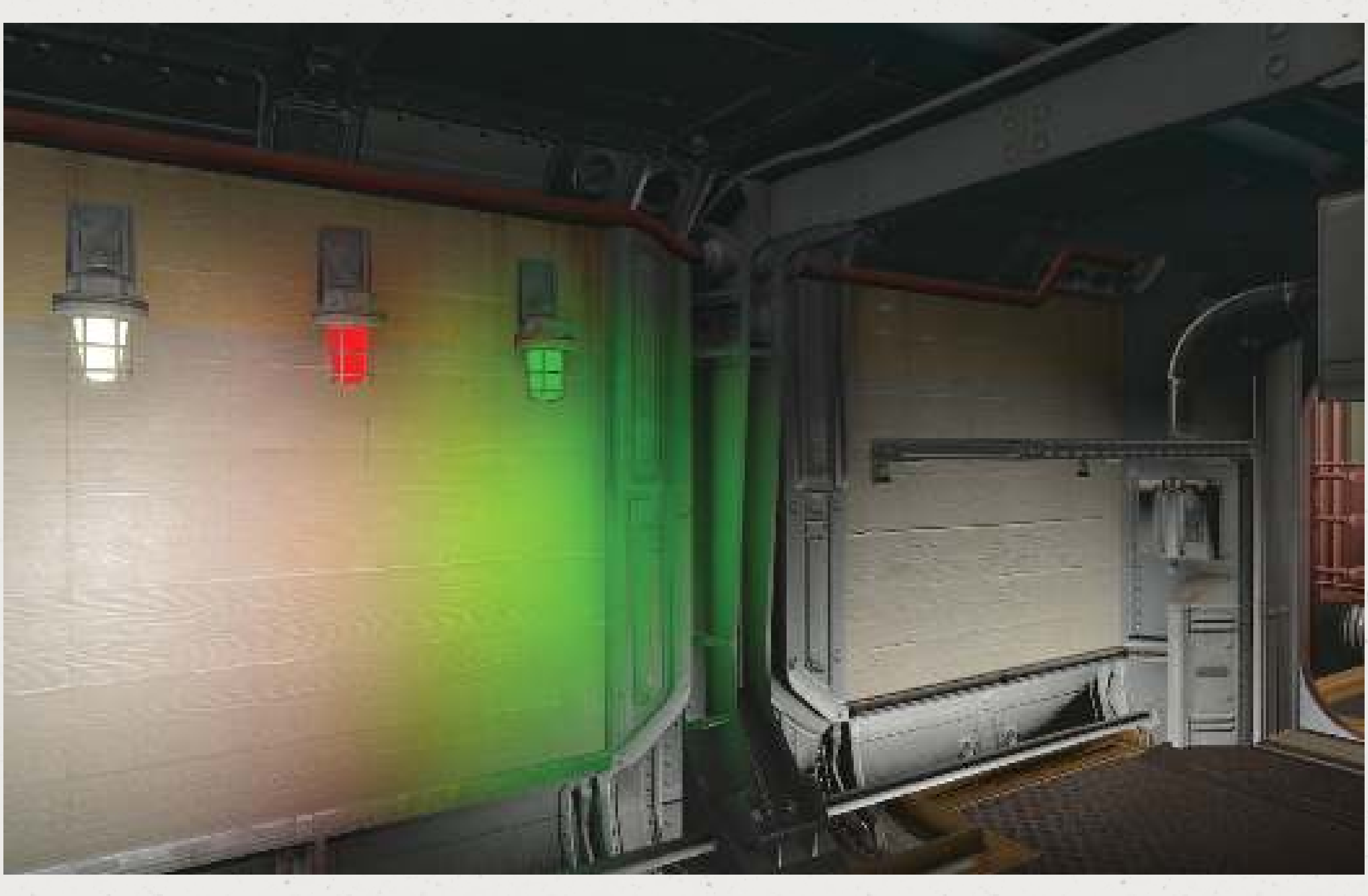
TROUBLESHOOTING POWER ISSUES

As long as a "Vault **Power** Conduit" is snapped to a wall, it's capable of drawing **power** from (and delivering **power** to) a Vault-Tec structure. If nearby lights or connected devices remain inactive, look for any breaks between the conduit and your **power** source. Ensure that all connected **structures** are of Vault-Tec design, and that all of the related walls and floors are snapped together.

NEW CONNECTORS

NAME	BUILD WITH	PREREQUISITES	NOTES
Vault **Power** Conduit	Steel (2), Copper (2), Ceramic (2)	Unlock a Vault 88 Workshop.	This **power** conduit may be snapped into **Vault structures** to transmit **power** from them. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Power Conduit	Steel (1), Copper (2), Ceramic (1)	Unlock a Vault 88 Workshop.	A ceiling-mounted wire anchor. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Power Conduit	Steel (1), Copper (2), Ceramic (1)	Unlock a Vault 88 Workshop.	A floor-mounted wire anchor. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Power Conduit	Steel (1), Copper (2), Ceramic (1)	Unlock a Vault 88 Workshop.	A wall-mounted wire anchor. Use is limited to Vault 88 until the Vault-Tec quest line is complete.

POWER > LIGHTS

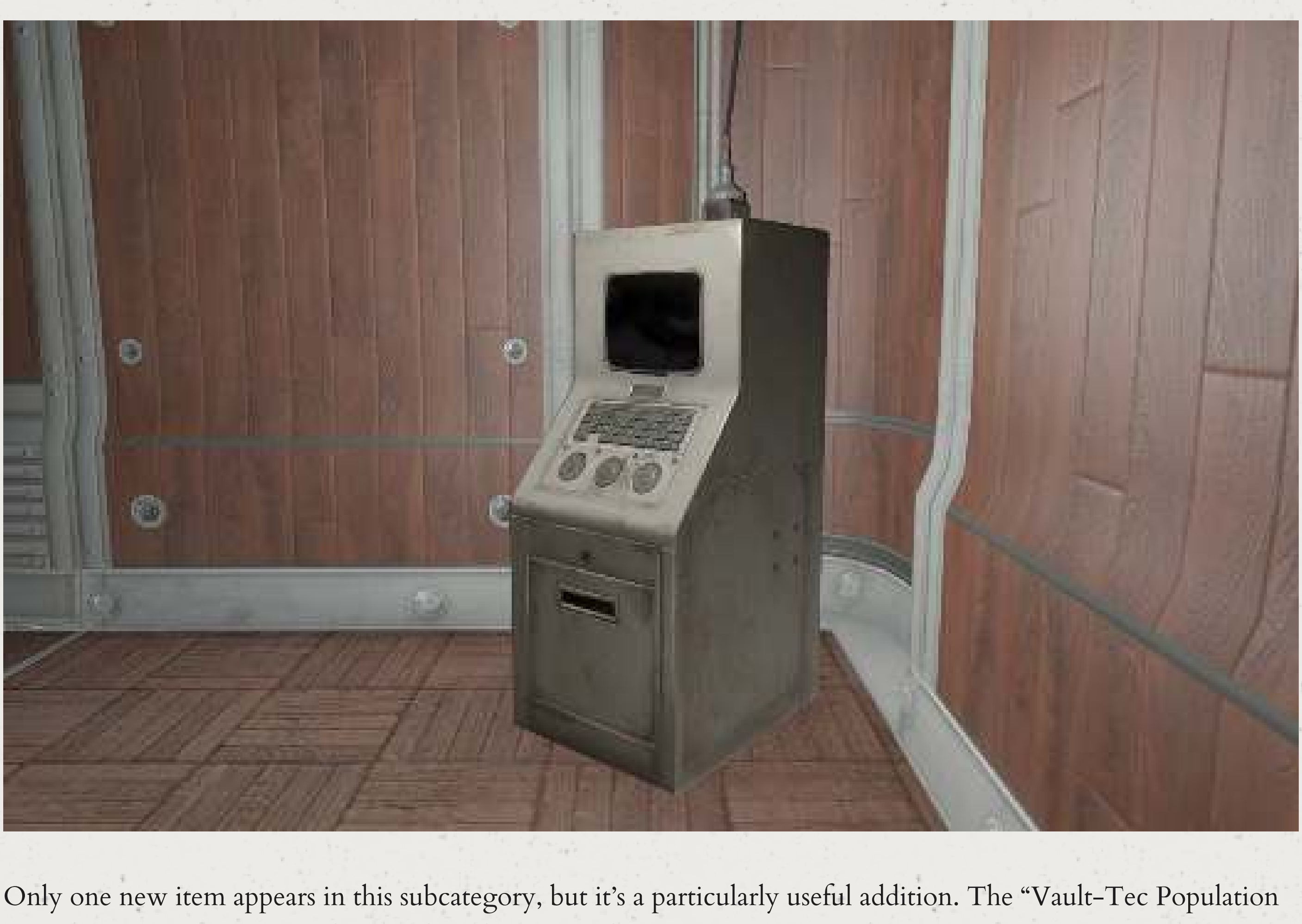


Within the confines of a Vault, space is at a premium. Luckily, this section of the Workshop menu now includes some low-profile fluorescent lights. In fact, many of the new additions can actually be mounted within Vault room ceilings, allowing aesthetically-minded builders to hide light sources from view. This subcategory also contains some new tinted lights for those who prefer a bit of color.

NEW LIGHTS

NAME	BUILD WITH	PREREQUISITES	NOTES
Wall Light - White	Steel (1), Copper (1), Glass (1)	–	A wall-mounted light. Requires **power**.
Wall Light - Red	Steel (1), Copper (1), Glass (1)	–	A wall-mounted light. Requires **power**.
Wall Light - Green	Steel (1), Copper (1), Glass (1)	–	A wall-mounted light. Requires **power**.
Fluorescent Ceiling Light	Steel (1), Copper (1), Glass (1)	–	A ceiling-mounted light. Requires **power**.
Fluorescent Ceiling Light	Steel (2), Copper (1), Glass (1)	–	A ceiling-mounted light. Requires **power**.
Fluorescent Ceiling Light	Steel (2), Copper (1), Glass (1)	–	A ceiling-mounted light. Requires **power**.
Fluorescent Ceiling Light	Steel (2), Copper (1), Glass (1)	–	A ceiling-mounted light. Requires **power**.
Fluorescent Ceiling Light	Steel (2), Copper (1), Glass (1)	–	A ceiling-mounted light. Requires **power**.
Fluorescent Wall Light	Steel (2), Copper (1), Glass (1)	–	A wall-mounted light. Requires **power**.
Fluorescent Wall Light	Steel (2), Copper (1), Glass (1)	–	A wall-mounted light. Requires **power**.

POWER > MISCELLANEOUS



Only one new item appears in this subcategory, but it's a particularly useful addition. The "Vault-Tec Population Management System" can offers all of the functions of a standard terminal, but it can also be used to manage a settlement's workforce, locate forgotten companions, and more.

NEW MISCELLANEOUS POWER ITEMS

NAME	BUILD WITH	PREREQUISITES	NOTES
Vault-Tec Population Management System	Rubber (2), Copper (2), Circuitry (2), Aluminum (4)	–	Use patented Vault-Tec management techniques to oversee your settlement. Requires 1 **Power**.

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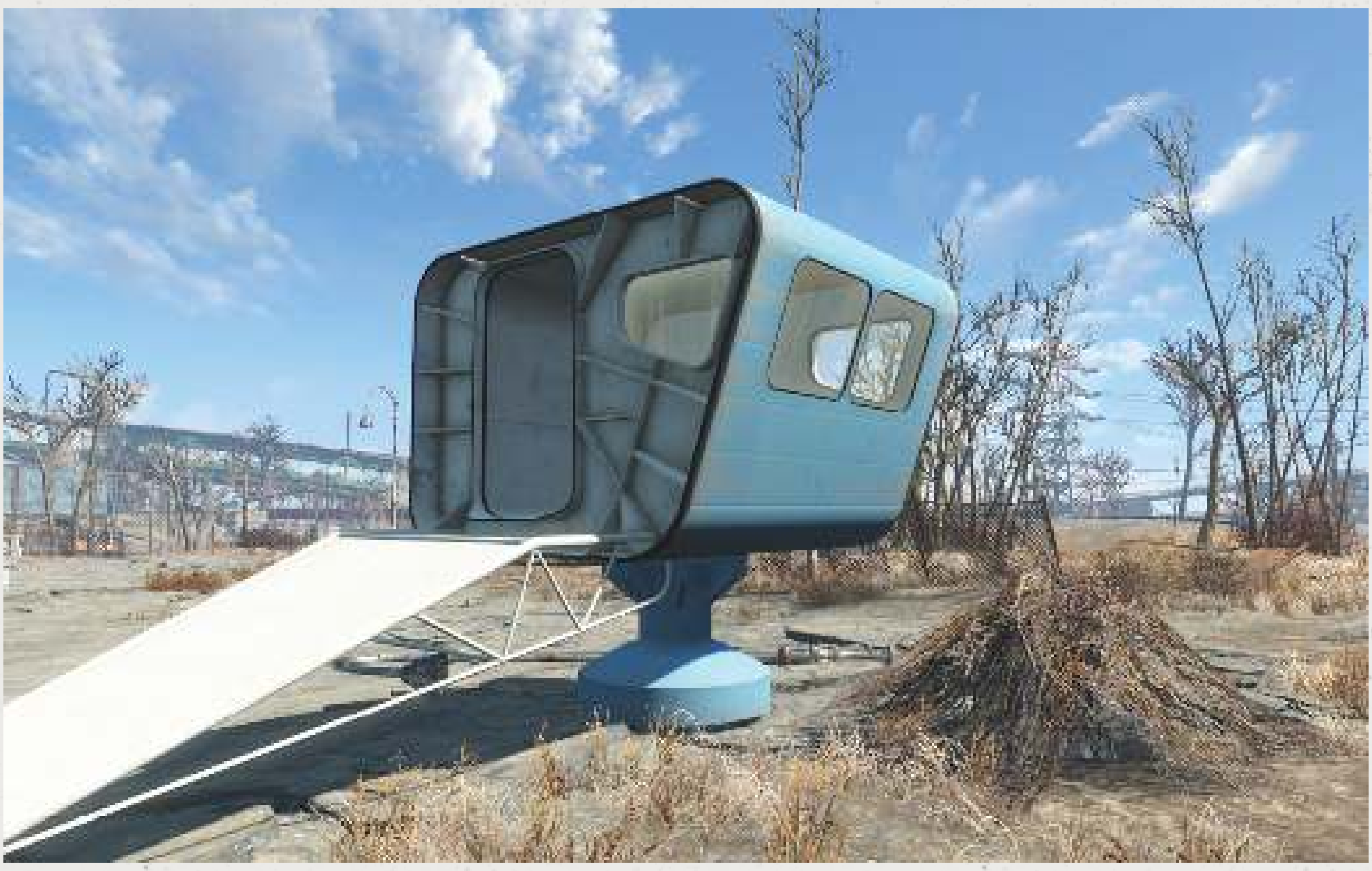
Fallout 4
VAULT-TEC
WORK SHOP
VAULT 81

Vault-Tec Workshop Items

Defense

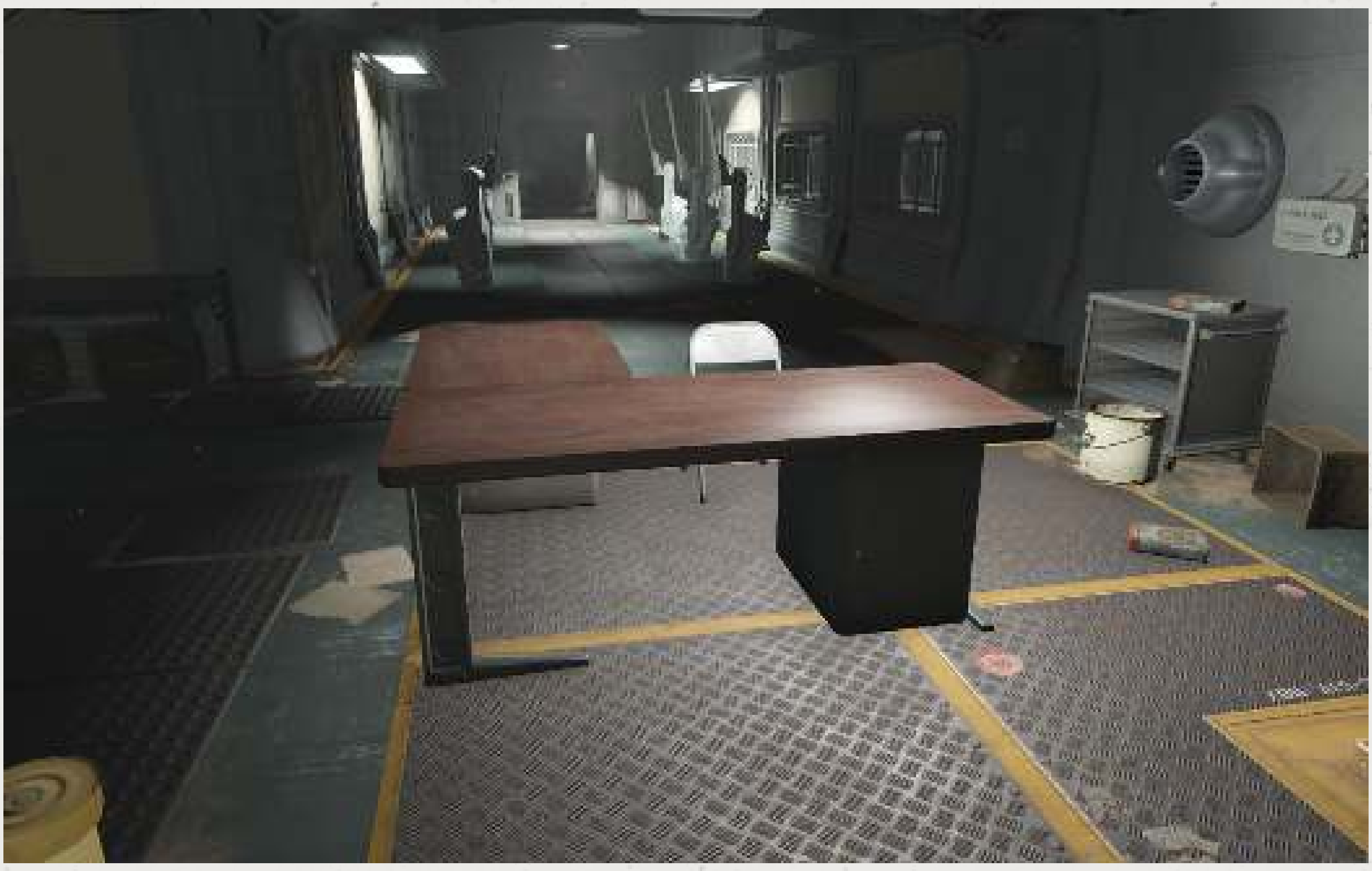


This section of the Workshop menu contains a few new additions, all of which come in the form of guard posts.

NEW OR EXPANDED SUBCATEGORIES:

- Defense > Guard Posts

DEFENSE > GUARD POSTS



This subcategory contains three new guard posts, and while these items are functionally identical to the Workshop menu's default offerings, the new sizes, shapes, and styles can be used to add a bit of security to virtually any location within a settlement.

NEW GUARD POSTS

NAME	BUILD WITH	PREREQUISITES	NOTES
Control Post	Steel (10), Rubber (3)	Unlock a Vault 88 Workshop.	Produces 2 **Defense**. Requires an assigned worker. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Security Desk	Steel (4), Wood (2)	Unlock a Vault 88 Workshop.	Produces 2 **Defense**. Requires an assigned worker. Use is limited to Vault 88 until the Vault-Tec quest line is complete.
Guard Post	Steel (6)	Unlock a Vault 88 Workshop.	Produces 2 **Defense**. Requires an assigned worker. Use is limited to Vault 88 until the Vault-Tec quest line is complete.

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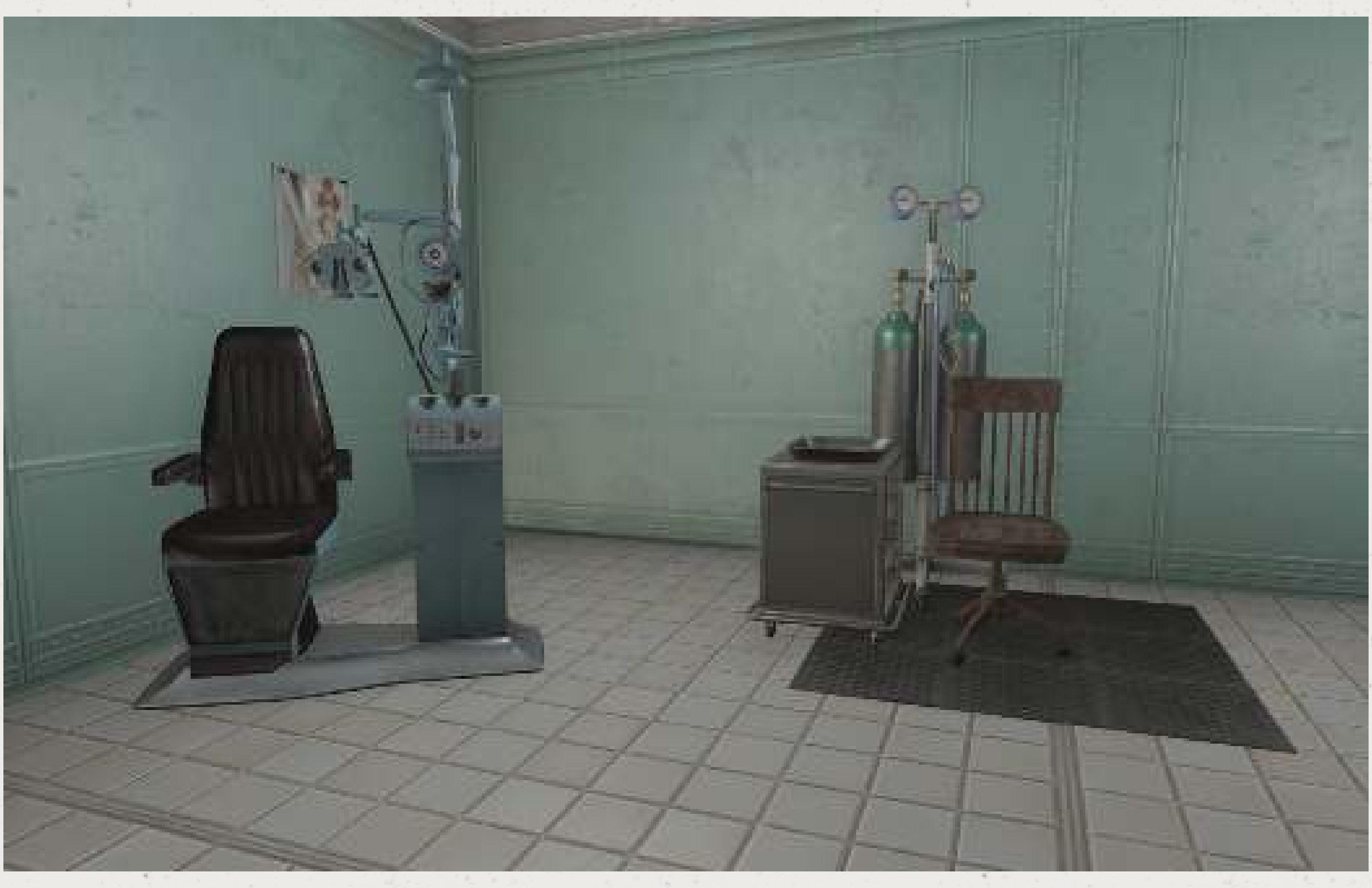
Fallout 4
BUILD A BRIGHTER FUTURE...UNDERGROUND!
VAULT-TEC
WORK SHOP
VAULT 81

Vault-Tec Workshop Items

Resources

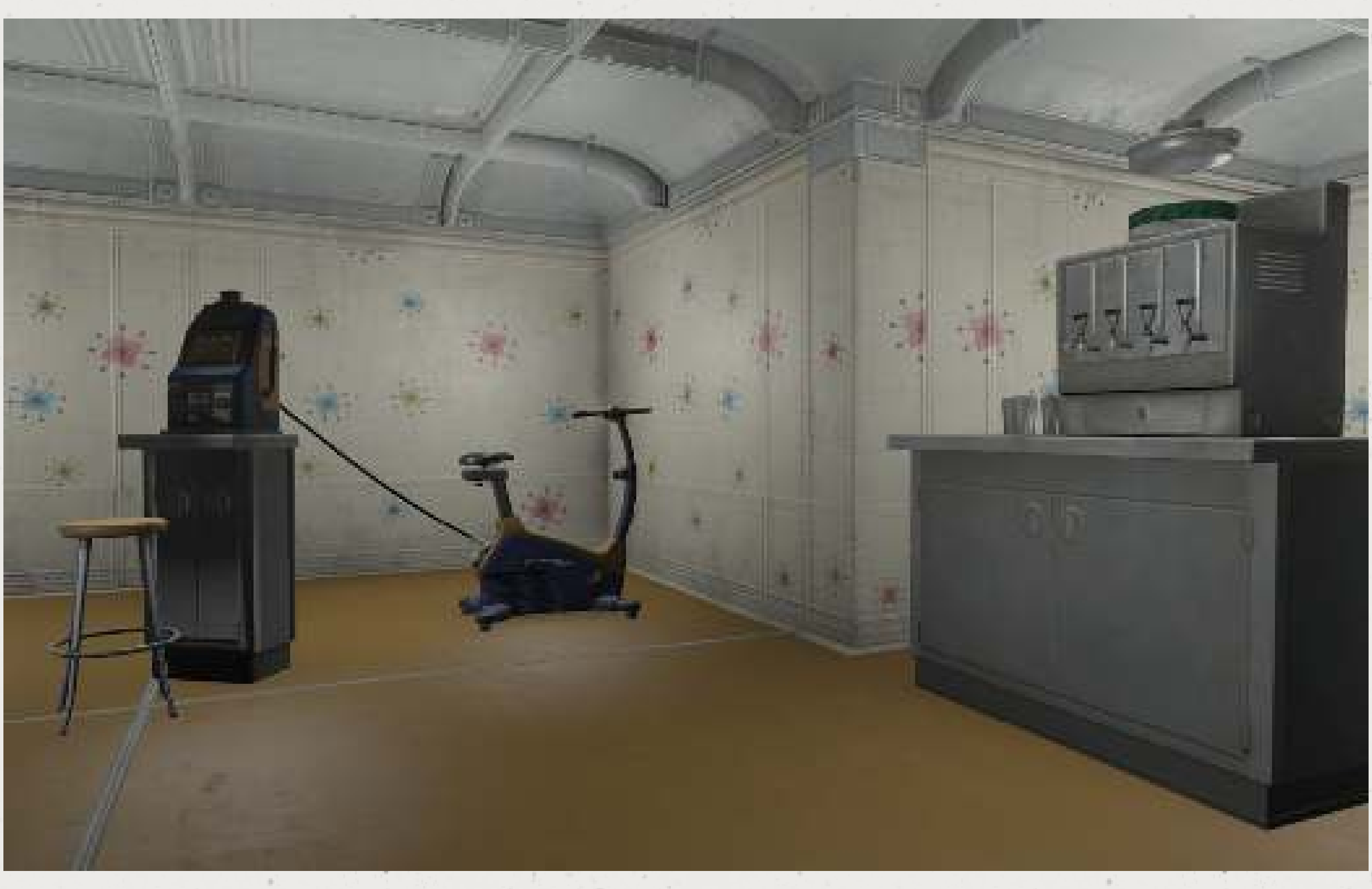


Resource management is the key to a safe and productive settlement. Luckily, Vault-Tec has added some handy new tools to this section of the Workshop menu.

NEW OR EXPANDED SUBCATEGORIES:

- Resources > Vault
- Resources > Miscellaneous

RESOURCES > VAULT

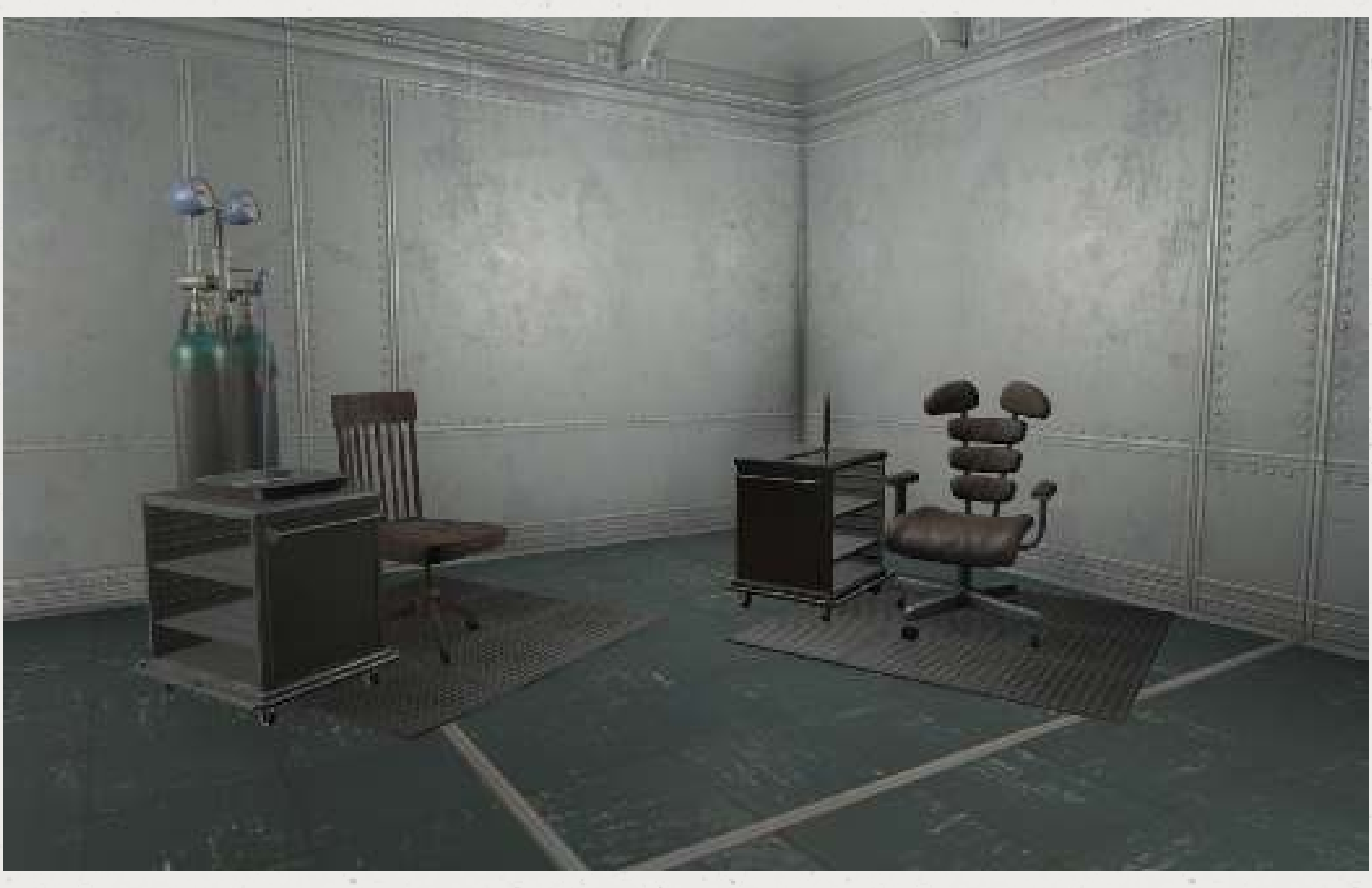


Once you've complete the Vault-Tec quest line, this all-new subcategory contains four buildable items. However, the choices you make during the related quests will determine the usefulness and construction costs of each offering. In any case, the items that appear in this section of the Workshop menu can be used to generate power, raise a settlement's Happiness rating, and provide you with temporary boosts to specific stats.

VAULT RESOURCE ITEMS

NAME	BUILD WITH	PREREQUISITES	NOTES
Power Cycle 1000 (Additional **Power**)	Steel (4), Screw (3), Rubber (2), Copper (4)	Complete Vault-Tec Quest: **Power** to the People using the "Additional **power** Production" parameters.	Requires an assigned worker. Produces 4 **Power** (while in use). Includes a chance of killing the assigned worker during use. Provides a temporary boost to Endurance.
Power Cycle 1000 (Sustained Usage)	Steel (4), Screw (3), Rubber (2), Copper (2), Buffout (4)	Complete Vault-Tec Quest: **Power** to the People using the "Sustained Usage Incentives" parameters.	Requires an assigned worker. Produces 2 **Power** (while in use). Promotes extended periods of use with a chance of killing the assigned worker each day. Provides a temporary boost to Endurance.
Power Cycle 1000 (Environmental Enhancer)	Steel (4), Screw (3), Rubber (2), Copper (2)	Complete Vault-Tec Quest: **Power** to the People using the "Environmental Enhancer" parameters.	Requires an assigned worker. Produces 2 **Power** (while in use). Provides a temporary boost to Endurance.
Phoropter (Subliminal Messages)	Steel (4), Glass (3), Aluminum (2), Nuclear Material (5), Circuitry (2)	Complete Vault-Tec Quest: **Vision of the Future** using the "Subliminal Messages" parameters.	Produces Happiness. Requires 6 **Power**. Includes a chance of killing one settler each day. Requires an assigned worker. Provides a temporary boost to Perception.
Phoropter (Vault Monitoring)	Steel (4), Glass (3), Aluminum (2), Nuclear Material (25)	Complete Vault-Tec Quest: **Vision of the Future** using the "Vault Monitoring" parameters.	Produces Happiness. Requires 3 **Power**. Requires an assigned worker. Includes a chance of killing one settler each day. Provides a temporary boost to Perception.
Phoropter (Improved Eye Care)	Steel (4), Glass (3), Aluminum (2), Nuclear Material (2)	Complete Vault-Tec Quest: **Vision of the Future** using the "Improved Eye Care" parameters.	Produces Happiness. Requires 3 **Power**. Requires an assigned worker. Provides a temporary boost to Perception.
Soda Fountain (Appetite Suppressant)	Steel (6), Glass (3)	Complete Vault-Tec Quest: **The Watering Hole** using the "Appetite Suppressant" parameters.	Produces Happiness. Requires 2 **Power**. Requires an assigned worker. Reduces **food** consumption while creating a small (daily) chance of a settler fatality.
Soda Fountain (Mood Enhancer)	Steel (6), Glass (3)	Complete Vault-Tec Quest: **The Watering Hole** using the "Mood Enhancer" parameters.	Produces Happiness. Requires 2 **Power**. Requires an assigned worker.
Soda Fountain (Generic Caffeination)	Steel (6), Glass (3)	Complete Vault-Tec Quest: **The Watering Hole** using the "Generic Caffeination" parameters.	Produces Happiness. Requires 2 **Power**. Requires an assigned worker.
Slot Machine (Indentured Servitude)	Steel (4), Screw (2), Plastic (3), Gear (2), Circuitry (2)	Complete Vault-Tec Quest: **Lady Luck** using the "Indentured Servitude" parameters.	Requires 1 **Power**. Generates 3 Bottlecaps per settler each day. Provides a temporary boost to Luck.
Slot Machine (Customer Profiling)	Steel (4), Screw (2), Plastic (3), Gear (2), Circuitry (2), Glass (2)	Complete Vault-Tec Quest: **Lady Luck** using the "Customer Profiling" parameters.	Produces Happiness. Requires 1 **Power**. Generates 1 Bottlecap per settler each day. Provides a temporary boost to Luck.
Slot Machine (Lost Revenue)	Steel (4), Screw (2), Plastic (3), Gear (2), Circuitry (2), Bottlecap (500)	Complete Vault-Tec Quest: **Lady Luck** using the "Lost Revenue" parameters.	Produces Happiness. Requires 1 **Power**. Provides a temporary boost to Luck.

RESOURCES > MISCELLANEOUS



This subcategory now contains two new items, both of which can be used to alter your appearance. Each of these stations requires an assigned worker to function, but they stand as convenient and cost-effective alternatives to the barbers and surgeons found in larger cities.

It's also worth noting that barber chairs provide benefits beyond your outward appearance. A functioning barber chair raises a settlement's Happiness rating, and using one provides a temporary Charisma boost.

NEW MISCELLANEOUS RESOURCE ITEMS

NAME	BUILD WITH	PREREQUISITES	NOTES
Barber Chair	Steel (2), Cloth (3), Wood (4), Aluminum (2)	–	Use the Barber Chair to alter your hairstyle. Produces Happiness. Requires an assigned worker. Provides temporary boost to Charisma.
Surgery Chair	Wood (3), Antiseptic (4), Aluminum (6), Cloth (3)	–	Use the Surgery Chair to alter your appearance. Requires an assigned worker.

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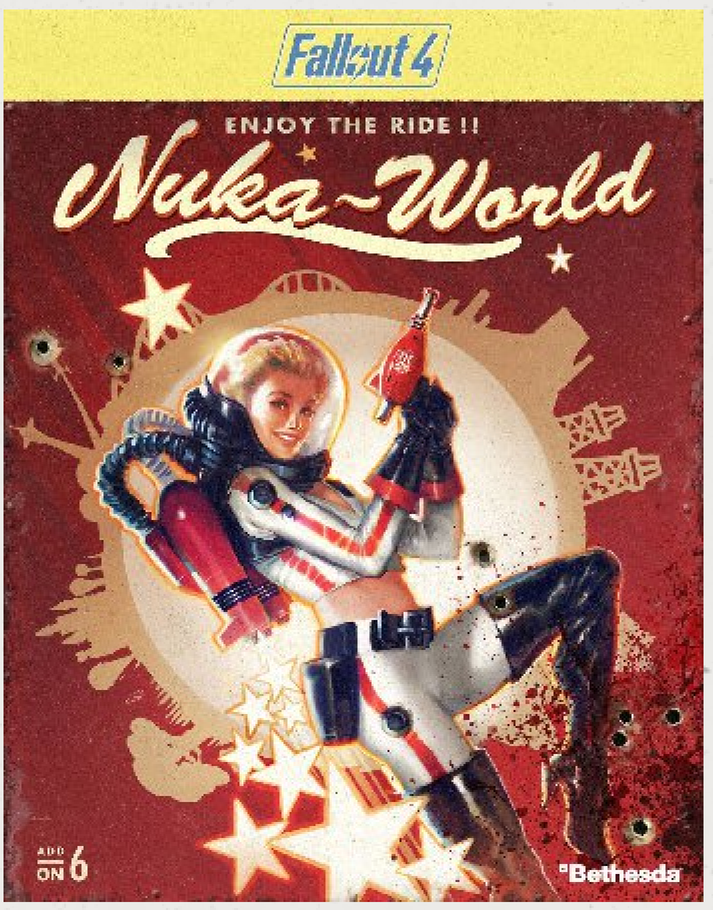
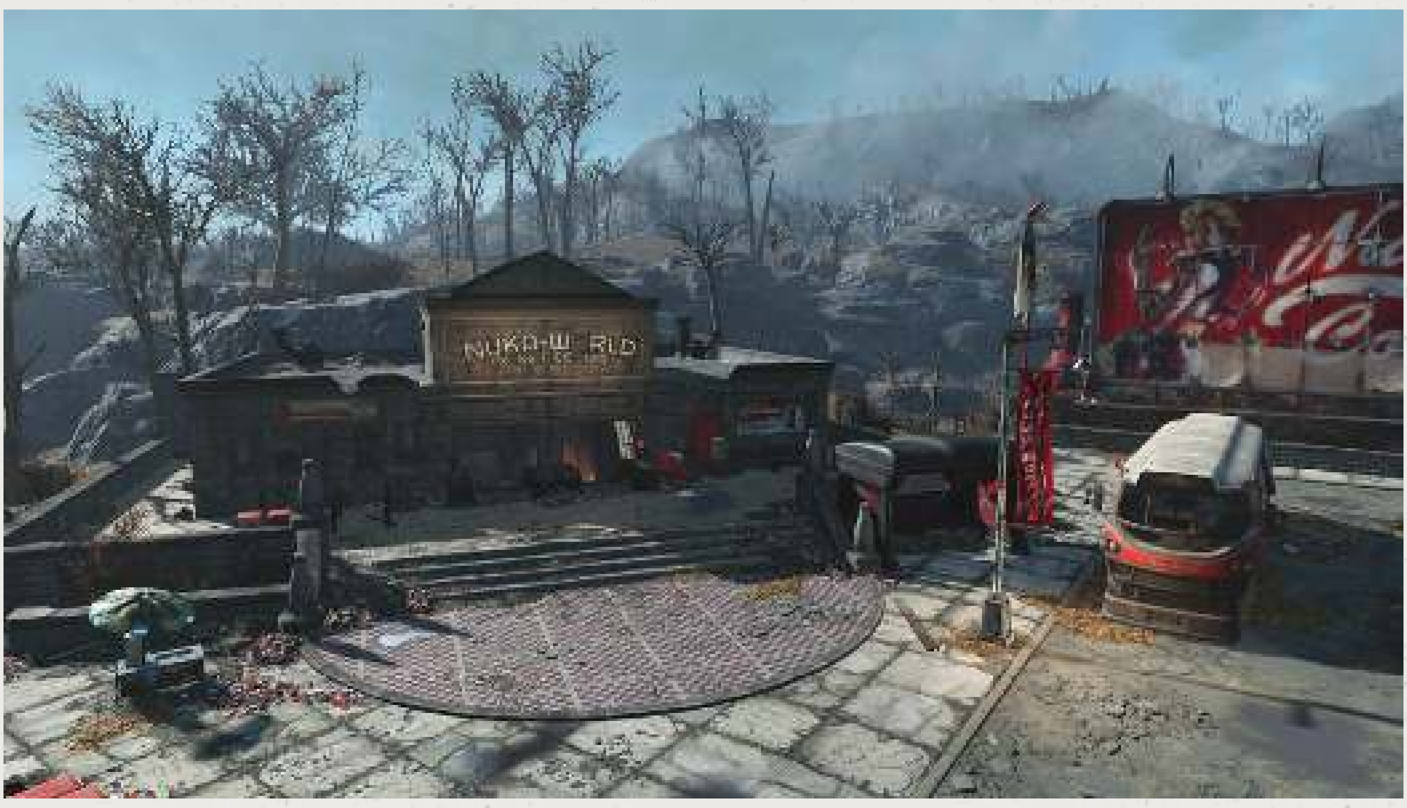
Fallout 4
ENJOY THE RIDE !!
Nuka-World

Getting Started



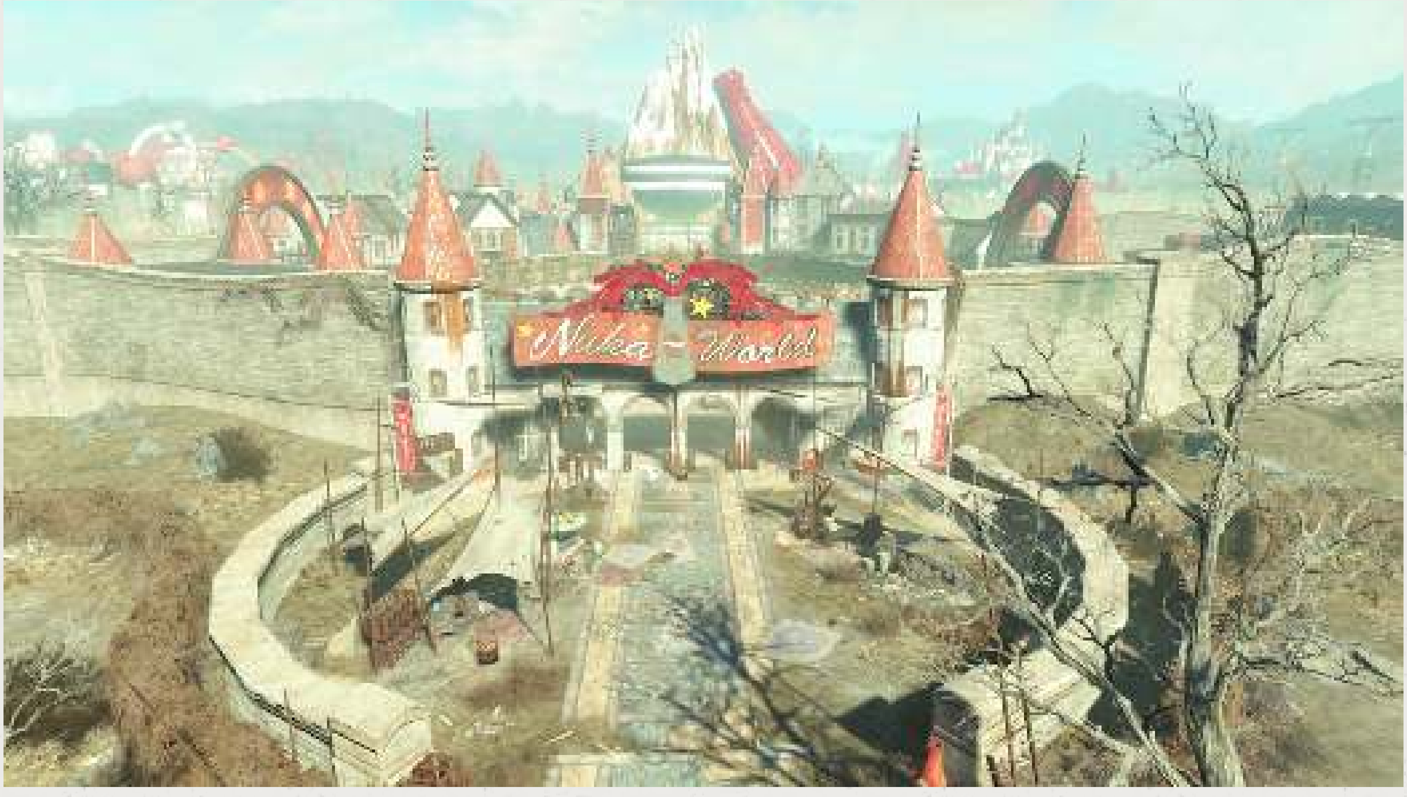
On the very western edge of the Commonwealth, farther west even than the Lonely Chapel, is the Nuka-World transit center; a ruin now overrun with Gunners. Tune your Pip-Boy Radio to the Nuka-Cola Family Radio to gain exact coordinates, and follow the recommendations set out in Nuka-World: Main Quest: All Aboard to reach this hub, with a monorail to the self-contained Nuka-World Theme Park, which itself is split into a few main areas (detailed on your Pip-Boy map, or the overview guide map).



HELPFUL HINT FROM VAULT BOY!

Nuka-World is hardly the kid's paradise it once was: Expect a full complement of unpleasant sorts, ranging from three vying Raider **factions** to new and terrifying monsters. Note that certain area (the Kiddie Kingdom) are being sprayed with radioactive mists, and many locations are tough to clear without proper equipment. Pack appropriate **Apparel** and **Chems** to boost your Radiation resistance, as well as your Charisma when dealing with those you'll forge alliances with.

Welcome to Nuka-World! Let's get one major fact out of the way immediately; the culmination of the Nuka-World Main Quests may result in conquering the various zones of the park for different Raider factions, before spreading the Raider's reach out into the Commonwealth itself. This means locating Commonwealth settlements, and turning them (through coercion or violence) into Raider Outposts. Naturally, if you've spent time cultivating friendships with Commonwealth factions, such as the Brotherhood of Steel or Minutemen (especially the Minutemen), these alliances may suffer or break; so be aware of your ultimate goals, and understand the consequences your choices have.



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Nuka-World

DLC Nuka-World

Factions

HELPFUL HINT FROM VAULT BOY!

Did you know that Raiders might have conquered the entire Commonwealth if they weren't so embroiled in animus? It's true (or at least, hypothesized)! The Raider gangs of Nuka-World are no exception, and you'll spend most of your time clearing different parts of the park, and then gifting them to your favored gang, without the others getting too mad in the process.

As you follow the Main Quests, that you'll begin to interact with, ally with, and deal with the animosity between three Raider gangs. Sure, there are rabid monsters out there with no regard for any human, and robots that are simply programmed to guard and kill trespassers, but your main interactions are with the three Raider factions, once you command the role of Overboss from your base at Fizztop Mountain, inside the park. You're dealing with the following Raider reprobates:

THE DISCIPLES

A band of thrill killers who favor sadism, dismembering their foes, and the law of the natural world, where you kill or be killed. They are majority female, and tend to wear masks. Their leader is Nisha, and their base of operations is the interior of Fizztop Mountain.

THE OPERATORS

A crime syndicate led by the brother and sister due William and Mags Black, the Operators are initially seen as the most sophisticated of the three gangs; favoring sharp suits and quaffed hair to piles of gore and spiky outfits. The hang out in the Parlor.

THE PACK

From their logo to their get-up, the Pack have an animalistic theme to their way of life; from bright and boastful colors on their armor and weapons to a dominant "Alpha" leader; a man-mountain named Mason. Expect some members to wear masks, paint their faces, and feed human offal to their pets. They reside at the Bradberton Amphitheater.

HELPFUL HINT FROM VAULT BOY!

Did you know that there are some minor Gunner incursions (usually at the monorail entrance to the Park), as well as a neutral faction called the Hubologists? Check them out if you want to "visit the stars"!

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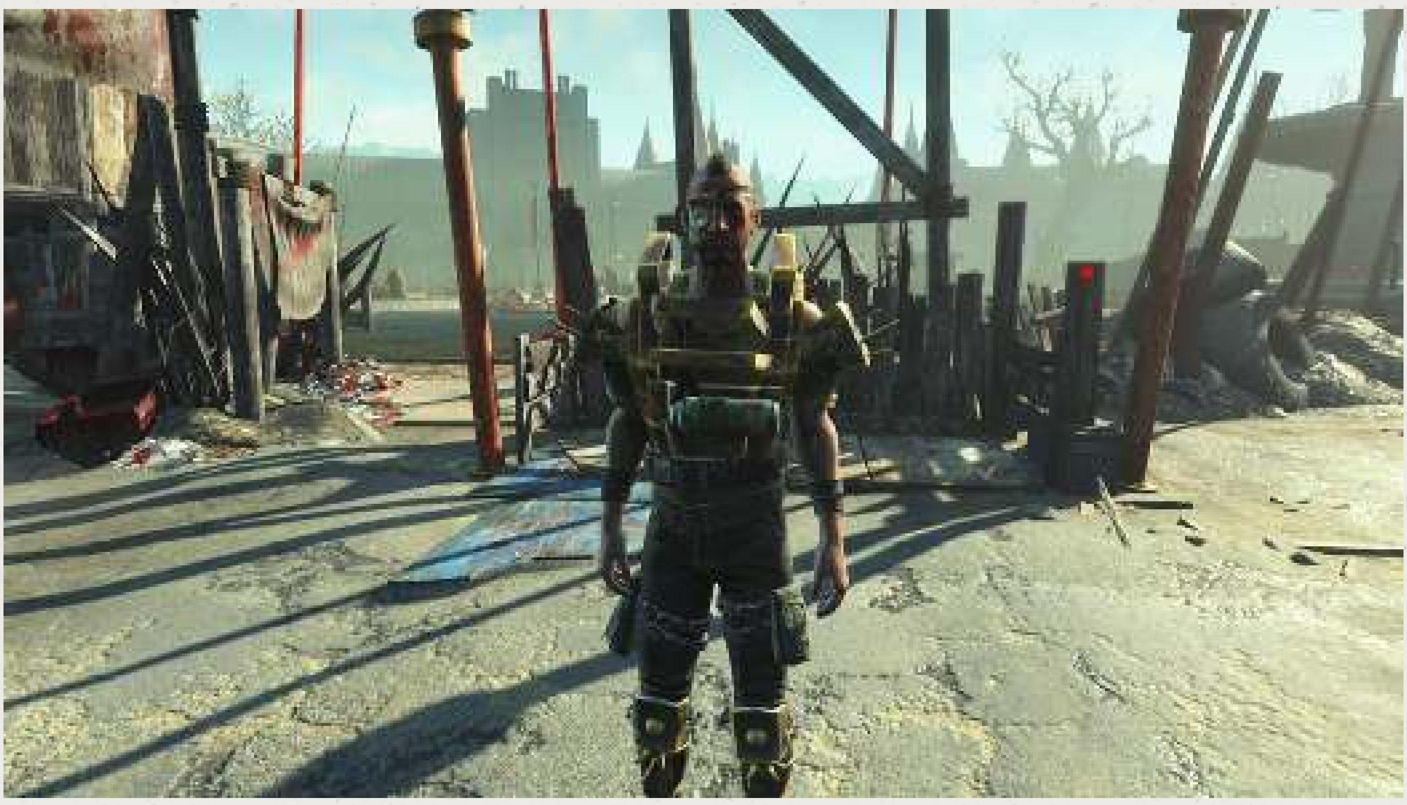
PORTER GAGE



Description: Human Male

Location: Nuka-Town USA (Cola Cars Arena), Nuka-World

Romance: No

Perk: Lessons in Blood (+5% more XP per kill, +10 Damage Resistance)

A seasoned Raider, Gage has witnessed the rise and fall of many Nuka-World gangs, been on the end of double-crosses (especially with his previous ally; a man named Connor), and is currently disgusted at the rampant use of chems, lack of cunning, and general malaise infecting the gang structure throughout the theme park. A strong leader needs to bring these disparate groups together!

Affinity Choices

During Main Quest: An Ambitious Plan, you have the option to bring Porter Gage with you as a Companion. But is he a firm friend who'll have your back as well as your front? Certainly; if you wish to engage him in a variety of interesting dialogues. He can trade with you while in Nuka Town USA and Fizztop Grille, and some adjacent areas.

He likes: Ignoring settlements when they ask for help, weapon modifications, murder, lock-picking, stealing, asking vendors for more caps, and unpleasant speech choices.

He dislikes: Helping settlements when they are under attack, addition or use of Chems, Caps donations, the drinking of alcohol, and pleasant speech choices.

His Companion Perk is Lessons in Blood (+5% XP boost for each kill, +10 Damage Resistance). He's a real peach!

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Nuka-World

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Perks

Check your Pip-Boy to find the following new **Perks**, once certain obligations, objectives, or tasks have been completed:

NUKA-WORLD PERKS

The following **Perks** are brand-new, and only available during your adventures within Nuka-World. Note that not all of these **Perks** can be awarded to the same character.

NAME	RANK	DESCRIPTION	AWARDED
Ace Operator	1	-10% visibility in shadows, +25% Damage with silenced **weapons**	If the Operators are friendly after Main Quest: **Power Play** concludes
Chosen Disciple	1	Kills made by melee **weapons** restore some Action Points	If the Disciples are friendly after Main Quest: **Power Play** concludes
Pack Alpha	1	25% less damage resistance, +25% damage inflicted using unarmed or melee **weapons**	If the Pack are friendly after Main Quest: **Power Play** concludes
SCAV! magazine	5	Different effects (see below)	As you collect SCAV! Magazines throughout Nuka-World
Wasteland Warlord	3	Unlocks new **structures** at Raider Outposts	Obtained automatically during Main Quest: **Home Sweet Home**

REQUIRED READING (MAGAZINE) PERKS

As you explore the Theme Park, collect issues of SCAV! Magazine to unlock the following all-new **Perks**:

ISSUE/NAME	PERK	LOCATION
Issue 1: The Terrible Truce	Increases Speech success chance by 10%	Galactic Zone: Behind Starport Nuka, on a crate at the campsite near the dead-end and excavator
Issue 2: Fear the Knife King	+25% **Combat** Knight and Switchblade damage	Junkyard: In the **warehouse** barn, on the interior top floor balcony, on a desk by a Star Core and Animatronic Alien
Issue 3: Mutant Fists of Stephie Knuckles	+10% hand-to-hand weapon damage	Kiddie Kingdom: Inside the Hypno Halls of the Fun House building
Issue 4: Nuka Brahmin Stampede!	+5% **explosives** damage	Grandchester Mystery Mansion: Up in the attic room
Issue 5: That No-Caps Rage	Below 10,000 caps: +1 STR and END; below 1,000 caps: +2 STR and END; below 100 caps: +3 STR and END	Dry Rock Gulch: On a small round side table in the employee area, accessed from the east wall of the theater

COMPANION PERK

Porter Gage needs some convincing, but earning his admiration will unlock a new Perk.

NAME	RANK	REQUIREMENTS	DESCRIPTION
Lessons in Blood	Gain maximum affinity with Porter Gage	Thanks to your relationship with Porter Gage, you can +5% more XP per kill and +10 Damage Resistance	Defeat 40 Nuka-World creatures while under the effect of any Nuka-Mix flavor (craft these at the Nuka-mixer stations)

ACHIEVEMENTS

Don't forget to check on your progress and tweak your tactics in order to unlock the following ten Achievements:

NAME	SCORE	TROPHY	DESCRIPTION
All Sugared Up	20	Bronze	Defeat 40 Nuka-World creatures while under the effect of any Nuka-Mix flavor (craft these at the Nuka-mixer stations)
Beverageer	10	Bronze	Create 20 different flavors of Nuka-Cola (use a Nuka-mixer after finding all 15 recipes)
Diebrarian	10	Bronze	Collect every issue of SCAV! magazine
Eyes on the Prize	20	Bronze	Redeem 100,000 tickets at the Nuka-Cade (search the parks for rolls of tickets, and play Bandit Roundup for a fast accumulation)
Home Sweet Home	20	Bronze	Complete Main Quest: **Home Sweet Home**
Hostile Takeover	10	Bronze	Establish 8 Raider camps in the Commonwealth
Power Play	30	Silver	Complete Main Quest: **Power Play**
Raiding for a Living	10	Bronze	Complete 12 quests for any Nuka-World raider gang (the Radiant Quests should be completed)
Taken for a Ride	10	Bronze	Complete Main Quest: **Taken for a Ride**
The Grand Tour	20	Bronze	Complete Main Quest: **The Grand Tour**

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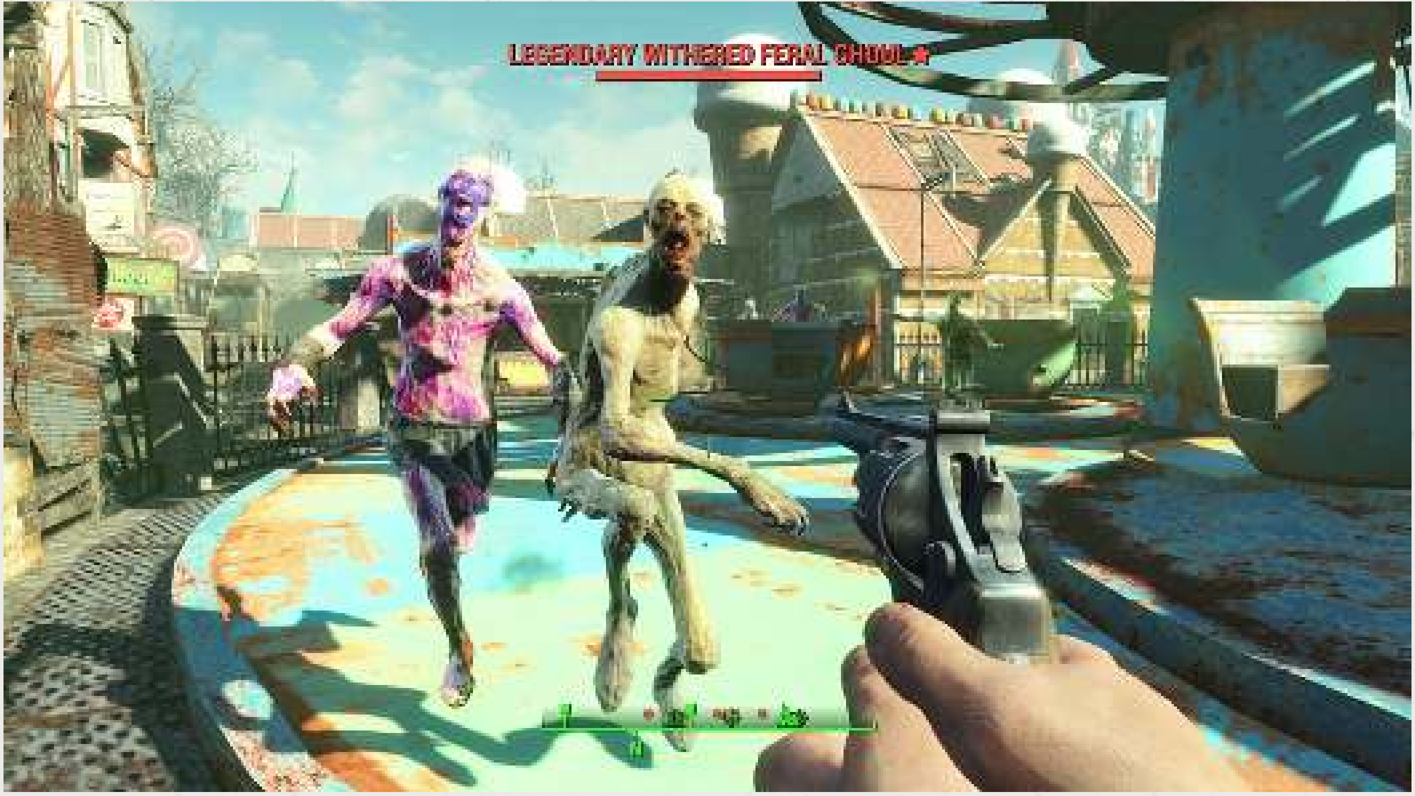
Enemies

The Nuka-World theme park has a variety of new and unpleasant critters, creatures, and robots to worry about. Fortunately, the weapon-wielding techniques you've developed during your adventures across the Commonwealth wastelands apply here, too.


LEGENDARY WITHERED FERAL GHOUL

NUKATRON GUARDIAN

Fallout 4
ENJOY THE RIDE !!
Nuka-World

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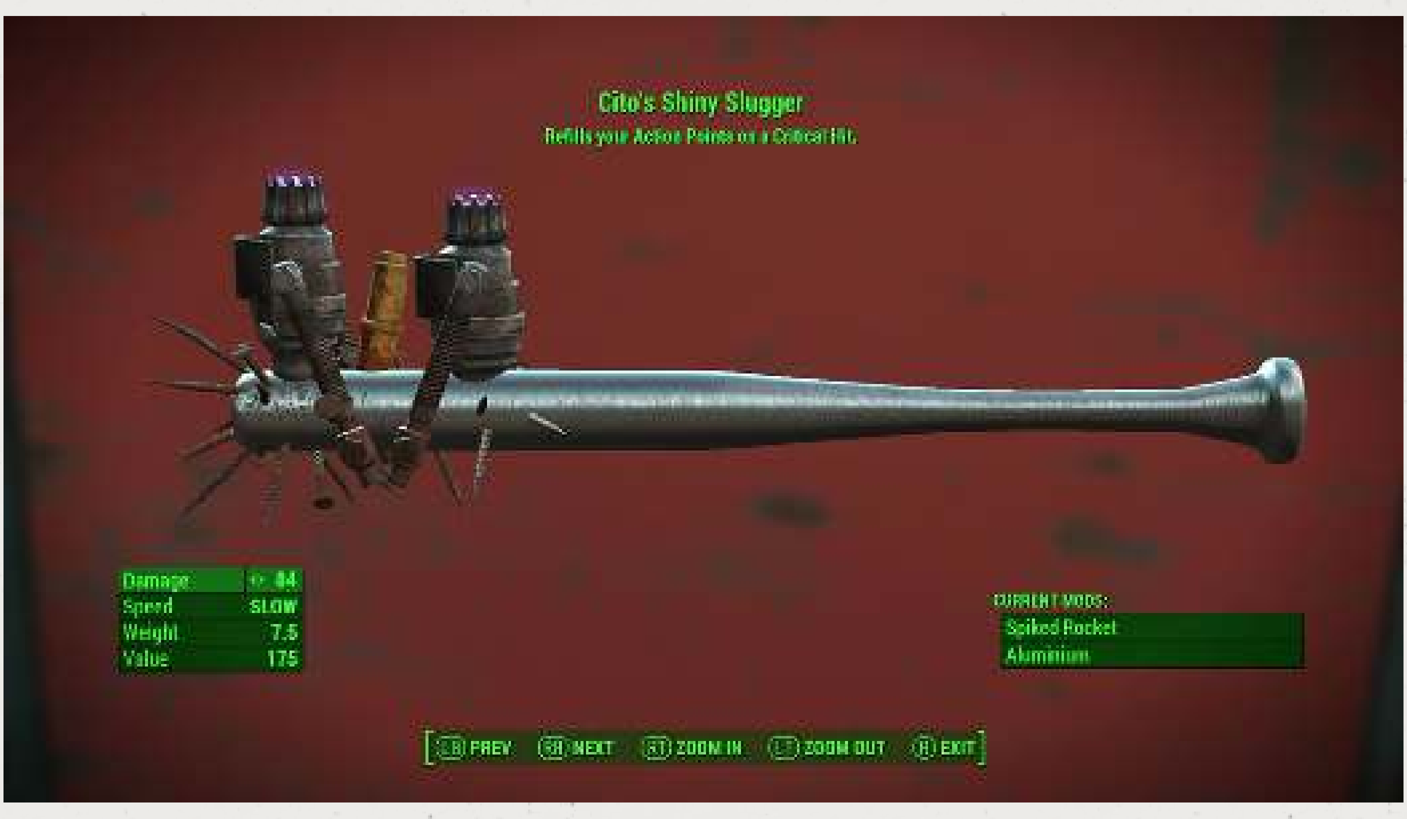
Weapons

There's a plethora of new weapons to discover on your travels throughout Nuka-World. Below are some notes regarding the most interesting. Don't forget to check out the weapons marked with a "*" as they're really rather great!

Aeternus*: A gatling laser cannon with unlimited ammo capacity thanks to its Never Ending Legendary effect. It will use Fusion Cores to achieve this, though. Useful for crowd clearing. Keep playing Side Quest: Amoral Combat until you pry it from a challenger named the Rogue Knight.

Acid Soaker: For just over 6,000 Nuka-Cade tickets, you can claim this as a prize; which inflicts acid damage on its victims. It's a modified pistol with poisonous capabilities.



Cito's Shiny Slugger

Refills your Action Points on a Critical Hit.

Damage	84
Speed	SLOW
Weight	7.5
Value	175

CURRENT MODS:
Spiked Rocket
Aluminium

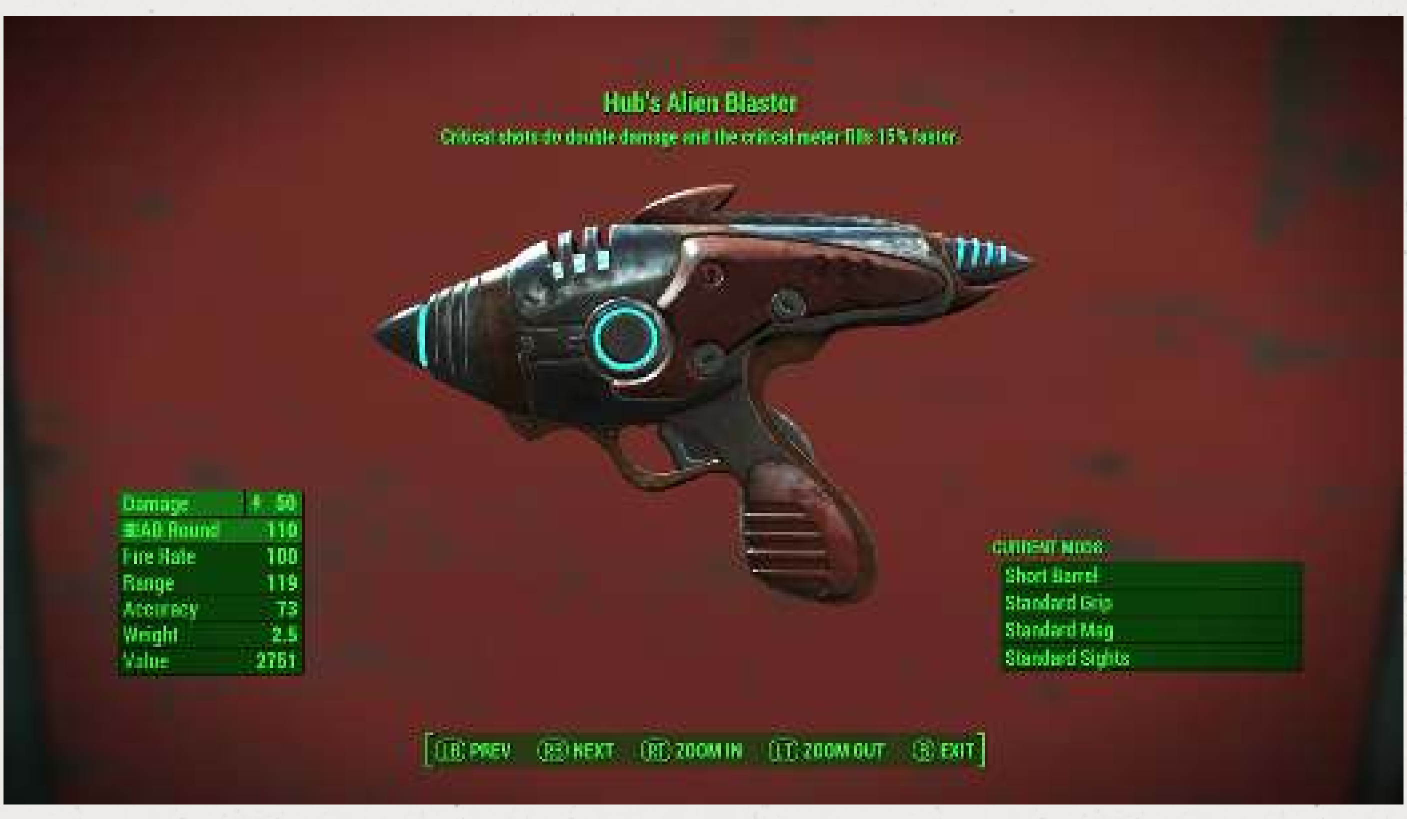
Cito's Shiny Slugger*: Need a baseball bat with Spiked Rocket and Aluminum mods, and a Relentless Legendary effect? Then complete the Safari Adventure quest.

Commie Whacker*: Are you feeling both patriotic, and the need to inflict additional bleeding damage on your target? Then use this mallet, found in the Nuka-Cade.

Disciples Blade (Throatslicer*): Buy the named variant from Katelyn Alden at Nuka-Town market, then use it to inflict 25 points of bleeding damage on top of the regular melee slicing and dicing!

Fury Grenade: Need to turn enemies on each other? Then use this, which can be acquired from Dixie during Main Quest: Home Sweet Home. She has a recipe for it, too.

Handmade Rifle (Splattercannon* and The Problem Solver*): Enjoy carnage? Then the Splattercannon with the Furious legendary effect can help; increasing the damage for each consecutive hit. Aaron Corbett sells it, at the Nuka-Town market. The Problem Solver (available from Mason during Main Quest: An Ambitious Plan) also shares this feature.



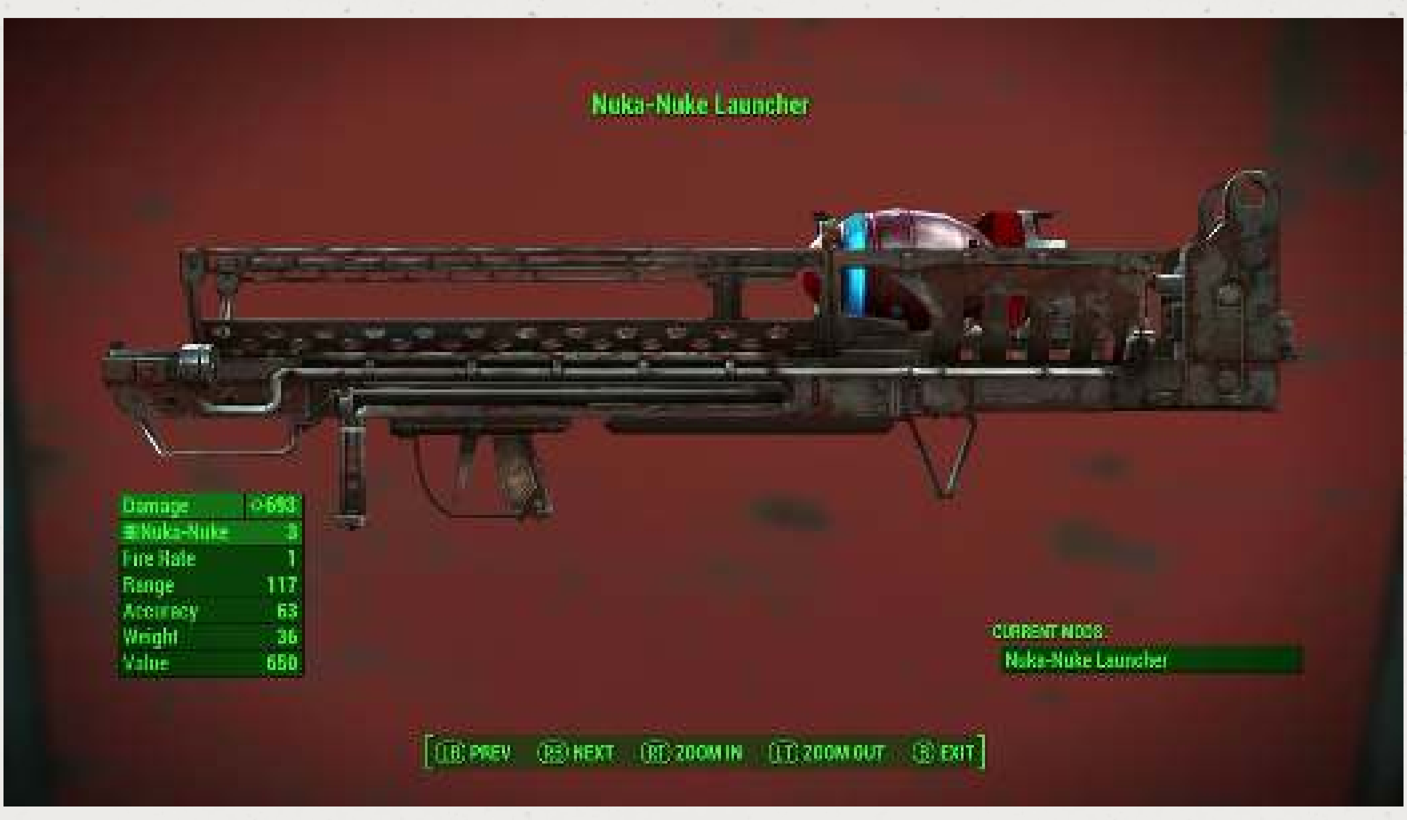
Hub's Alien Blaster

Critical shots do double damage and the critical meter fills 15% faster.

Damage	50
AD Round	110
Fire Rate	100
Range	119
Accuracy	73
Weight	2.5
Value	2751

CURRENT MODS:
Short Barrel
Standard Grip
Standard Mag
Standard Sights

Hub's Alien Blaster*: Like the Alien Blaster but want your Critical Meter to fill up 15% faster, and critical hits inflict double damage? Then visit the Hubologists and complete Side Quest: Trip to the Stars.



Nuka-Nuke Launcher

Damage	693
Nuka-Nuke	3
Fire Rate	1
Range	117
Accuracy	63
Weight	36
Value	650

CURRENT MODS:
Nuka-Nuke Launcher

Nuka-Nuke Launcher*: Enjoy wreaking insane havoc using a Fat Man launcher, but wish your nuclear catapult projected Nuka-nukes with 50% more damage? Then finish Side Quest: Cappy in a Haystack.

Nuka Quantum Grenade: Very rare and highly-damaging, the mushroom cloud is both pretty and impressively damaging. Shame there aren't more to use! Find them in the Project Cobalt base under the World of Refreshment.

Paddle Ball: A hilarious, short-range "gun", this fires different types of ball, which inflicts different damage. Play around with these at the Nuka-Cade; new balls are accessible every couple of days, and range from the "Rubber" to the "Weaponized Nuka-Cola Quantum". There are eight ball variants.

Persuasion Grenade: Lizzie Wyath gives you these non-deadly grenades during Main Quest: Home Sweet Home, and they are used to aid in your intimidation of settlers when shoe-horning them off their land so the Raiders can claim an Outpost there.

Predator Grenade: A cute teddy bear belies the explosive power of this grenade that attacks wild animals when thrown. Ostensibly used to remove settlers using Main Quest: Home Sweet Home, grab these from Mason during that quest.

Sword of Wonders*: The crazy Ghoul Oswald of Kiddie Kingdom uses this melee weapon, which ignores 30% of the victim's damage and energy resistance. If you need it, complete Main Quest: A Magical Kingdom.

Thirst Zapper: This squirt gun you used to defeat Colter during Main Quest: Taken for a Ride is more than just a water pistol; once you uncover Project Cobalt under the World of Refreshment, you can use schematics to modify the water it squirts.

Western Revolver: Though it has a tiny ammunition chamber, this revolver is exceptionally hard-hitting and worth modifying. You're given it during Main Quest: High Noon at the Gulch.

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Fallout 4
ENJOY THE RIDE !!
Nuka-World

DLC Nuka-World

Apparel

From cowboy outfits to space suits, some cool Nuka-World clothing, and no to mention the garb of each of the Raider factions, there's something for the wardrobe-conscious explorer when visiting this Theme Park. Simply complete the quests to discover most of it, and shoot foes or scavenge the additional locations for the rest.

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There's a whole lot of armor out there in Nuka-World too. But there's no need to scavenge all of it (although feel free to!); instead, why not search out the best stuff, as recommended below? You'll be glad you did!

Nuka Cola T-51 Power Armor: Imagine a fully-upgraded suit of T-51 Power Armor, but with a natty new Nuka-Cola paint scheme, which gives you +3 to your Agility. Find it inside the Nuka-Cola Bottling Plant, at the far end of the Quantum River inside the World of Refreshment. Unlock the metal gate at the terminal (Expert) or use the nearby password.

Quantum X-01 Power Armor: Arguably the best Power Armor available anywhere, and certainly the most turquoise, this has a legendary effect of increased Action Points refresh, when the complete set is worn. Simply complete Main Quest: Star Control and unlock it behind the glass case in Starpork Nuka (Galactic Zone).

AID ITEMS

Aside from the usual (and unusual) aid items available here, an optional activity to attempt throughout your time in Nuka-World is the hunting down of the various Nuka-Cola recipes, and then mixing them at the various Nuka-Mixer stations. Naturally, you'll need to know where all 15 of them are:

NUKA RECIPE	LOCATION	DESCRIPTION
Nuka-Berry	King Cola's Castle (Kiddie Kingdom)	On the desk by the candles, behind the stage in one of the dressing **rooms**.
Nuka-Bombdrop	Mad Mulligan's Minecart Coaster (Dry Rock Gulch)	On a hot-dog vendor stand between the Coaster entrance and the Bundit Roundup game.
Nuka-Cide	Cappy's Café (Nuka-Town USA)	Inside the kitchen area, on a counter.
Nuka-Cooler	Galactic Zone	At the Star Market, on a bookcase.
Nuka-Frutti	Hubologist's Camp	Inside the diner.
Nuka-Hearty	**Safari Adventure**	The Jungle Journey Theater; head to the exterior rear to a shack.
Nuka-Lixir	Fun House (Kiddie Kingdom)	In the control room, top floor.
Nuka-Love	Evan's Home	Handed over by Evan, at his abode south of Nuka-Station.
Nuka-**Power**	Nuka-World **Power** Plant	Inside the foreman's office at the top of the structure, on a desk near the pool table.
Nuka-Punch	Grandchester Mystery Mansion	On a dresser after taking the tour.
Nuka-Ray	RobCo Battlezone (Galactic Zone)	At the gift shop.
Nuka-Rush	Welcome Center (**Safari Adventure**)	On the circular desks inside the lobby of the Welcome Center.
Nuka-Sunrise	Dry Rock Gulch	On a small table, in the south building of the Theater, behind a locked (Expert) door.
Nuka-Void	Starlight Interstellar Theater (Galactic Zone)	At the gift shop counter.
Nuka-Xtreme	Dry Rock Gulch	On a table after climbing a ladder at the theater.

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Miscellaneous Items

From lunchboxes to Nuka-Cade tickets, during your stay at Nuka-World, there's a variety of keys, holotapes, magazines, recipes, and quest items to gather. These add little weight to your inventory, so ensure you grab anything you think might be useful. Looking for Nuka-Cola recipes? Then click back a page to the Aid Items section.

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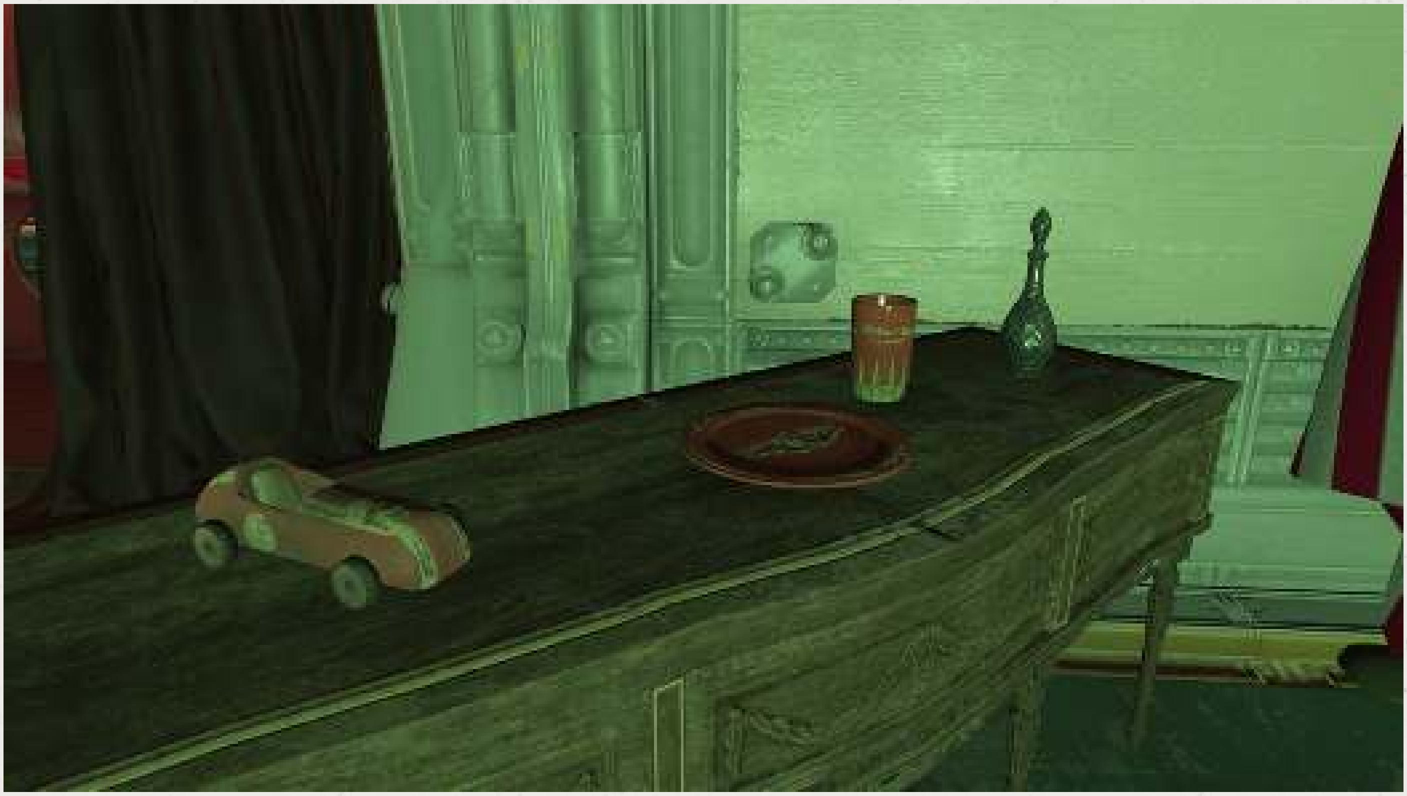
Junk Items



Nuka-World has a variety of tchotchkes; mainly souvenir items, nuka-cola cups, and trays, that can be deemed as junk items. Luckily, salvaging these items yields similar base components to those you'd find in the Commonwealth.

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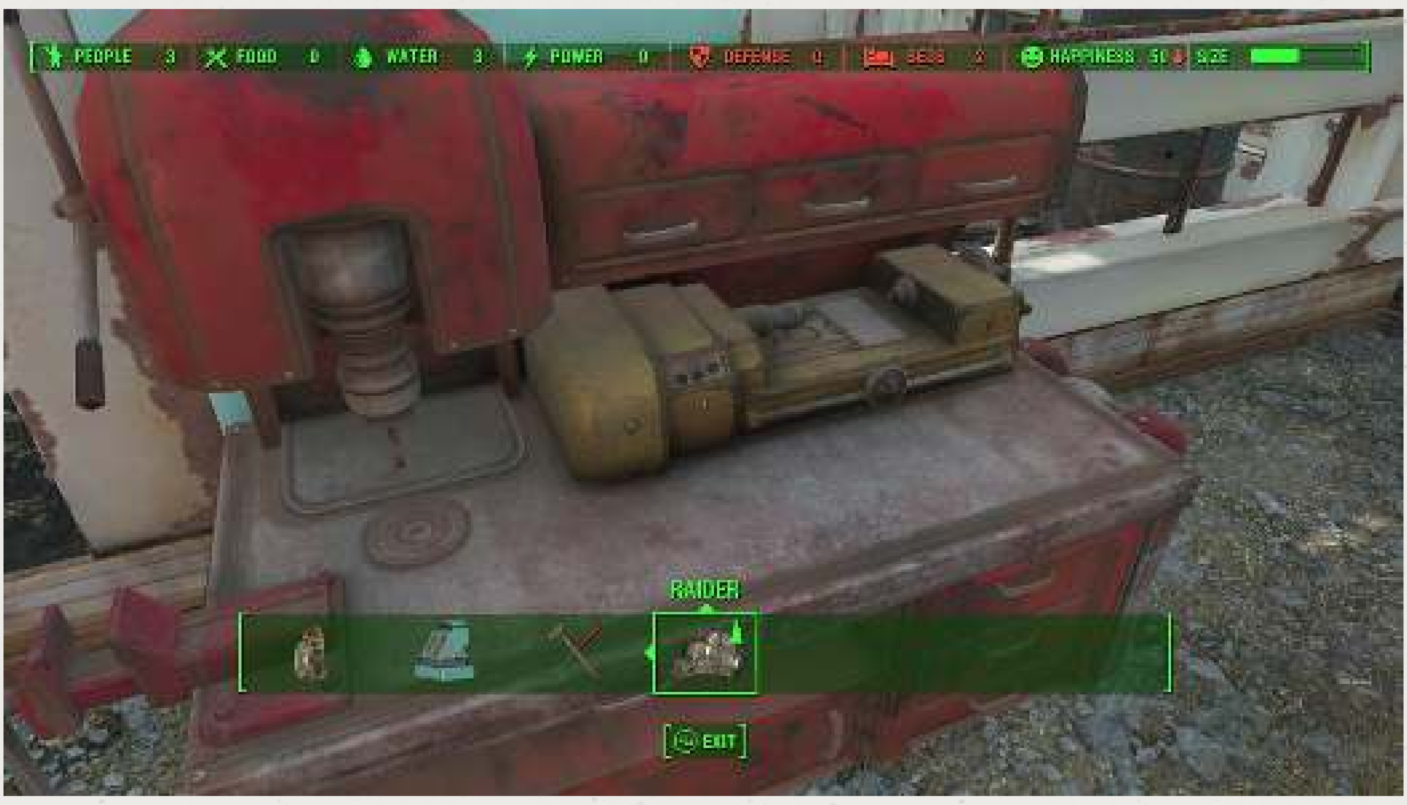
Workshop Items and Raider Outposts

During your time in Nuka-World, your main plan is to award each of the five main Theme Park zones to one of three Nuka-World Raider gangs. This requires the simple act of clearing the zone, completing the associated Quest, and then hoisting a flag. There are no settlements, outposts, or Workshops to worry about.

However, once the Main Quest: Home Sweet Home begins, you are tasked with locating settlements across the Commonwealth (the ones you may already have assigned to a faction such as the Minutemen or Brotherhood of Steel), and take them over, either as a Raider Gang Outpost, or a "feeder" or "vassal" settlement that gives tributes to a nearby Raider Outpost. Information regarding that is contained within the Quest.

Once an Outpost is given to a Raider gang, you need to keep the population of the Outpost happy, just as you did when you weren't working the Raider gangs. Some general advice on this is contained below. In addition, once the entire Nuka-World Main Quests have been completed, and power is restored to the Park, you are able to access a Red Rocket Diner on the outskirts of Bradberton, which can act in the same way as a Commonwealth Settlement.



Raiders are lazy, base humans that don't particularly enjoy manual labor. So make sure you try at least some of the following plans when raising their Happiness within each Outpost you've claimed for a particular Nuka-World Raider faction:

- Place the usual beneficial equipment to help the Outpost survive, such as bedding, a water pump, and generators. Dig up any crops and amend areas so that Raiders are more comfortable.
- Utilize the new Raider Items within the workshop; adorn the Outpost with faction-specific flags and drapes.
- Add chem and booze stations, as well as gambling machines and raider-specific stores. These raiders like to party!
- Raiders aren't interested in farming or guarding, so stop any of them from doing these jobs. Assign defense turrets to guard your Outposts. They also aren't happy with robots, so keep any automatons away from an Outpost.
- Most importantly, utilize all nearby settlements as "vassal", "slave", or "feeder" settlements, forcing the non-Raider inhabitants of these locations to serve the Raider Outpost with food. If you can get a good collection of serfs to farm Mutfruit and continuously supply the Outpost with these tributes, you'll be at 100% Raider happiness in no time.

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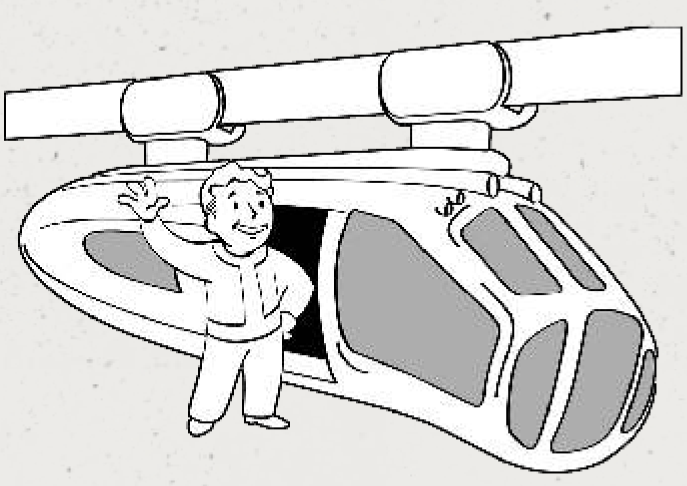
Nuka-World

All Aboard



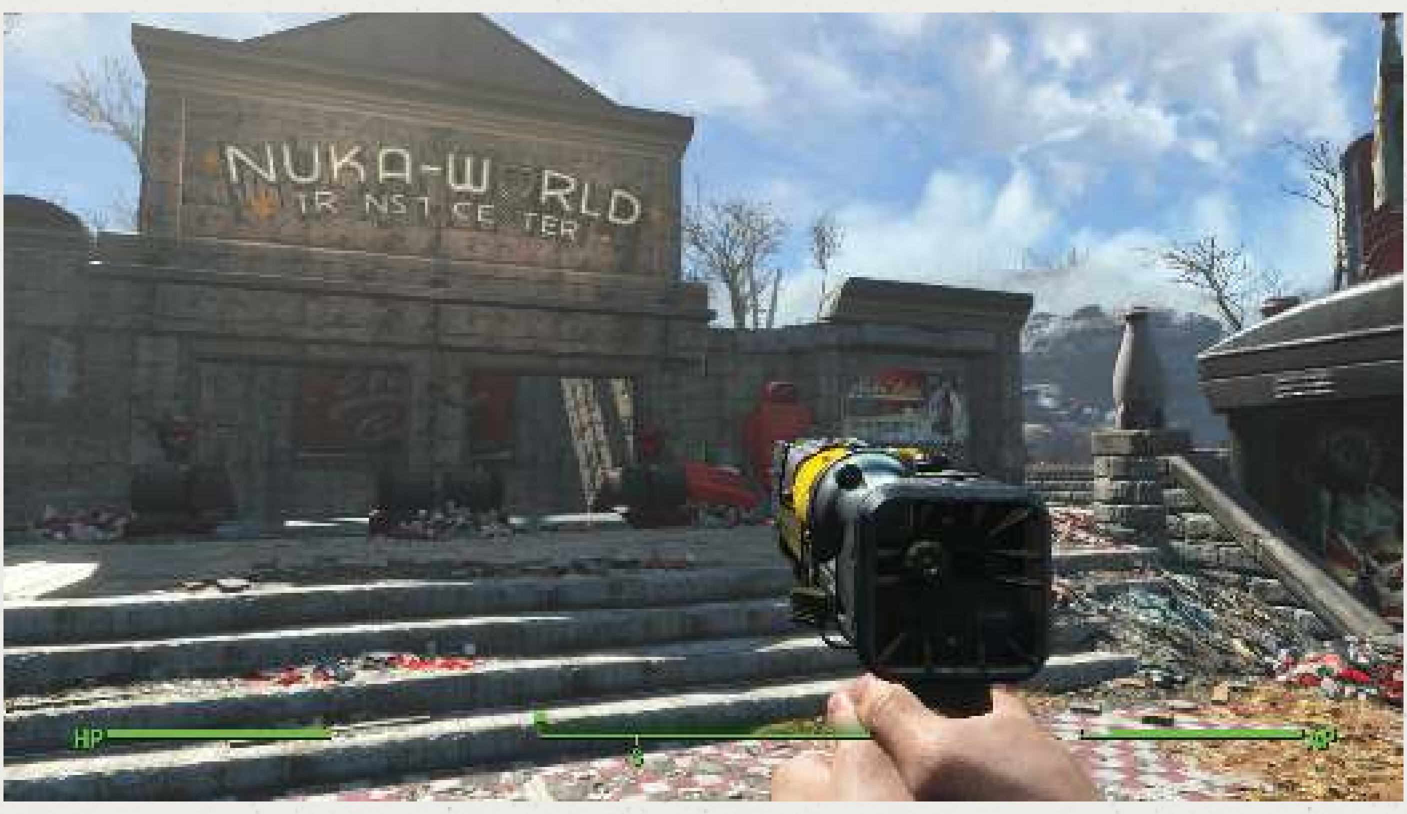
1. Listen to the Nuka-Cola Family Radio
2. Travel to the Nuka-World Transit Center
3. Speak to Harvey
4. Retrieve the Control Terminal Password
5. Restore power to the Nuka-Express
6. Take the Nuka-Express to Nuka-World

JUST FOR THE TASTE OF IT

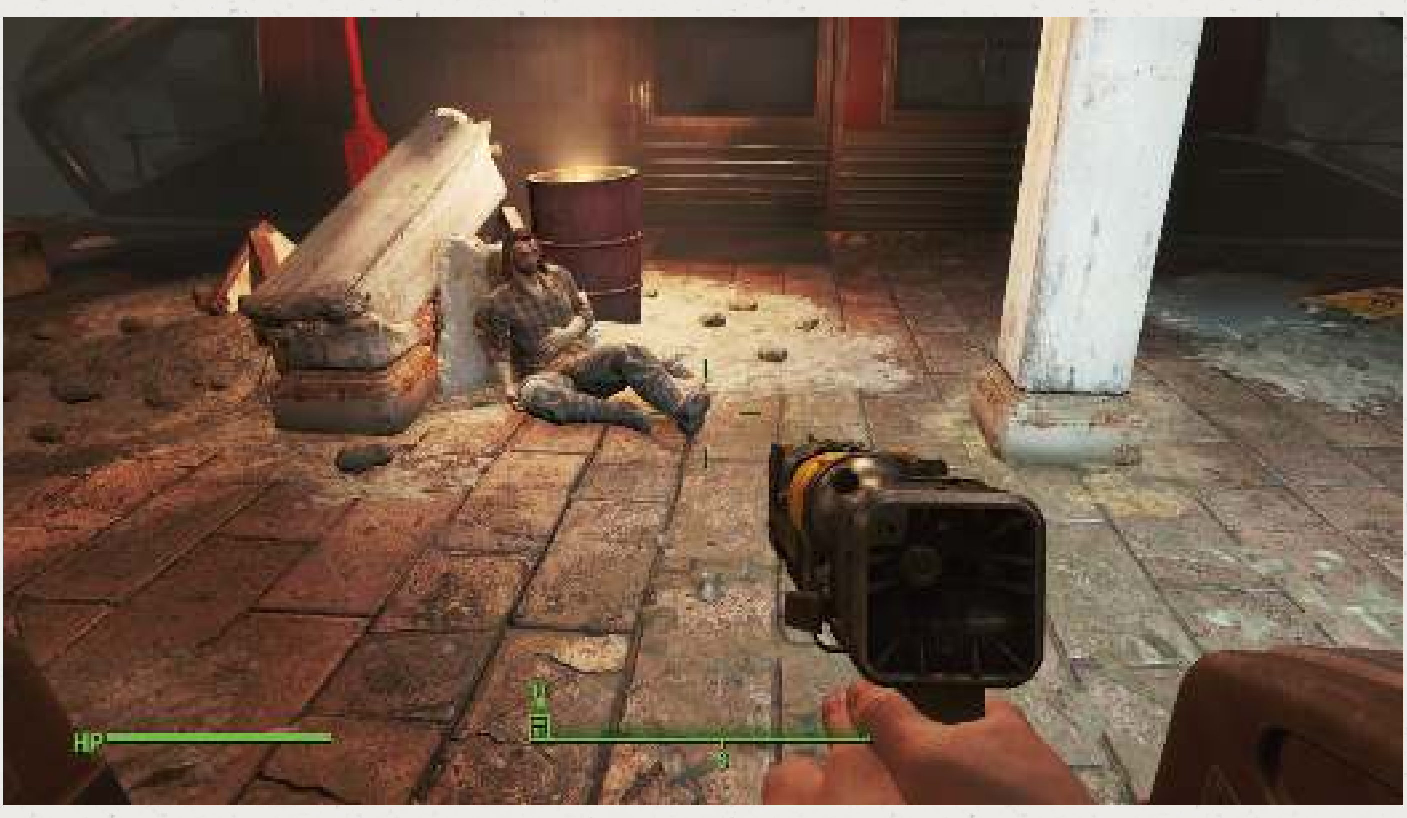
HELPFUL HINT FROM VAULT BOY!

Though Nuka-World presents the very finest thrills and spills of your life courtesy of the Nuka Cola Corporation, past investigations into this area have deemed the Theme Park "unsafe." You must be Level 30 or higher to take this ride! (Adventurers under this level may access Nuka-World, but they are unlikely to survive for long.)

While adventuring in the Commonwealth, you receive a new radio broadcast. Tune into it, and the Nuka-World Transit Center appears on your world map. It's also possible to stumble into this area without listening to the radio signal.



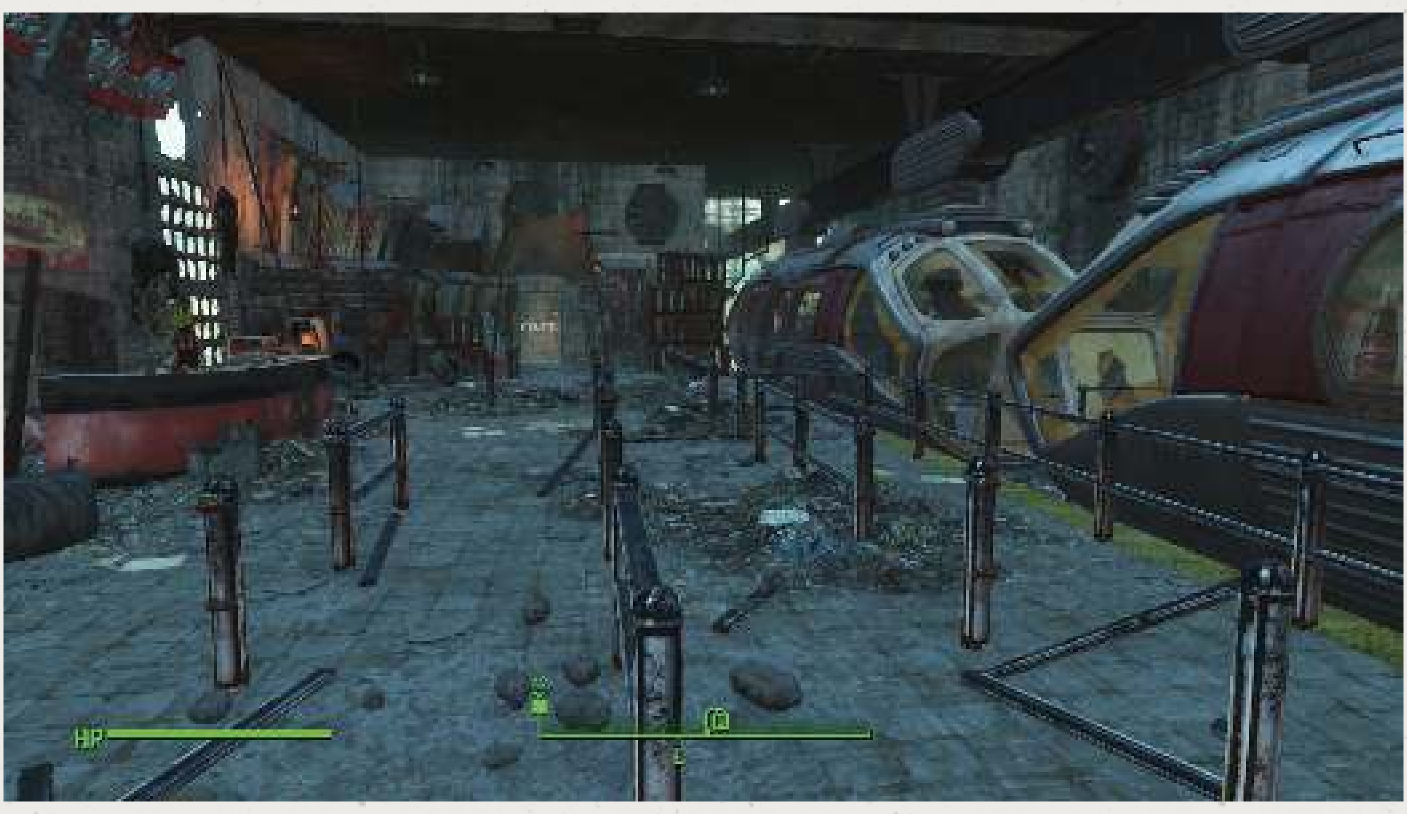
As you arrive, prepare for combat with Gunners, under the command of Kaylor. It's wise to wipe them out before continuing into the Nuka-World Transit Center. At the base of the escalator on the monorail platform is an injured man called Harvey.



CHARISMA

(Hard) Present a stimpak to Harvey. A number of hard speech checks can be attempted; further information is imparted if you are successful.

Once you agree to help, Harvey gives you the Control Terminal Password. Head to the station terminal, and select "Activate Railway Power" from the Power Grid Management menu. Step onto the monorail, move to the controls, and leave the commonwealth. After a ride to Nuka-World, you disembark at Nuka-Station. Your introductions to this theme park are interrupted by someone named Porter Gage, who warns you the way ahead is fraught with death traps.



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Nuka-World

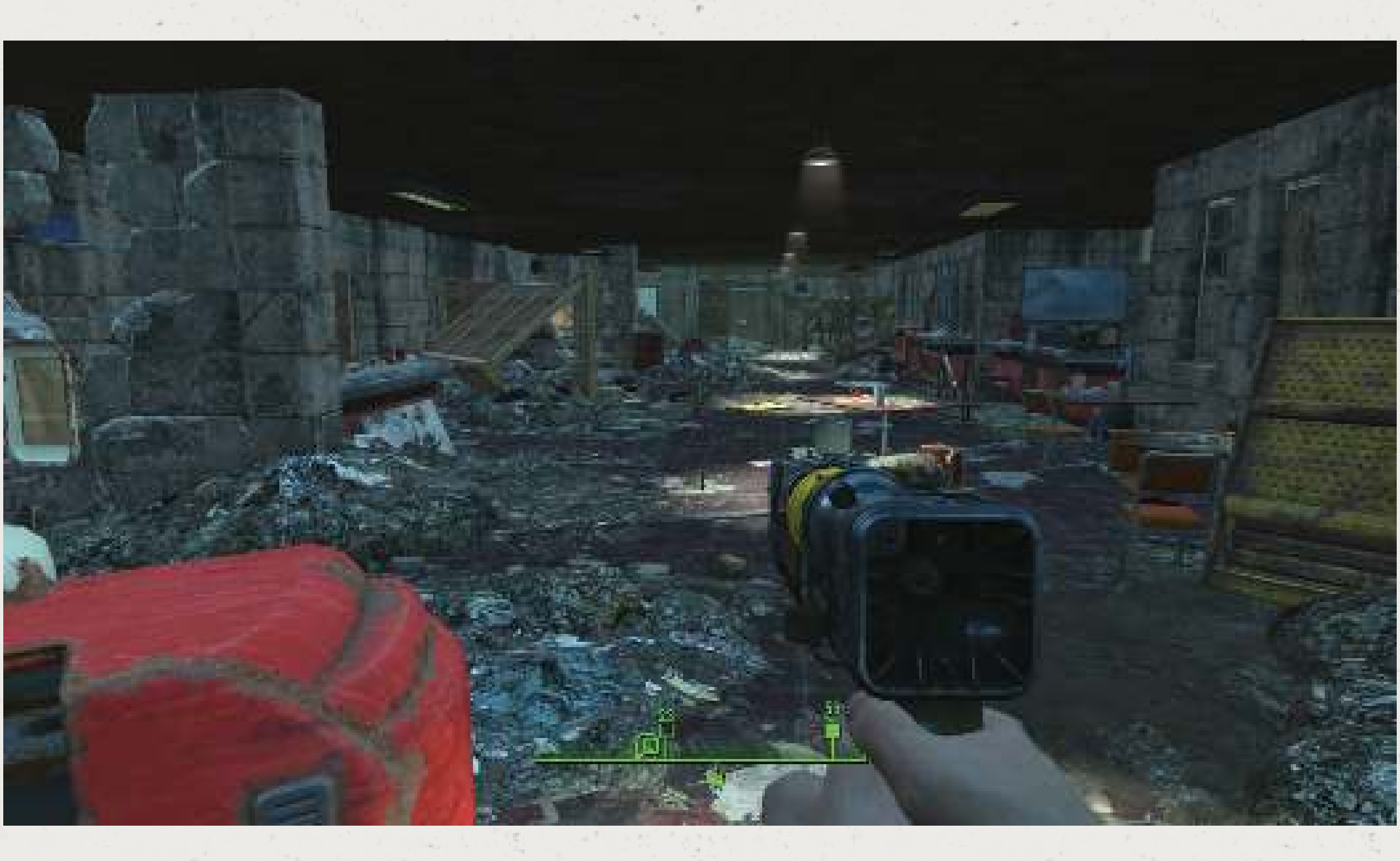
Nuka-World Main Quests

Taken for a Ride

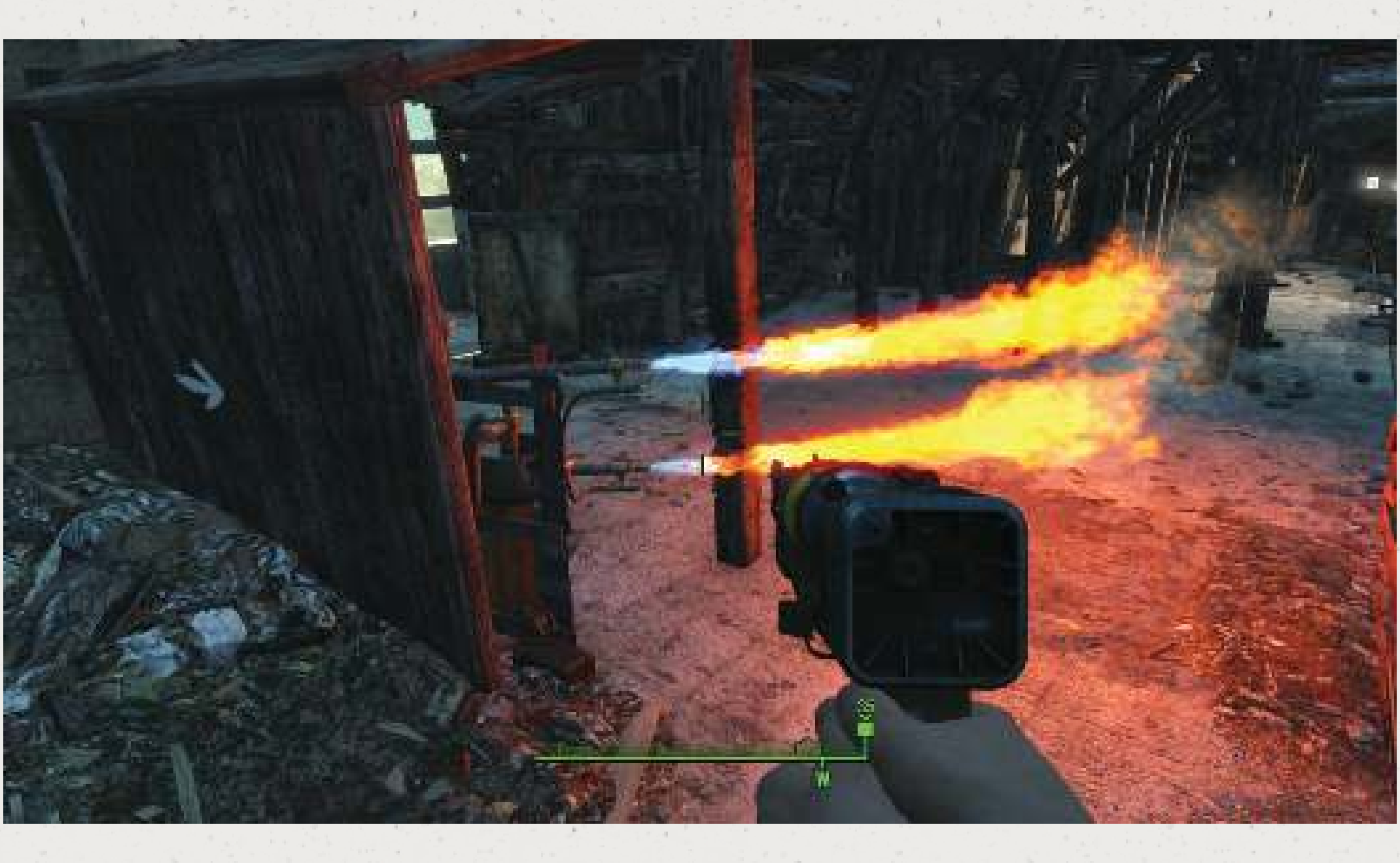
1. Survive the Gauntlet
2. Enter the Locker Room
3. Use the Intercom
4. Find the weapon
5. Use the Intercom to speak to Gage
6. Enter the Cola-Cars Arena
7. Defeat Overboss Colter
8. Use the Thirst Zapper
9. Speak to Gage

ALL DOORS LEAD TO DEATH

This quest begins immediately after the completion of Main Quest: All Aboard. After stepping out into the Nuka-Station, head down the stairs. A voice over the loudspeakers (a DJ for Raider Radio called RedEye) taunts and narrates as you enter the lower chamber of "the Gauntlet." This long room has machine-gun and laser turrets; take cover and edge forward slowly so you're not shot at from multiple directions, and tackle the closest turrets until all are neutralized. A less safe plan is to simply run through. Note the stimpak dispenser on the left wall at the far end.



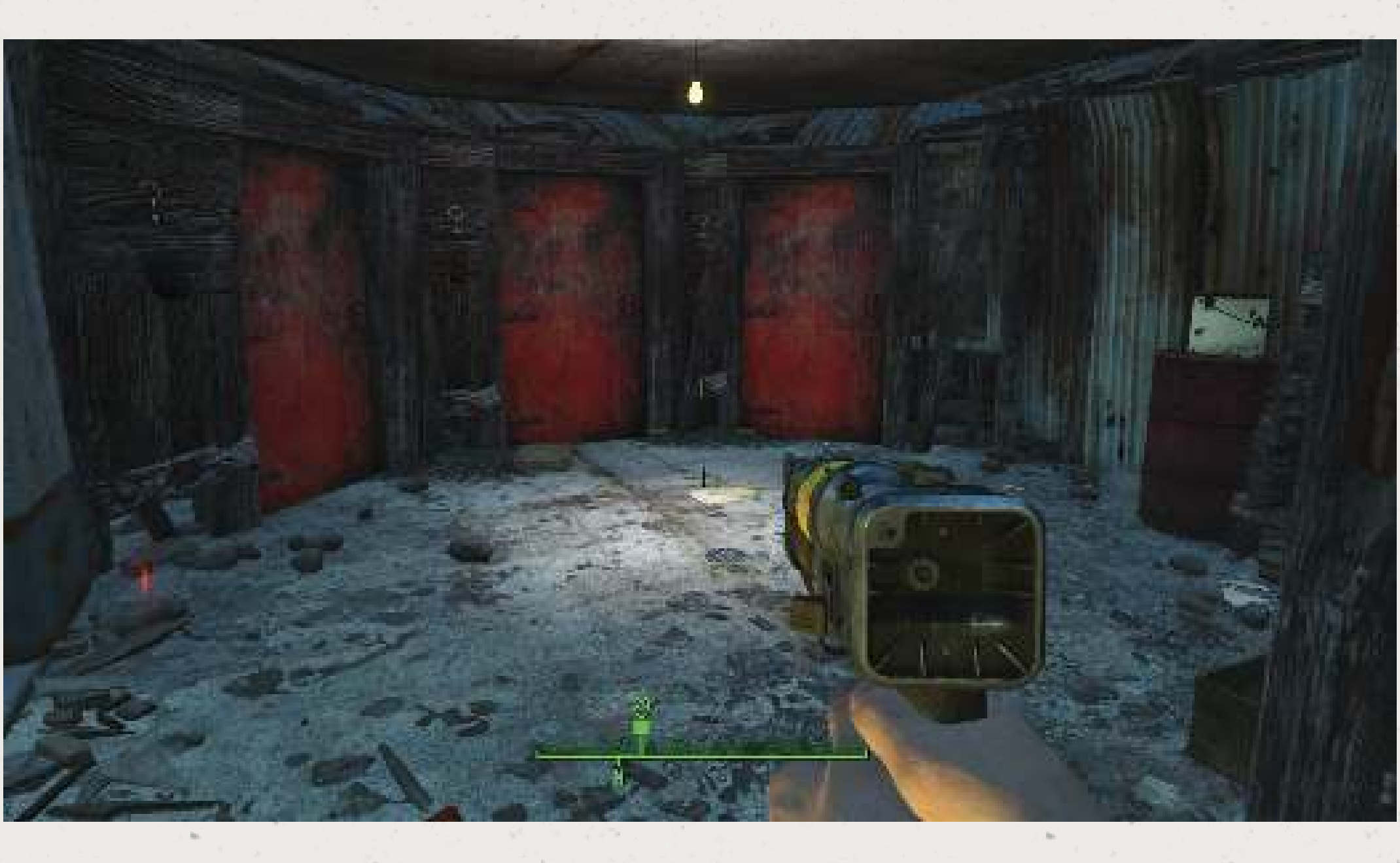
Into the second chamber, dodge around the flamethrower, and slow down to a crawling speed; there are numerous tripwires that can seriously impede your day. Feel free to creep forward and deactivate each one (gathering the components if you wish, including the ammo from the weapons that the wires trigger), or jump over them (though this is a less-safe plan). Or, head to the left side of the room to a red door (Master) and unlock it to avoid all but one of the tripwire traps.



Head up the wooden stairs to the room above, and avoid being set alight by disarming the tripwires or igniting the pool of fuel on the ground by shooting the barrel. When the fire dies down, continue around to three red doors. All lead to "death" according to the narrator, but specifically:

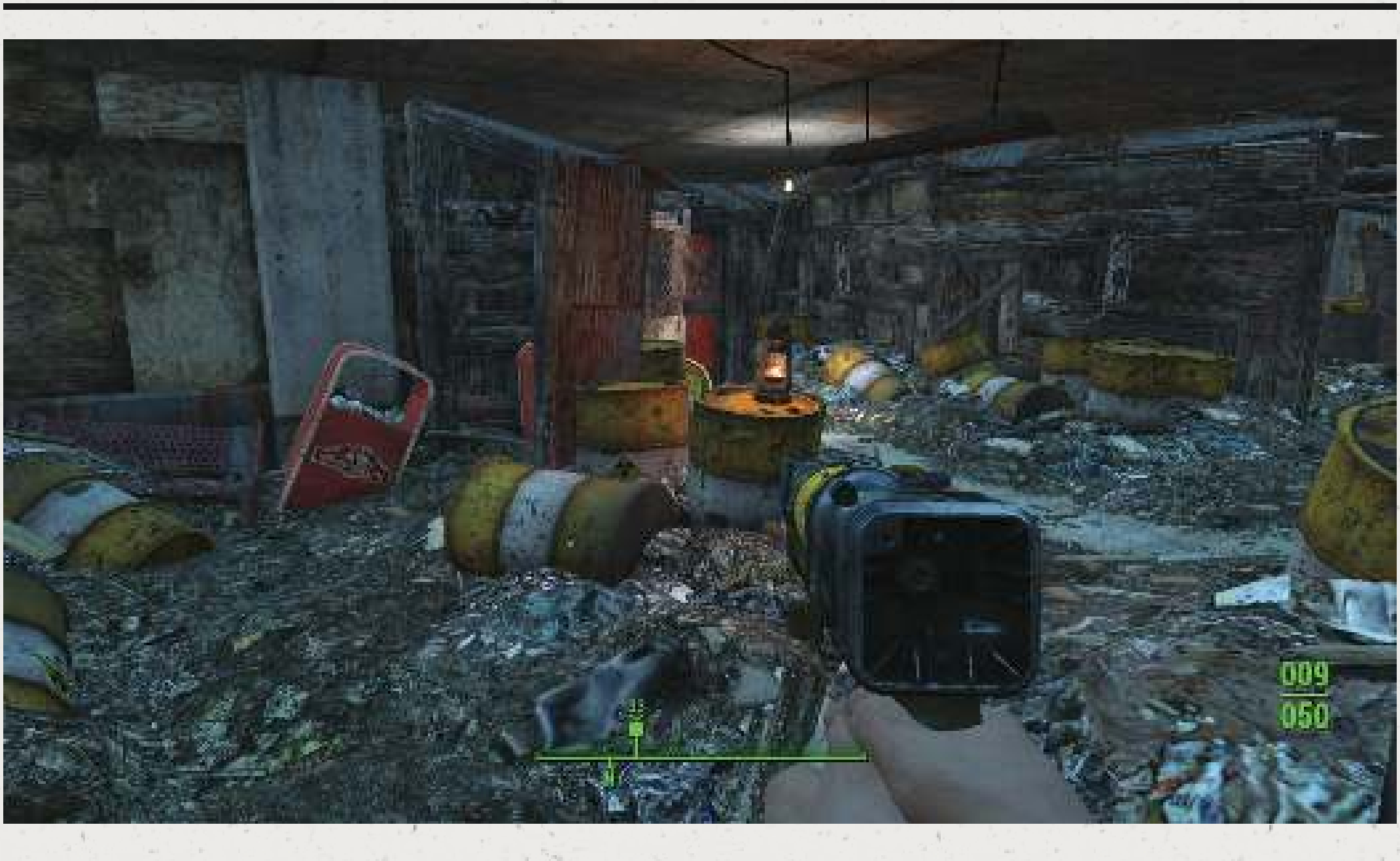
- The left door has the passage to the next part of the Gauntlet.
- The middle door has a Jangles surrounded by heads on stakes.
- The right door has a grenade bouquet trap. Step back immediately so you aren't struck by it.

Obviously, the left door is the way to head, and the other doors are optional to open.

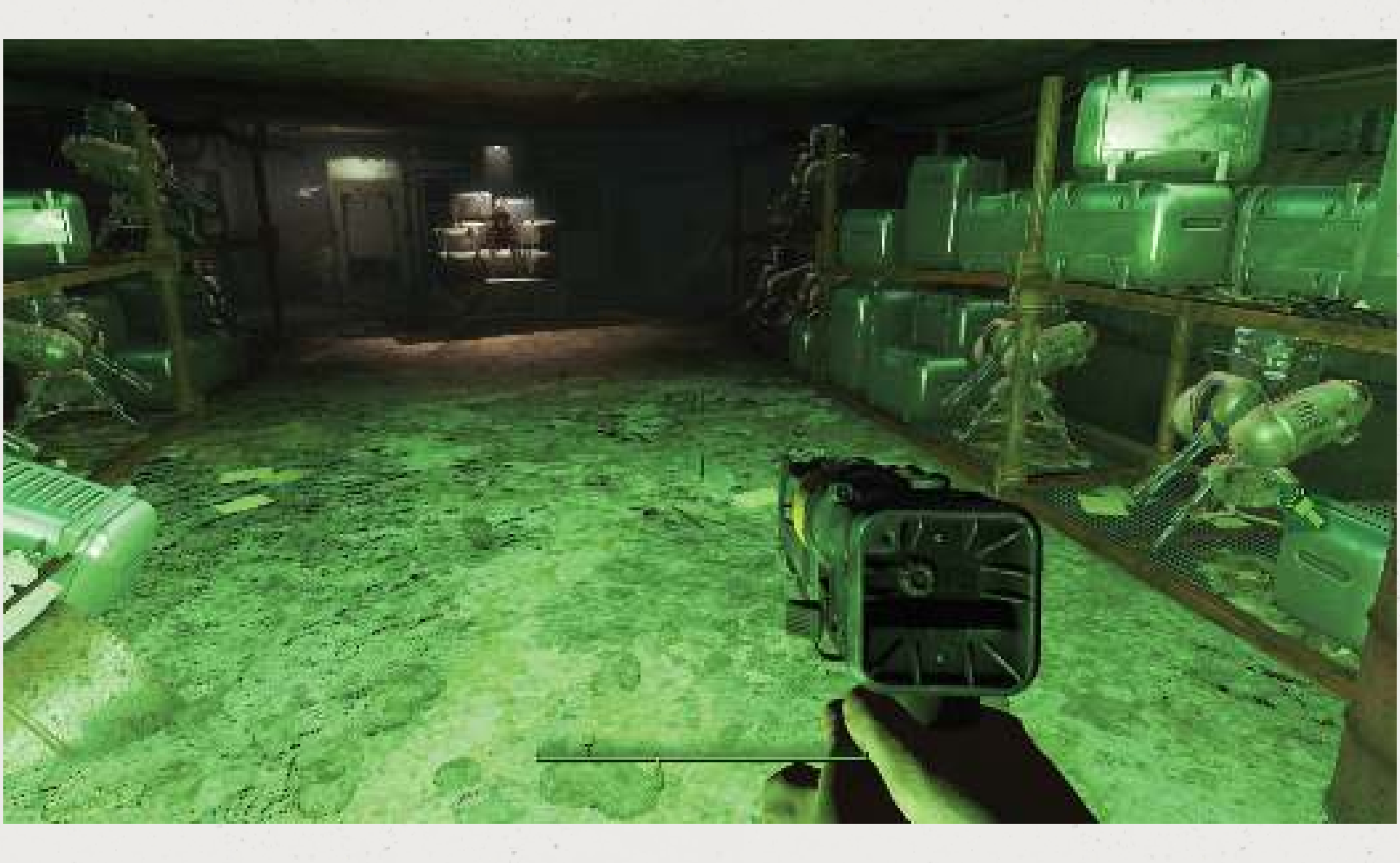


Head down the steps, optionally pausing at the left alcove to check the ramblings of the dead Raider Corin, and enter a room filled with radioactive barrels. There's a door (Expert) to Lockpick, or you can use the Rusty Key that's in the alcove, in the corner diagonally opposite the locked door. Head down and enter the Nuka-World Access Tunnels.

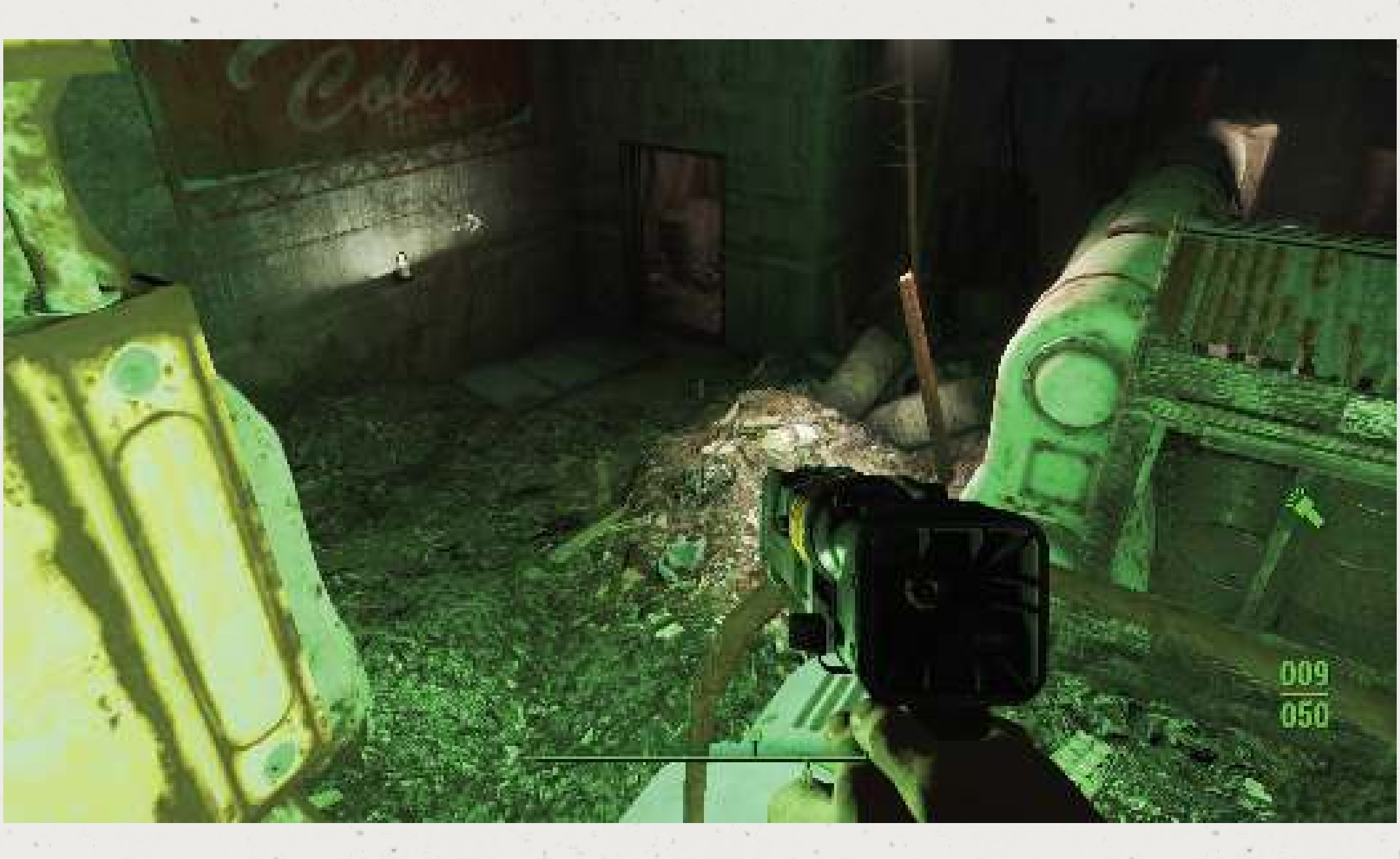
FRESH MEAT FOR THE GAUNTLET



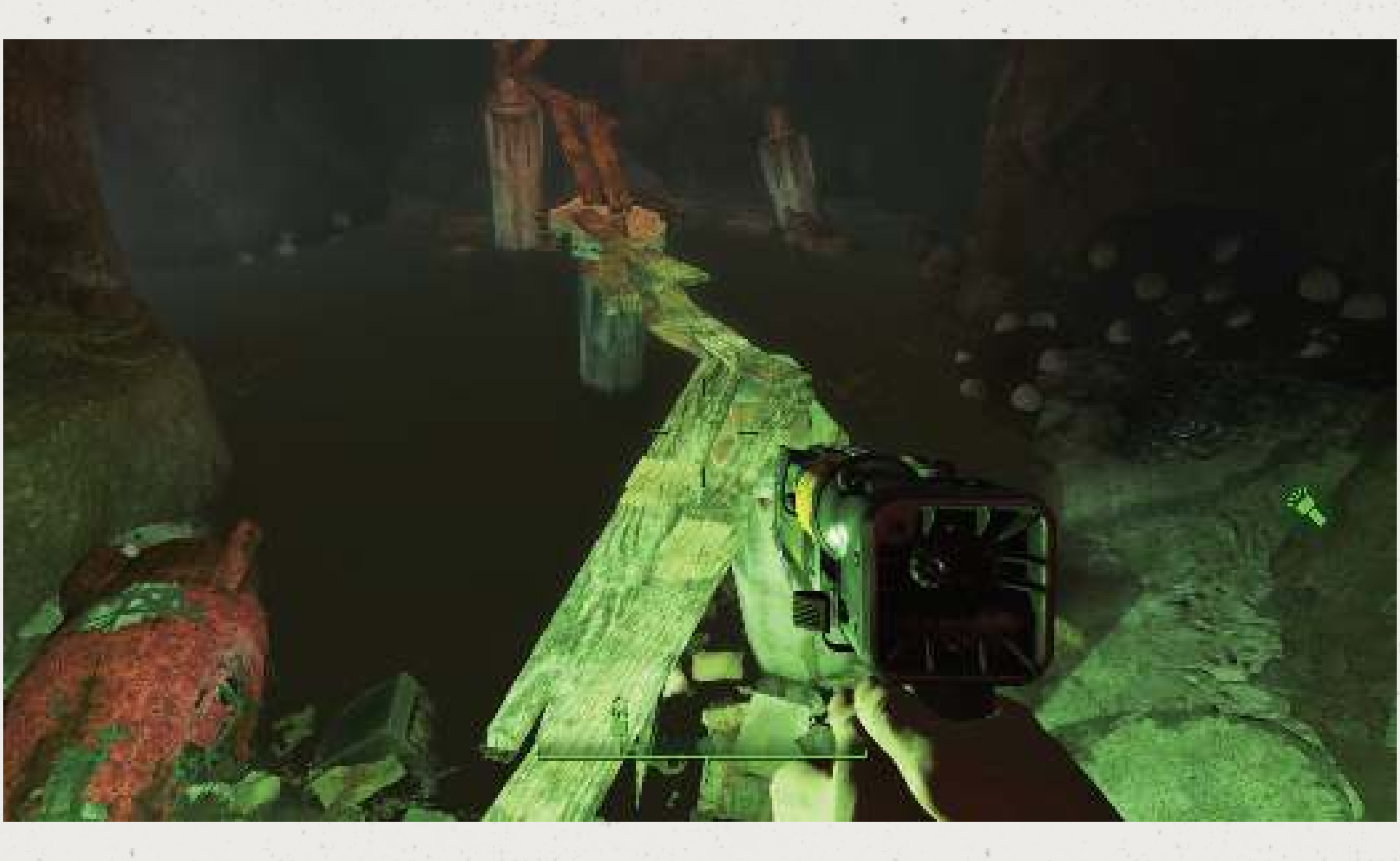
The first chamber at the bottom of the steps is filled with storage crates and ten turrets. If you previously fiddled with the Turret Control Terminal, these may be active. Otherwise, don't get close to the Jangles monkey toy or the turrets will activate; shoot them from the entrance, or shoot the toy itself (which RedEye isn't happy about). Or, you can sneak around to the area behind Jangles and grab a key on the light-colored terminal. Then open the exit door (Expert) using your Lockpick skill or the Nuka-World Storage Room Key.



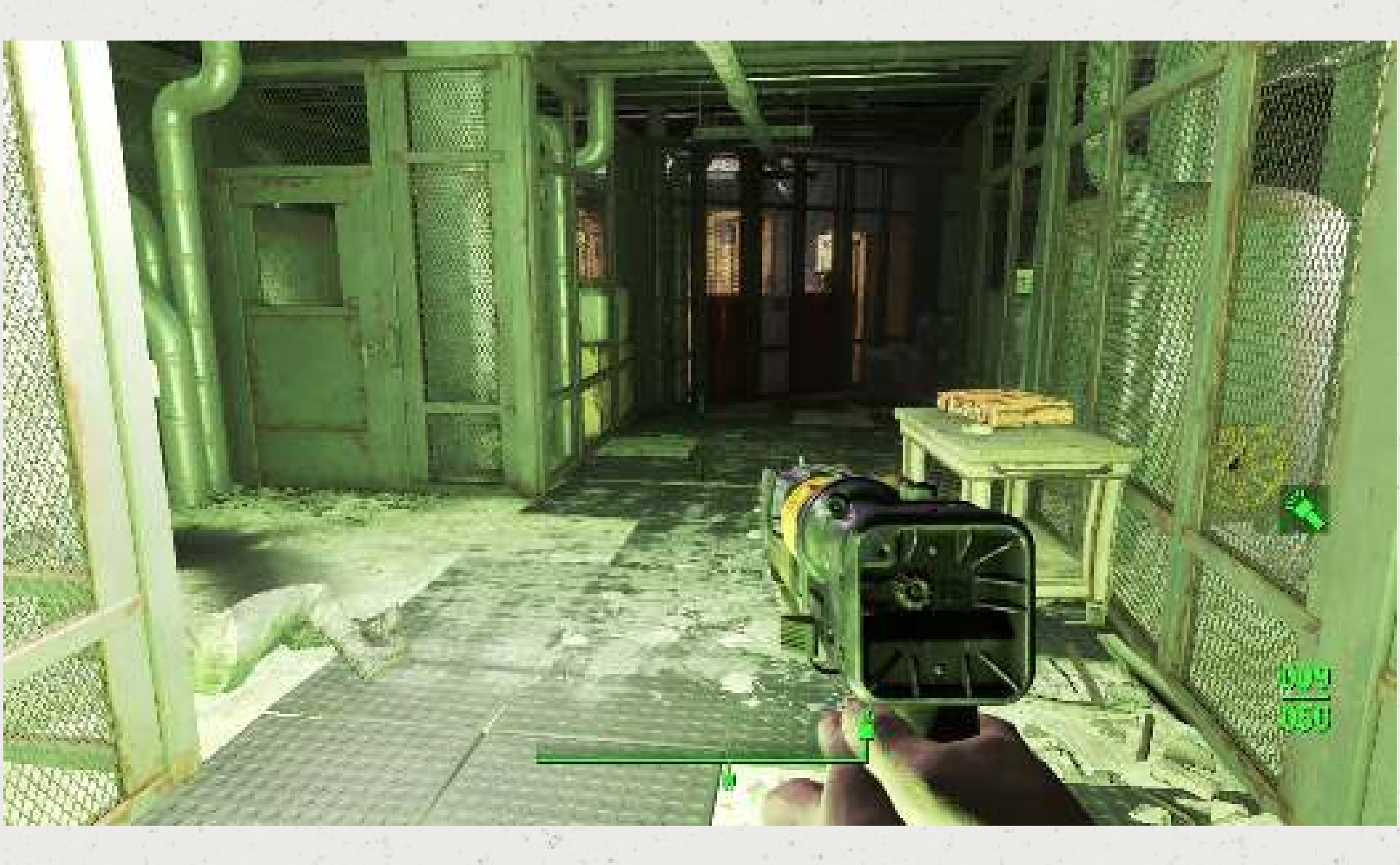
Head past the heads on stakes, and into a larger chamber with generators positioned into pathways. Watch for pressure-plate traps and rad-rats, as well as a strange animatronic alien that you can shoot. Negotiate the corridors and leap across to an exit tunnel (find the alien near this exit), firing at the turret ahead of you as you enter. Unlock the security gate (Advanced) if you wish, then enter a rubble-filled subway station.



Watch for mines as you weave past the ruined trucks en route to a waterlogged exit with Mirelurks. Try not to have any explosions occur as you enter the nest room, and you can use the unsteady plank path to circumvent the water below and reach a door (Expert). Pick that and RedEye is somewhat impressed. Otherwise, prepare for a small amount of Mirelurk combat. Then head up the sloping cave tunnel to exit.



Enter the next room and open the metal door, but only after disarming the tension trigger attached to it. Head up the narrow corridor, watching for grenade bouquets and pressure-plate traps, and into a substation chamber. This area is particularly problematic, as once you venture into the room, gas starts to pump in from the ceiling. There are radroaches to cause you further problems.



HELPFUL HINT FROM VAULT BOY!

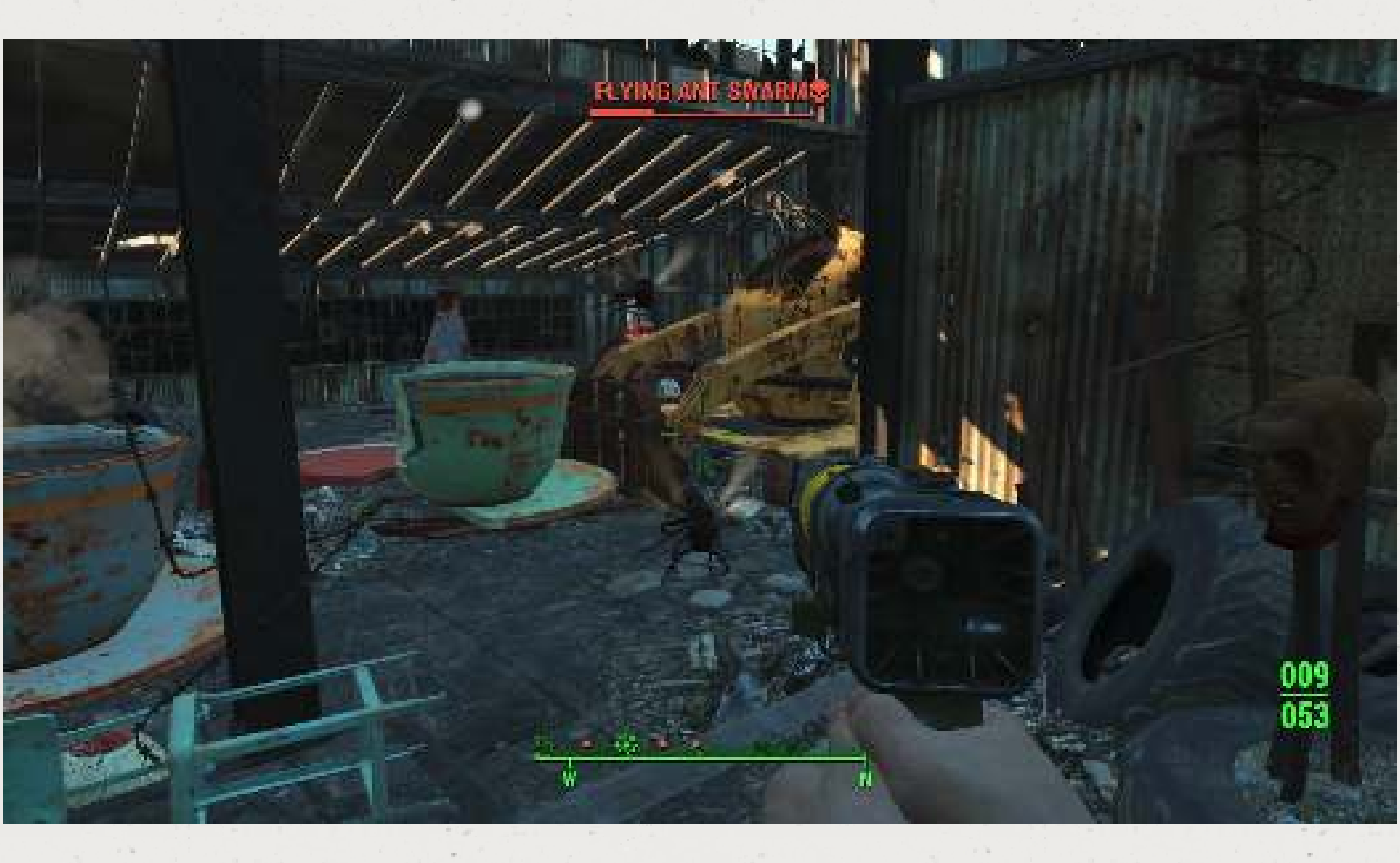
See those radroaches? Let's not fire at them while the gas is on, or you'll create highly-dangerous explosions that can really do you no good! Instead, use fists or melee implements to rid this room of its infestation, if you have the time and lung capacity!

See those gas valves? They're as useful as a broken bobby pin; so don't waste time turning them!

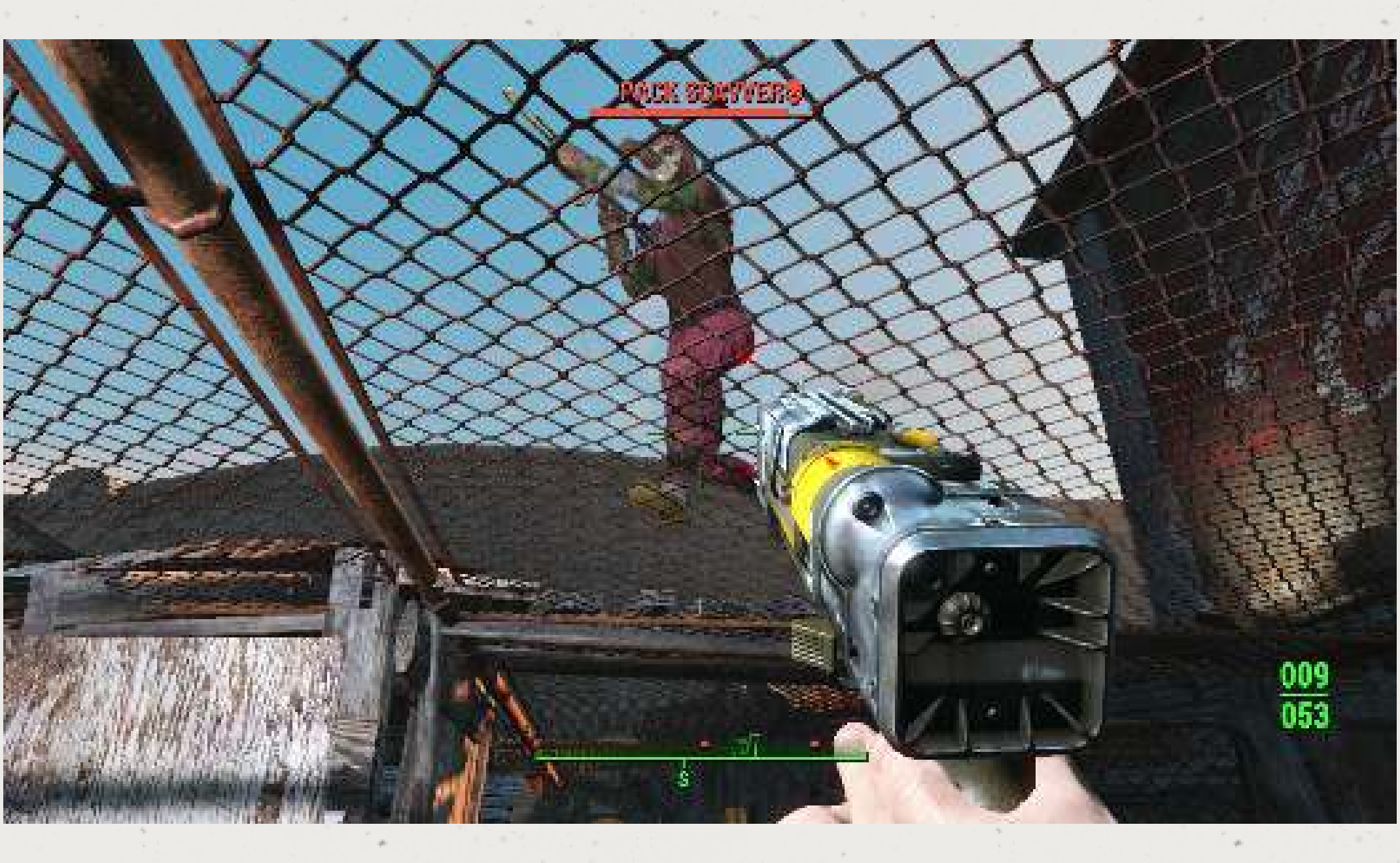
You need to open the security gate (Expert; on your left as you enter). If you don't have sufficient Lockpick skill, try to find the Nuka-World Substation Key; venture ahead to the far-right end of the main area, into an alcove on the left where the key is found on a darkened door. Before returning, head east and search for a Holotape with the Utility Substation Password; it's on a desk. Only then should you head back, open the security gate (Expert), unlock the Substation Terminal (Expert), then use the terminal to unlock the station door. It swings open, allowing an exit up into the Maintenance Shed.

THE HOME STRETCH

Exit into the dilapidated shed, fighting off swarms of flying ants; fight them with fire if you want to quickly dispose of them. Before weaving past the debris and large fairground cups, seek out the door (Novice) if you want to use a sleeping bag for the bonus.

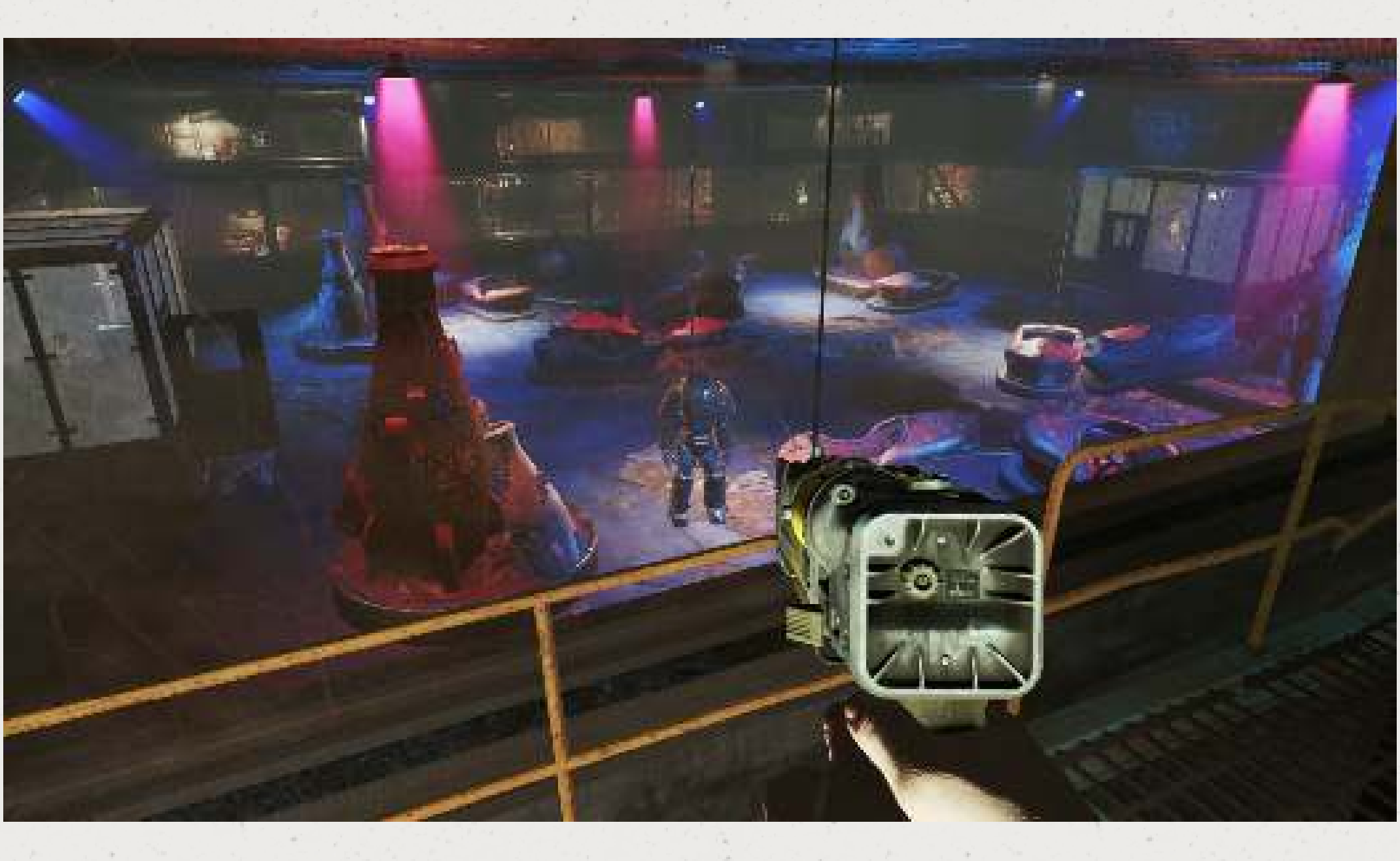


Move into the next area with the mesh ceiling, and start slaying the gang enemies that are firing on you. Disarm any grenade bouquets you see, along with any turrets. Feel free to continue to fight these foes, or flee from them (assuming the grenades and turrets are removed). Then exit up into the Cola-Cars Arena.



OVERBOSS COLTER: AN ELECTRIFYING FIGHT

Enter the arena and study the main Cola Cars chamber; an armored foe named Overboss Colter is readying himself for an unfair fight. Once you activate the intercom, you speak with Gage (completing the conversation as you wish), who informs you that the battle is distinctly one-sided and not in your favor. Even the odds by locating the Thirst Zapper weapon in one of the red lockers, and equip it. This water pistol doesn't appear to be impressive, but Colter does have an electrical suit.



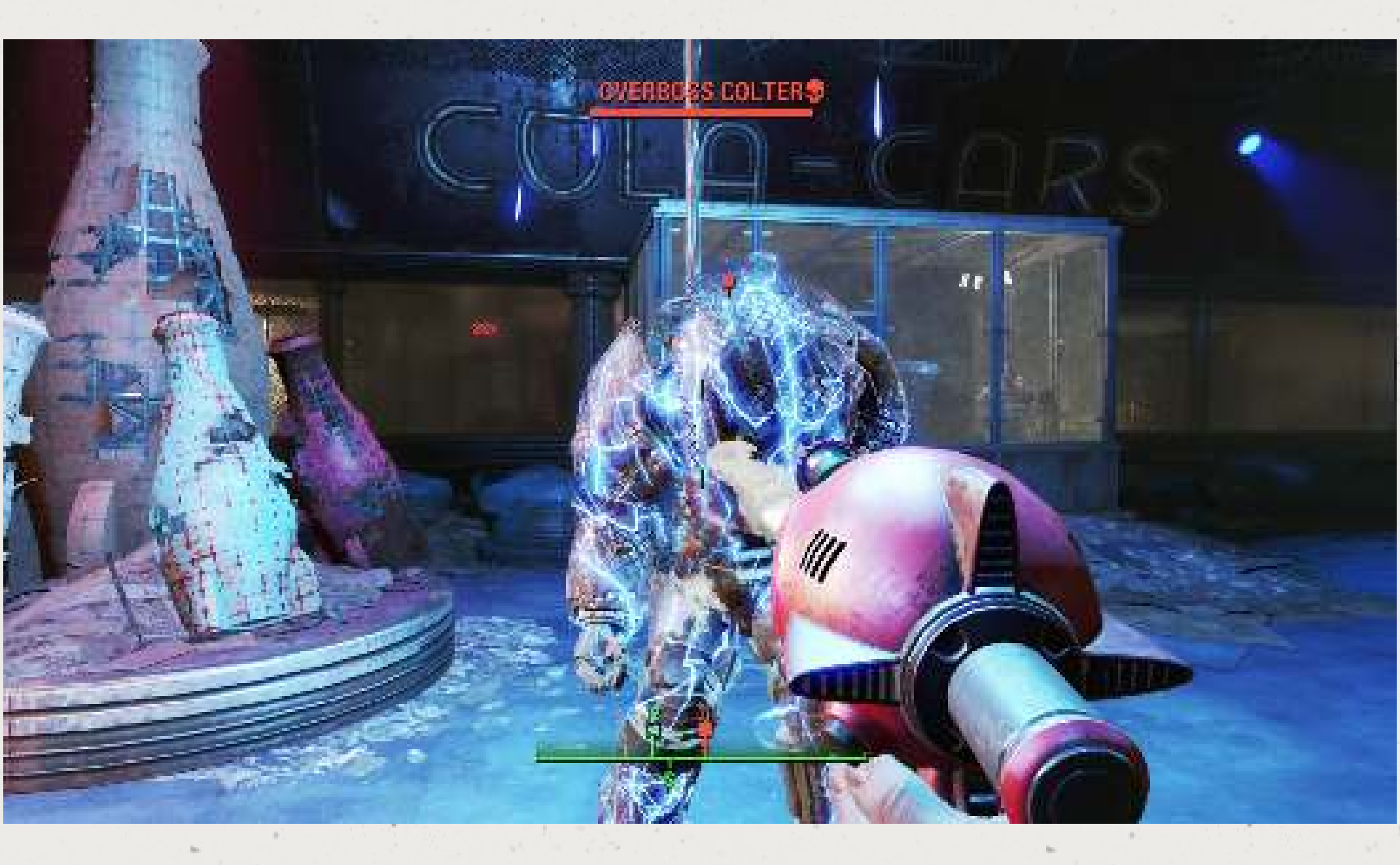
HELPFUL HINT FROM VAULT BOY!

That Thirst Zapper should be squirted at least six times during the fight with Overboss Colter. Why not temporarily equip it as a favorite, so you can quickly switch between it and a more devastating weapon? You'll be glad you did!

Collecting Fusion Cores sure is fun! Did you know that taking the core from the reactor in the back room lessens Colter's armor prowess by around 30 percent? Try grabbing this if you need further help in the forthcoming fracas!

Chat to Gage over the intercom again, before venturing out to face down Overboss Colter in an epic battle of water versus electricity. Here's the optimal plan of attack against Colter's fighting style:

- Colter is pretty much invincible at the beginning of the battle, with incredible resistance (including to critical hits). So the fight is distinctly one-sided, bordering on impossible, if you aren't able to temporarily stun him.
- If you don't have the Thirst Zapper, remove the Fusion Core from the reactor in the back room, allowing you to actively damage Colter. The battle is still incredibly difficult and protracted, but Colter is less impervious to damage.
- A better plan by far is to start by using the scenery as cover, then rush towards the Overboss and squirt him around six times with the Thirst Zapper. Do this manually (not using V.A.T.S.) until you see the suit explode and electricity dissipate off it.
- Then switch to your favorite conventional weapon(s) and shoot him. Feel free to use V.A.T.S. at this point, if critical hits to the head are your thing. Colter's offensive weaponry includes grenades and relatively moderate-damage gunfire.
- After a few seconds of damage, Overboss Colter powers up again, and becomes impervious. Switch back to your Thirst Zapper, and repeat the combat until one of you is dead.



OVERBOSS WASTELANDER: IT JUST FEELS RIGHT

Your reward is loot from Colter's corpse, which includes the Overboss Power Torso, an incredible piece of Power Armor that you can modify. It has excellent energy resistance and inflicts damage on enemies at melee range. Don't leave the arena without it!

With the battle over, speak to Porter Gage; and after the conversation, he opens up the exit and leads you into the main theme park, where you'll be crowned Overboss of the various Raider factions in this zone. Main Quest: An Ambitious Plan begins immediately. Main Quest: Open Season is also available at this point, if you wish to rid the area of the three faction leaders, though careful considerations are recommended first.

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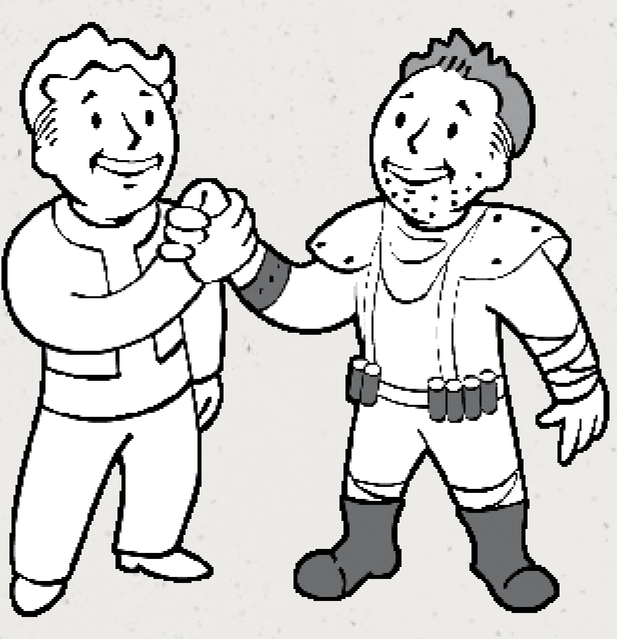
Fallout 4
ENJOY THE RIDE !!
Nuka-World

An Ambitious Plan



1. Speak to Gage in the Overboss' Quarters
2. Meet the gang boss for the Disciples
3. Meet the gang boss for the Operators
4. Meet the gang boss for the Pack
5. Return to Gage

NEW BOSS: NOT THE SAME AS THE OLD BOSS

Whether you wanted the job or not, once Main Quest: Taken For a Ride is complete, you automatically begin this quest as the new Overboss for the three acrimonious factions spread across the Nuka-World theme park. Follow the quest waypoints, pausing to optionally speak with N. I. R. A. (the Nuka-World Informational Robot Assistant that looks like a huge bottle of Nuka-Cola) and any other folks you may meet along the way (mainly do this for more information). Though there are plenty of opportunities for exploration, conclude this quest first, so you know where you stand with the three Raider gang factions.

Once you reach Fizztop Mountain and utilize the elevator, converse with Gage to hear about the three Raider gangs you need to diplomatically coax away from annihilation. Your task is to meet each of the three leaders and leave them respecting you. During the conversation, you can find more about each leader. Attempt a Speech check (Medium) to find out that:

- The Disciples (Nisha) have a love for violence and bloodshed.
- The Operators (Mags and William Black) appreciate cold, hard currency and stealth.
- The Pack (Mason) are impressed by a show of strength and dominance.

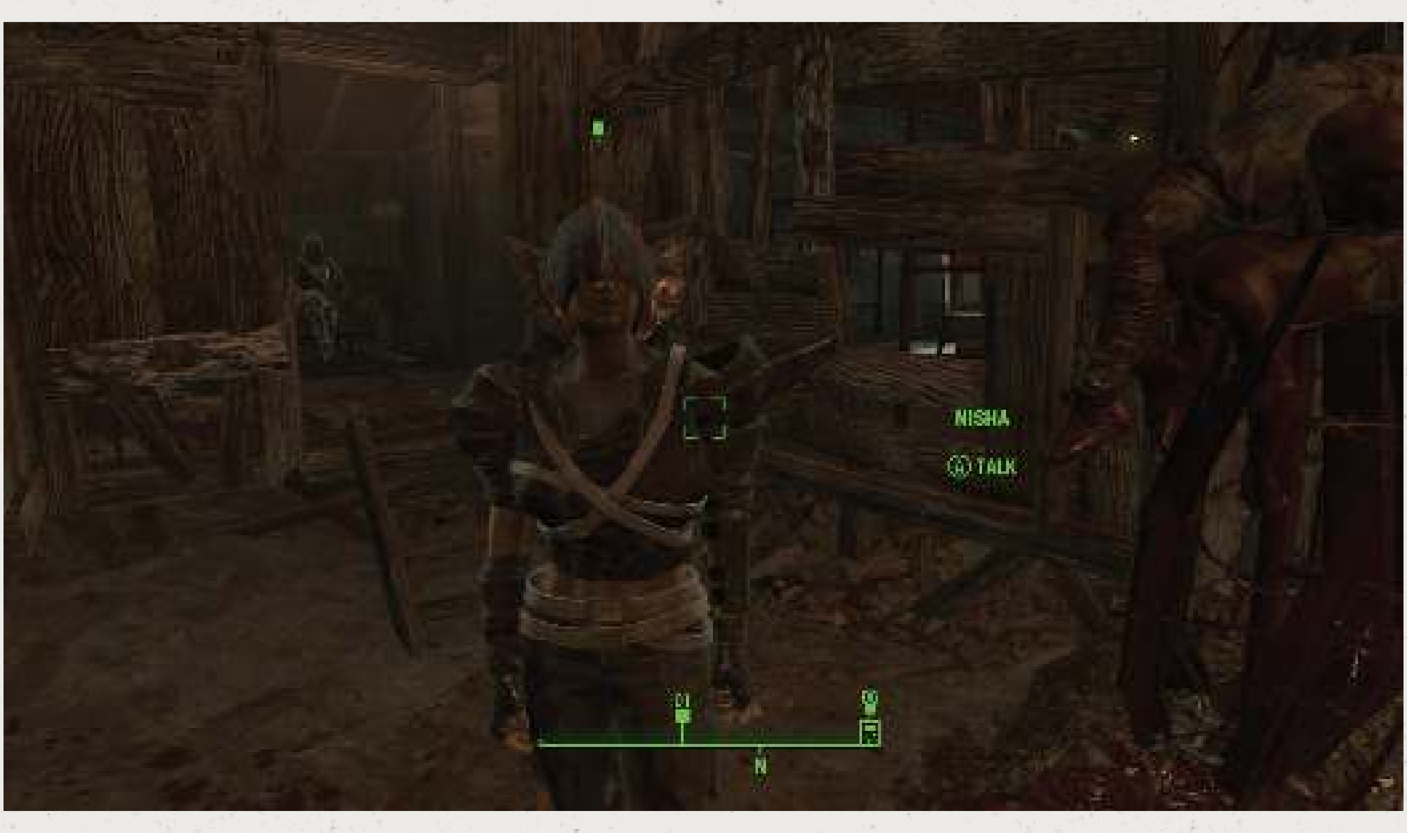
Whether or not you pass the Speech checks to find this information out, you can use this information during your initial conversations with each leader.

HELPFUL HINT FROM VAULT BOY!

Make sure you sit a spell at the fabulous Fizztop Grille, where all your living-quarter needs are met! Need to cook, tinker, and read up on Colter's loss of leadership? Then inspect this adjacent area before heading down to the lobby to check the area opposite the desk for a delicious Nuka-Cola Victory!

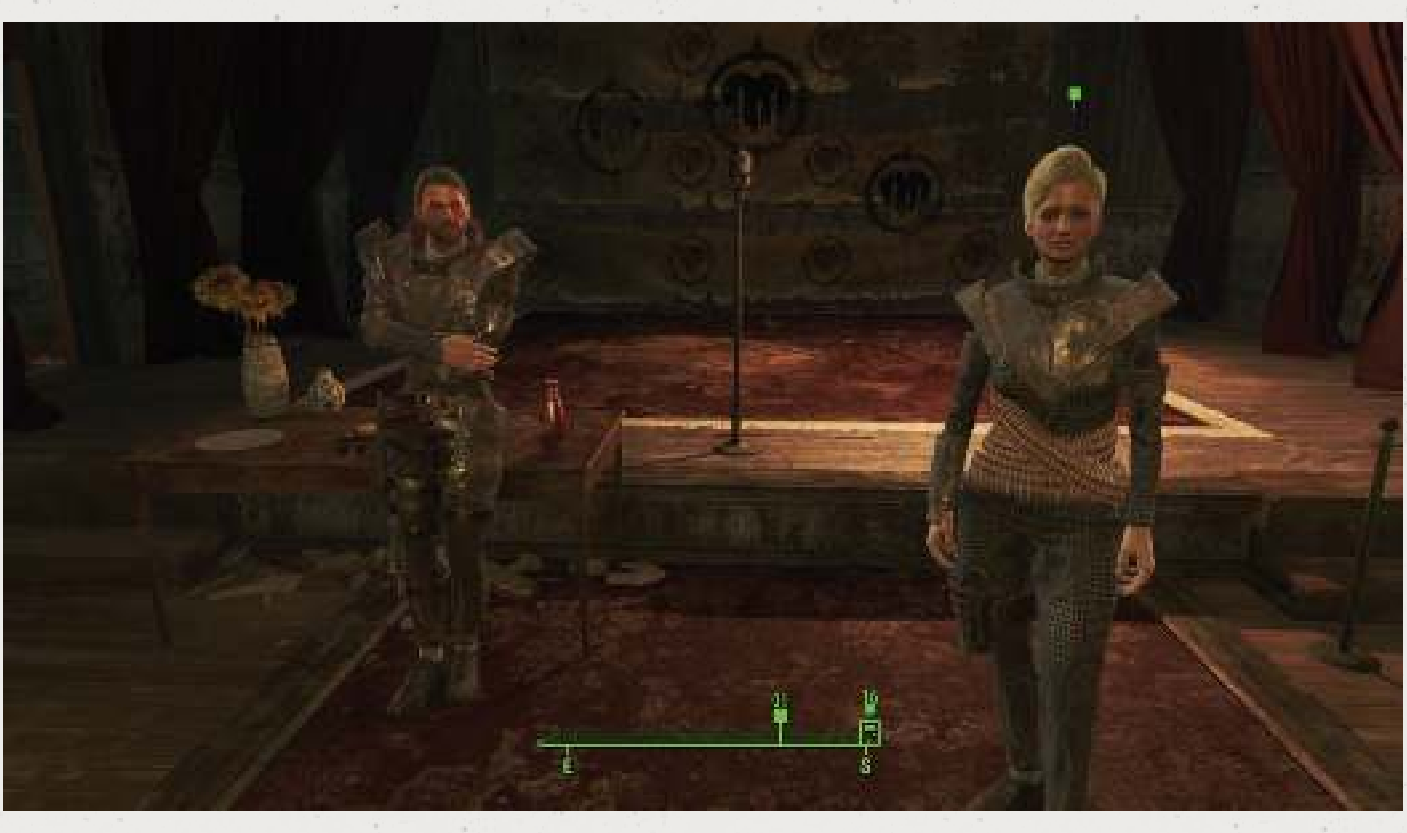
DISCIPLES: NISHA

As Nisha and the Disciples are close by (their base is at Fizztop Mountain), it's a short walk to reach them. Feel free to speak to Nisha in any way you wish, though conversations that involve your love of bloodshed and violent acts gain the most respect. When you're finished talking to her, locate one of the other gangs, or head back to Gage if you've spoken to each faction.



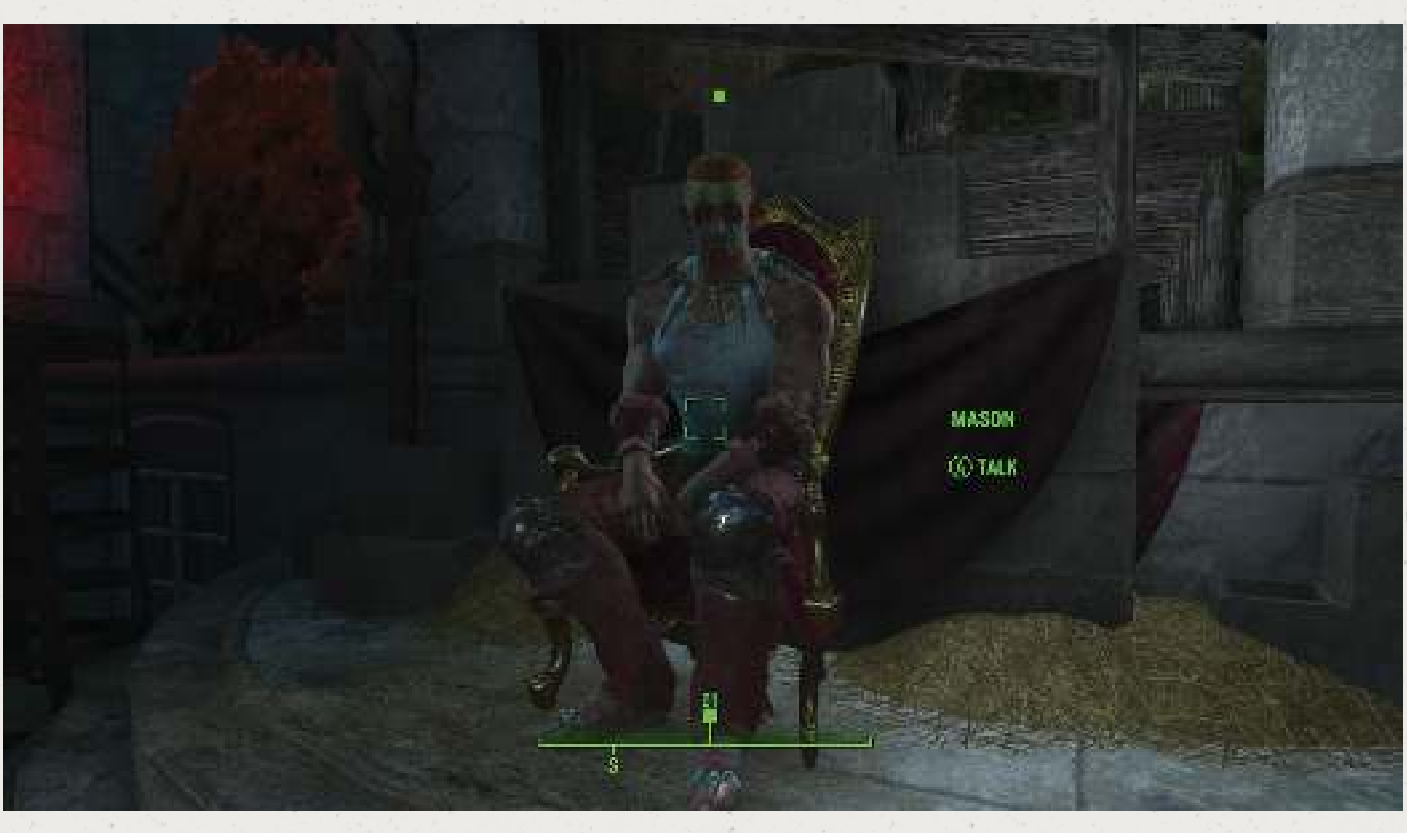
OPERATORS: MAGS AND WILLIAM BLACK

Follow the waypoint markers on your compass to The Parlor, and enter the base of the Operators. Speak to Mags and William Black, tailoring your conversation to include phrasing that shows you appreciate a more stealth-based method of killing, and your love of money. When you're finished talking to them, locate one of the other gangs, or head back to Gage if you've spoken to each faction.



PACK: MASON

Locate the Bradberton Amphitheater on your compass waypoint marker and map, and head into the base of the Pack, where you'll encounter Mason. He appreciates a firm hand and an abusive mouth to your verbalizations. Speak dominantly (employing rude answers), and pass a Charisma check (Hard), and Mason rewards you with The Problem Solver, a lethal hand-made rifle.



HELPFUL HINT FROM VAULT BOY!

Did you know that you can revisit each of the leaders as you progress through the Main Quest in order to begin the following Radiant Quests? You may wish to start them now, before returning to Gage when all the territory-claiming begins; they are more straightforward now because you won't have offended one gang by favoring it over another, and you can further speak to each leader to determine which gang you're happiest giving the most territories to. It's good to have so many friends!

The following Radiant Quests are available: **A Goods Defense**, **Collaring Outside the Lines**, and **Under the Collar**.

HELPFUL HINT FROM VAULT BOY!

Have you visited the Nuka-Town USA market yet? It's along the route to Mason's Pack base, and there's a wide variety of interesting **items** to purchase. Those traders look happy to see you. Perhaps it's because they've been held here against their will and are sporting explosive collars? No matter; let's shop!

Did you chat to Mackenzie in the Market? The good doctor has some rather interesting ideas regarding the merchants' freedom. This begins Main Quest: **Open Season**. It's worth pondering this quest before completing it!

PARK LIFE: A NUKA-WORLD OF HURT

Finally, head back to your Overboss quarters and chat to Gage, who explains that you must investigate the five different parks outside Nuka-Town, but all within the Nuka-World Theme Park, and claim each for one of the three gangs. Once you plant the flag of a particular faction, it becomes stronger, and the lesser gangs won't take kindly to this. But deciding which gang gets which territory is part of the subsequent Main Quest path. For now, this quest concludes, and Main Quest: The Grand Tour begins.

HELPFUL HINT FROM VAULT BOY!

Need a new chum who's got your back as well as your front? You could do worse than Porter Gage, who is more than happy to accompany you as a companion from this point, if you wish to engage him in a variety of interesting dialogues. He can trade with you while in Nuka-Town USA, Fizztop Grille, and some adjacent areas.

He likes: Ignoring settlements when they ask for help, weapon modifications, murder, lock-picking, stealing, asking vendors for more caps, and unpleasant speech choices.

He dislikes: Helping settlements when they are under attack, addition or use of **chems**, Caps donations, the drinking of **alcohol**, and pleasant speech choices.

His Companion Perk is Lessons in Blood (+5% XP boost for each kill, +10 Damage Resistance). He's a real peach!

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Fallout 4
ENJOY THE RIDE !!
Nuka-World

Nuka-World Main Quests

Open Season

1. Hunt Down and Kill Nisha
2. Hunt Down and Kill Mags Black
3. Hunt Down and Kill William Black
4. Hunt Down and Kill Mason
5. Speak to Mackenzie Bridgeman

TRUTH AND CONSEQUENCES

Are you a little uncomfortable palling around with Raiders? Do these reprobates make you sick? Or do you simply want to slay everyone associated with the Raider gangs in and around this theme park? Then Main Quest: Open Season is for you! This quest can be started in a variety of ways, but the timing of completing this quest should be taken into consideration. Consult the possible endings at the end of this section to help you decide whether you wish to commence this quest, and how you would like it to end.

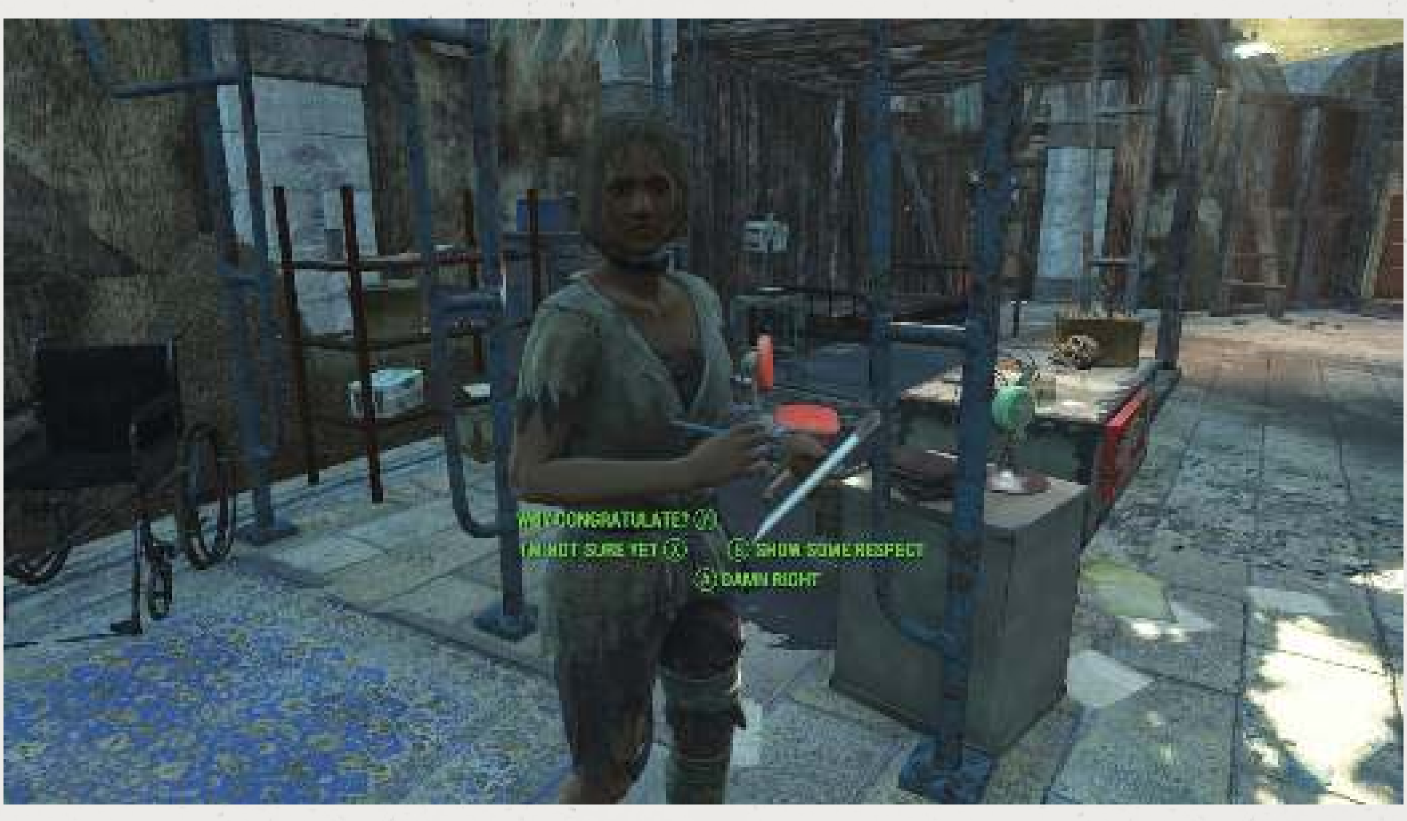
HELPFUL HINT FROM VAULT BOY!

Are you a big fan of Raiders? Do you want to ally with them, hand over control of various Nuka-World zones, and start taking over various Commonwealth settlements with these reprobates? Then you might want to skip this optional quest; it makes you an enemy of the gangs in these parts!

HELPFUL HINT FROM VAULT BOY!

Are you intent on some Raider culling? Then make sure you understand what's about to happen: every degenerate with a spiky piece of shoulder **armor** in the park is going to be gunning for you! Make sure you've gathered enough stimpaks, ammunition, and weaponry to complete the job without becoming overwhelmed.

QUEST COMMENCEMENT



You can start this quest at any time. In fact, you can have it active before you even visit Nuka-World. But it's worth considering when precisely to do the deed. For now, start Main Quest: Open Season in one of the following ways:

- You can visit Preston Garvey, who starts off in the Museum of Freedom (in Concord), but may be at one of your settlements. The Minutemen have a hatred of Raiders, so it makes sense (if you're firmly allied with him) to massacre all the Raiders on his behalf.
- You can start a fight and massacre Porter Gage (whom you meet when arriving in Nuka-World), which turns the other Raiders hostile. Gage is a go-between, and killing him turns the theme park into an even more dangerous hellhole. Your only option is to rid the park of the Raider gangs. Note that you can remain hidden, execute Raiders, and continue to stealthily rid the park of these foes, but non-boss Raiders respawn after three days.
- You can visit Mackenzie Bridgeman, the physician at the Nuka-Town USA market. She, along with the other traders, are all enslaved by the Raiders; she's hoping you'll slay the three faction leaders and free the traders. This is the easiest way to begin this quest, and you don't need to follow through on her pleas until you're ready.

GETTING RID OF THE RAIDERS

You now have four targets to find and execute. They are:

- Nisha, leader of The Disciples.
- Mags and William Black of The Operators.
- Mason of The Pack.

Be warned that as soon as you start an aggressive, weapon-filled execution of any of the four gang bosses, every one of the Raiders throughout the theme park turns hostile!

WILLIAM BLACK
030
040

A RAIDER-FREE ENDING

Are you expecting a rich reward for a protracted massacre of all Raiders within Nuka-World? Then you're in for a disappointment. Although morally pure, slaying the four leaders and (optionally) all other Raider foes grants you little except gratitude from Mackenzie and Preston. You may still be able to experience the individual quests within each zone (such as **Star Control** in the Galactic Zone), but there are no flags to hoist up poles.

Why not complete the majority of the Main Quests first, before double-crossing the Raiders after Main Quests: **Home Sweet Home** and **Power Play**? If you attempt this plan, your alliance with the Minutemen and Preston Garvey suffers irrevocable harm, and you cannot return any Raider-assigned settlements in the Commonwealth back into the hands of your previous allies.

You must decide whether to forgo previously-assigned Commonwealth settlements and your friendship with Preston, or to relinquish command over the Nuka-World Raiders.

If you finish this quest, the Nuka-World **power** plant door becomes accessible, enabling you to restore **power**, independent of completing the Nuka-World Main Quest line.

The optimal time to finish this quest? If you're concerned about your reputation with Commonwealth **factions** and settlements, you shouldn't start to hand them off to raider gangs. So complete **The Grand Tour**, to the point that Main Quest: **Home Sweet Home** is accessible. Unfortunately, you can't gather the **Perks** and **weapons** from your favored two gangs, as you must start the double-cross. Though you also have to skip the Radiant Quests and final two Main Quests (**Home Sweet Home** and **Power Play**), you keep your alliance with Preston intact.

Or, you can throw your lot in with these anarchic Raider types, and ignore this quest.

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Fallout 4
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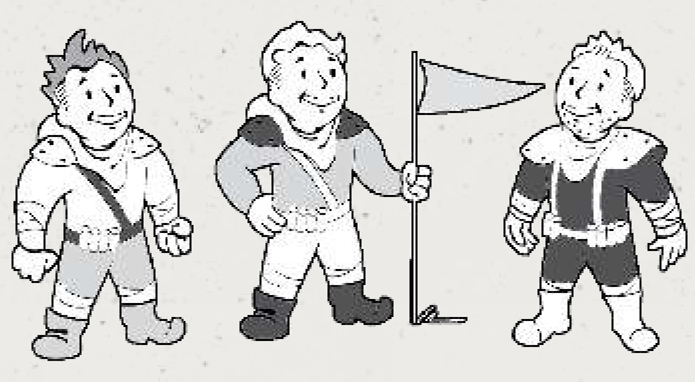
Nuka-World

Nuka-World Main Quests

The Grand Tour



1. Secure Galactic Zone
2. Assign a Gang to Galactic Zone
3. Secure Dry Rock Gulch
4. Assign a Gang to Dry Rock Gulch
5. Secure Kiddie Kingdom
6. Assign a Gang to Kiddie Kingdom
7. Secure Safari Adventure
8. Assign a Gang to Safari Adventure
9. Secure Nuka-World's Bottling Plant
10. Assign a Gang to Nuka-World's Bottling Plant
11. Speak to Gage

TOURING THE MAJOR ATTRACTIONS

Once Main Quest: An Ambitious Plan concludes, and the leaders of all three of the raider factions are met, your task as Overboss is to assign a faction to each of the five park zones. This involves heading into each zone, completing the associated and additional quest within that zone that allows access to the zone's flag pole, and then assigning the zone (via a raised flag) to a particular faction. At this point, you are to choose which faction to assign the zone to: the Disciples, the Operators, or the Pack.

Check the end of this quest for the reasons to choose a particular faction over another.

Galactic Zone: Star Control

The Galactic Zone is full of robots and Star Cores: circuit boards that slot into a mainframe console. Collect 20 during this mission to access the flagpole. Collect all 35 (accessible only after the Main Questing is over) for a special suit of Power Armor.

Dry Rock Gulch: High Noon At The Gulch

This western-themed park area has Protectron cowboys and a real problem with bloodworms. You need to complete tasks to find a safe combination. Have you done this quest wearing the Silver Shroud costume yet? You receive different comments from the cowboys.

Kiddie Kingdom: A Magical Kingdom

A crazed ghoul magician rules the roost here, and continuously sprays the zone with irradiated mist. Little wonder that the main source of combat is from ghouls. Watch the radiation level here, and once you've solved Oswald's problem, the park's flag can be assigned.

Safari Adventure

A scavenger raised by ghoulrillas is still alive and battling a plague of deadly gatorclaws. Head in here and help him out, then either force him to leave, stay with a faction (he prefers The Pack), or kill him and his ape buddies.

Nuka-Cola Bottling Plant: A World Of Refreshment

Aside from the Nuka-Cola spray-painted T-51f Power Armor to scavenge here, you're entering this zone to slay the abundance of nukalurks (and possibly mirelurks), which come in all varieties from hatchlings to the King and Queen. With the area secured, the flag can then be assigned.

TOUR COMPLETION: GETTING TERRITORIAL

Assign a gang to occupy each of the park's zones based on which factions you wish to favor and which you wish to annoy. There are five zones and three gangs, so decide on your optimal plan after considering the following factors:

- At the end of Main Quest: Home Sweet Home and beginning of Main Quest: Power Play, the gang you assign the least number of locations to will turn on you, and must be slain. Pick two of the gangs to be friendly with as early as possible; give one of them three zones, and the other gang two zones.
- Each gang has a perk that is granted at the end of Main Quest: Power Play, as well as a unique weapon, so make sure the two gangs you favor will grant the perks and weapons that most benefit your style of play. You also receive Radiant Quests and tribute chests from the two factions as well, but not until the Nuka-World Main Quest begins to conclude.
- The previous knowledge presupposes you didn't turn on the gangs and slay them, in accordance with Preston Garvey's wishes, as part of Main Quest: Open Season.

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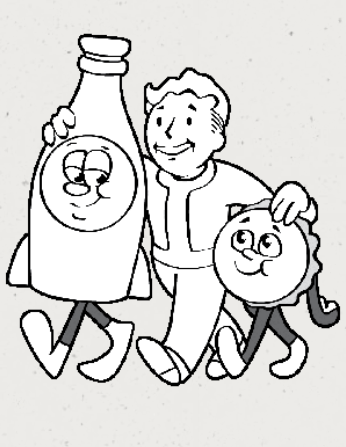
Nuka-World Main Quests

Star Control



1. Investigate the battle site
2. Read Tiana's Log
3. Locate Star Control
4. Investigate the Mainframe
5. Find a Star Core
6. Install the Star Core
7. Reboot the Mainframe
8. Repair the Mainframe
9. (Optional) Clear the Galactic Zone
10. Find Star Cores in the Galactic Zone: Grounds
11. (Optional) Clear the Galactic Zone Grounds
12. Find Star Cores in Nuka-Galaxy
13. (Optional) Clear Nuka-Galaxy
14. Find Star Cores in the Starlight Interstellar Theater
15. (Optional) Clear the Starlight Interstellar Theater
16. Find Star Cores in Vault-Tec: Among the Stars
17. (Optional) Clear Vault-Tec: Among the Stars
18. Find Star Cores in the RobCo Battlezone
19. (Optional) Clear the RobCo Battlezone
20. Find Star Cores outside the Galactic Zone
21. Use the Mainframe to Secure the Zone
22. Assign a Gang to the Galactic Zone

COMMAND AND CONTROL

HELPFUL HINT FROM VAULT BOY!

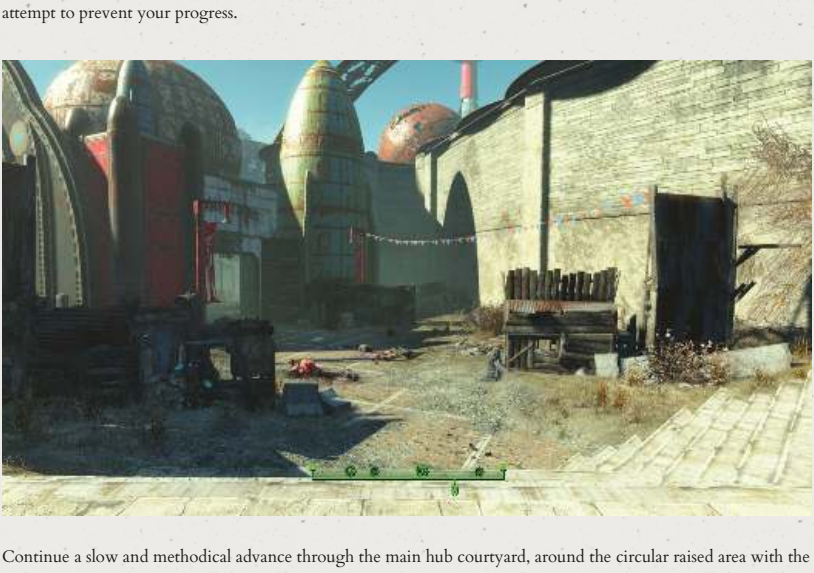
Welcome to the Galactic Zone! This sprawling attraction features robots of many types, so adventurers with the Robotics Expert perk will find themselves at an advantage here! This attraction has a central area, known as the Grounds, and five surrounding areas, known as Nuka-Galaxy, the Starlight Interstellar Theater, Vault-Tec: Among the Stars, the RobCo Battlezone, and Starport Nuka.

Have fun, don't forget to start your Star Core collection, and good luck!

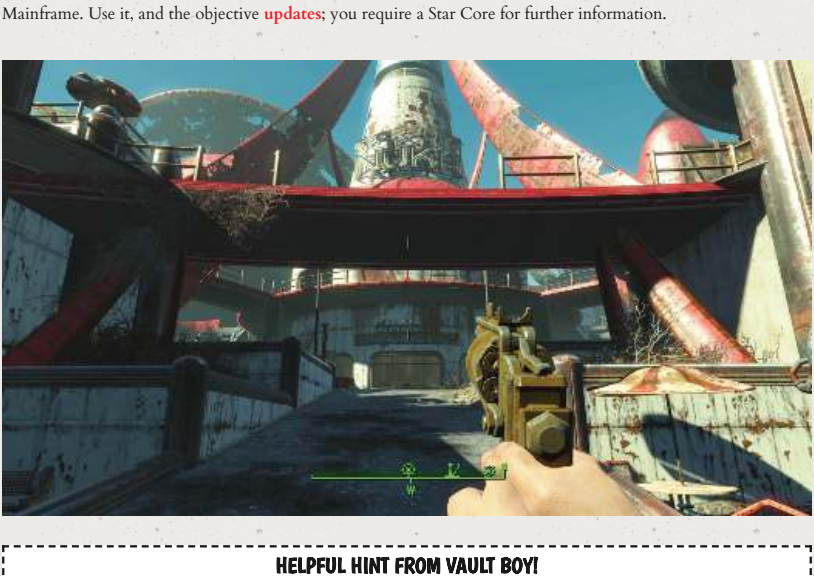
HELPFUL HINT FROM VAULT BOY!

This quest automatically begins once you've started Main Quest: The Grand Tour and you first step into the Galactic Zone. Completing this quest occurs as Main Quest: The Grand Tour progresses, but you don't need to find all of the Star Cores to complete this section of The Grand Tour; you only need to assign this attraction to a particular gang faction. You can visit each of the five park attractions, completing the Main Quest within each one, in any order you like.

Once you step forth into Galactic Zone, inspect the corpses on the brick-paved courtyard just left of the entrance. One of the dead is Tiana Alston. Search her corpse to acquire her log, then read it. Now venture further into this zone, checking the underside of walkways for turrets, and start defeating eyebots and other automatons that attempt to prevent your progress.

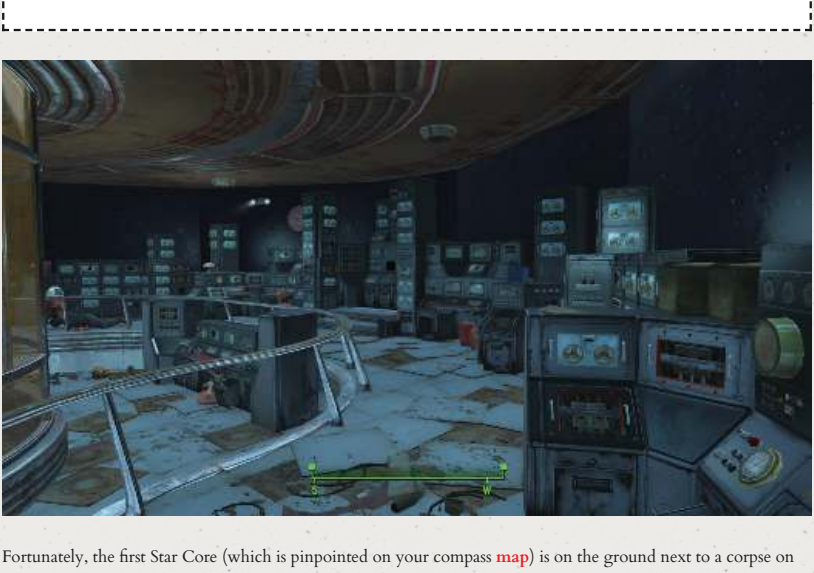


Continue a slow and methodical advance through the main hub courtyard, around the circular raised area with the globe, to the shallow ramp; at the top you reach a section of the zone called Starport Nuka. Open the glass door ahead of you, head inside the cylindrical chamber, up the small set of steps, and around to the Star Control Mainframe. Use it, and the objective updates; you require a Star Core for further information.



HELPFUL HINT FROM VAULT BOY!

Star Cores are Systemized Telemetry for Automated Robot Control panels, and look like a circuit with a soft red glow. You may have already found some within the Nuka-World Theme Park. Collect 20 of the 35 available Star Cores to complete this quest. How exciting!



Fortunately, the first Star Core (which is pinpointed on your compass map) is on the ground next to a corpse on the raised railing area you're standing on. Gather this circuit, install it into any of the wall sections around the mainframe monitor, then use the mainframe for a second time. The mainframe reboots, and you should spend some time reading the log entries inside. Of particular interest are the totals for the remaining 34 Star Cores available. They are scattered in the following areas:

- There are none (0) in the Star Control Chamber.
- There are six (6) in the Galactic Zone Grounds.
- There are seven (7) in Nuka-Galaxy.
- There are four (4) in the Starlight Interstellar Theater.
- There are six (6) in Vault-Tec: Among the Stars.
- There are six (6) in RobCo Battlezone.
- There are five (5) outside the Galactic Zone, in other parts of the park.

At this point, the quest becomes extremely freeform. You have the (optional) choice to clear each of the previously-listed areas within the Galactic Zone of enemies. You should also begin your search for at least 19 of the remaining 34 Star Cores, which can be done in any order you like.

HELPFUL HINT FROM VAULT BOY!

This Vault-Tec approved instructional plan will now list the available Star Cores in each area, based on the mainframe list. These may not be the optimal order to gather them in, and you are encouraged to find them all in any order you like.

Return to the mainframe once you have a total of 5, 10, and 15 Star Cores and you can disable a particular type of robot (eyebot, for example), making further explorations easier.

Return to the mainframe once you have a total of 20 Star Cores to reprogram all hostile robots within this zone, taking them off their defense mode.

Return to the mainframe once you have a total of 35 Star Cores to unlock the main display case in the middle of the mainframe glass chamber, and secure the Quantum X-01 Power Armor.

Are you here to complete an objective in Main Quest: The Grand Tour? Then raise the faction flag of your choice on the second floor of Starport Nuka (exterior balcony) once the zone is secured (by obtaining 20 Star Cores and taking all robot threats off their defense mode).

STAR CORE COLLECTING: ALL LOCATIONS (35)

Your Star Core collecting spree begins now! Feel free to collect the following Star Cores as you follow other quests, or in one massive hunt. Check carefully for any prerequisites necessary to obtain a few of the more cunningly-hidden Star Cores.

The list pre-supposes you have removed all notable threats within each area first (so the name of the area on your Pip-Boy map is marked "[CLEARED]"), so any robots or turrets are not mentioned. It's worth completing a thorough removal of all foes first, before grabbing each Star Core.

HELPFUL HINT FROM VAULT BOY!

Howdy! Are you trying to find all 35 Star Cores? Then make sure you have the appropriate objective highlighted on your Pip-Boy, so each of the Star Cores appears on your compass map; making accessing each Star Core a whole lot easier!

Have you unlocked three tiers in your Lockpick perk (to Expert level)? Then opening the locked doors to some of the chambers with Star Cores in them becomes a lot easier. However, searching adjacent locations around the locked door usually yields a key.

Currently, the elevator above the mainframe chamber may be inactive due to a power outage. To activate this elevator, power to the Nuka-World power plant, due west of the Galactic Zone, must be restored. This is important, as there is a Star Core in the room above the mainframe chamber. You must complete either Main Quest: Power Play or Main Quest: Open Season, so this quest is only fully able to be completed (and the X-01 Power Armor obtained) once the Main Quests are finished.

As a bonus, bringing the Nuka-World power plant online opens the following locations:

The elevator in Starport Nuka (Galactic Zone).

The roller coaster in Nuka-Galaxy (Galactic Zone).

The employee area (Dry Rock Gulch).

The Ferris wheel (Kiddie Kingdom).

Cappy's Treehouse (Safari Adventure).

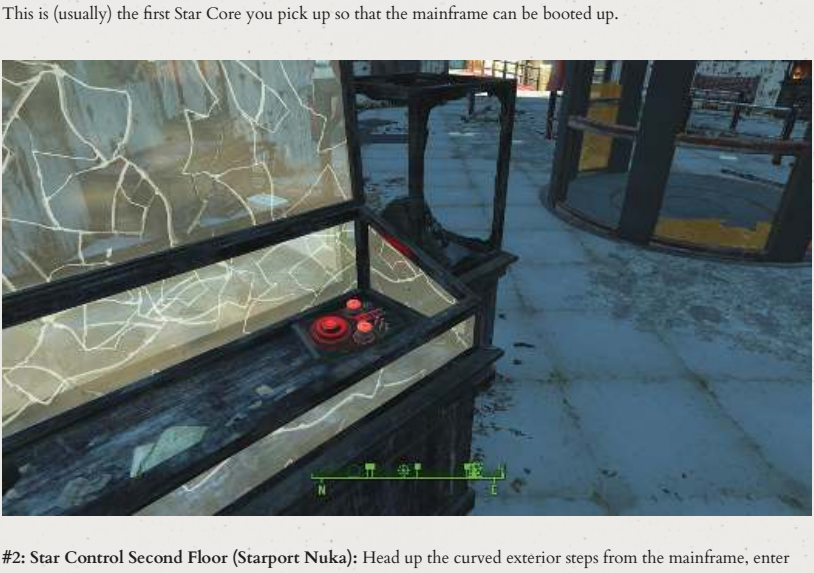
The beverageer laboratory (Nuka-Cola Bottling Plant).

Nuka-World Red Rocket Settlement workshop (east of Nuka-Cola Bottling Plant).

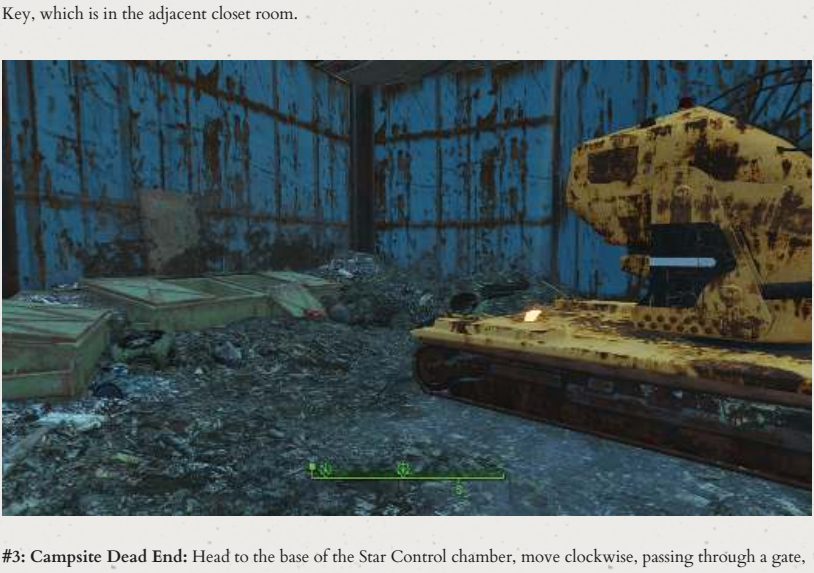
Restoring power: What a great idea!

Star Cores: Galactic Zone Grounds (7)

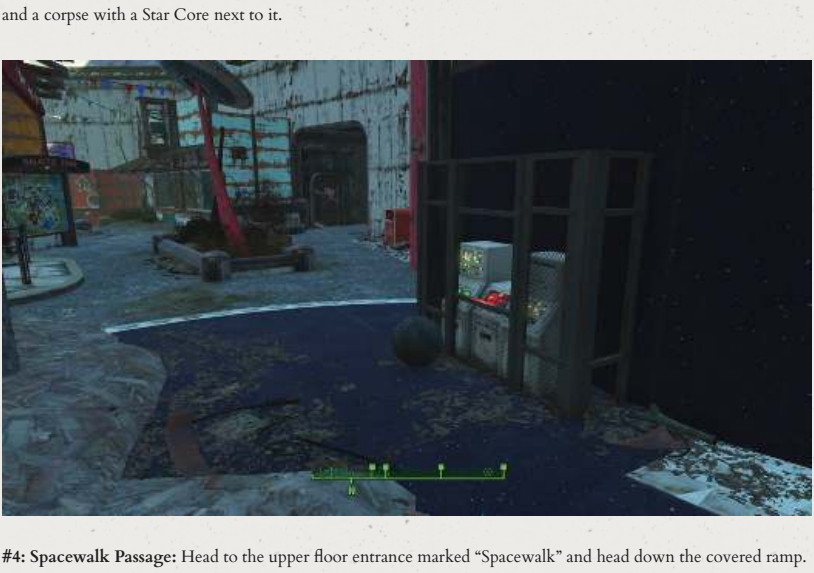
#1: Star Control Chamber (Starport Nuka): Just to the left of the mainframe, by the corpse of Kendell Alston. This is (usually) the first Star Core you pick up so that the mainframe can be booted up.



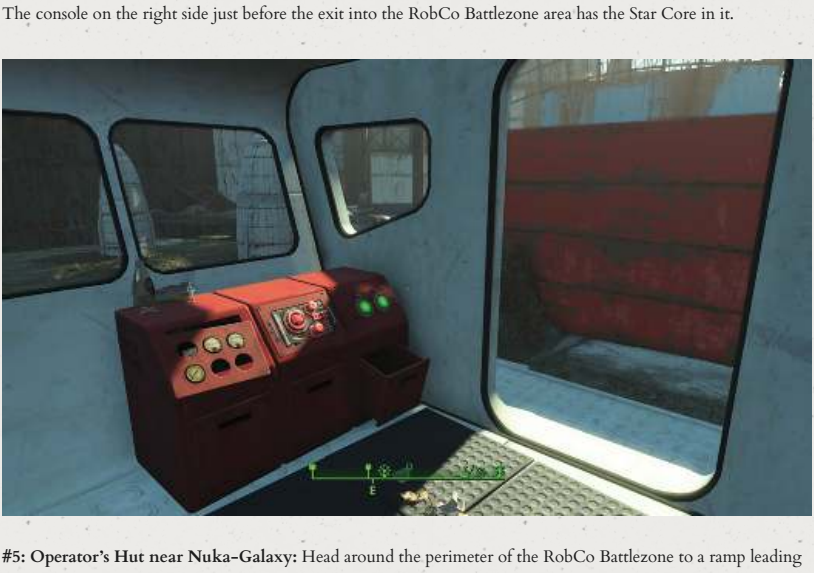
#2: Star Control Second Floor (Starport Nuka): Head up the curved exterior steps from the mainframe, enter the second floor above, and unlock the display case with the Star Core. You require the Galactic Zone Manager's Key, which is in the adjacent closet room.



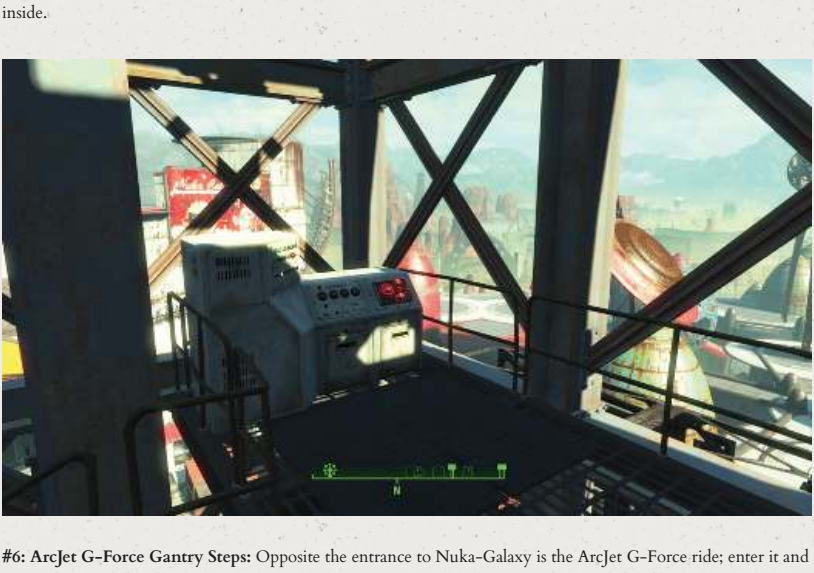
#3: Campsite Dead End: Head to the base of the Star Control chamber, move clockwise, passing through a gate, past the camp area with the magazine and rusting van, past a yellow piece of digging machinery, to a dead-end and a corpse with a Star Core next to it.



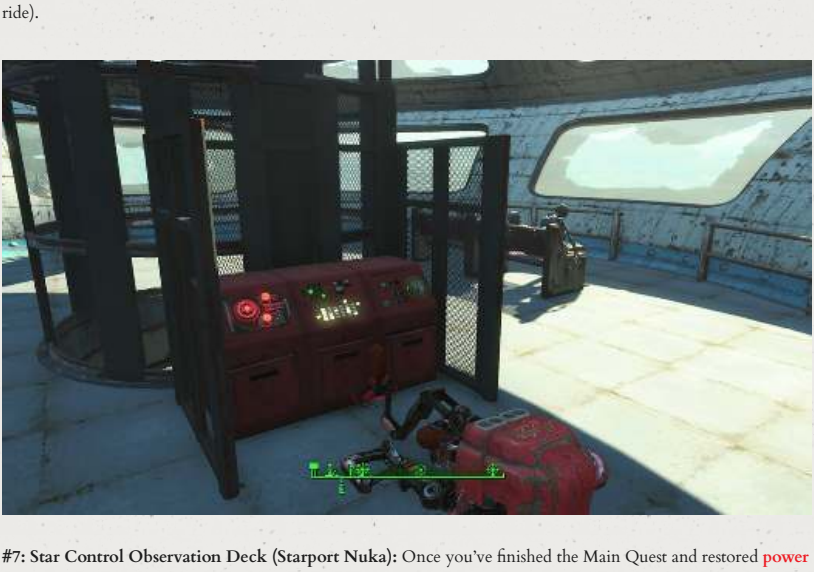
#4: Spacewalk Passage: Head to the upper floor entrance marked "Spacewalk" and head down the covered ramp. The console on the right side just before the exit into the RobCo Battlezone area has the Star Core in it.



#5: Operator's Hut near Nuka-Galaxy: Head around the perimeter of the RobCo Battlezone to a ramp leading up to the entrance to Nuka-Galaxy. To the right of that ramp is a small, open operator's hut with a Star Core inside.

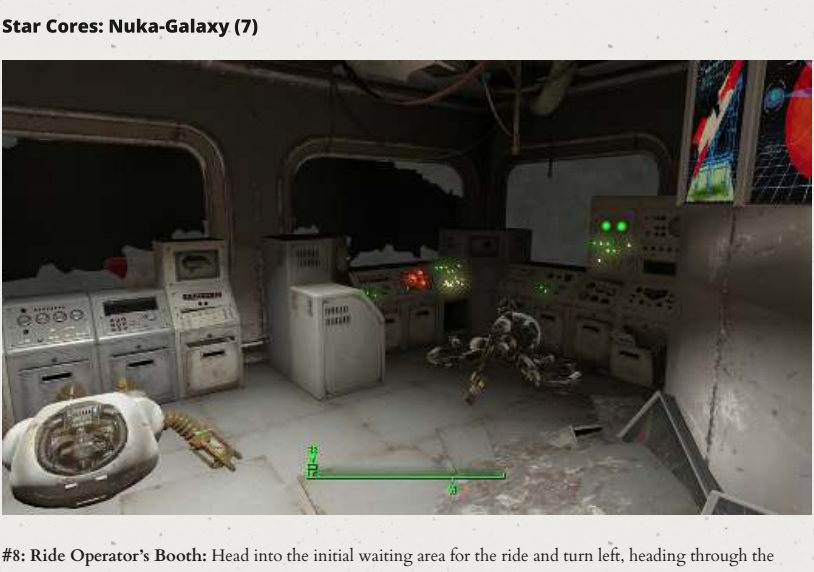


#6: ArcJet G-Force Gantry Steps: Opposite the entrance to Nuka-Galaxy is the ArcJet G-Force ride; enter it and climb all the way up the gantry steps to the console at the very top (with a view down to the "Splashdown" ride).

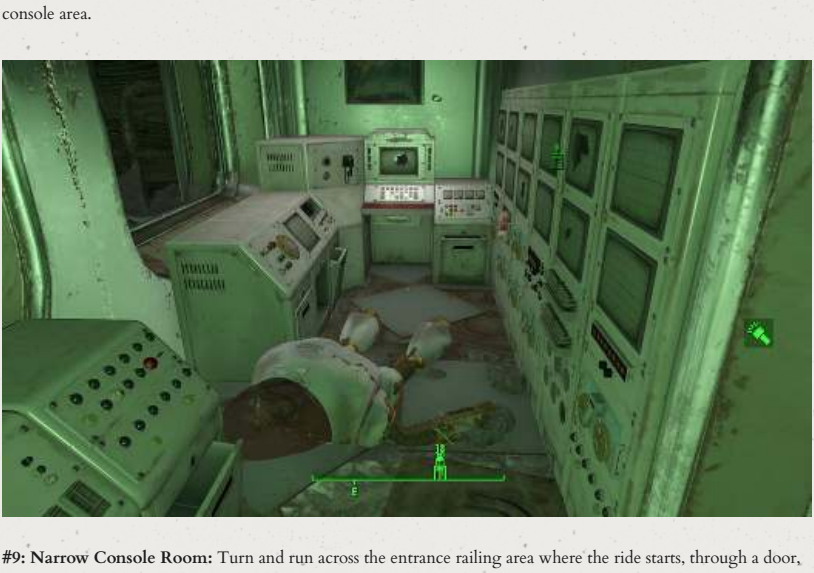


#7: Star Control Observation Deck (Starport Nuka): Once you've finished the Main Quest and restored power to the Nuka-World power plant, the elevator on the second floor of the Starport Nuka tower is accessible. Step into it, activate it, ride it up to an observation deck, and pry the Star Core from a control panel console. You'll likely find this Star Core last because it's inaccessible without completing the prerequisite quests.

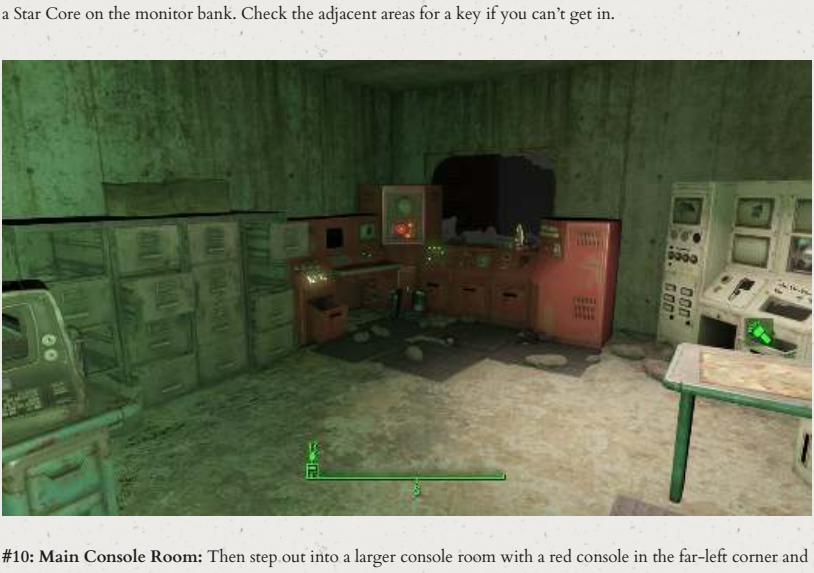
Star Cores: Nuka-Galaxy (7)



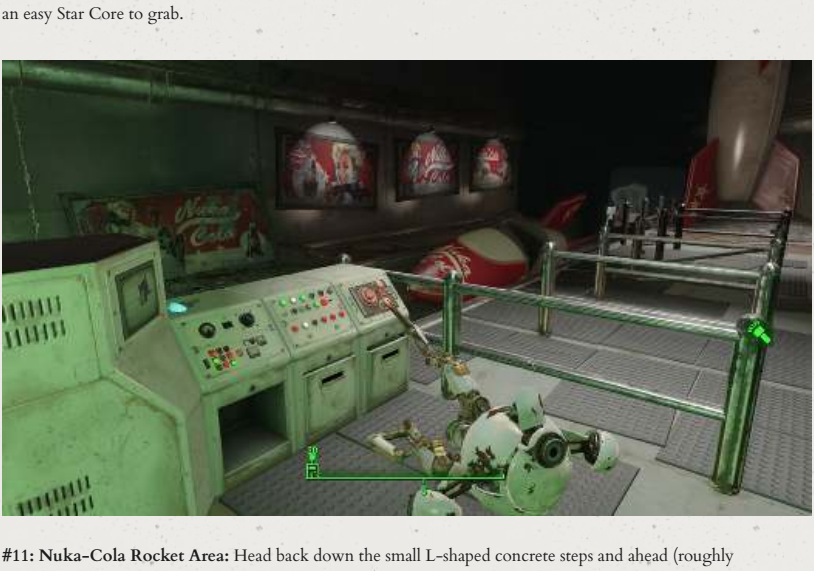
#8: Ride Operator's Booth: Head into the initial waiting area for the ride and turn left, heading through the doorway with the Nuka-Cola machine to the right of it. Ascend the steps, weaving through the corridor to the main ride entrance, and head down the ramp to the ride operator's booth. Pry the Star Core from the corner console area.



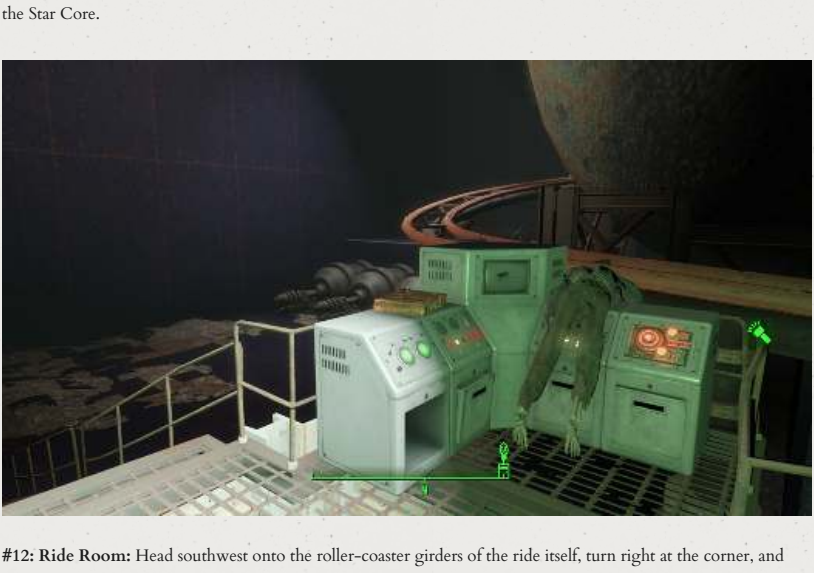
#9: Narrow Console Room: Turn and run across the entrance railing area where the ride starts, through a door, and up some narrow concrete interior steps on your left. Turn right at the top, entering a small control room with a Star Core on the monitor bank. Check the adjacent areas for a key if you can't get in.



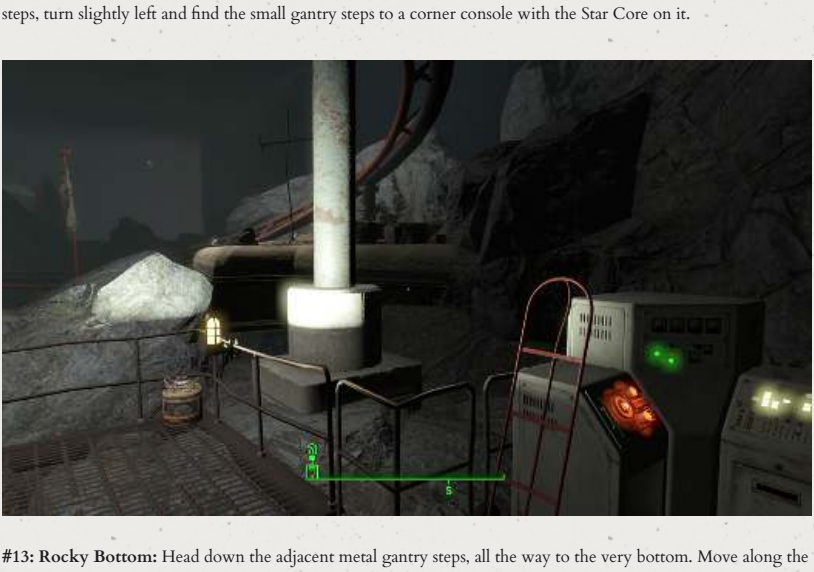
#10: Main Console Room: Then step out into a larger console room with a red console in the far-left corner and an easy Star Core to grab.



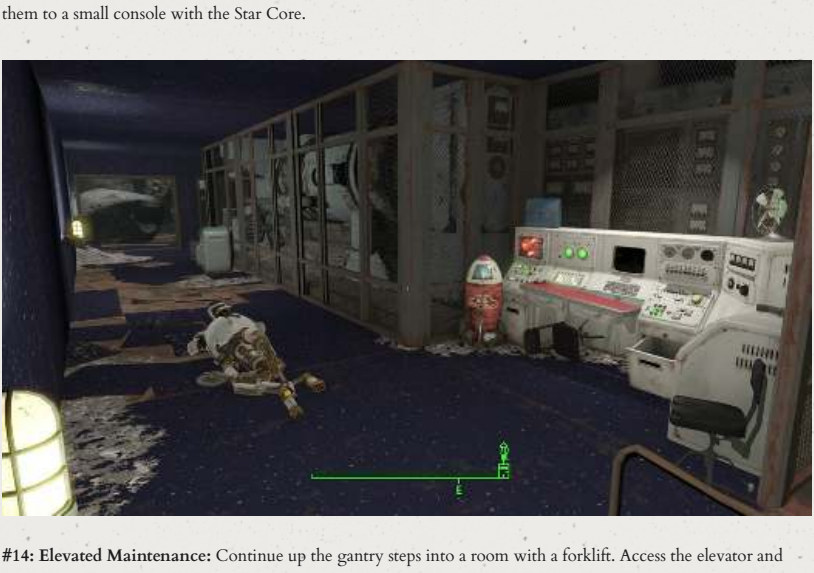
#11: Nuka-Cola Rocket Area: Head back down the small L-shaped concrete steps and ahead (roughly southwest) is a Red Rocket area with Nuka-Cola signage. Check the console near the low metal railings here for the Star Core.



#12: Ride Room: Head southwest onto the roller-coaster girders of the ride itself, turn right at the corner, and drop down and to the left toward an open door. Head all the way down the gantry steps, across the perimeter, and turn left toward the middle of the ride chamber. Cross the planks of wood, turning left at the rocket, go down the steps, turn slightly left and find the small gantry steps to a corner console with the Star Core on it.

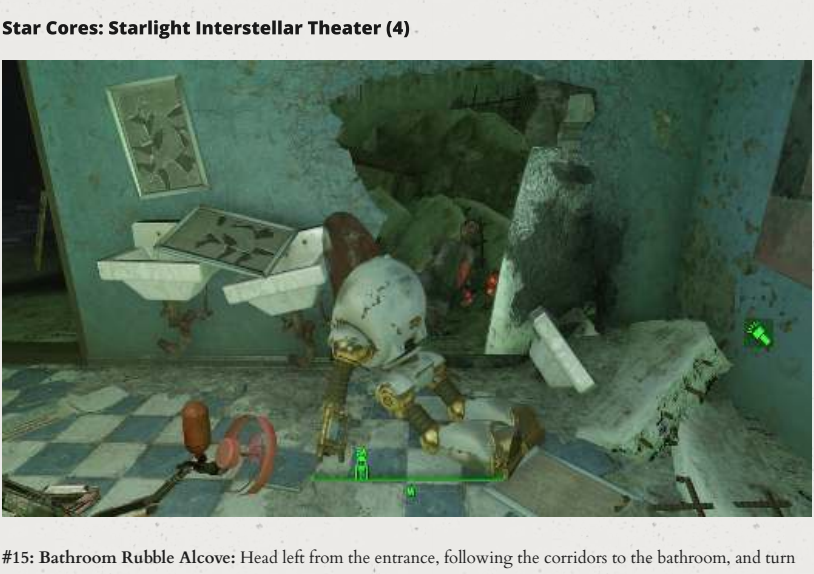


#13: Rocky Bottom: Head down the adjacent metal gantry steps, all the way to the very bottom. Move along the right side of the perimeter wall heading roughly southeast, through a doorway and out into the rocky area. Run left, and make a roughly counter-clockwise route around until you spot gantry steps ahead. Head up the first set of them to a small console with the Star Core.

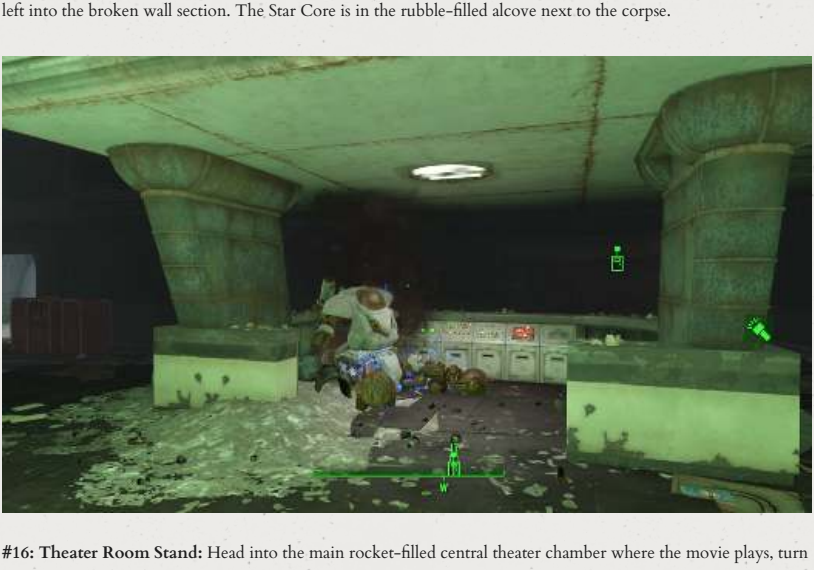


#14: Elevated Maintenance: Continue up the gantry steps into a room with a forklift. Access the elevator and ride it to a covered, concrete-walled gantry. Head right, up the metal ramp, entering the ride chamber at the far end on the left. Move under the ride girder and up more steps, to a long maintenance corridor. Immediately right of you is a console and the Star Core.

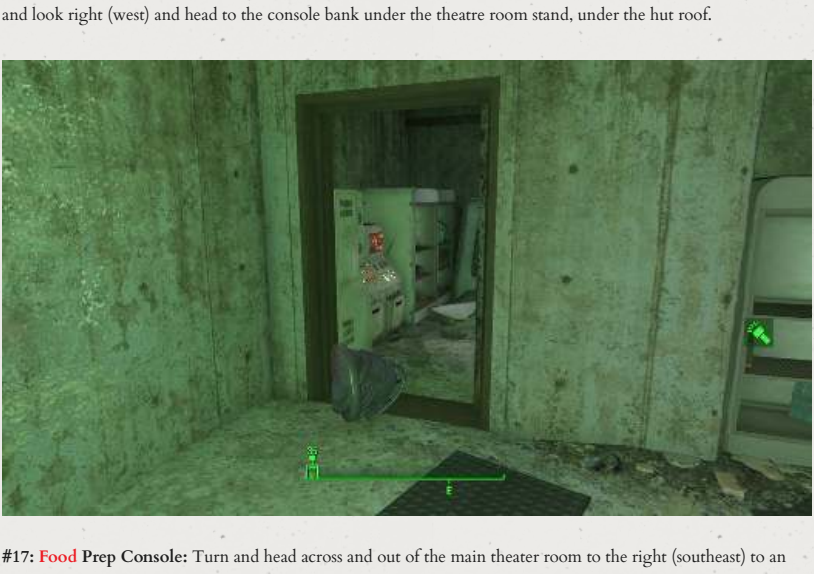
Star Cores: Starlight Interstellar Theater (4)



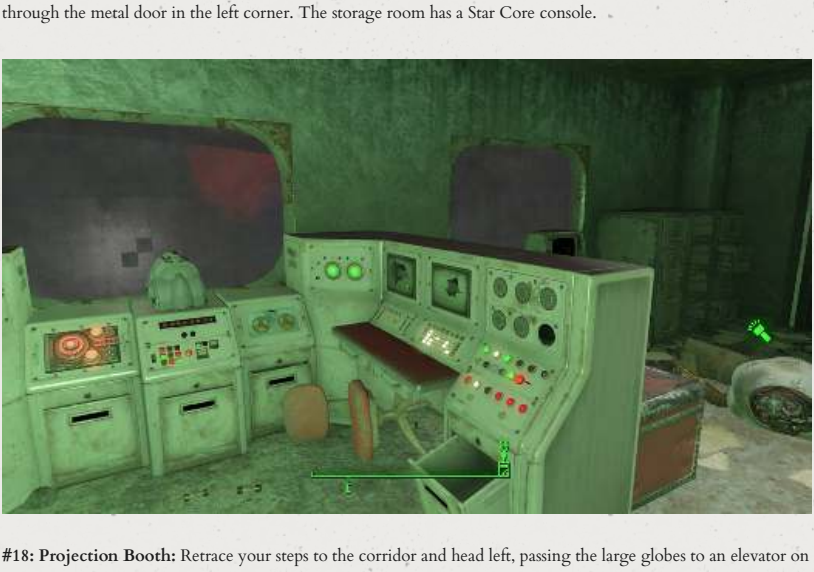
#15: Bathroom Rubble Alcove: Head left from the entrance, following the corridors to the bathroom, and turn left into the broken wall section. The Star Core is in the rubble-filled alcove next to the corpse.



#16: Theater Room Stand: Head into the main rocket-filled central theater chamber where the movie plays, turn and look right (west) and head to the console bank under the theatre room stand, under the hut roof.

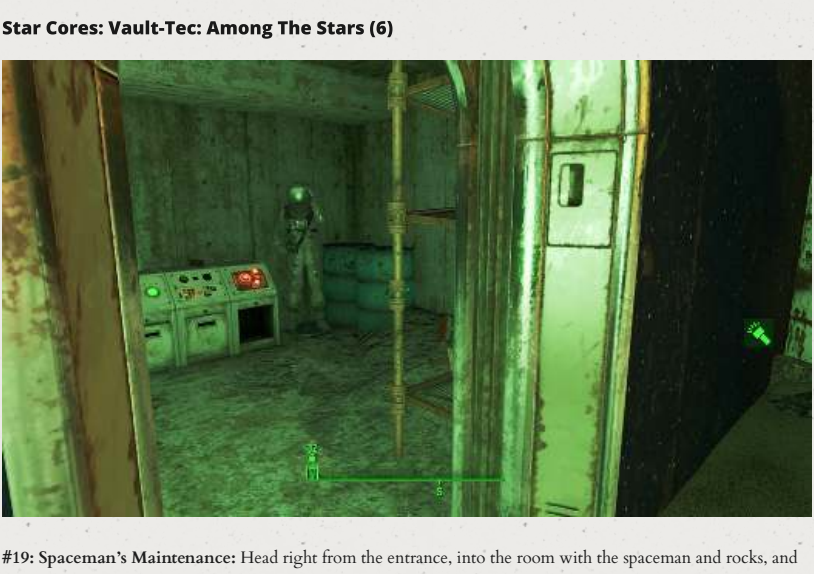


#17: Food Prep Console: Turn and head across and out of the main theater room to the right (southeast) to an elevator. Ignore that and move to the side corridor to the right, heading left to the small food prep area and through the metal door in the left corner. The storage room has a Star Core console.

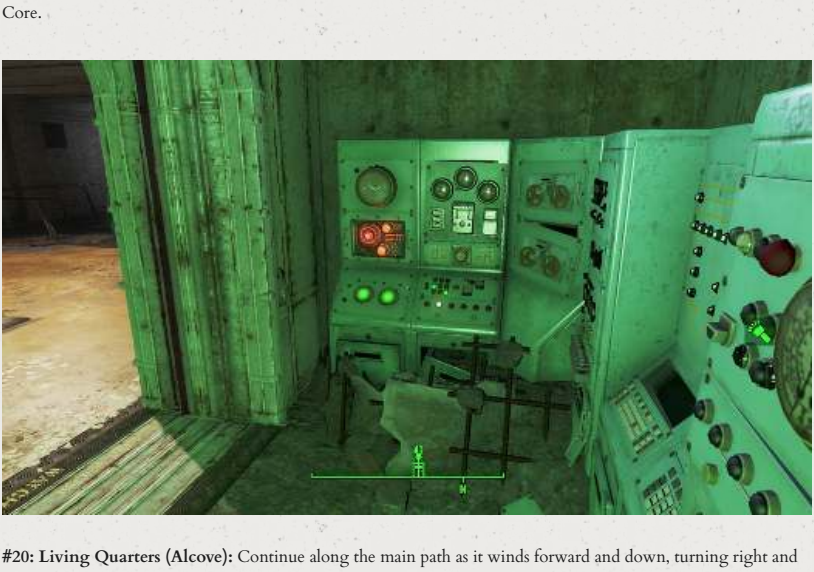


#18: Projection Booth: Retrace your steps to the corridor and head left, passing the large globes to an elevator on your right. Activate and ride it up to the projection booth, and pry the Star Core from the console there.

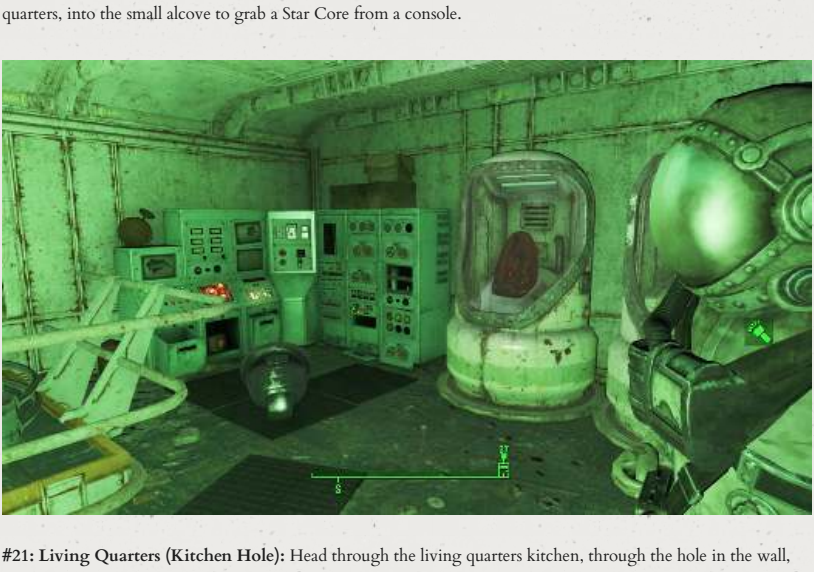
Star Cores: Vault-Tec: Among The Stars (6)



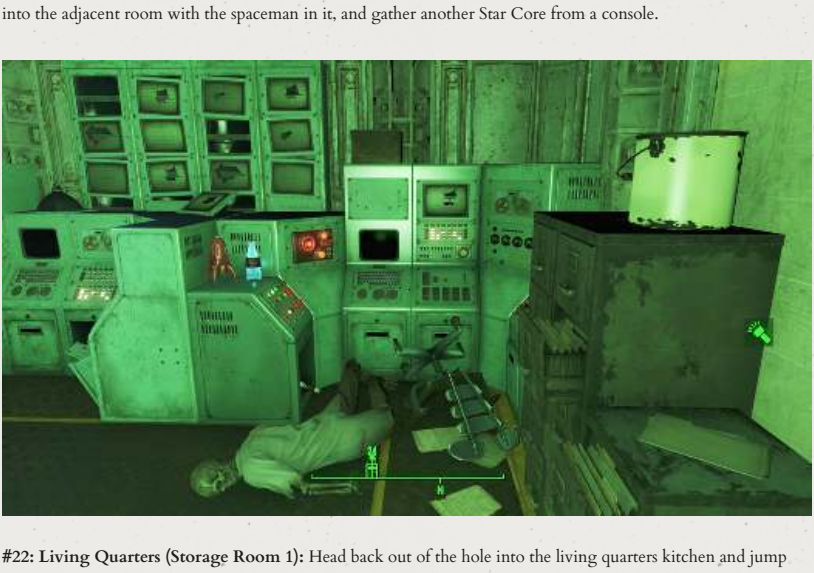
#19: Spaceman's Maintenance: Head right from the entrance, into the room with the spaceman and rocks, and into the locked maintenance room with a space-suited mannequin. Check the console to the left for the Star Core.



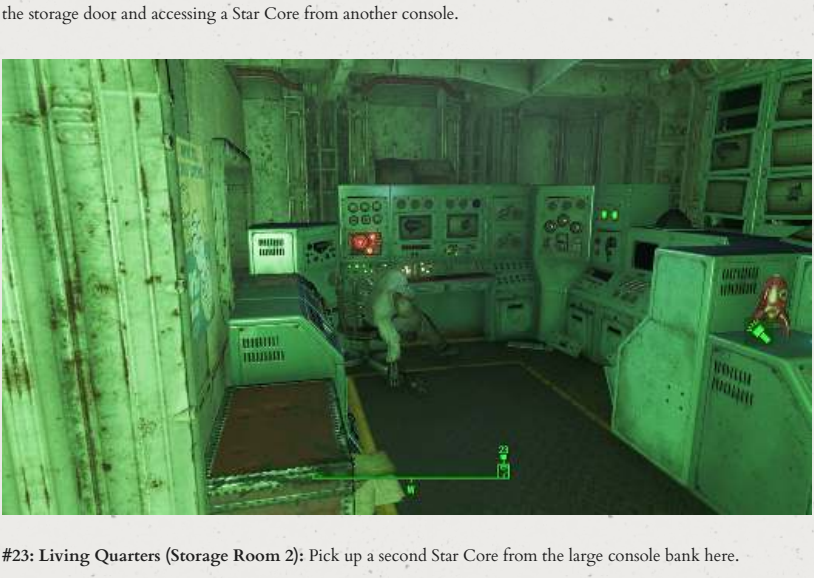
#20: Living Quarters (Alcove): Continue along the main path as it winds forward and down, turning right and right again, and head down the stairs through the doorway marked "Residential." Head left as you enter the living quarters, into the small alcove to grab a Star Core from a console.



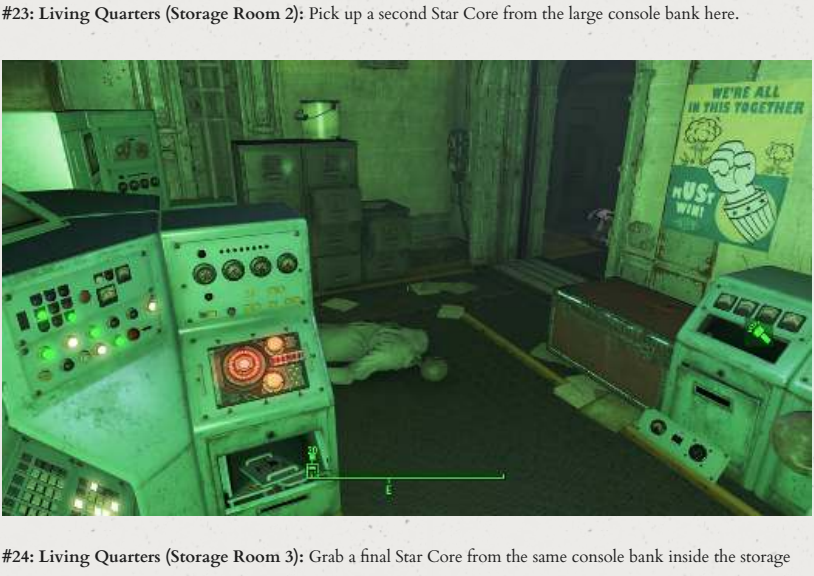
#21: Living Quarters (Kitchen Hole): Head through the living quarters kitchen, through the hole in the wall, into the adjacent room with the spaceman in it, and gather another Star Core from a console.



#22: Living Quarters (Storage Room 1): Head back out of the hole into the living quarters kitchen and jump the railings, heading diagonally across into an open doorway to the right of the main-ride conveyor path. Pass through the tiny bedroom, turning right into the storage room. Search the nearby areas for a key before opening the storage door and accessing a Star Core from another console.

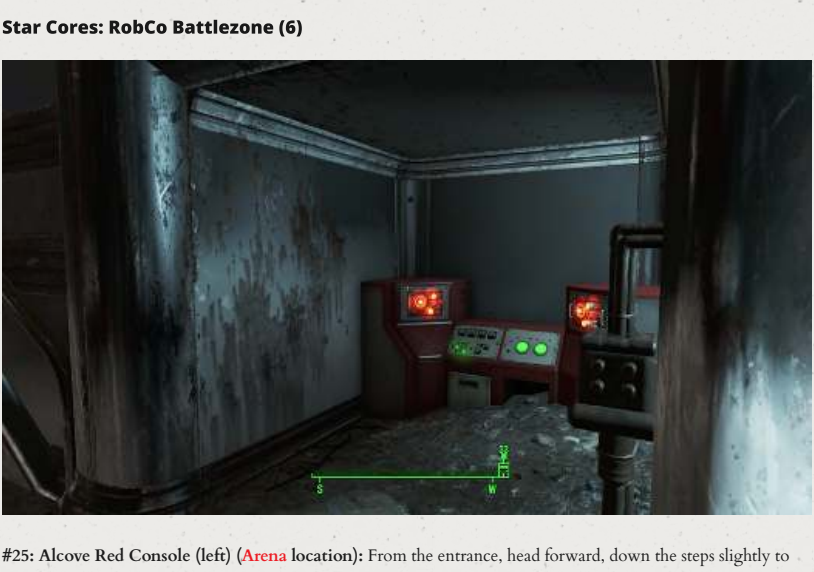


#23: Living Quarters (Storage Room 2): Pick up a second Star Core from the large console bank here.

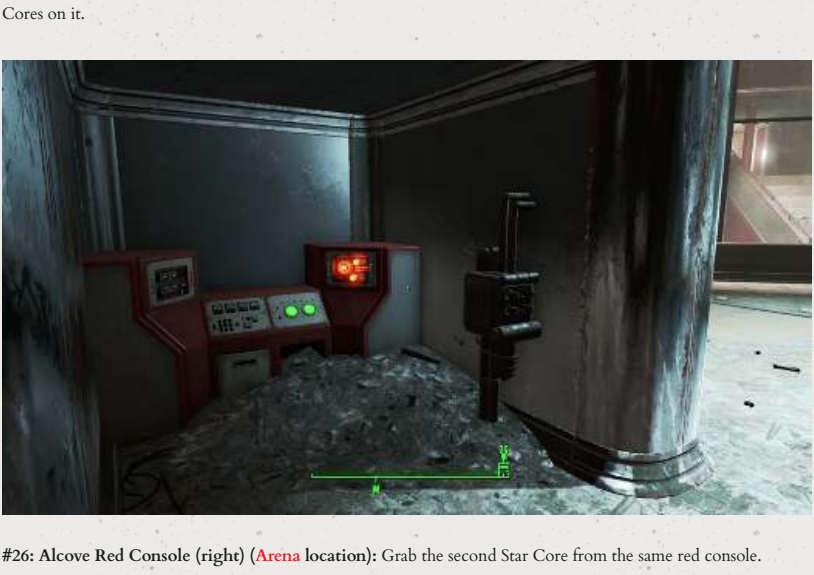


#24: Living Quarters (Storage Room 3): Grab a final Star Core from the same console bank inside the storage room.

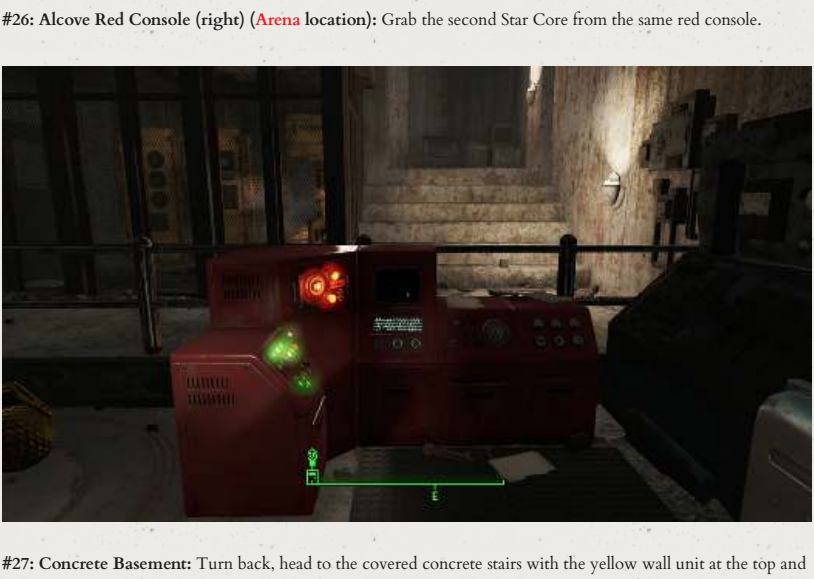
Star Cores: RobCo Battlezone (6)



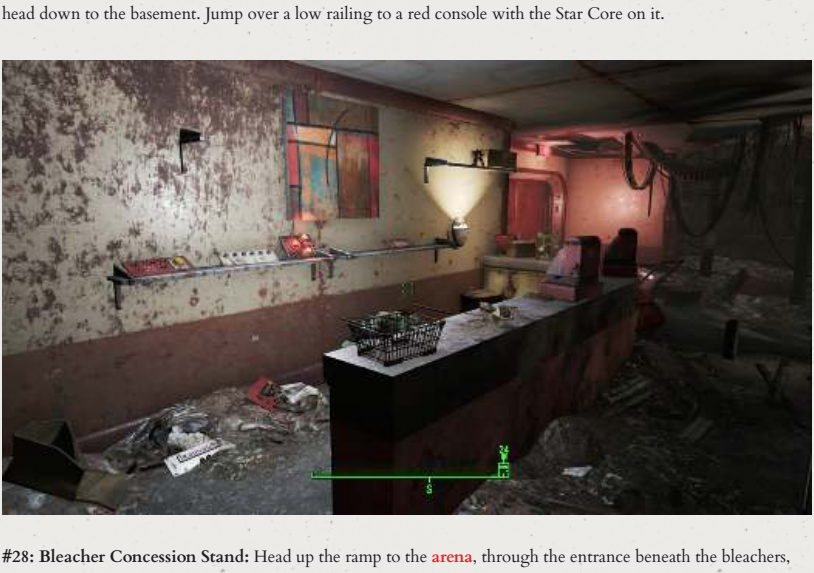
#25: Alcove Red Console (left) (Arena location): From the entrance, head forward, down the steps slightly to the left, and work clockwise around to the center of the chamber and arena room. A red console has two Star Cores on it.



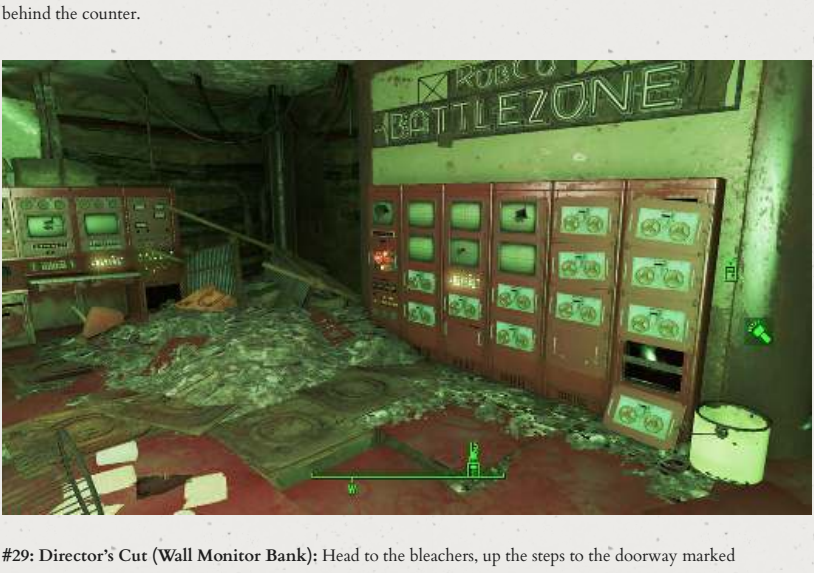
#26: Alcove Red Console (right) (Arena location): Grab the second Star Core from the same red console.



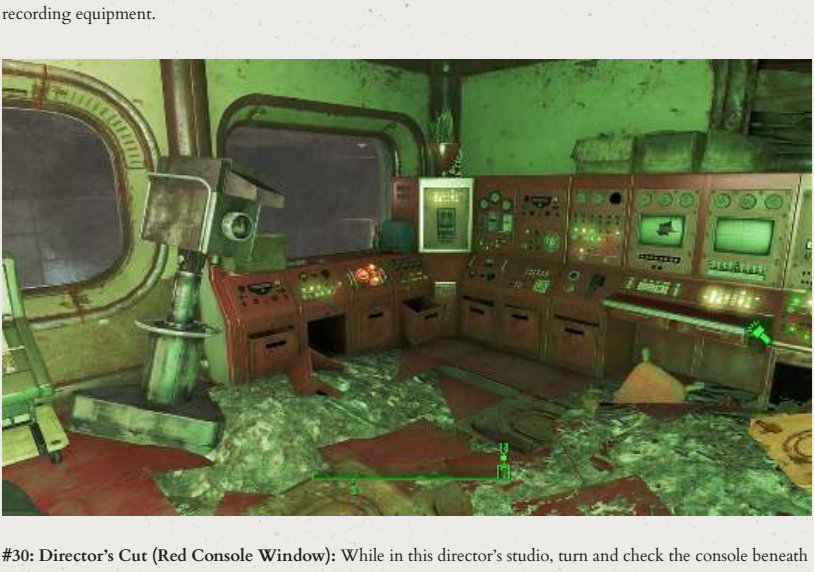
#27: Concrete Basement: Turn back, head to the covered concrete stairs with the yellow wall unit at the top and head down to the basement. Jump over a low railing to a red console with the Star Core on it.



#28: Bleacher Concession Stand: Head up the ramp to the arena, through the entrance beneath the bleachers, and turn right. Proceed to a concession stand near the RobCo Battlezone exit. The Star Core is on a metal shelf behind the counter.

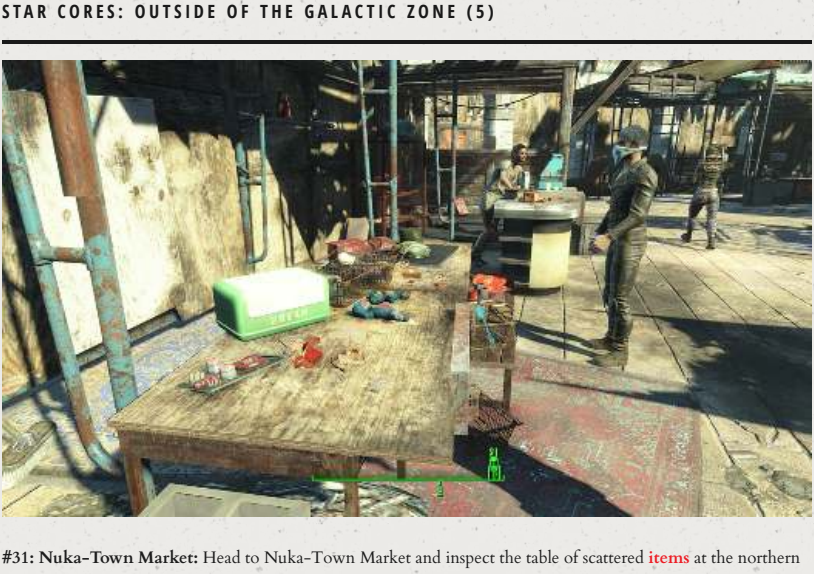


#29: Director's Cut (Wall Monitor Bank): Head to the bleachers, up the steps to the doorway marked "Employees Only," enter the director's studio, and pry another Star Core from the red wall bank of monitors and recording equipment.

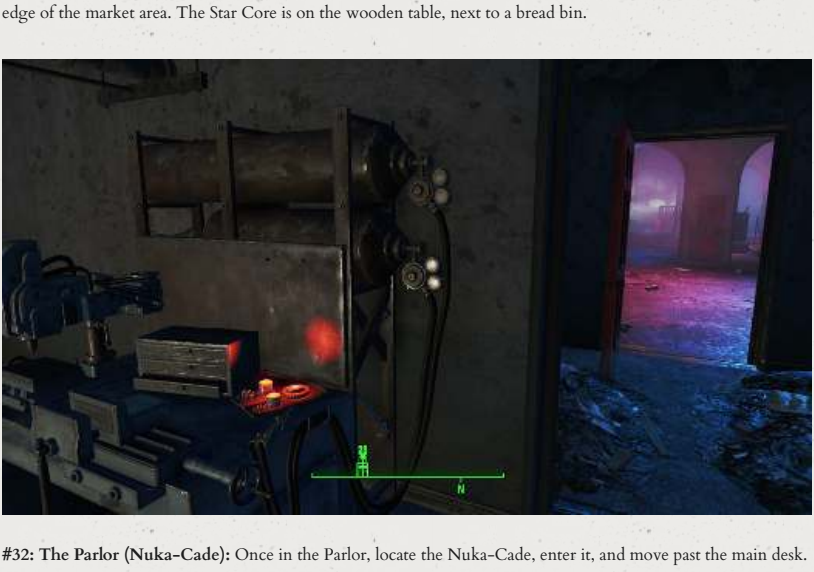


#30: Director's Cut (Red Console Window): While in this director's studio, turn and check the console beneath the arena window; on the right is the last Star Core for this area.

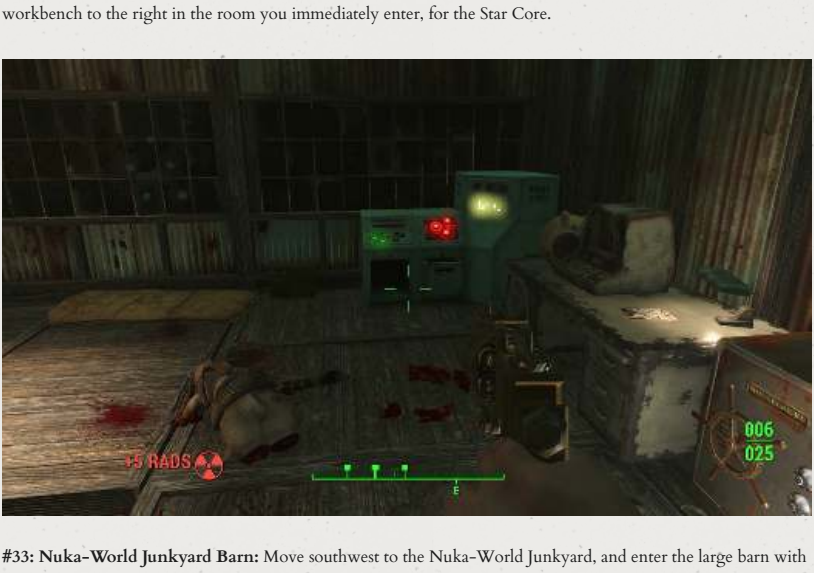
STAR CORES: OUTSIDE OF THE GALACTIC ZONE (5)



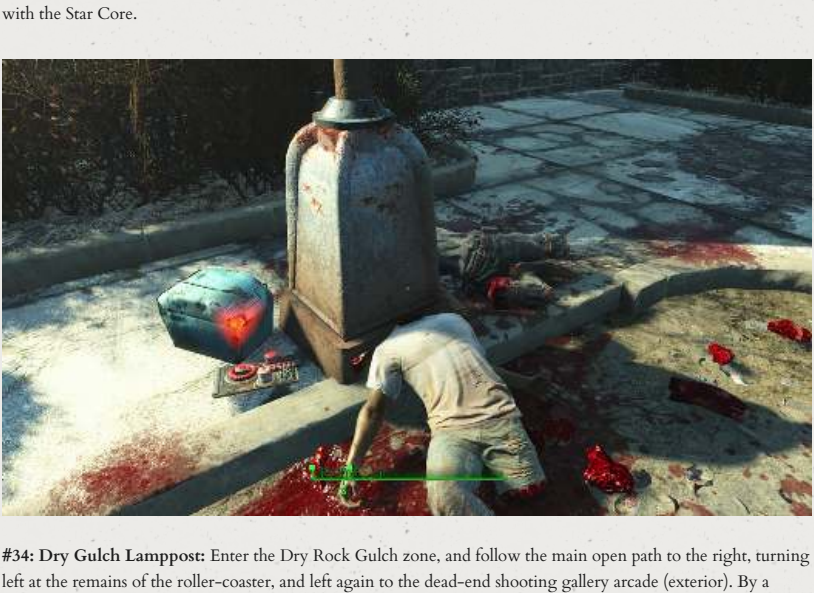
#31: Nuka-Town Market: Head to Nuka-Town Market and inspect the table of scattered items at the northern edge of the market area. The Star Core is on the wooden table, next to a bread bin.



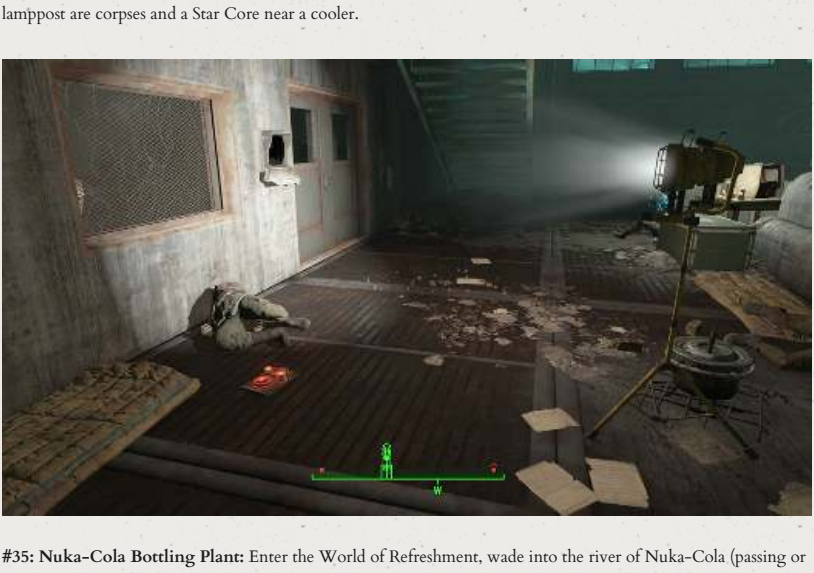
#32: The Parlor (Nuka-Cade): Once in the Parlor, locate the Nuka-Cade, enter it, and move past the main desk. Turn right and locate two doors ahead of you (the first has "Employees Only" above it). Check the weapons workbench to the right in the room you immediately enter, for the Star Core.



#33: Nuka-World Junkyard Barn: Move southwest to the Nuka-World Junkyard, and enter the large barn with a magazine and robots inside. Head inside the main entrance, keeping to the left and opening a door on the left perimeter interior with broken glass in the window. Climb the metal steps, turn right and proceed around, crossing the long balcony with an animatronic alien at the far end. To the left of him is a magazine and a console with the Star Core.



#34: Dry Gulch Lamppost: Enter the Dry Rock Gulch zone, and follow the main open path to the right, turning left at the remains of the roller-coaster, and left again to the dead-end shooting gallery arcade (exterior). By a lamppost are corpses and a Star Core near a cooler.



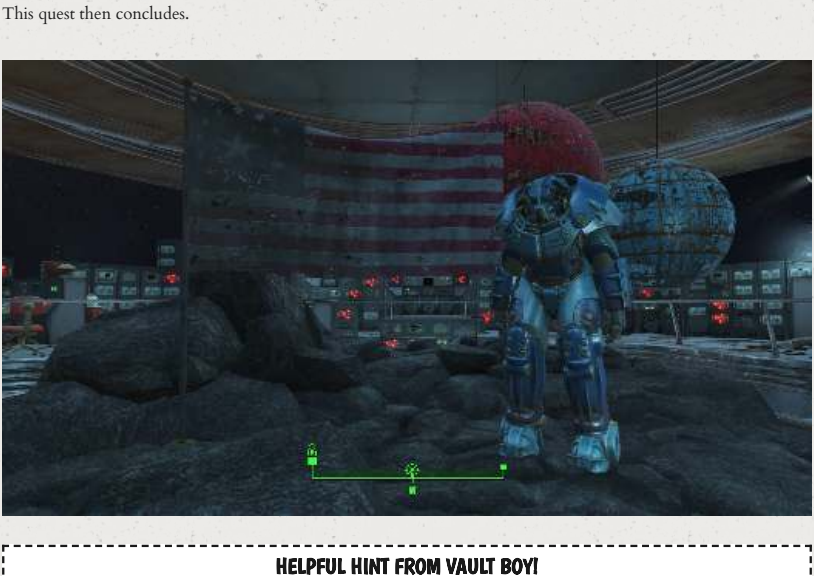
#35: Nuka-Cola Bottling Plant: Enter the World of Refreshment, wade into the river of Nuka-Cola (passing or shooting mirelurks on your way) and continue to weave your way down the river until you spot a hole in the right wall, under a Nuka Grape sign. Head up the concrete steps, to a door at the top (left) and into a control room with a low ceiling. Head out into the Nuka-Cola Bottling Plant, down a gantry, and drop down two floors to a sleeping bag and corpse, where the Star Core is.

HELPFUL HINT FROM VAULT BOY!

Hello there! Did you remember to have the appropriate objective highlighted on your Pip-Boy, so each of the Star Cores appears on your compass map? We recommended this tactic earlier, but it definitely bears repeating!

HARD-CORE POWER

Obviously, you can return to the Starport Nuka mainframe when you've found multiples of five Star Cores to disengage the various robots of your choosing, and complete this part of Main Quest: The Grand Tour once 20 are found. Then collect up to 34 total Star Cores, finish the Main Quest line, and (finally!) return to the mainframe once the power is on and the 35th Star Core has been secured from the observation deck two floors above the mainframe. Slot the final Star Core in, then open the casing to obtain the amazing Quantum X-01 Power Armor. This quest then concludes.



HELPFUL HINT FROM VAULT BOY!

Do you need help figuring out which faction to assign this zone to? Of course you do! So before you hoist up a flag, why not check out the knowledge explained in the Main Quest: The Grand Tour so this doesn't degenerate into blind, ugly violence?

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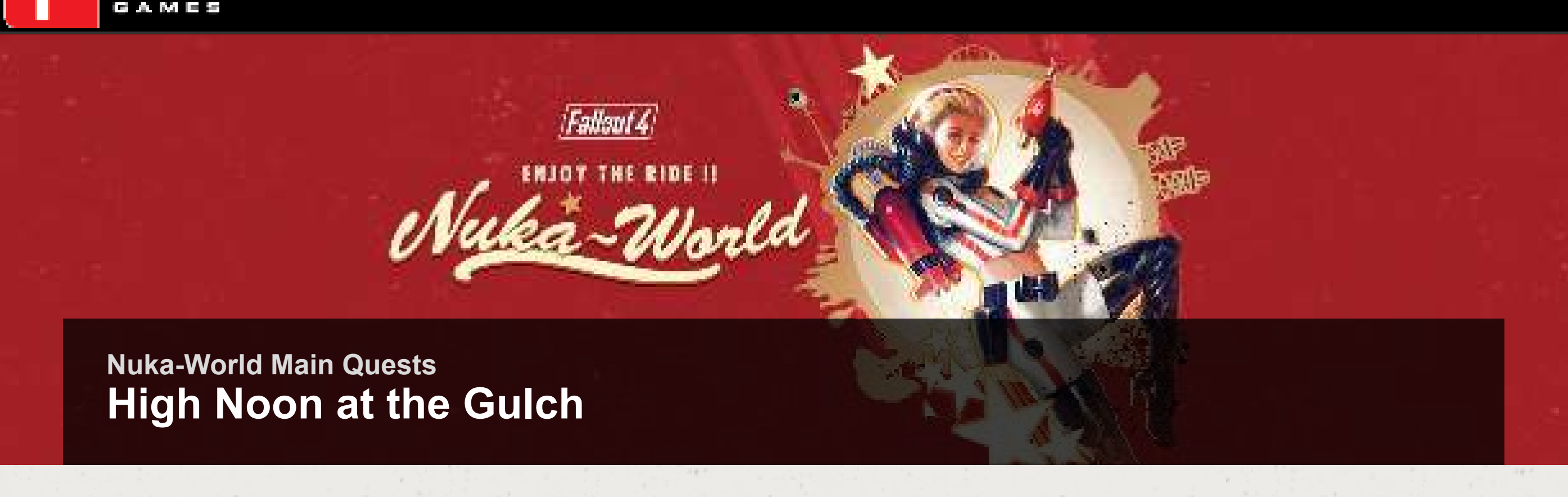
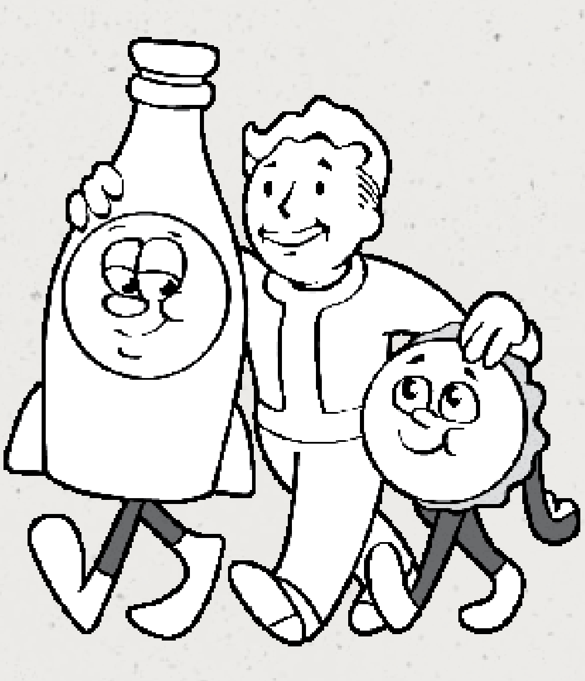


Nuka-World Main Quests

High Noon at the Gulch



1. Investigate Dry Rock Gulch
2. Get the Safe Combination Pieces
3. (Optional) Win the Shootout
4. (Optional) Serve the Drinks
5. (Optional) Talk to Doc Phosphate
6. (Optional) Drop a Giddyup Buttercup in the Corral
7. Get the Key to mad Mulligan's Mine
8. Enter Mad Mulligan's Mine
9. Exterminate the Source of the Bloodworms
10. Report Back to the Sheriff
11. Kill all the Cowboy Protectrons
12. Assign a Gang to Dry Rock Gulch

READY FOR A ROOTIN' TOOTIN' GOOD TIME?

HELPFUL HINT FROM VAULT BOY!

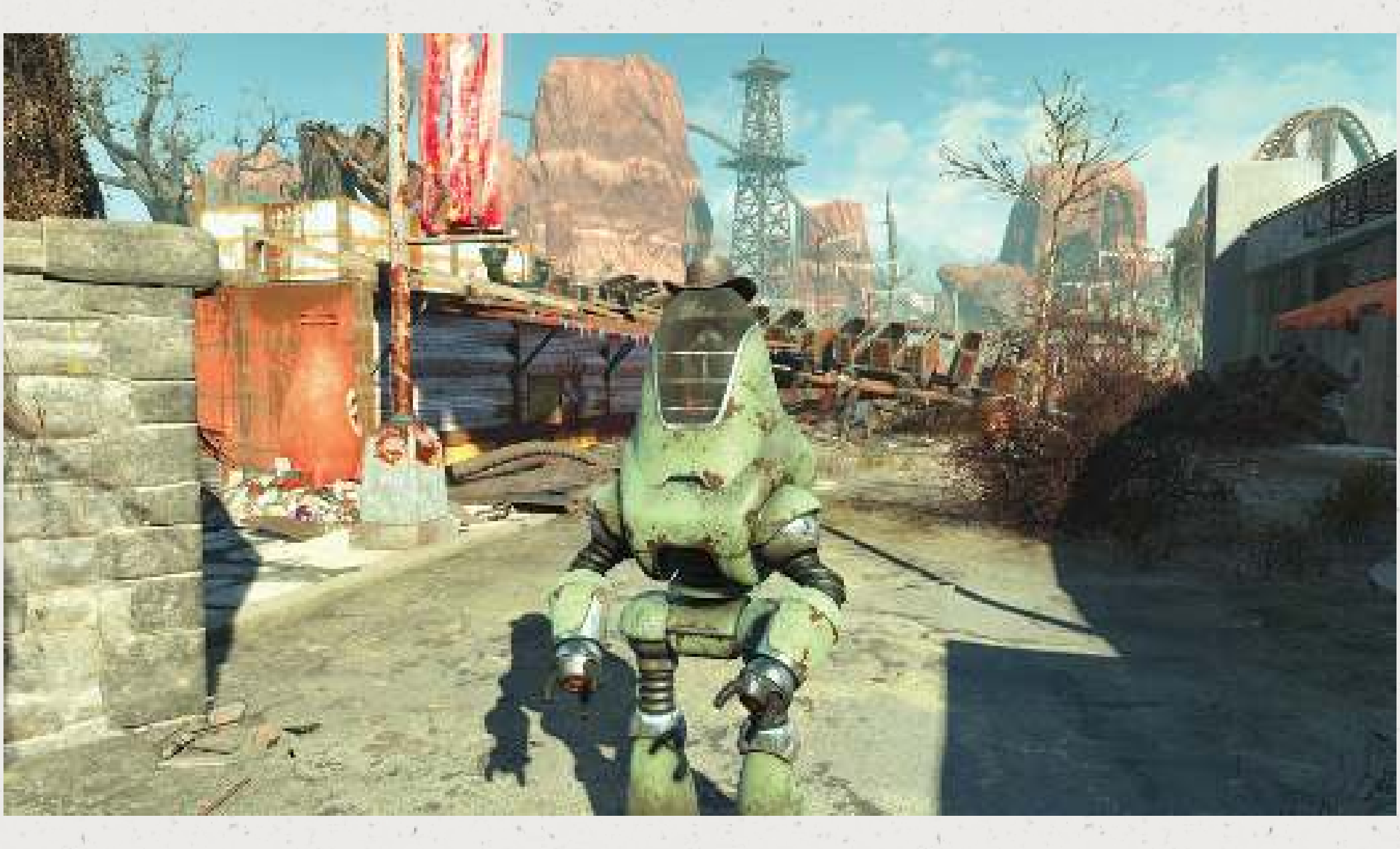
Welcome to the Dry Rock Gulch zone, pardner! This homage to the Old West features many a terrifying critter; from stingwings, ants, and cave crickets to the more problematic ghouls and bloodworms. Don't forget to explore the hub, as well as the five surrounding areas: Dry Rock Gulch Theater, Mad Mulligan's Minecart Coaster, Doc Phosphate's Saloon, Main Street, and Ol' Sugartop.

Have gun, good luck, and y'all come back now, y'hear?

HELPFUL HINT FROM VAULT BOY!

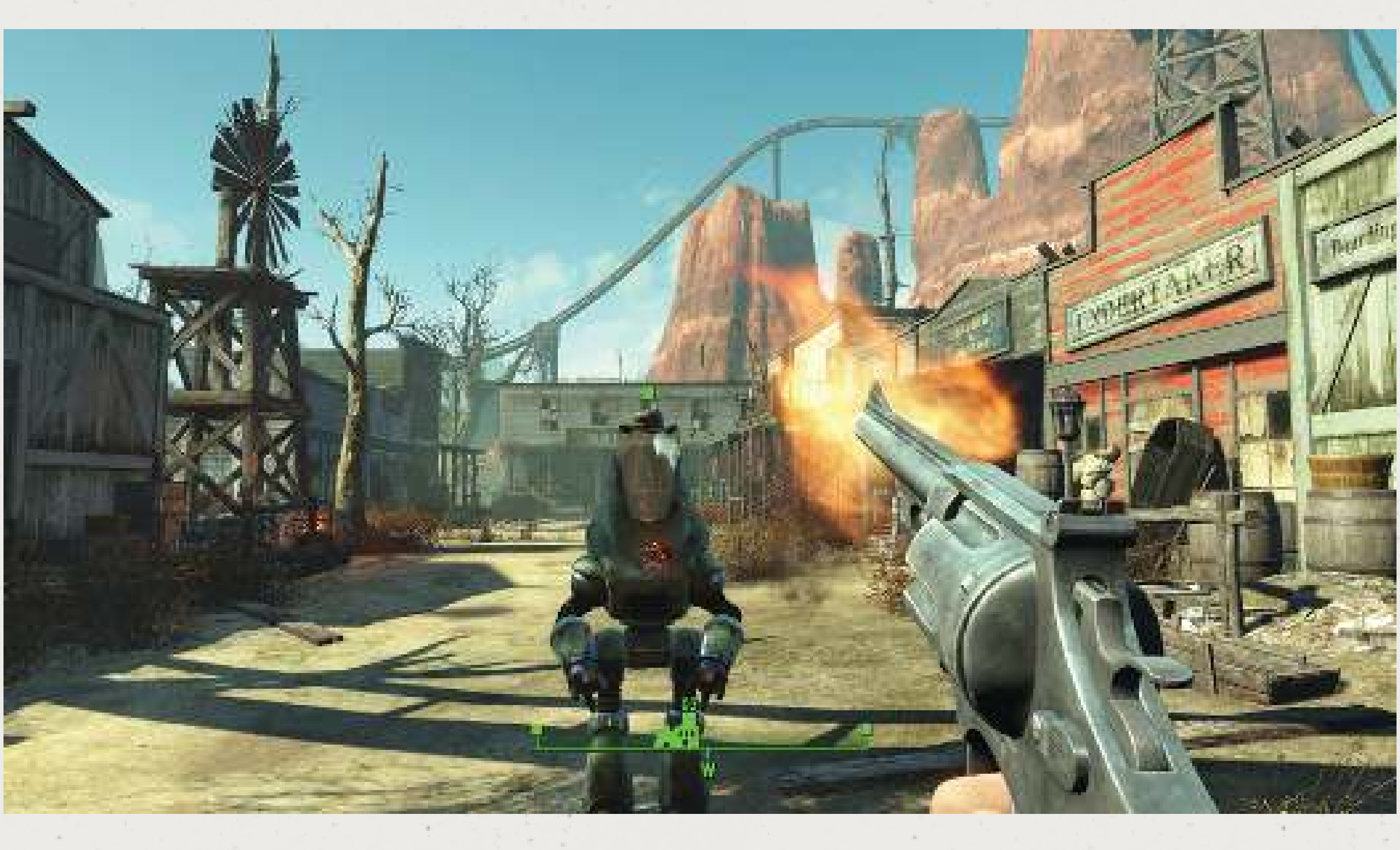
This quest automatically begins once you've started Main Quest: **The Grand Tour** and you first step into the Dry Rock Gulch zone. Completing this quest occurs as **The Grand Tour** quest progresses. You can visit each of the five park attractions, completing the Main Quest within each one, in any order you like.

Enter Dry Rock Gulch and head left to meet Sheriff Eagle or right to Sheriff Hawk, and have a chat with either of them. Feel free to eradicate any bloodworms that decide to make an appearance. The Sheriff asks if you're able to help, so answer in the affirmative if you wish, or use your Robotics Expert Perk to gain a full knowledge of the forthcoming objectives. There are three main activity centers: Doc Phosphate's Saloon, Giddyup Kid's Corral, and One-Eyed Ike's Quick-Draw contest.



Whether the Sheriff has spilled the beans regarding the rest of the mission or not, you're given a natty western outfit and cowboy hat to (optionally) wear, and can begin exploring in earnest. Visit all three of the pertinent locations in any order you like.

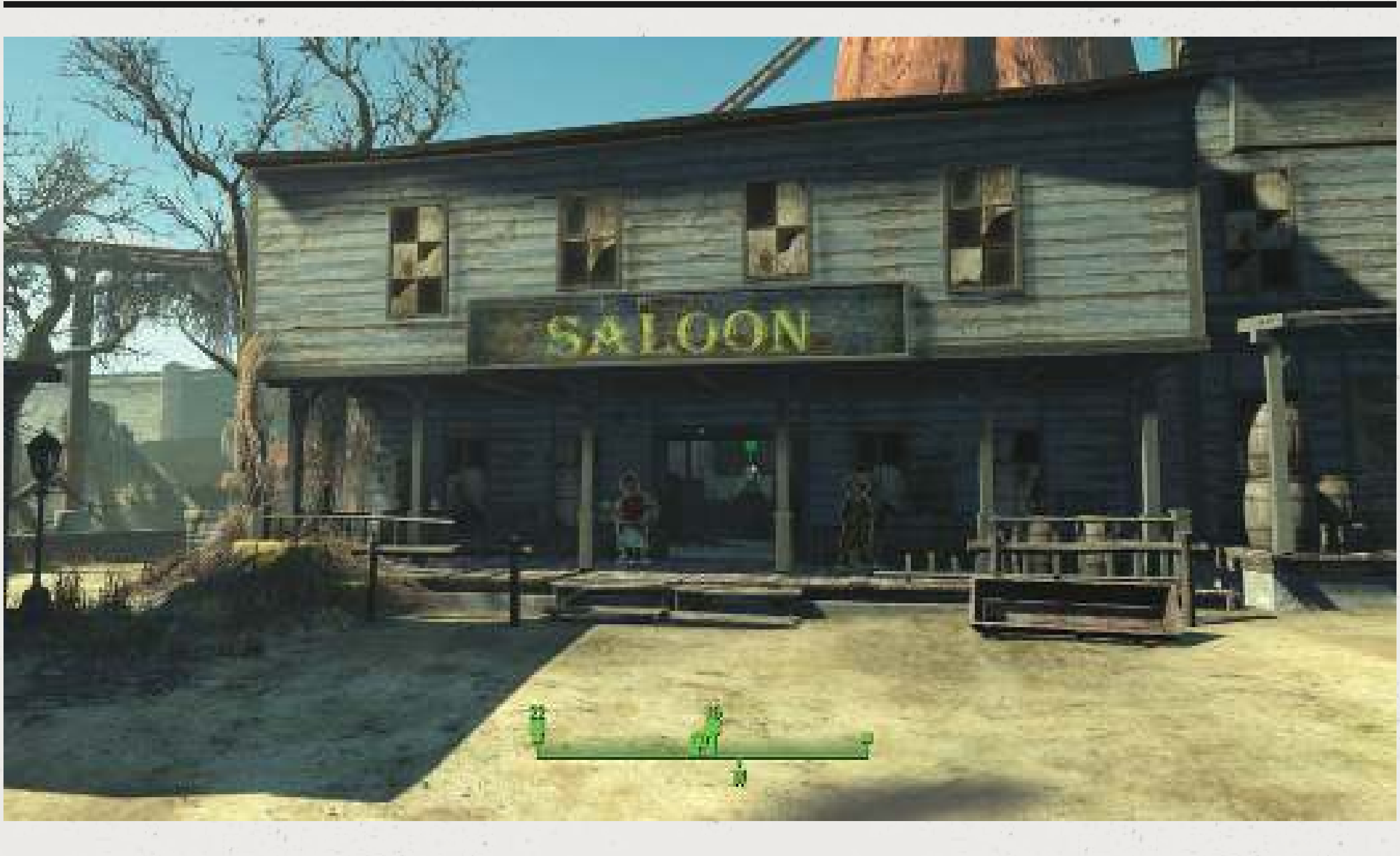
ONE-EYED IKE: READY TO SLAP IRON AND DUEL?



Head down the main street until you spot One-Eyed Ike, a Protectron who wants to see how you'll handle a quick-draw duel. After he counts to three, you'll draw and shoot. You can:

- Agree, take your position after equipping the Western Revolver that One-Eyed Ike gives you, and holster the weapon (don't forget to equip it first!). After the count to three, draw and fire at Ike if you want to completely play along, or simply have the gun ready to fire, hitting Ike as soon as he finishes saying "three." Succeed and you receive part of the combination for the safe, as well as some additional ammunition for this revolver. Fail, and you repeat the duel.
- Use the Robotics Expert to override and skip the duel, gathering the safe combination piece without the need for gunplay.

DOC PHOSPHATE: THE FRIENDLIEST BARTENDER IN TOWN

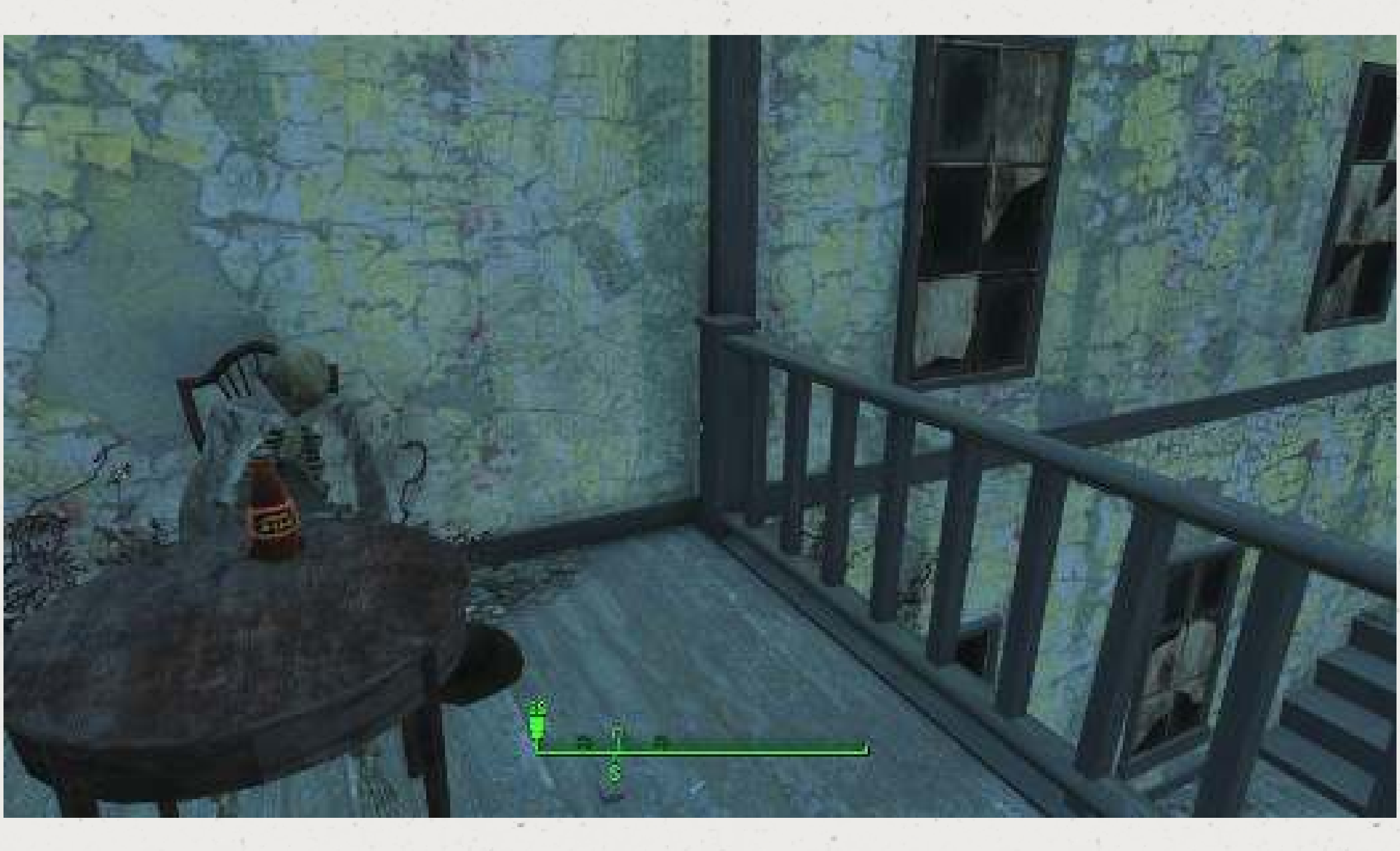


Dash straight ahead from One Eyed Ike's and into Doc Phosphate's Saloon. Feel free to check his terminal, then speak to the Doc himself; this Protectron is tending bar, and wants you to have a go. You need to deliver three orders of drinks. Are you game? You can:

- Agree, and begin the drinks delivery detailed below.
- Use your Robotics Expert to override and skip the bartending, taking the safe combination piece without the need for traipsing across town.

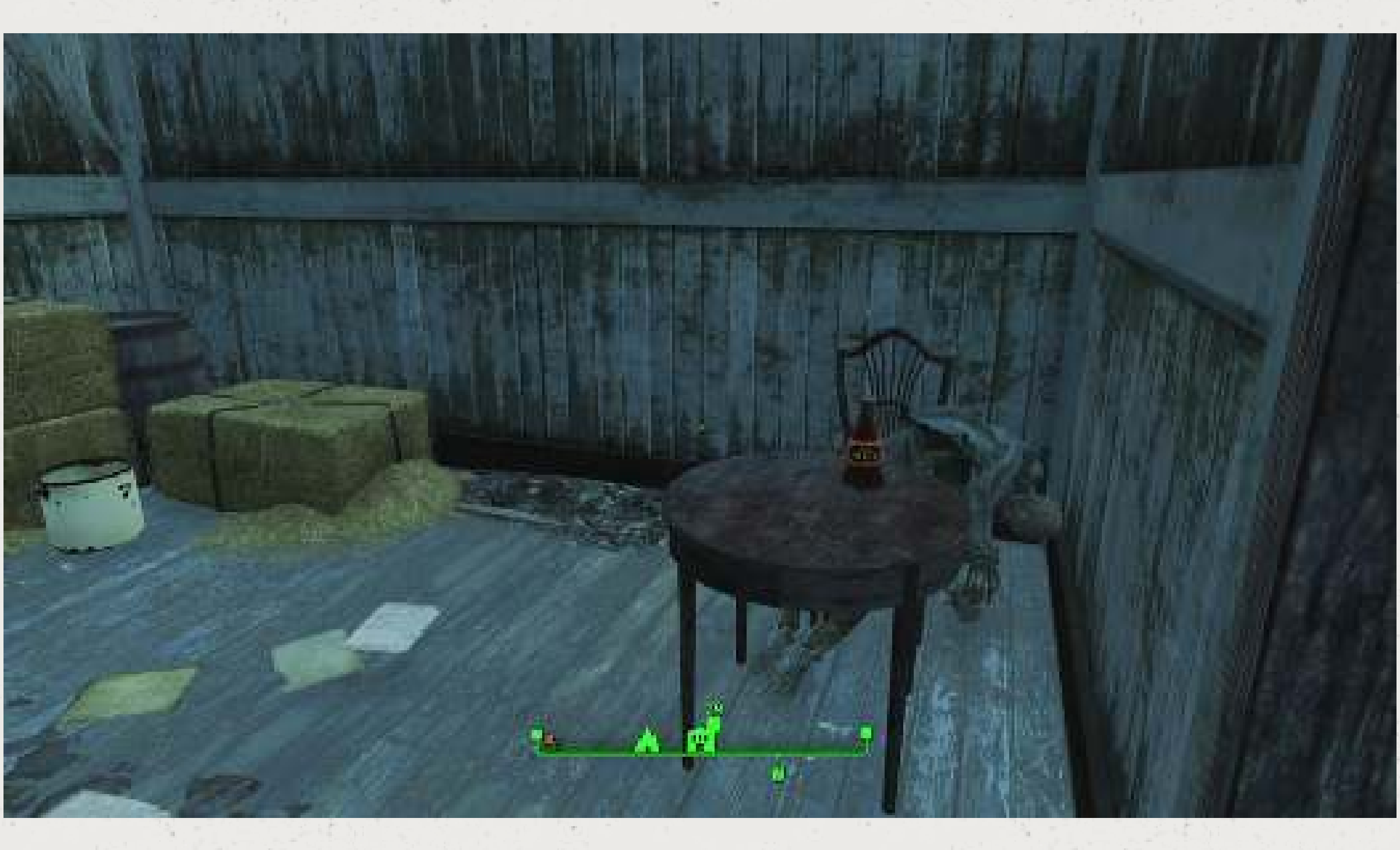
Serving Prospector Owen's Drinks

Assuming you're up for the bartending job, head upstairs and around the balcony, and hand over a thirst-quenching drink to Prospector Owen. He certainly looks like he needs it!



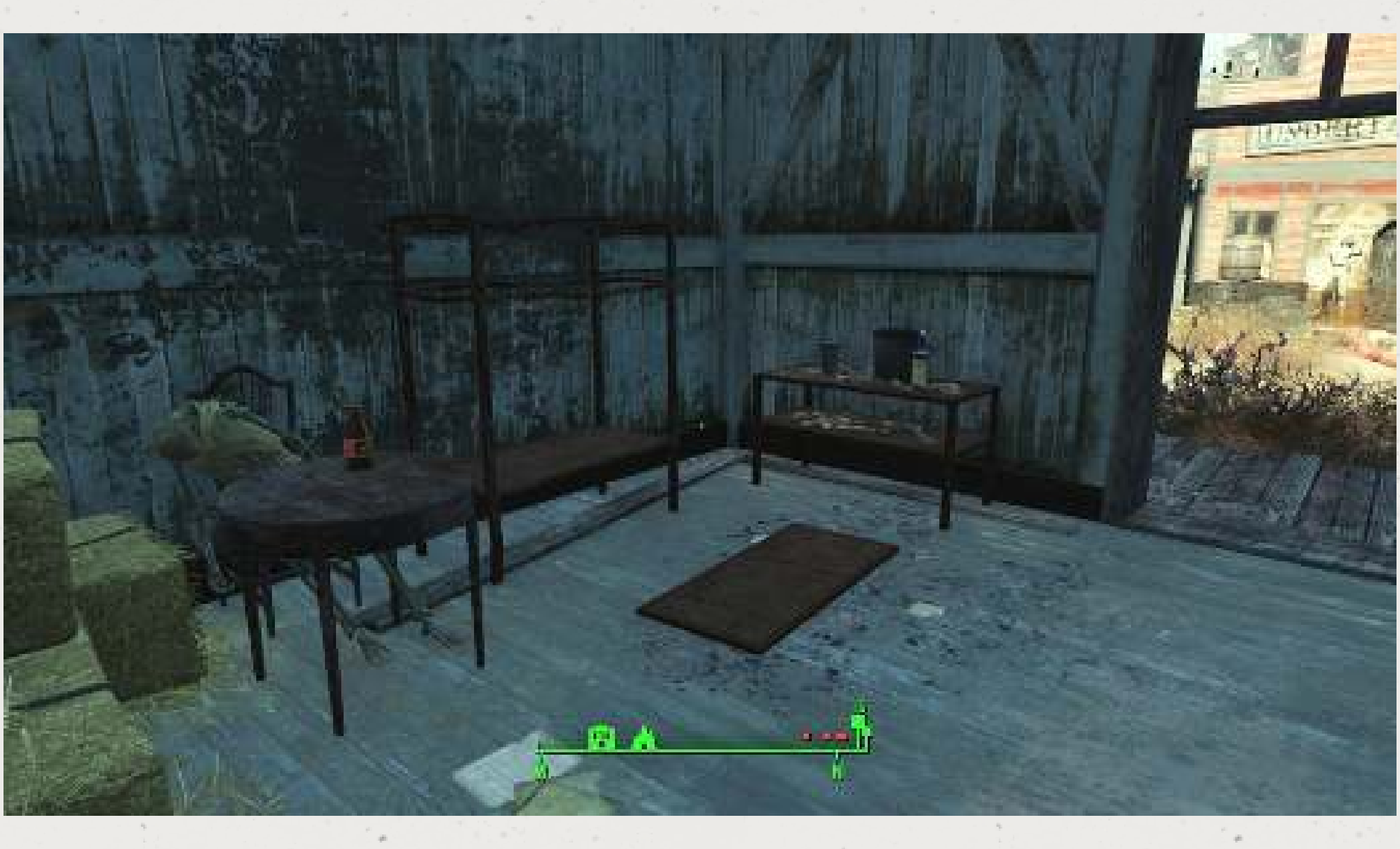
Serving Miss Trixie's Drinks

Exit the saloon, head down the main street, and go into the Blacksmith's where Miss Trixie seems to be particularly parched. Slam down a bottle and continue your serving.

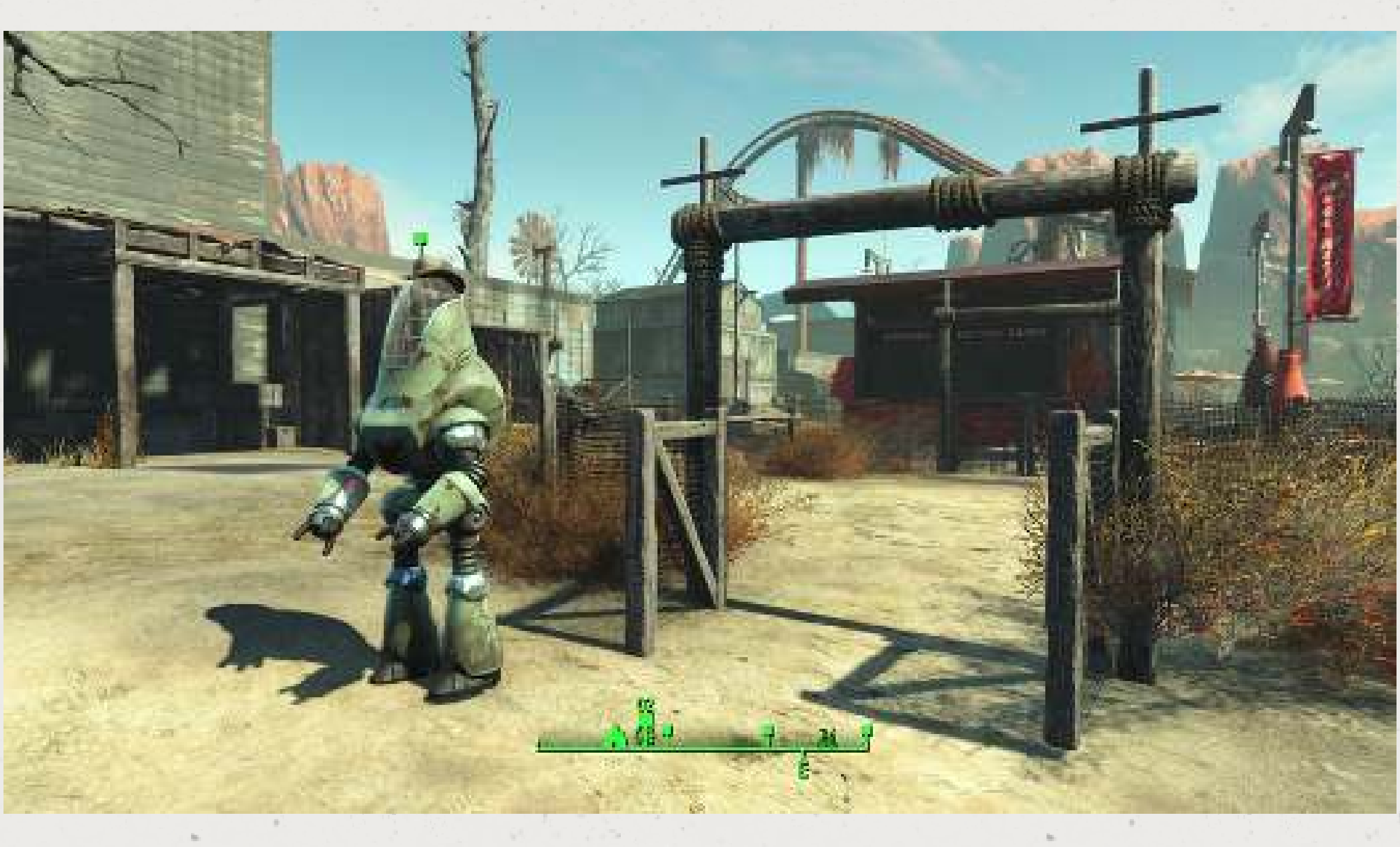


Serving Handy Hank's Drinks

Scoot across to the barn opposite the blacksmith's and look for Handy Hank. He's certainly stopped doing his job. Perhaps a Nuka-Cola Wild will perk him right up? After placing it on the table, return to the saloon and collect the safe combination piece from Doc Phosphate. Play along if you wish during the conversation. Then grab a Nuka-Cola Wild or six for the road.



THE GIDDYUP KID: CORRALLING BUTTERCUPS BEFORE SUNDOWN

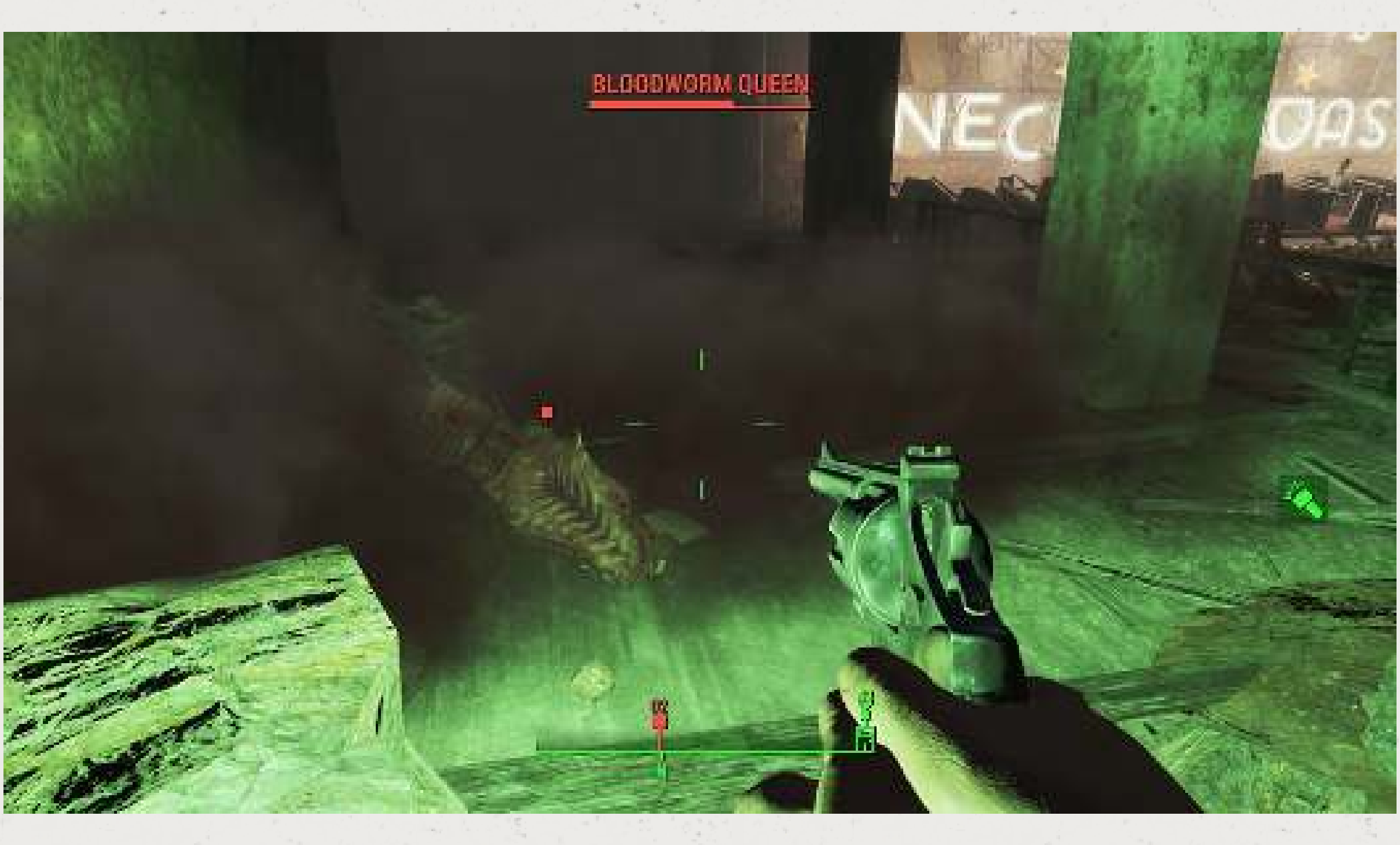


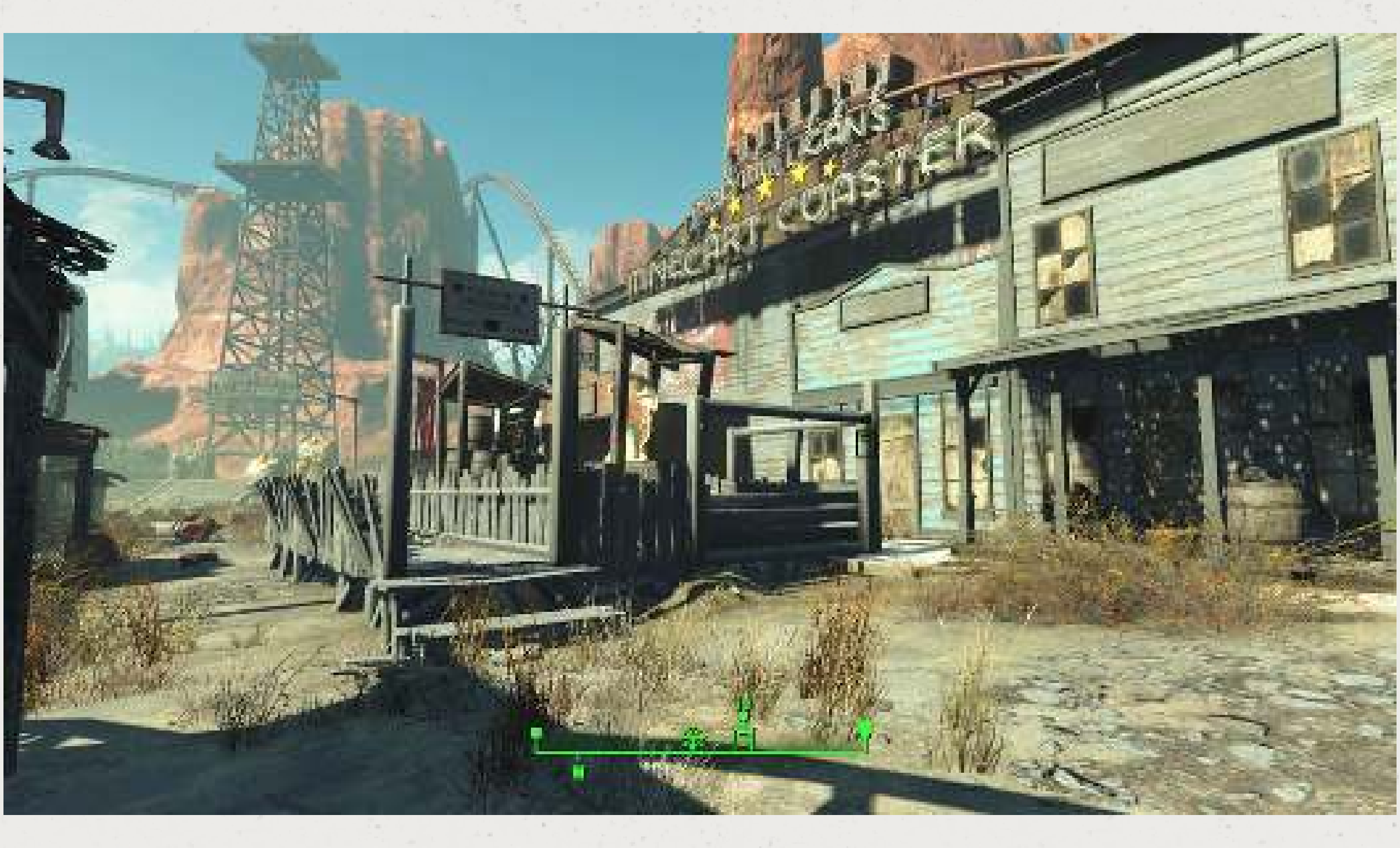
Head right (south) as you exit the saloon, easily locating The Giddyup Kid in the Buttercup corral. All his Buttercups have fled the corral, and they love the taste of Nuka-Cola, so he hints that the horses might be in or around the park's refreshment stands. What do you say, deputy? You can:

- Agree, and start your search, heading directly to the concession stand behind the corral, where the hindquarters of a Buttercup can be seen sticking out of a trash bin under a tree near a Cappy statue. Take it back and drop it into the corral. Or drop any Buttercup you've already collected. The Giddyup Kid is suitably thrilled, and offers a safe combination piece as your reward.
- Use your Robotics Expert Perk to skip this tomfoolery, ignore the corralling and gather the third safe combination piece.

MINING FOR BLOODWORMS

You're now able to get the key to Mad Mulligan's Mine, so head east and south into the Dry Rock Gulch Theater, ridding the area of ants if you need to, and cross the open theater to the barn opposite with the safe in it. With all three parts of the safe combination, the safe opens and yields a key to the mine. You can grab a personal log from Jesse and Caleb in the nearby lockers before you go, if you wish.





Move out of the theater heading roughly north, passing the Nuka-Cola stand and the Blacksmith's, and into Mad Mulligan's Minecart Coaster. Unlock the red door with the key, then head left up into the mine tunnels. Search Terry Tanaka's corpse for a key (inside a tunnel alcove), then proceed to remove the bloodworms before exploring a diorama with a hut (with a hidden Cappy sign) and a waterfall.

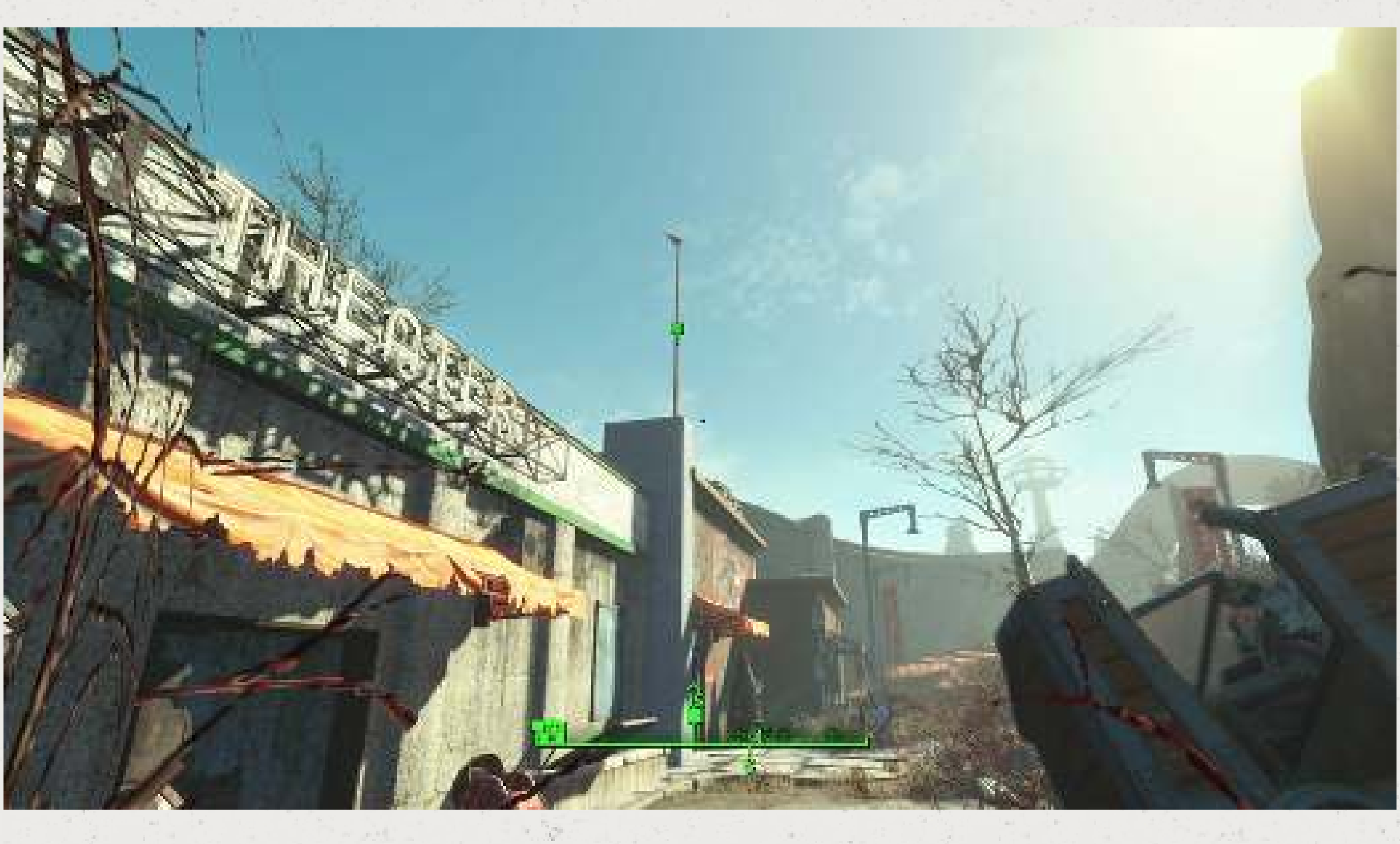
Continue around the wooden steps into the mine, heading upwards, and into the chamber with the lit sign for the coaster. Slay the bloodworms in the vicinity. Among these beasts is a Queen; the source of the bloodworm infestation inside this part of the theme park. Defeat this foe and any of her larvae (these are optional kills).

COWBOY UP

You can further explore the mine area, gathering **items** and an employee key if you wish, but the Sheriffs need your assistance. Head out via the terminal and souvenir shop (check here for a medallion behind the chained door), and return to either sheriff. You can:

- Let him know you've completed the mine clear-out. You're then able to raise the flag and assign a Raider gang to this part of the park.
- Choose to kill the Sheriff, and all the cowboy Protectrons you've spoken to throughout your time in the park, if this charade is getting you down.

The flag pole itself is close to Sheriff Hawk's patrol path, atop the theater; access it from the leaning ladder at the top of the concrete bleachers. Once a faction flag has been raised up the red signal flagpole, this quest concludes.



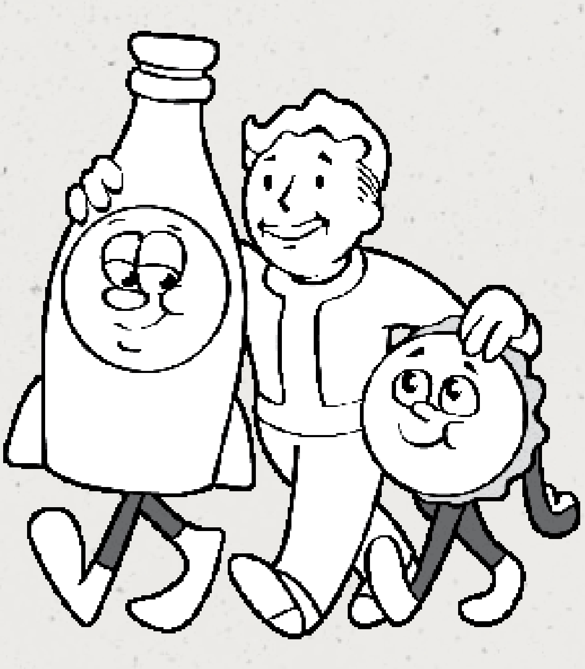
HELPFUL HINT FROM VAULT BOY!

Do you need help figuring out which faction to assign this zone to? Naturally! Before you raise up a flag, why not check out the knowledge explained in Main Quest: **The Grand Tour** so this doesn't degenerate into Raider on Raider **combat**?

Fallout 4
ENJOY THE RIDE !!
Nuka-World

Nuka-World Main Quests

A Magical Kingdom



1. Search the Theater
2. Search the Fun House
3. Search the Tunnels
4. (Optional) Take part in the Magic Show
5. (Optional) Find a key for the Employee Tunnels
6. Confront Oswald the Outrageous
7. Kill Oswald the Outrageous or convince him to leave by finding Rachel
8. Turn off the Radiation Sprayers
9. Assign a Gang to Kiddie Kingdom

CLOWNING AROUND IN KIDDIE KINGDOM

HELPFUL HINT FROM VAULT BOY!

Welcome to the Kiddie Kingdom zone, buckaroo! This is part of the original part of the park, and featured employees regaling park-goers with theatrical performances and flair. Note the network of tunnels under this area of the park. You might need to use them while fending off the feral ghouls and radroaches that inhabit this place. There are also cooling sprays functioning around and about, but these spray radiation, forcing you to gulp down your favorite radiation-quelling comestibles.

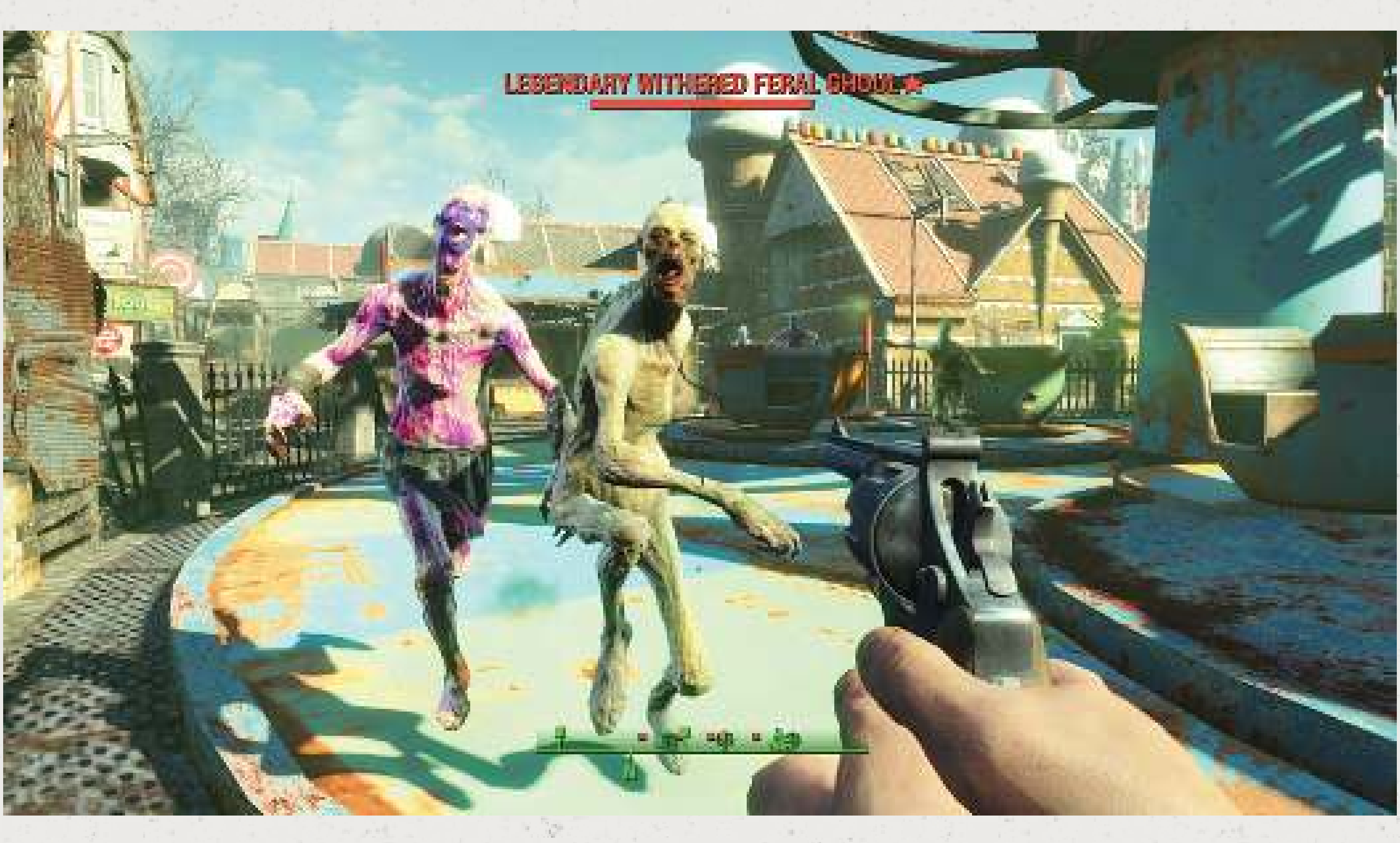
Don't forget to spend time checking out the Blast Off! ride, Candy Town Playground, the Carousel, the Fun House, King Cola's Castle and Court, the Nuka-Racers and Nuka Rockets, the Rally Rollers, and the Teacups.

This is fun for kids of all ages!

HELPFUL HINT FROM VAULT BOY!

This quest automatically begins once you've started Main Quest: The Grand Tour and you first step into the Kiddie Kingdom part of the park. Completing this quest occurs as The Grand Tour quest progresses. You can visit each of the five park attractions, completing the Main Quest within each one, in any order you like.

Step through the entrance as you discover Kiddie Kingdom, where you'll hear a taunting voice threatening you. He mentions three locations that must be inspected: the Theater, Fun House, and Tunnels. Feel free to search for them in any order you like, and note that (assuming your quest is selected in your Pip-Boy) the locations of each area appear on your map compass. At this point, bring your best Charred Ghoul-slaying weapons to bear and take down these dashing corpses as you progress. Clear the entire exterior of these foes if you wish. Watch for the odd radroach and turret, too. Then visit the three locations flagged in your Pip-Boy's objectives in any order you like, though for the full benefit of exploration you should enter the Theater last.

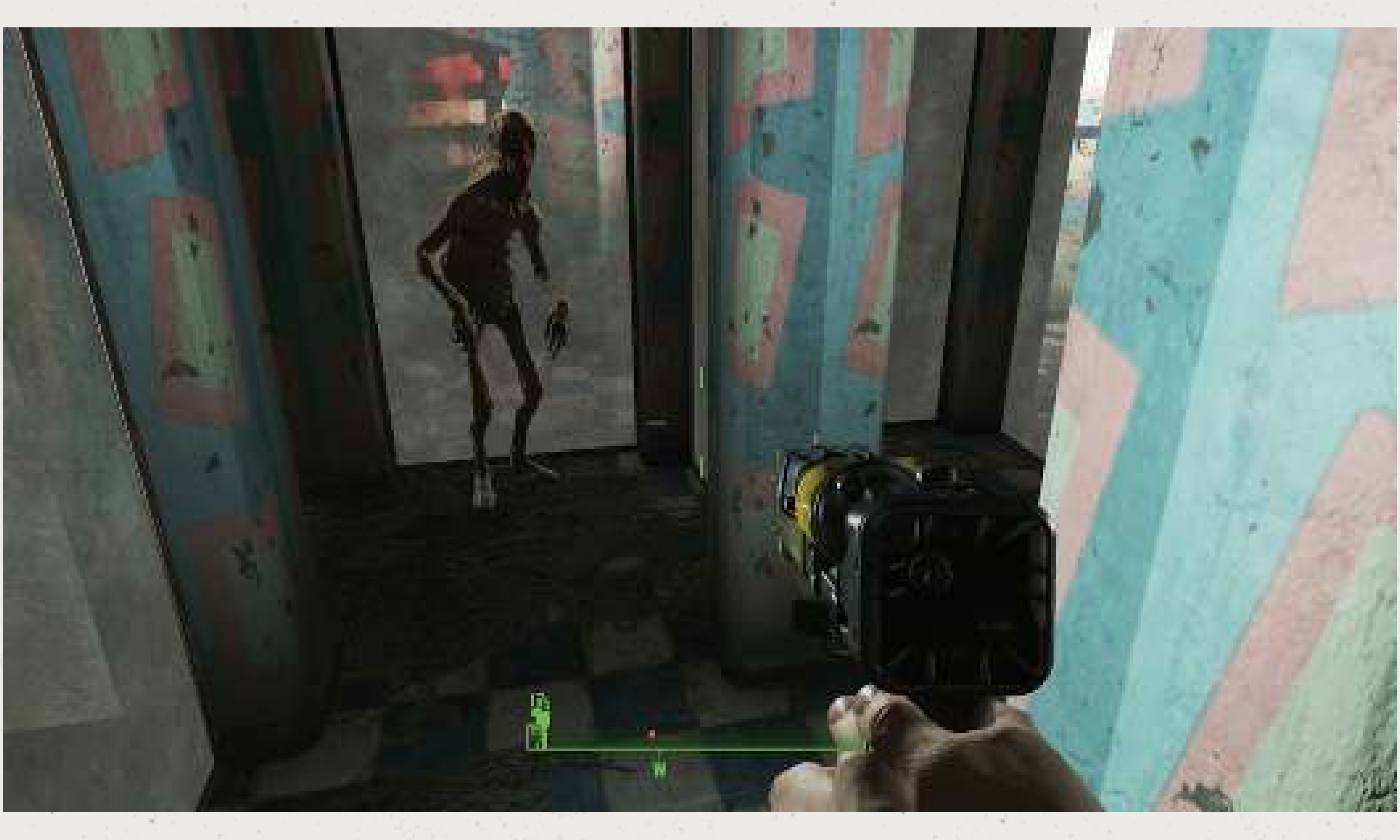


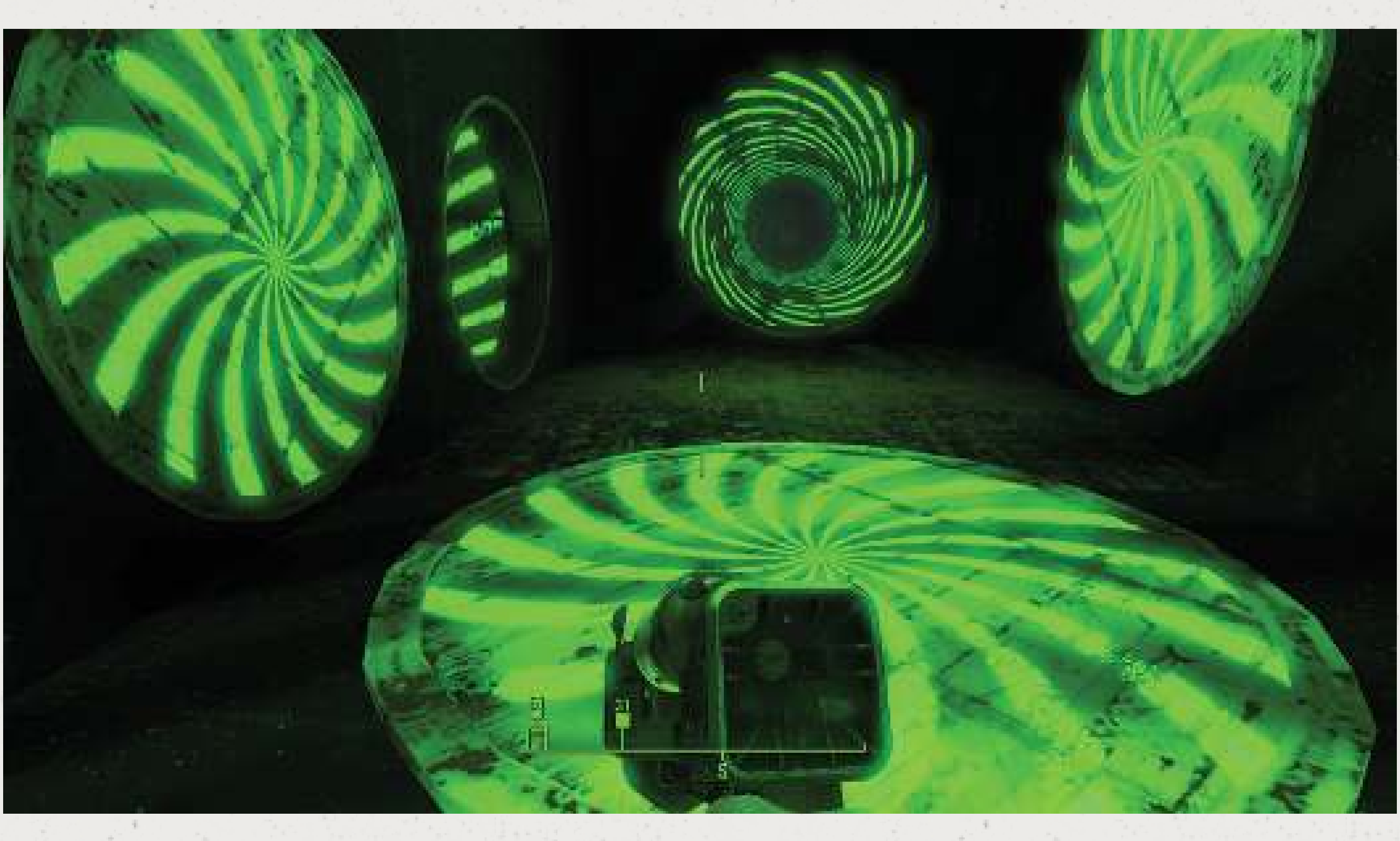
HELPFUL HINT FROM VAULT BOY!

Watch out! Those ride cars that zip around the (roughly) circular track can damage you if you're struck by one. Dodge them and keep an eye open for them along the track, especially as you enter the tunnel entrance area.

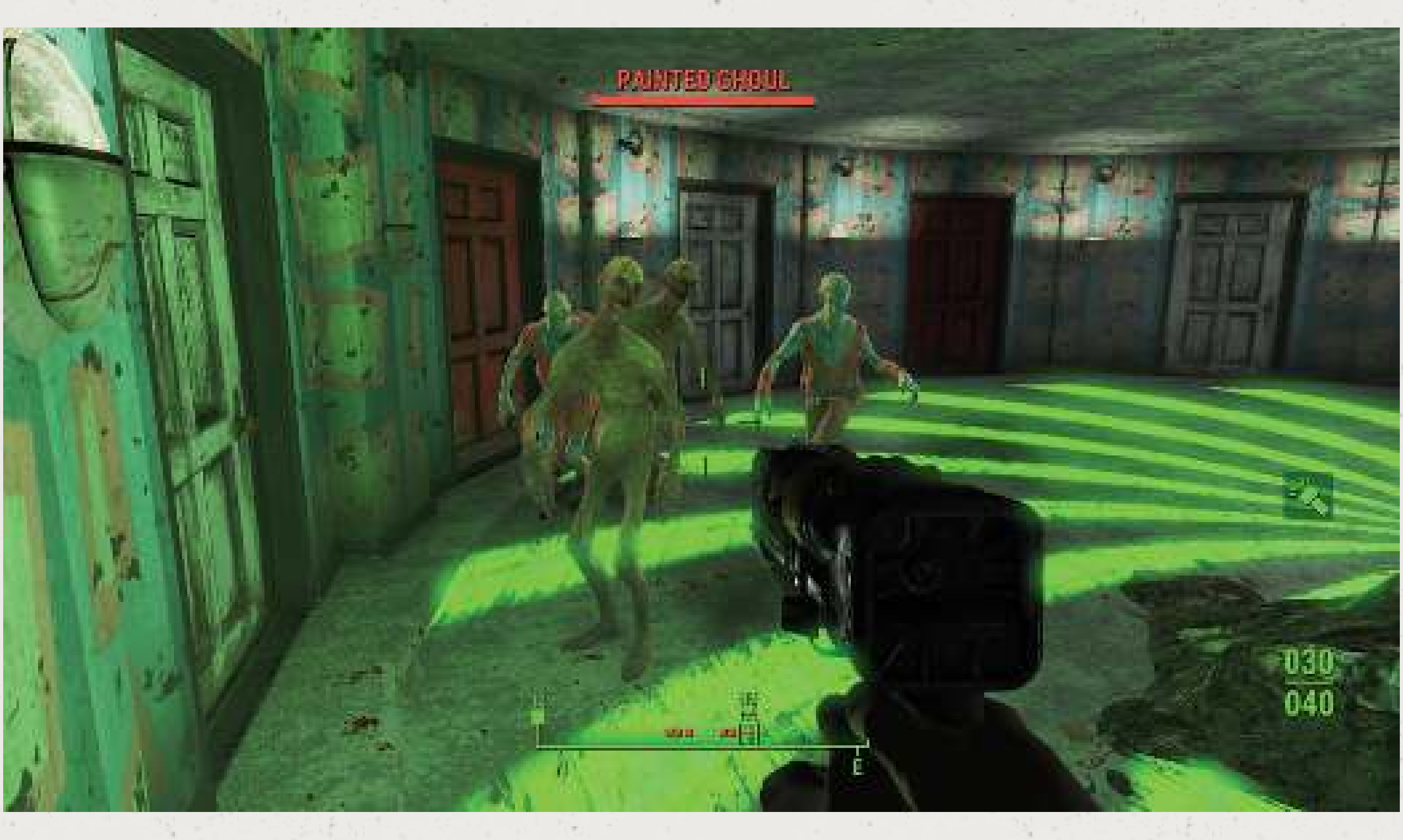
FUN HOUSE: FUN NOT GUARANTEED

Enter the Fun House and wind your way through the dirty mirror maze, watching for laser tripwires and mines at your feet. Feel free to shoot the glass, especially as you encounter ghouls and radroaches. Enter the moving conveyor-belt corridor, watching for grenades dropping from the ceiling (retreat back), jumping so you can propel yourself forward, and turning right (west) into the waterlogged Bottle Jumps room with two spinning Nuka-Cola bottles.





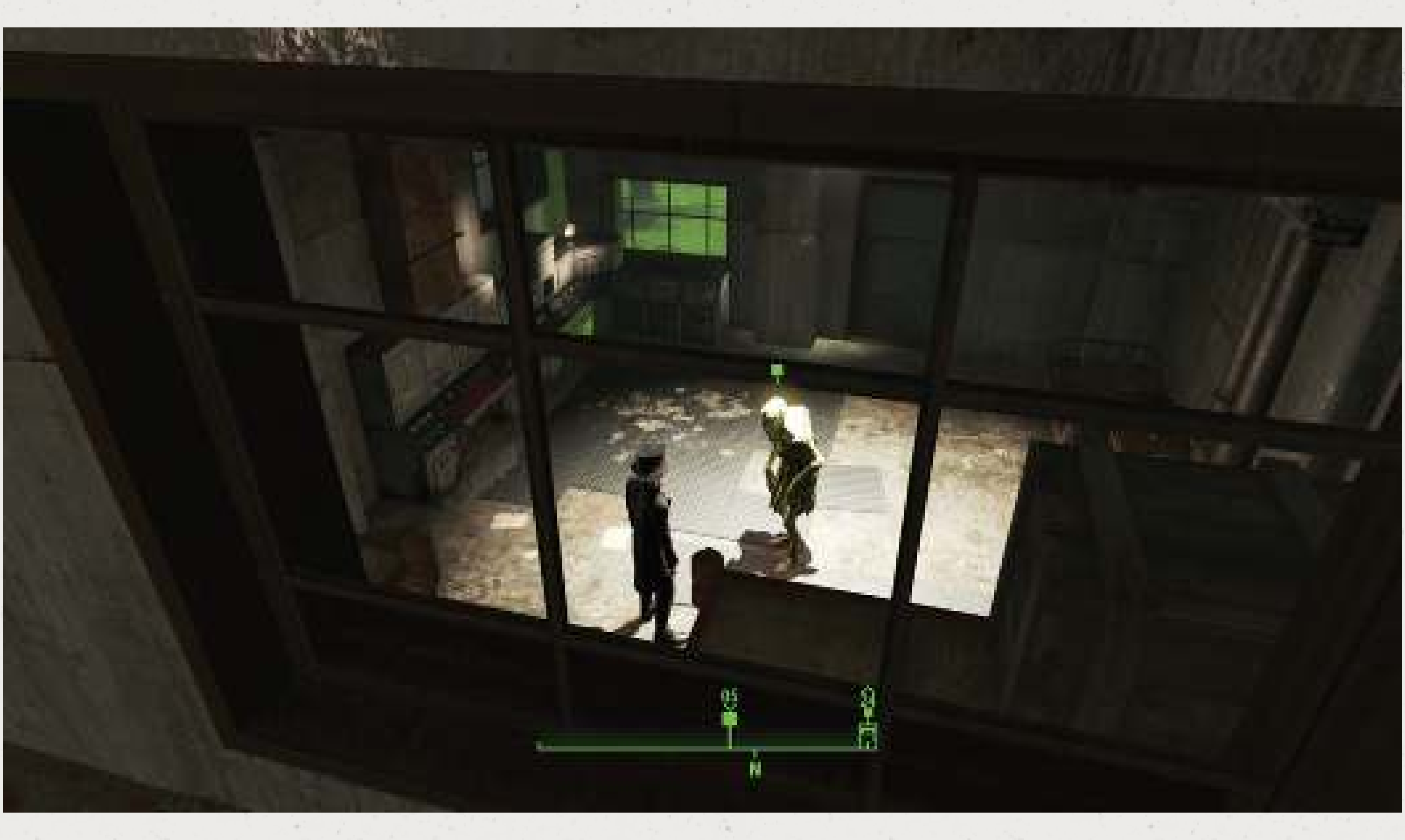
Leap to the first, shooting ghouls in the vicinity, then the second as the attached metal platform becomes accessible, so you can ride on the second bottle to the blue-hued exit. Search the Hypno Halls for a magazine (hack the terminal (Novice) left of the entrance door to reduce the hypnotic effects), then attempt to maneuver southward to a moving cylinder tube and exit door. Pass through the crazy house to the red door, and into the Spinning Room with a green spiral rotating floor and a multitude of doors around the perimeter.

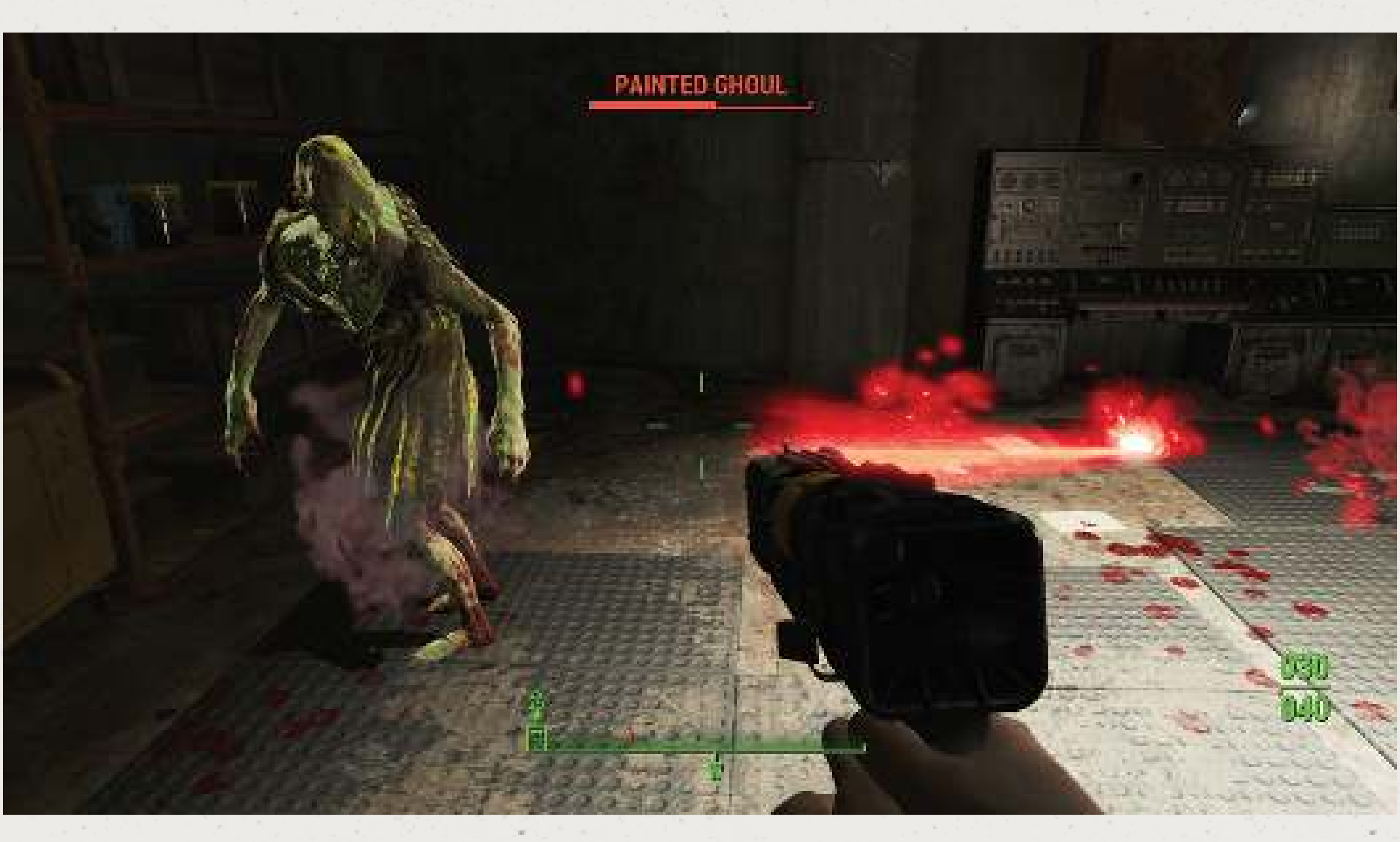


Slay the ghouls here, then open all of the doors if you wish to inspect each of the cubby holes (for the ancient pop-culture references, if nothing else). The exit door is fourth from the entrance door (if you're moving clockwise around the room), northeast and colored red. Now exit through the Cappy room, turning left afterward to check out an upper control area with a terminal. Use it to tweak the different rooms until the objective clears. Don't forget to grab the Nuka-Lixir Recipe on the console before leaving! Then unlock the chained door and exit.

TUNNELS: A VANISHING TRICK

Head into the covered tunnel entrance, negotiating to the side of the still-functioning ride cars, go to the Employee Tunnel entrance, and head inside. Listen to Oswald berating his ghoul chum, heading down into the green goo of the generator room to peer through a side window to watch the conversation if you wish. Then drop onto the gantry and work your way to the metal door.

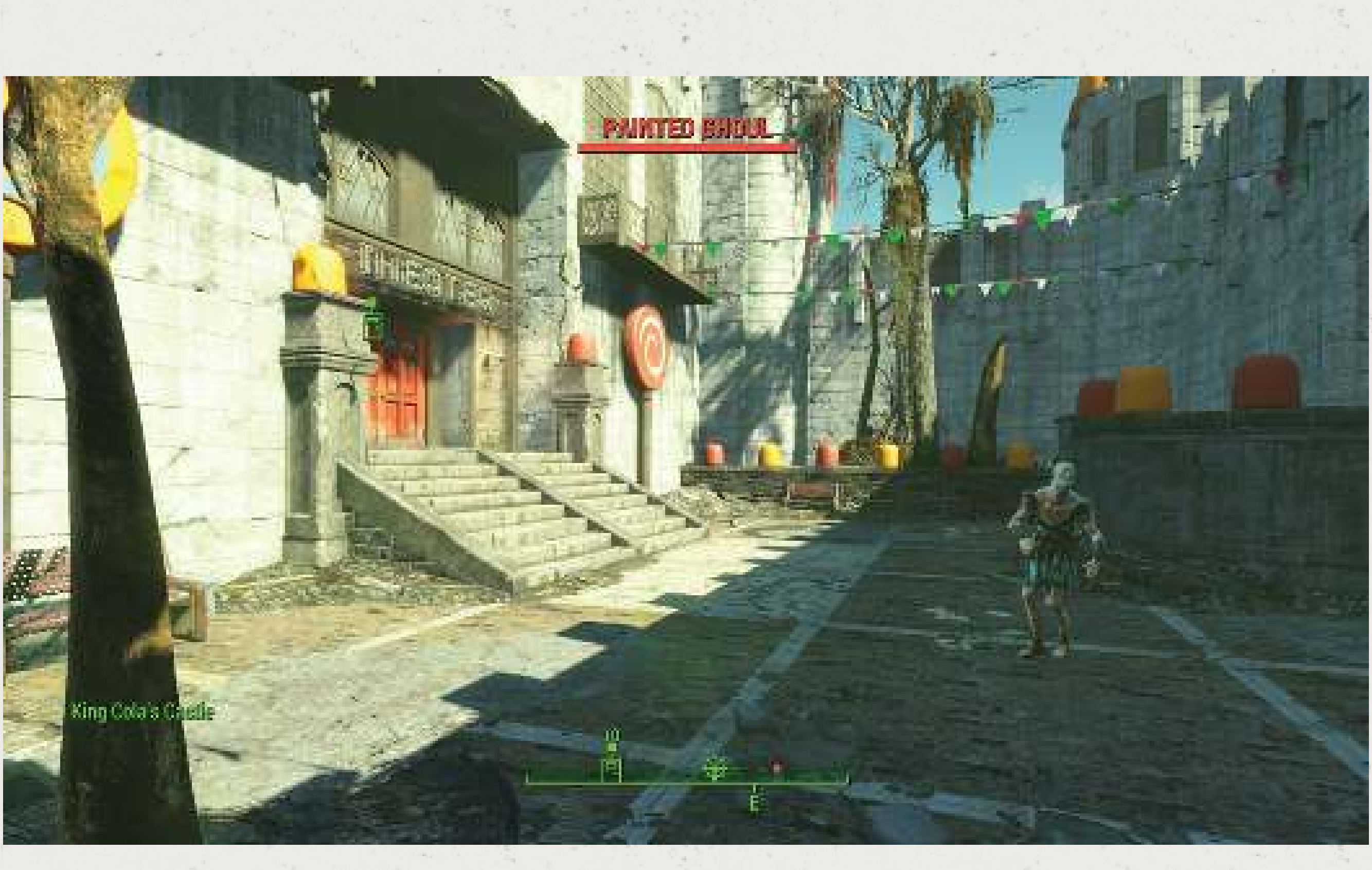


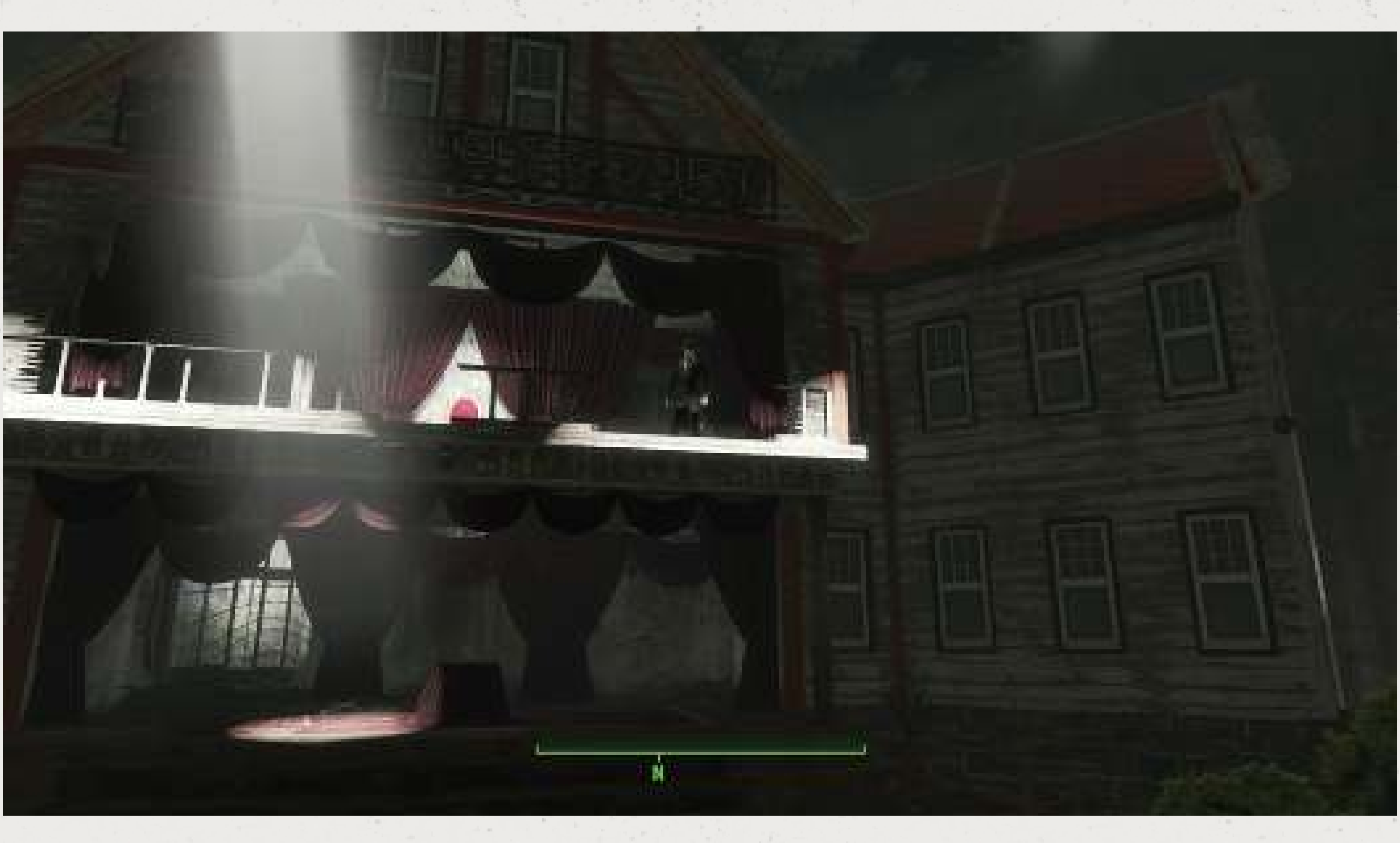


Oswald has disappeared in a puff of smoke, leaving the ghoul to be mowed down by you. Grab the Kiddie Kingdom Tunnels Key, and check the terminal for some backstory on the Pump Control System and the ability to turn off those pesky mist sprayers that coat you in radiation, located throughout this part of the park. You can then retrace your steps, or explore the tunnels via the hole in the wall of the recreation room with the pool table; this (eventually) leads to a second exit where you can use the key you picked up. Back on the surface, Oswald simply restarts the mist sprayers. Curses!

THEATER: KING OF THE CASTLE

Venture into King Cola's Castle, working your way across the battlements and dropping ghouls until you reach an upper inner-courtyard and theater entrance. The theater is an interior area known as King Cola's Court. Oswald lets you know the show is about to begin as you enter. Push the double red doors, and wait for Oswald to appear onstage in a puff of smoke.





He prattles on about receiving actual magic as a gift after the bombs dropped. He resurrects some ghouls, so begin combat, watching for electrical attacks from his sword. After damaging him enough, he disappears. He tells you to meet him on the roof to end these antics once and for all. Search the theater for a Nuka-Cola Berry recipe (on a desk in one of the 'green rooms'), before heading to the elevator and ascending to the roof.

HELPFUL HINT FROM VAULT BOY!

Wait! Need a non-violent way to end this quest? Then before you reach the roof of the theater, head to the town of Bradberton and find the corpse of Rachel, securing her Holotape. After listening to it, you have another option during the last chat with Oswald.

Oswald appears and tells you to leave, and your responses in the conversation you have can vary. You can:

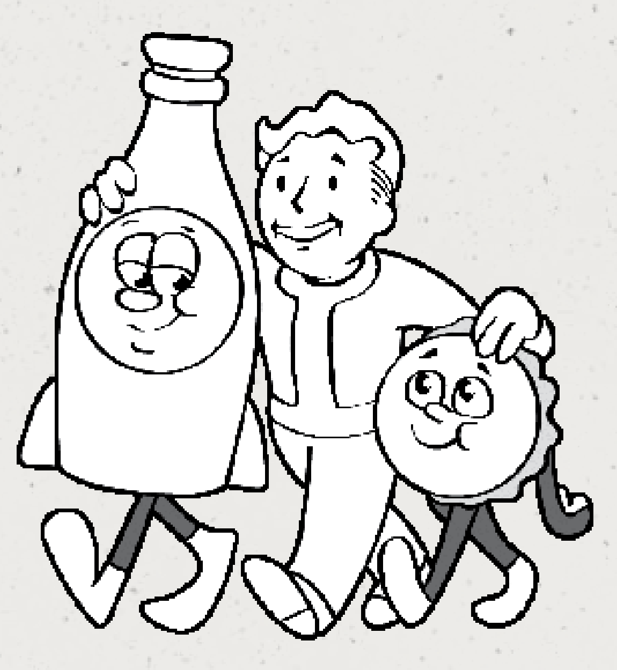
- Refuse to believe in this cure, and make aggressive answers to initiate combat with Oswald. Kill him, gather his loot, and the objective completes. This is the only way to acquire his Magician's Tuxedo.
- Charisma (Hard) persuade him to leave, and that his beloved Rachel isn't coming back. He hands over his loot, and the objective completes.
- If you located the village of Bradberton, and searched one of the ruined homes (in the southeast part of town) to discover the corpse of the ghoul adventurer Rachel Watkins, then secured and listened to her Holotape, you can explain her sad demise, show him the Holotape, and a dejected Oswald leaves without persuasion or combat.

No matter your choice, you receive the Sword of Wonders and Oswald's Tophat as a reward.

Fallout 4
ENJOY THE RIDE !!
Nuka-World

Nuka-World Main Quests

Safari Adventure



1. Investigate the source of the Gatorclaw infestation
2. Follow Cito
3. Inspect corpse
4. Listen to Dr. McDermot's Holotape
5. Talk to Cito
6. Enter big triangle house
7. Search big triangle house for a way into the cloning facility
8. Investigate door terminal
9. See if Cito knows anything about the Angry Anaconda
10. Go to the Angry Anaconda
11. Search around the Angry Anaconda for Doctor Hein's Passcode
12. Gain entry into the cloning facility
13. Deactivate the malfunctioning cloning machine
14. Clear Safari Adventure of remaining Gatorclaws (21)
15. Deal with Cito and his family
16. Assign a Gang to Safari Adventure

GHOULRILLAS IN THE MIDST

HELPFUL HINT FROM VAULT BOY!

Welcome to the Safari Adventure zone, explorer! This wildlife habitat has some vicious alpha-predators; including yao guai and bloodworms, as well as rad-rats, brahmin, ants, and gazelles. Top of the food chain are the fearsome gatorclaws.

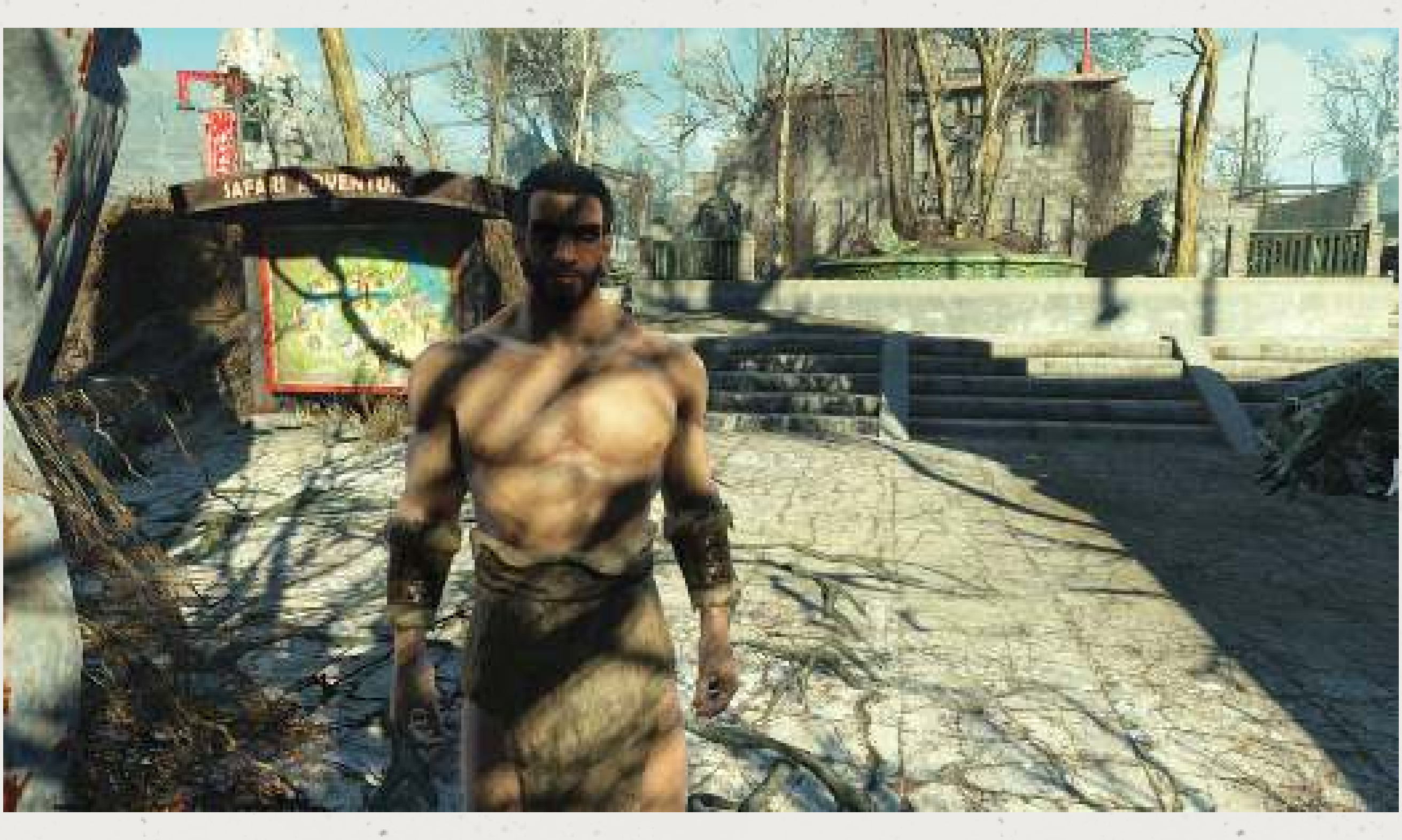
You'd be wise to check the Angry Anaconda, Bear Cave, Cappy's Treehouse, Jungle Journey Theater, Safari Adventure Primate House, Reptile House, and obviously, the Welcome Center.

Are you ready to go on safari? Pack a hunting rifle or two!

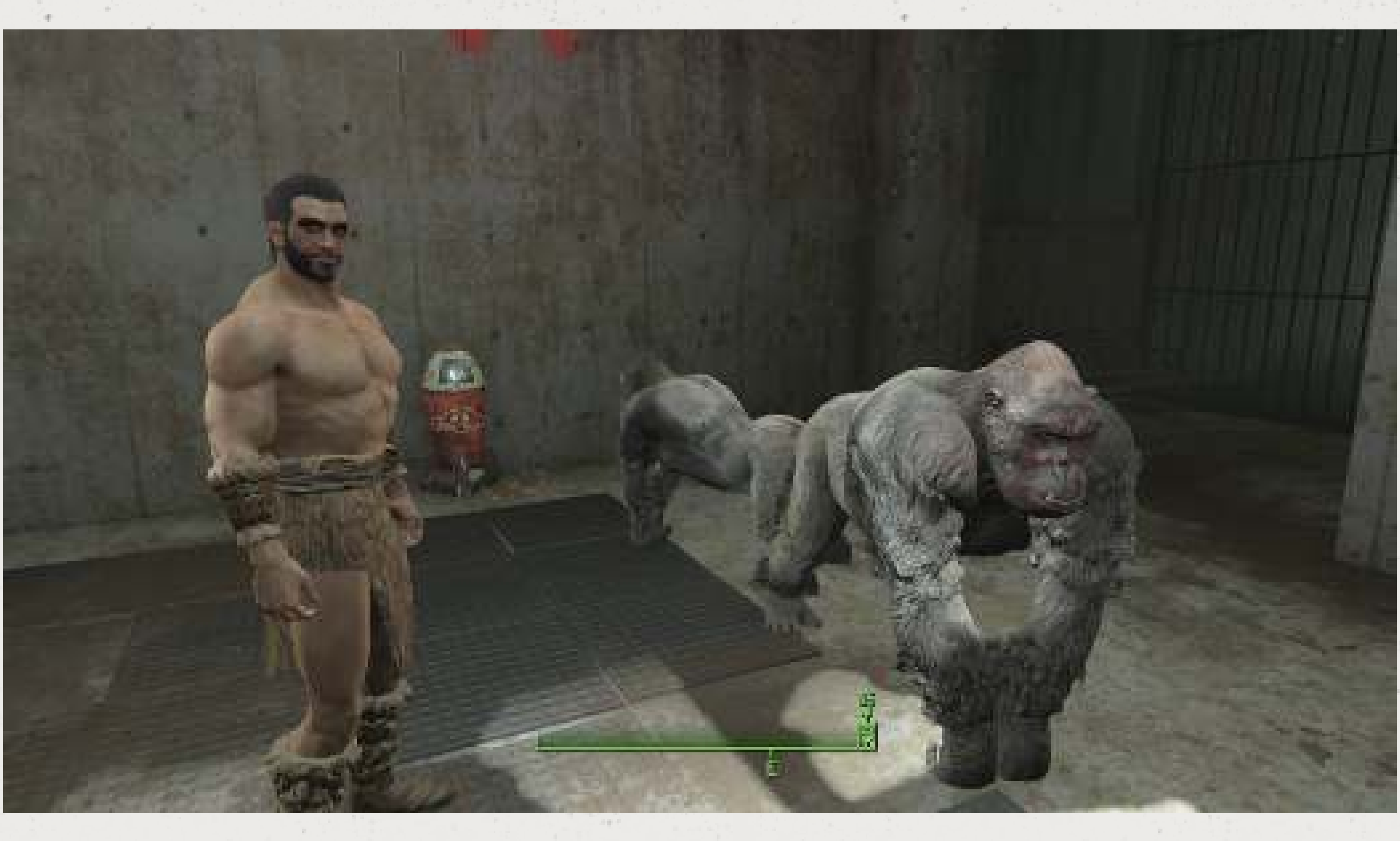
HELPFUL HINT FROM VAULT BOY!

This quest automatically begins once you've started Main Quest: **The Grand Tour** and you first step into the Safari Adventure part of the park. Completing this quest occurs as **The Grand Tour** quest progresses. You can visit each of the five park attractions, completing the Main Quest within each one, in any order you like.

As you enter this part of the park, bring your weapon to bear on a gatorclaw that is fighting a scavenger named Cito. With the beast defeated, speak to Cito (answering as you wish), and agree to friendship. He praises your prowess, and requests you help him rid the entire Safari Adventure zone of these gatorclaws. The reason for his speech pattern becomes clear when he leads you to the Primate House. Along the way, kill any gatorclaws getting in your way.

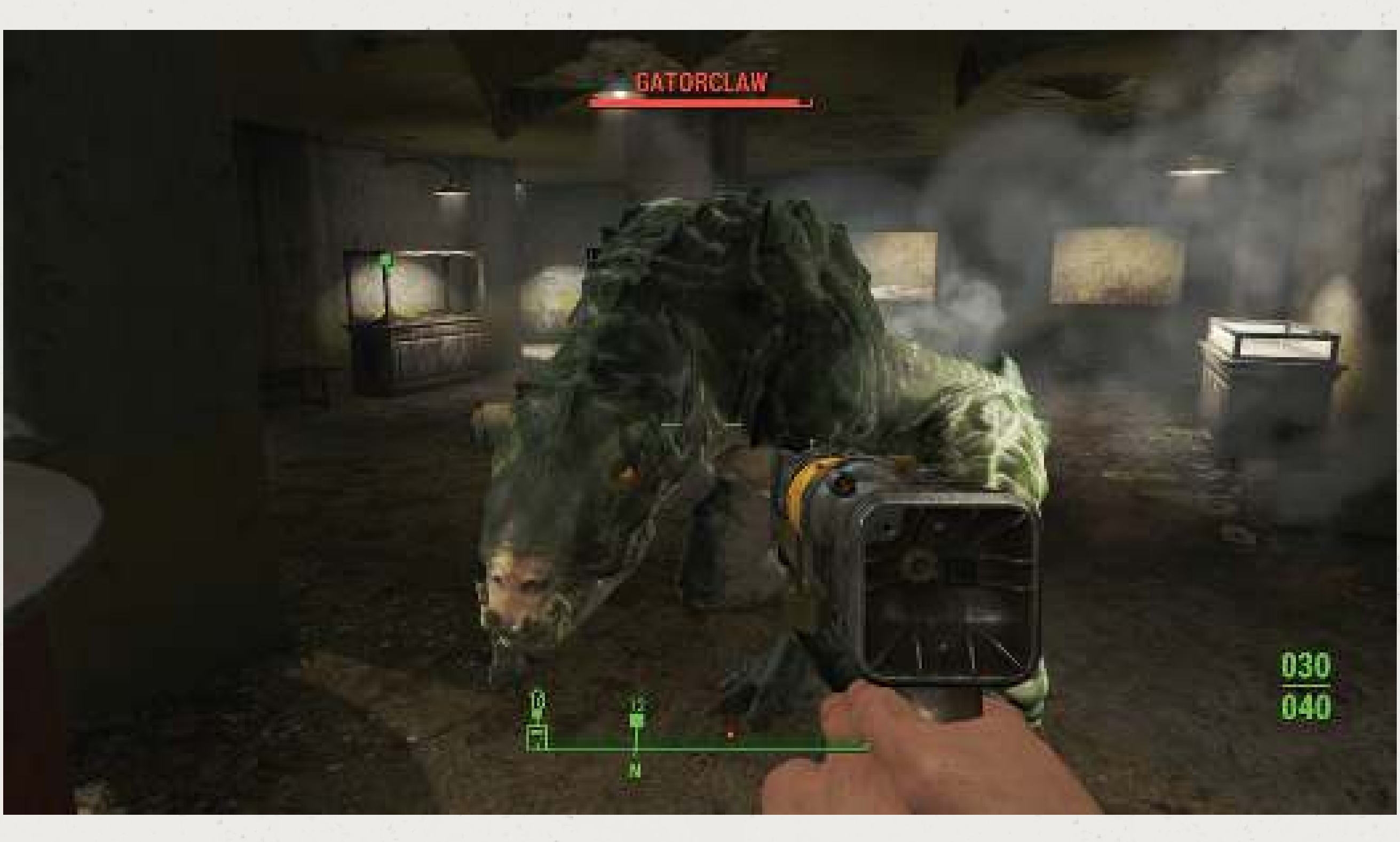


Cito was raised by ghoulrillas, and you can attempt a Speech check (Hard) to persuade Cito that one of these apes (named "Chris") should accompany you throughout this mission. The conversation continues with Cito mentioning a nasty Wrinkly Man and shiny things, one of which is Dr. McDermot's Holotape (you need to listen to this). It explains how the gatorclaws came to exist. After speaking with Cito about the cloning facility mentioned in the Holotape, Cito offers to accompany you as well. Both Cito and "Chris" are fair-weather companions; they won't leave the Safari Adventure.

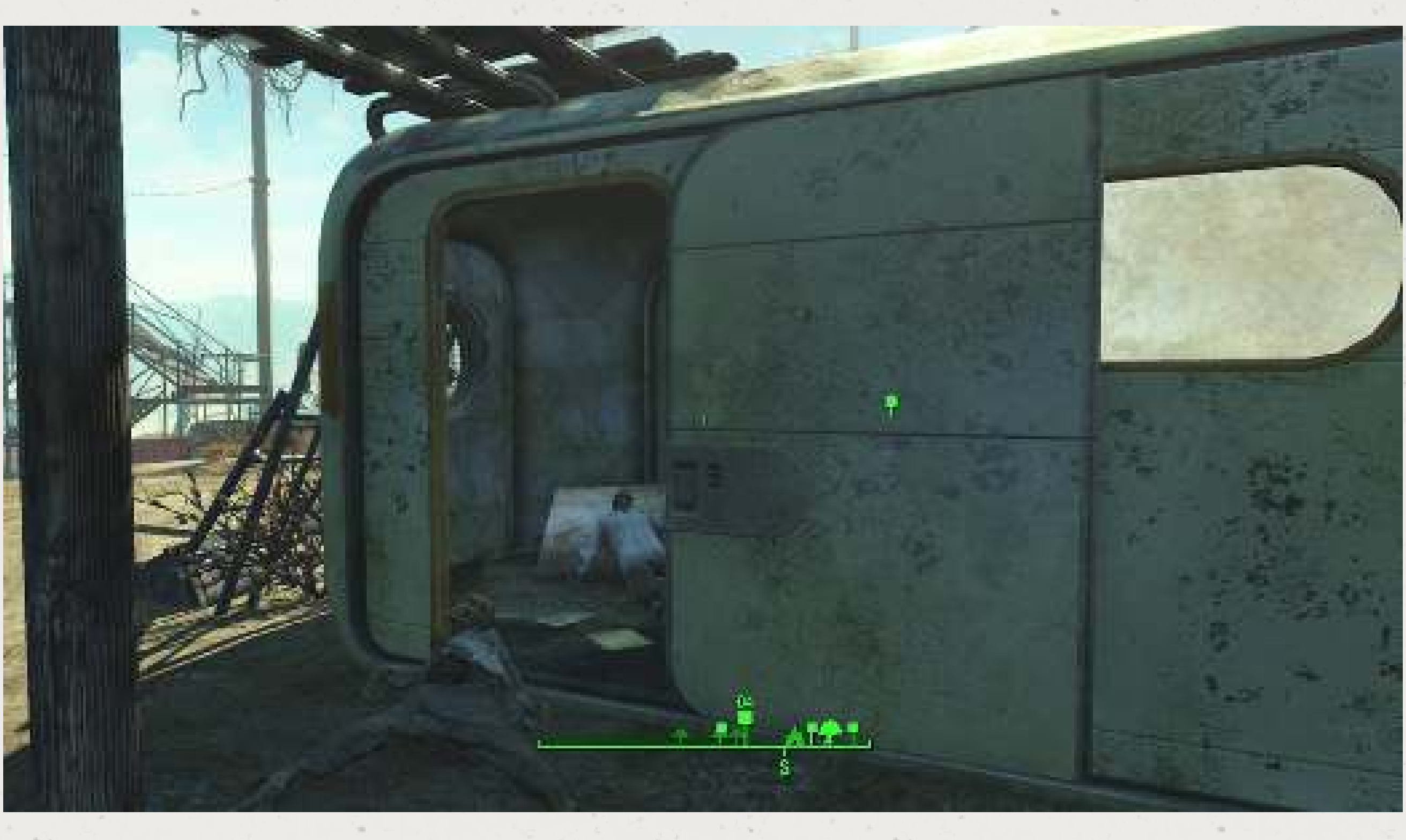


REPLICATION, THEN ANNIHILATION

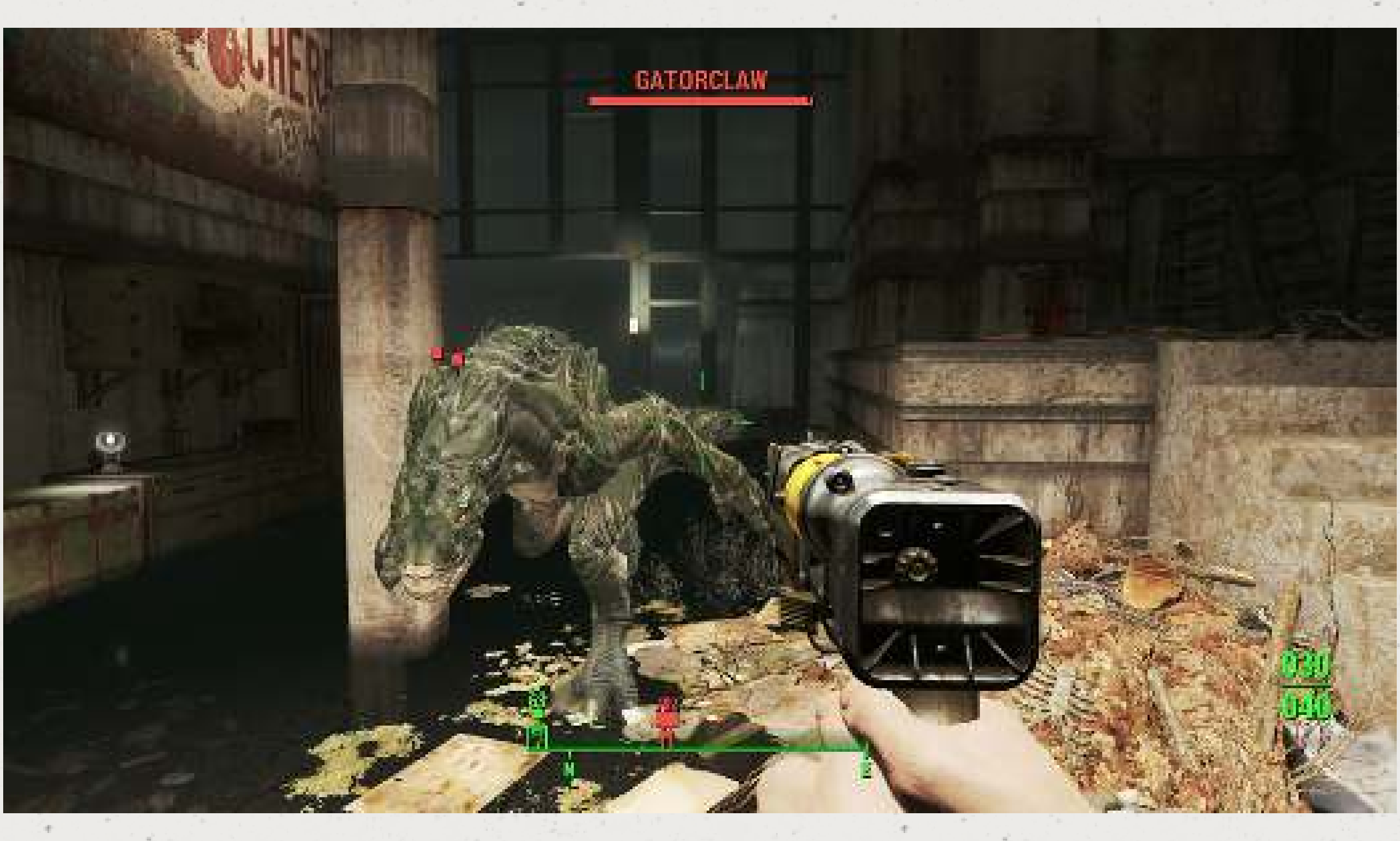
With as many posse members in tow as you wish (your current companion, Cito, and possibly "Chris," or no one at all depending on your preference), check your compass map and head to the Triangle House, also known as the Safari Adventure Welcome Center. Begin your search here for the cloning facility: Drop down into the foyer, slay a gatorclaw, and access the Employees Terminal near a locked door. Read the "Ransom Note" entry at the terminal, from a Doctor named Hein, who has the passcode needed for the facility. Cito (if you let him accompany you) lets you know that the Angry Anaconda is the name of the ride in this part of the park.



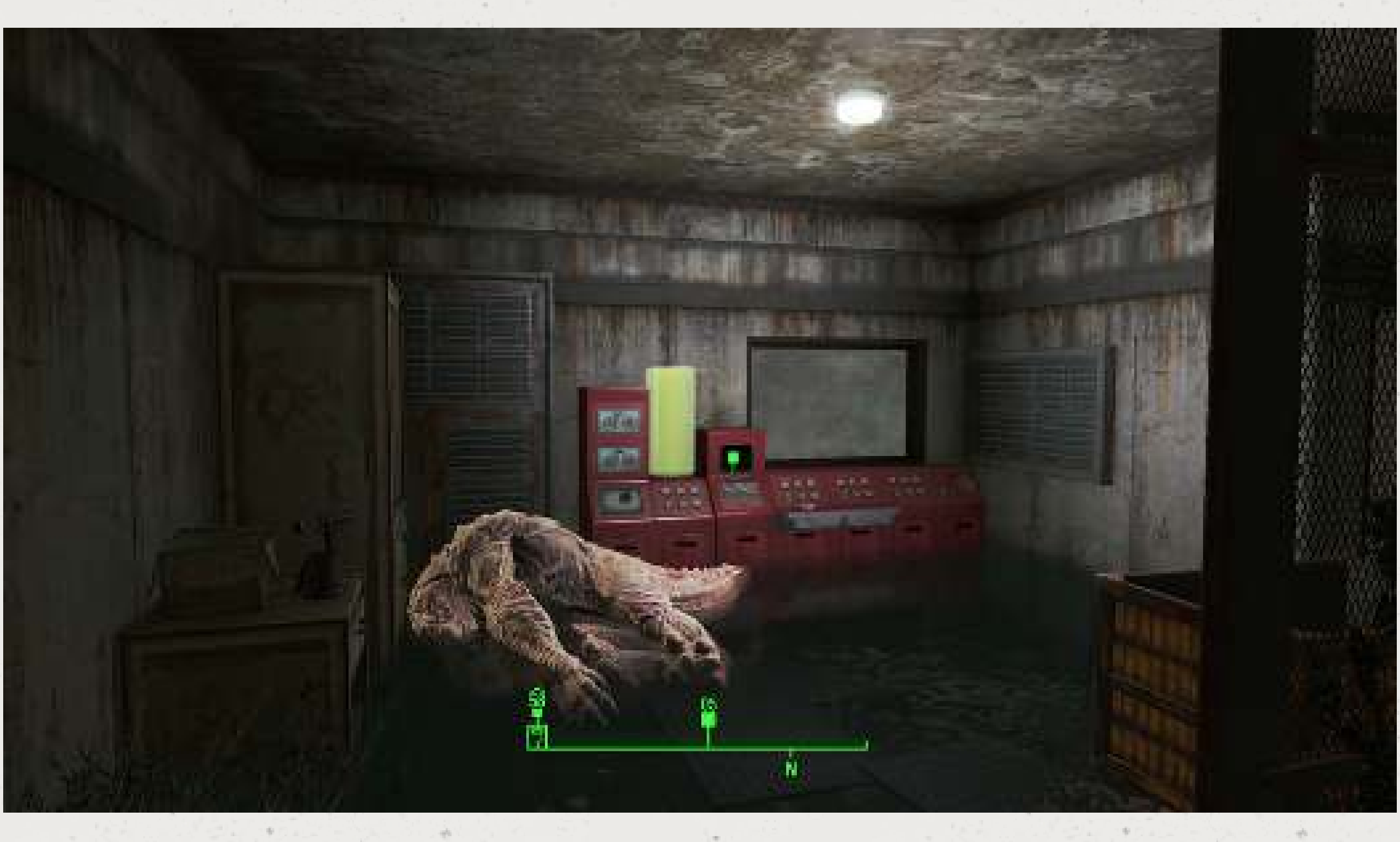
Exit the Welcome Center, head towards the Giant Metal Snake ride (also known as the Angry Anaconda), and look for a locked trailer (Expert). If your Lockpick skill is poor, or you're out of bobby pins, find the key in the duffel bag on the roof of the trailer. Head inside and open the suitcase for the passcode. Now head back to the Welcome Center.



Enter the foyer, dropping down and moving to the Employee's Terminal you accessed earlier. Choose the new option, "unlock door to Nuka-Gen Replication Facility," and the door unlocks. Head down the interior steps, searching for the cloning machine. Make a thorough search of the corridors, dropping a gatorclaw as you go. Head through the peach-colored double-doors to the south and continue down and southeast to a waterlogged area.



Here, you'll encounter a vicious albino gatorclaw, so come prepared for a tougher battle. Expect two additional gatorclaws. Then access the red Replication Machine, and shut down the cloning process. Grab a Holotape on the console, if you wish. At this point, fight off a couple more gatorclaws, then begin a hunt throughout the entire park until all remaining gatorclaws (a total of 21) have been slain. Fortunately, your map compass lets you know where the gatorclaw stragglers are, assuming you have the objective selected.



HELPFUL HINT FROM VAULT BOY!

Do you like gazelles? Sure you do! Why not restart the cloning machine after shutting it down, and produce more of these animals?

NO MORE MONSTERS: NO MORE CITO?

With the last of the 21 gatorclaws defeated, return to Cito (either as part of your companion crew, or back in the Primate House), and figure out what's best for him and his ghoulrillas. You can:

- Tell him to leave Safari Adventure. He reluctantly agrees, gives you his gift, and the park becomes free to assign to a gang.
- Speech/Charisma (Medium): Ask him to share the park with your friends. He's happy to share, gives you his gift, and the park becomes free to assign to a gang. If you return later in your adventuring and ask how he's getting along with the Raiders you've assigned, he's enthusiastic if you assigned The Pack gang to this area.
- Instruct him to eat a bullet, then slay him and any of his ape chums in a bath of bloodletting. The park then becomes free to assign to a gang.

If Cito is allowed to stay, he gifts you with Cito's Shiny Slugger: a melee weapon with some nasty sharp implements hammered into it, with a damage rate that's simply amazing! With Cito placated, you can hoist the flag of the gang faction you favor (on the roof of the Welcome Center). This quest then concludes.

HELPFUL HINT FROM VAULT BOY!

Do you need help figuring out which faction to assign this zone to? Alright then! Prior to you raising up a flag, why not check out the knowledge explained in Main Quest: **The Grand Tour** so this doesn't degenerate into jungle of death and destruction?

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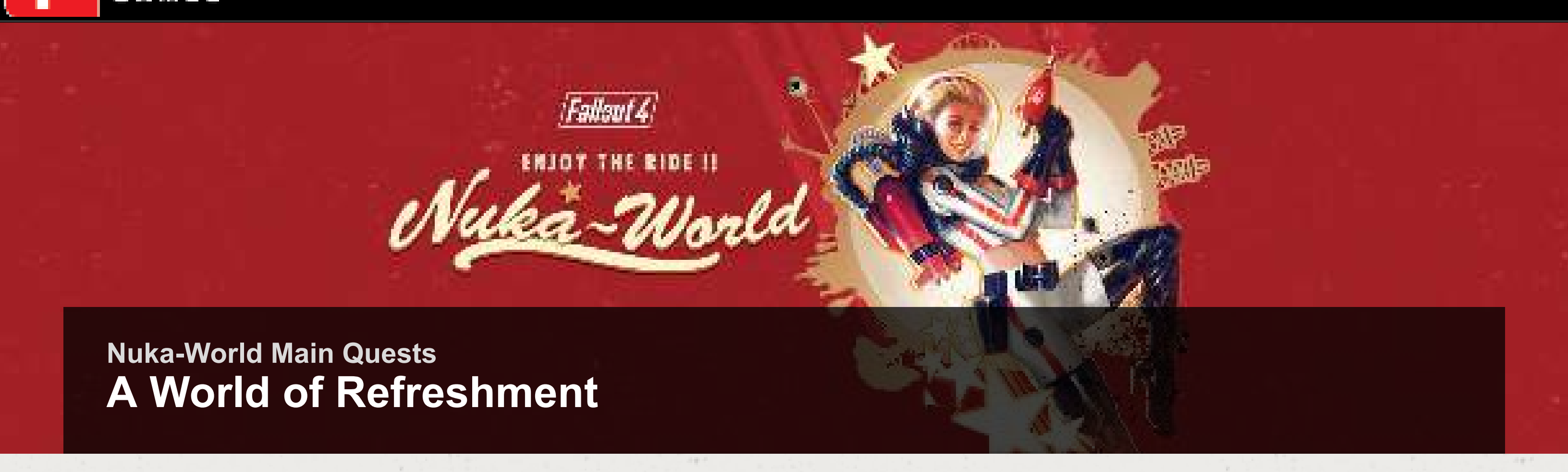
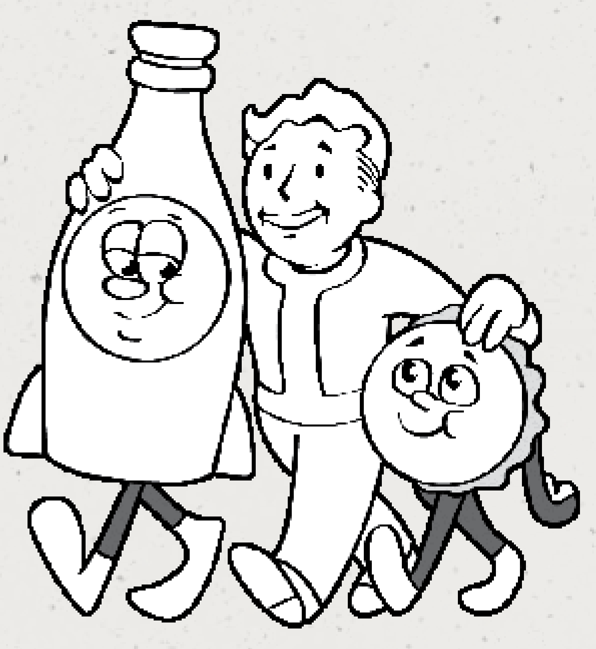


Nuka-World Main Quests

A World of Refreshment



1. Clear the Nuka-Cola Bottling Plant's Interior
2. Clear the Nuka-Cola Bottling Plant's Exterior
3. Kill the Nukalurk Queen
4. Assign a Gang to Nuka-World's Bottling Plant

A LURKING FEAR

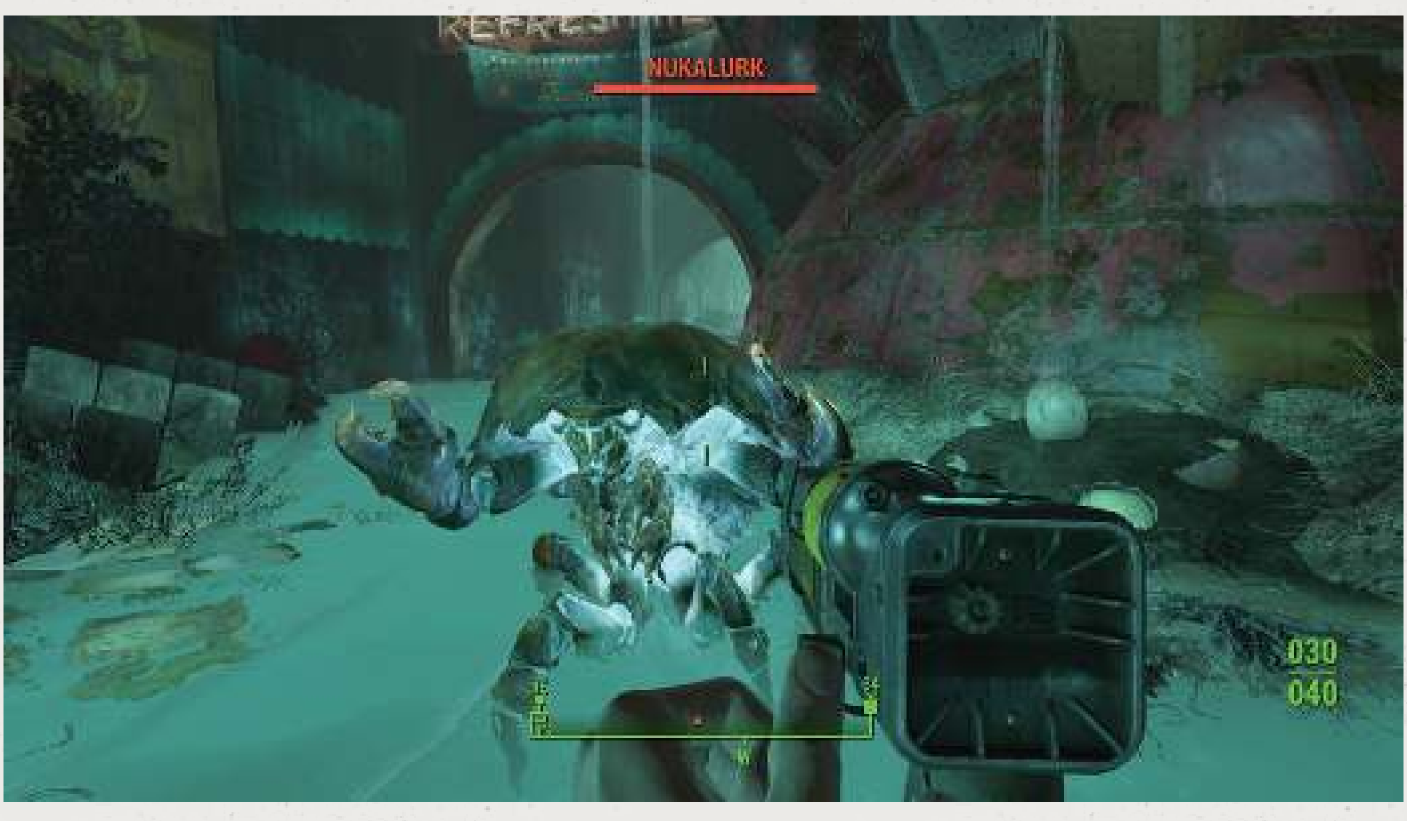
HELPFUL HINT FROM VAULT BOY!

Welcome to the World of Refreshment zone! Are you thirsty for knowledge? Then take the guided tour of this manufacturing plant, including an actual river of Nuka-Cola Quantum! Let's try to forget that the entire area is infested with nukalurks. Watch for Assaultrons and turrets there too, sparky!

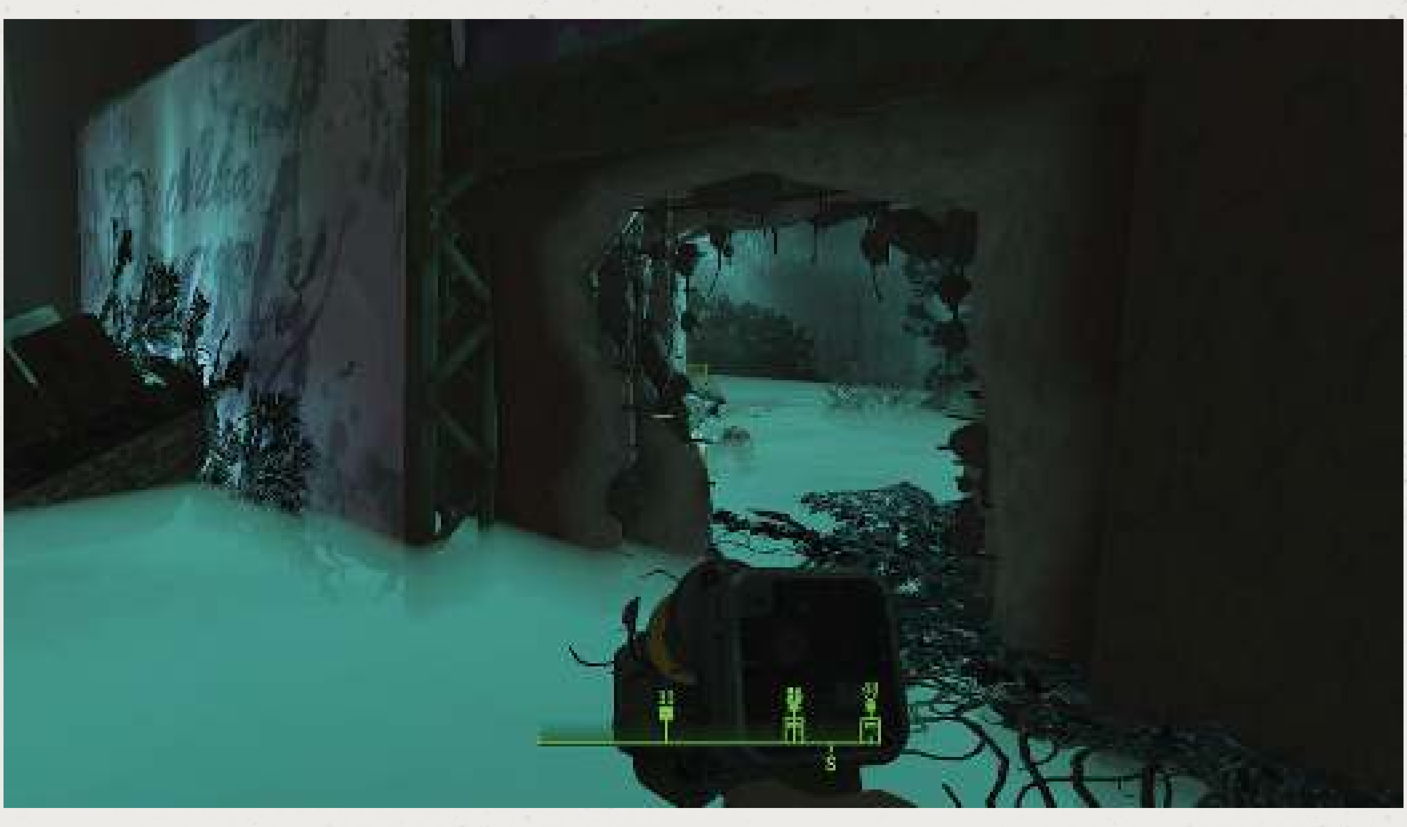
HELPFUL HINT FROM VAULT BOY!

This quest automatically begins once you've started Main Quest: **The Grand Tour** and you first step into the **Safari Adventure** part of the park. Completing this quest occurs as **The Grand Tour** quest progresses. You can visit each of the five park attractions, completing the Main Quest within each one, in any order you like.

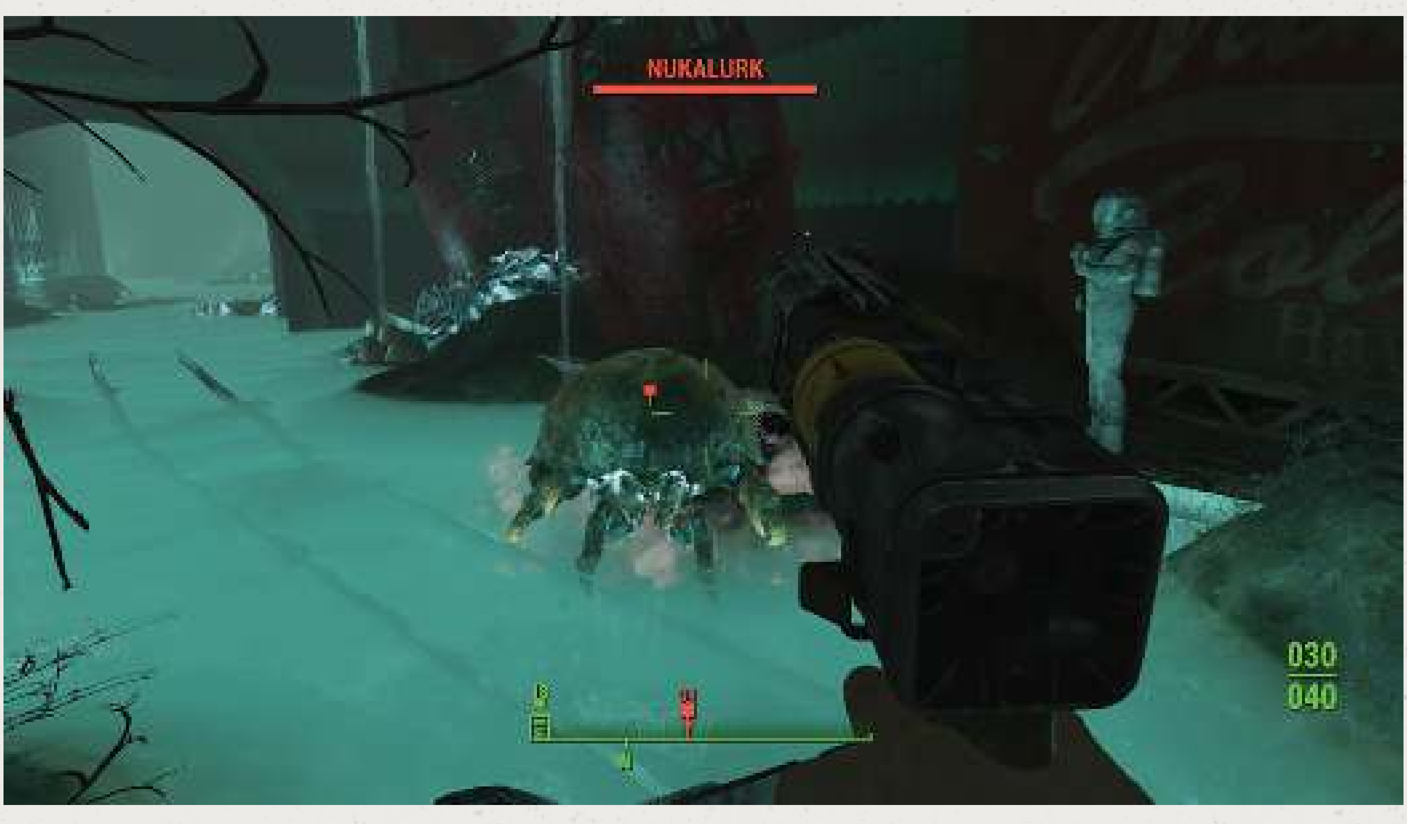
This quest differs slightly from the previous zone-clearing missions, as you have only two main goals: to clear enemies from the exterior and interior of this part of the park. The enemies in question are nukalurks (mirelurk variants). Employ the same tactics as you would when slaying mirelurks. Unlike other quests, individual foes don't initially appear on your compass, meaning you should start by entering the World of Refreshment via the Nuka-Cola Quantum river, and begin a hunt of all foes along this liquid-filled interior.



As you head farther into this zone, the remaining nukalurks become visible on your map compass, making them easier to find. Continue the hunt, then look for the logo of the Nuka Grape sign on the right, and enter the hole underneath it, fighting nukalurk spawn on the concrete steps. The door up here leads into the next area of the bottling plant.

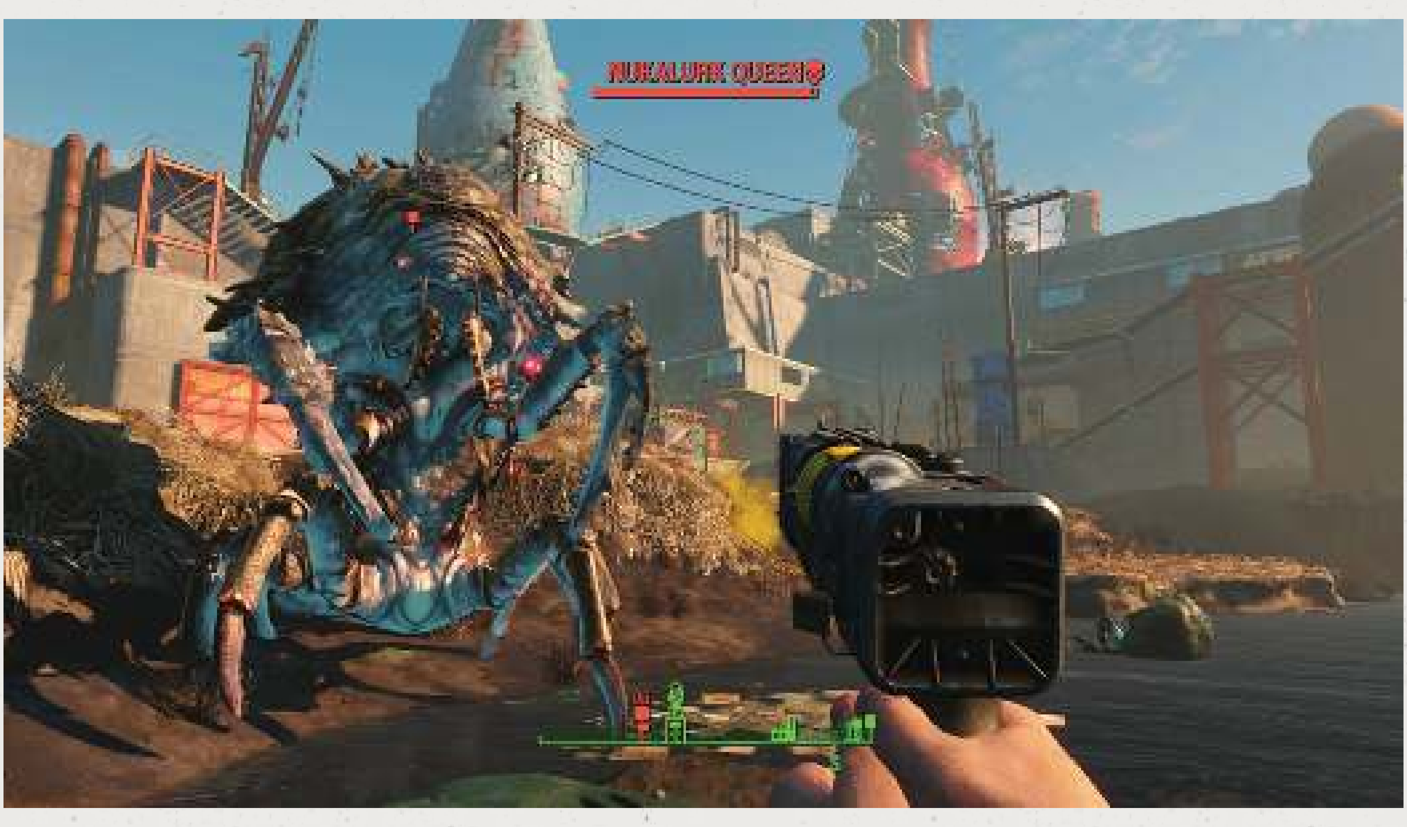


Move through the control room with the low roof and down the gantry steps, engaging an Assaultron and working your way through the office and lower gantry steps, to additional Assaultron combat. Expect around five or six to kill on these metal steps and the lower bottling conveyor belts and old vats. Gather any Quantum you find if you wish. There's a Star Core in this vicinity too (for the Main Quest: Star Control mission). Return to the river and check the gantry stairs behind the Nuka-Cola Victory billboards (near the half-hidden, massive Nuka globe) for more nukalurks and a turret.

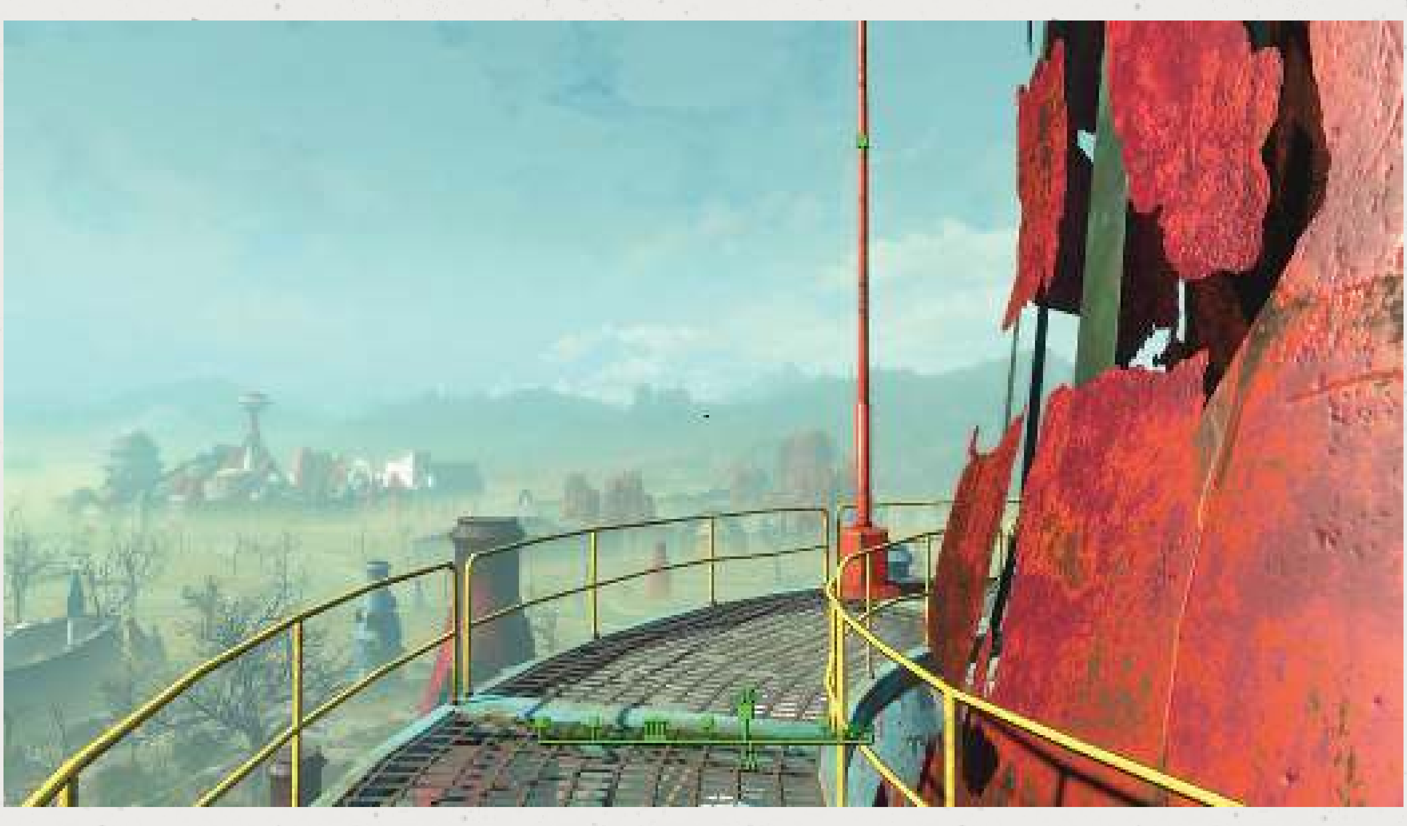


UP ON THE ROOF

Return to the initial low-ceiling control room atop the concrete steps, and find the long corridor with the blue double doors. Enter the doors to reach the exterior of the bottling plant, and destroy the turret in the pod you've arrived at. Then climb the gantry steps to the exterior roof. Kill the Nukalurk King up here, then snipe any further nukalurks in the shallow water around the facility, and on the exterior gantry steps. Use your map compass to guide you.



The exterior roof is a good spot to snipe at the Nukalurk Queen who appears on the grounds of the bottling plant. Slay her, and any of her straggler underlings. Then cross the roof, passing one of the giant Nuka-Cola bottles, drop down to a metal pod office, and slay any further foes, making a final clean-sweep of the area. At this point, you can activate the yellow worker elevator and ride it to the top of the massive red Nuka-Cola bottle, where the flag pole is, and claim this final zone for your chosen gang. The quest then concludes.



HELPFUL HINT FROM VAULT BOY!

Do you need help figuring out which faction to assign this zone to? Your thirst for knowledge continues! Prior to you raising up a flag, why not check out the information explained in Main Quest: **The Grand Tour** so this doesn't degenerate into a fight for the many delicious beverages of this zone?

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Nuka-World Main Quests

Home Sweet Home

1. Talk to Shank
2. Claim an Outpost for your gang
3. Check in with your crew
4. Talk to Shank
5. Force a Settlement to supply your gang
6. Discuss problems at [your settlement] with Shank
7. Check in with your gang at [your settlement]
8. Defend [your settlement]
9. (Optional) Speak to Shank to Run New Jobs
10. Make your Raider Outpost happy
11. Establish Raider Outposts

SHARING THE COMMONWEALTH

HELPFUL HINT FROM VAULT BOY!

Are you ready to spread your Raider brethren out into the Commonwealth? Then you'll need to secure Outposts (the Raider name for Settlements) for them, much in the same way as you may have done for other **factions** previously; just with slightly more bloodshed and options for commandeering such locations.

Watch out! This can seriously impede your friendship with previously-befriended **factions**; especially those diametrically opposed to Raiders (the Minutemen). So be aware that your actions[em]particularly your violent ones[em] can have Commonwealth-wide consequences!

With the fifth and final flag raised over a zone within the Nuka-World Theme Park (Main Quest: The Grand Tour), you return to Porter Gage, who strikes up a conversation, and recommends you speak to an informant-type named Shank in order to expand this Raider empire out into the Commonwealth. This shady character resides in Nuka-Town USA, and has a plan for a Raider stranglehold across the Commonwealth. This is a two-fold set of tasks:

- Taking over Settlements.
- Then forcing other Settlements to gather a "tribute" and feed the Raider settlements through force, rather than diplomacy or a quid pro quo.
- Shank explains you must first gain three "outside" settlements for the Raiders, and there are two ways you can go about taking over each one. You can:
- Go into the settlement, speak to the leader, and "convince" them to leave. This option is available if you've already granted a settlement to a previous faction, or you have an "untouched" settlement with humans residing in it.
- Ask Shank to gather a crew together, before heading into the settlement, and massacring everyone. This is your only option if you're tackling a settlement filled with animals or monsters rather than humans.

Now you've got your main plans formulated, Shank recommends you visit each of the three gangs to secure a unique item to help you in these tasks (which are mostly available once your first settlement is conquered, but before Main Quest: Power Play begins):

Dixie (The Disciples) offers up Fury grenades, which turn settlers on each other when lobbed into a crowd of them. As long as you use them in more crowded areas (at least two settlers should be near each other) this is an excellent way to turn previously-peaceful folk against each other without you lifting a (trigger) finger.

Lizzie Wyath (The Operators) gives you Persuasion grenades; toss one at the foot of your target, and they are much more receptive to your convincing conversations. This is a great way to remove settlers without bloodshed, though Sole Survivors with low Charisma may need additional enhancements (Grape Mentats for example) to convince settlers, as these grenades only improve your chances of persuasion[em]they don't guarantee them. If you need a further boost to your convincing powers, Lizzie has a chem (and recipe) named Smooth Operator that acts in much the same way as Grape Mentats, but isn't as potent (or addictive).

Mason (The Pack) offers you Predator grenades, which summon animals when thrown, whether you're attacking a settlement or not. This is supposed to enable you to attack the settlers while they're engaged in combat with these animals, and this can work. Just be sure you realize that the animals are hostile to you as well, so stay away from them during the attack, and be prepared to kill them afterward. Don't expect to just lob in grenades and watch your summoned animals maul their way through the settlement; use this as a flanking or distraction attack.

TURNING SETTLEMENTS INTO OUTPOSTS

SETTLER
TALK

You are now ready to try convincing (or killing) settlement residents so the Raider gang of your choice can claim the territory in question. This works in much the same way as your previous settlement conquering, so refer to that section of this guide for a more thorough explanation. Because you may have no previous settlements assigned to a faction, a few, or every settlement, you may (or may not) incur the wrath of a previously-friendly faction if you move them out of a settlement you previously assigned to them. So be aware of who is living in which settlements you own, before they become Raider Outposts! Here are some points to remember:

- If you don't want to inflict hardship on your previous chums, but you're content to pal around with Raiders, you may wish to target settlements you haven't discovered yet, with neutral humans or monsters residing in them. This way, you don't need to disrupt your previous faction friends.
- If you pick a settlement with a previously-friendly faction in it, they won't be friendly any more once you force them to leave or massacre them! There are no half-measures here; are you a Raider Overboss, or not?
- Preston Garvey, and a few other settlement dwellers, are "essential" (like June Warwick in the homestead bearing her family's name), and can't be killed. Choosing violence against them is impractical. Either instruct these individuals to leave the settlement before you conquer it, or avoid the settlement altogether.
- Preston Garvey is particularly unhappy with your Raider activities and has a seething hatred for you that cannot be repaired. It's worth completing his quests first if you want to see this content.
- If you have a change of heart after establishing one or more Raider settlements, and then go back and slay the raiders as part of Main Quest: Open Season, all Nuka-World Raiders become hostile towards you. Don't be wishy-washy with your convictions: Choose a side!

Once you visit a Raider settlement, you have the following choices when overthrowing the settlers there:

- You can force the inhabitants to leave using persuasive coercion.
- You can attack using violent combat, with you fighting a one-person attack against the inhabitants, or with your companion.
- You can attack using violent combat, with you fighting alongside a chosen Raider faction from the Disciples, Operators, or Pack, that came with you.

When the settlement is overrun, it's time to claim it. This is achieved by hoisting a flag that you built at a Workshop. If a gang aided you in this assault, it is claimed for them. If you used persuasion, you can choose which of the three factions control the settlement, now known as a Raider Outpost.

VASSAL OUTPOSTS: THE STRONG-ARMING OF SETTLEMENTS

Raiders don't believe much in alliances, but they do believe in strong Outposts kept healthy and wealthy through intimidation. This is where you come in: Once a settlement has been claimed for a Raider faction, speak with Shank to receive instructions regarding the "appropriation" of a secondary settlement, close to the one you just took over. Any nearby settlement will do; you must now visit it and force it to become a "feeder" or "vassal" to the Raider Outpost. This doesn't mean taking it over; this just means forcing the inhabitants into a life of servitude and bringing "tributes" to the Raider Outpost.

This requires strong-arm tactics and a settlement that is already active (not one with monsters you cannot convince or land that isn't being farmed). You have two choices when convincing a nearby settlement to act as a feeder location to an Outpost. You can:

- Use a payment of caps to win their services.
- Use intimidation, in the form of crippling (not killing) the settlement's inhabitants.

The number of nearby Raider Outposts, the constructing of a Nuka-World radio transmitter at the Outpost in question, and the use of your Raider gang's particular "grenade" can all influence the vassal settlement leader in your favor. Expect caps and items to arrive from this settlement on a daily basis.

After this, you must start to increase the happiness of your Raider Outpost, using the same general principles as you did before, but focusing on defense, food, water, and building new items chem dispensers to improve the happiness of the Raider Outpost. After another return to Shank for a chat, the Outpost becomes part of the Raider empire, Shank can be sent there, and the process then begins two more times, in order to complete this quest. The start of Main Quest: Power Play commences once one of the three main Nuka-World gangs turns on you.

HELPFUL HINT FROM VAULT BOY!

Aren't Raiders a miserable lot? Well, the faction you aren't giving enough attention to certainly is! You can't really please all three Raider gangs all of the time, and jealousy is part of the fun of being an Overboss. If gang members give you some verbal bashing when you walk by them, you know that particular faction is unhappy (be it the Disciples, Operators, or Pack). You might wish to favor two of the three **factions** (based on your play style and the choices made during Main Quest: **The Grand Tour**), and assign future Settlements to a gang that doesn't have much **power**. But in the end, it's up to you.

HELPFUL HINT FROM VAULT BOY!

Have you met Sinner? He and his crew (some of whom are sporting **Power Armor**) may appear after you assign an Outpost, prior to (optionally) sending Shank there. He may try to start a war with one of your Raider **factions**, and should be met with a Speech check (Hard) or overwhelming violence to quell his uprising.

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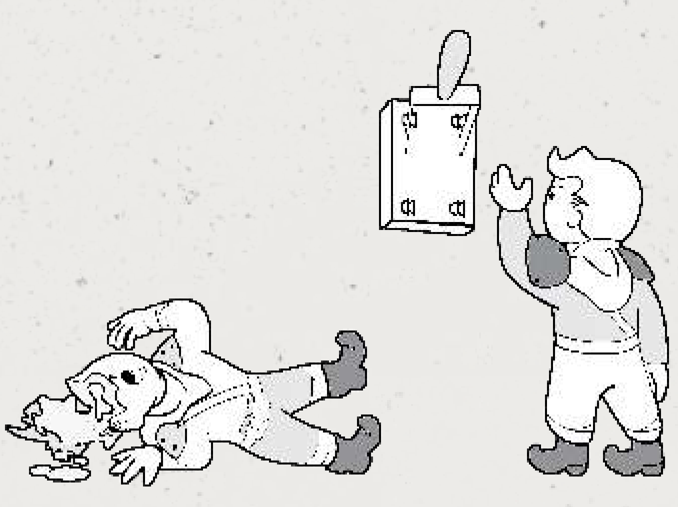
Fallout 4
ENJOY THE RIDE !!
Nuka-World

Nuka-World Main Quests

Power Play



1. Talk to Shank
2. Meet the gang bosses near the Power Plant
3. Speak to [the two favored gang bosses]
4. Hunt Down and Kill [the least favored gang boss or bosses]
5. Retrieve Control Room Key
6. Proceed to Control Room
7. Activate the Main Power Switch
8. Speak to Gage

INFAMY! INFAMY! THEY'VE ALL GOT IT IN FOR ME!

At the end of the lengthy Main Quest: Home Sweet Home, once the third of the Outposts has been established and there are a total of eight Raider Outposts both within and outside the Nuka-World Theme Park, Shank wishes to speak to you. It is a matter of urgency; one of the three Raider gangs has mutinied, ignored your decision-making, and has taken over the Nuka-World Power Plant. The actual gang that rebels depends on who you gave the previous territories to; it is always the gang with the fewest territories.

HELPFUL HINT FROM VAULT BOY!

Why not make sure that you favor two of the three Raider gangs strongly, while weakening the third considerably? You'll have less mess to clean up! So, give your favorite gang four or five territories, your second favorite gang three or two territories, and your least favorite gang two or one territory; preferably only one! That way you don't need to bother with them in multiple locations!

If you ignored this advice, and split the gang territories as evenly as possible, the best you can manage is three, three, and two territories respectively. If you went with a four, two, two split, one of the gangs with two territories randomly mutinies.

Head to the far western part of Nuka-World, with or without Raider support from the two gangs still friendly to you. Head to one of the exterior concrete hut offices, and speak with the gang leaders. All conversations lead to war with the traitors, who have entered and are holed up inside the power plant. Scale the hill to the plant, with the leaders in tow, and start a lengthy and brutal takedown of these foes.

YOU LET THIS HAPPEN? Ⓨ
SARCASTIC Ⓧ
Ⓑ EVERYTHING GOING TO HELL
Ⓐ CALM DOWN

A CUTTHROAT. A KILLER. A RAIDER!

Start by checking the exterior area for enemy Raiders and bring them down before entering the power plant via the rear double doors. Normally, the interior of the plant is filled with Feral Ghouls, but now there are mostly Raiders of the hated traitor gang. Head down to the lower levels, watching for grenade traps, and attempting sneaking if you so desire. Head up the gantry ramps to the metal pod offices and slay more foes before continuing through the various concrete chambers. Watch for machinegun turrets while moving up some concrete steps, and continue up another long, metal gantry ramp to reach the ladder leading up to the roof.

PACK SCAVVER
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The roof level is where the traitorous gang leader is located (or leaders if the Operators turned traitorous). Check the corpse of the gang leader for the Plant Control Room Key. Access the control room (it's on the roof), and press the big red button. Electricity begins to flow throughout Nuka-World, as the power is restored! After a final chat with Gage, your rewards become accessible, and the Nuka-World Main Quest line is completed.

What are your just rewards for dealing with this insurrection and switching the power back on? You automatically receive two of the three possible perks (from the gangs that didn't betray you):

- The Disciples grant you the Chosen Disciple perk (kills with your melee weapons restore some Action Points).
- The Operators grant you the Ace Operator perk (25% more damage using silenced weapons, 10% less visibility in shadows).
- The Pack grant you the Pack Alpha perk (damage inflicted on you is reduced by 25% no matter which weapon you are using).

Now locate the leaders of the two surviving gangs. They each have a fine weapon to hand to you, so prepare to grab two of the three following weapons. You may wish to tailor your gang preferences to ensure the two weapons that best complement your play style are available:

- The Disciples (Nisha) offer you the Disciples Blade. It has an Instigating legendary effect (deals double damage to foes with full health).
- The Operators (Mags) offer you the Operators Sniper Rifle. It has a Relentless legendary effect (refills Action Points each time you critically hit).
- The Pack (Mason) offer you the Pack Baseball Bat. It has a Furious legendary effect (inflicting increasing damage for each consecutive hit on the same foe).

HELPFUL HINT FROM VAULT BOY!

As a bonus, bringing the Nuka-World power plant online opens the following locations:

The elevator in Starport Nuka (Galactic Zone), allowing you to complete Main Quest: Star Control with all 35 Star Cores.

The roller-coaster in Nuka-Galaxy (Galactic Zone).

The employee area (Dry Rock Gulch).

The Ferris wheel (Kiddie Kingdom).

Cappy's Treehouse (Safari Adventure).

The beverageer laboratory (Nuka-Cola Bottling Plant).

Nuka-World Red Rocket Settlement Workshop (east of Nuka-Cola Bottling Plant).

Restoring power: What a great idea!

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Fallout 4
ENJOY THE RIDE !!
Nuka-World

Nuka-World Radiant Quests

Overview

HELPFUL HINT FROM VAULT BOY!

What are Nuka-World Radiant Quests? What an astute question! The 12 quests referenced here are randomly available (unless otherwise stated) and are given by one of your Raider gang leaders (Mason, Nisha, or Mags Black), or sometimes Fritsch or Shank. You must head to a (usually random) Outpost or Settlement that the raider gang is requesting your help with, and solve a problem there.

Spoiler Alert: It usually involves violence!

Some quests are repeatable, allowing you to accumulate rewards. Any help is always gratefully received! Radiant Quests from Nuka-World Raider gangs start to become available during Main Quest: **Home Sweet Home**, as you begin to turn Commonwealth Settlements over to your new Raider chums. Some quests do occur later, as flagged in the text to come. Expect to receive 75+ XP and around 250 caps (if applicable) each time one of the following Radiant Quests is completed.

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A Goods Defense

1. Rendezvous with team
2. Kill attackers
3. Return to [the quest-giver]

Receive this quest from Fritsch, Mason, Nisha, or Mags Black. It seems there's a group of foes located somewhere in the Commonwealth that needs to be neutralized. Find your gang brethren and attack those indicated on the map. Note: you can let your gang members do the attacking, or help out too. The quest concludes once you return to the quest-giver.

LEGENDARY DISCIPLE
TALK
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Nuka-World

Nuka-World Radiant Quests

A Permanent Solution

1. Kill [the target] in [a random Settlement]
2. Return to [the quest-giver]

Receive this quest from Mason, Nisha, or Mags Black. You are to search for a particular individual and kill them. Feel free to sneak up and kill the foe if they are with other enemies you don't want to engage. Or, speak to the individual (if they aren't immediately hostile), as you may be able to lead them away from the Settlement to a remote location where you can kill them. Or, you can just slay the target, and anyone even vaguely associated with them. With the foe twitching or reduced to a pile of ashes, return to the quest-giver to collect your reward. The quest then concludes.

Hold ⊜ to open Workshop menu.
OPERATOR
TALK

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Nuka-World

Nuka-World Radiant Quests

Cache-ing In

1. Rendezvous with team
2. Kill cache guards
3. Return to [the quest-giver]

Receive this quest from Fritsch, Mason, Nisha, or Mags Black. It seems there's a valuable cache located somewhere in the Commonwealth. Find your gang brethren and attack those guarding the cache, then gather the loot. Note: you can let your gang members do the attacking, or help out too. The quest concludes once you return to the quest-giver.

BROTHERHOOD KNIGHT-CAPTAIN

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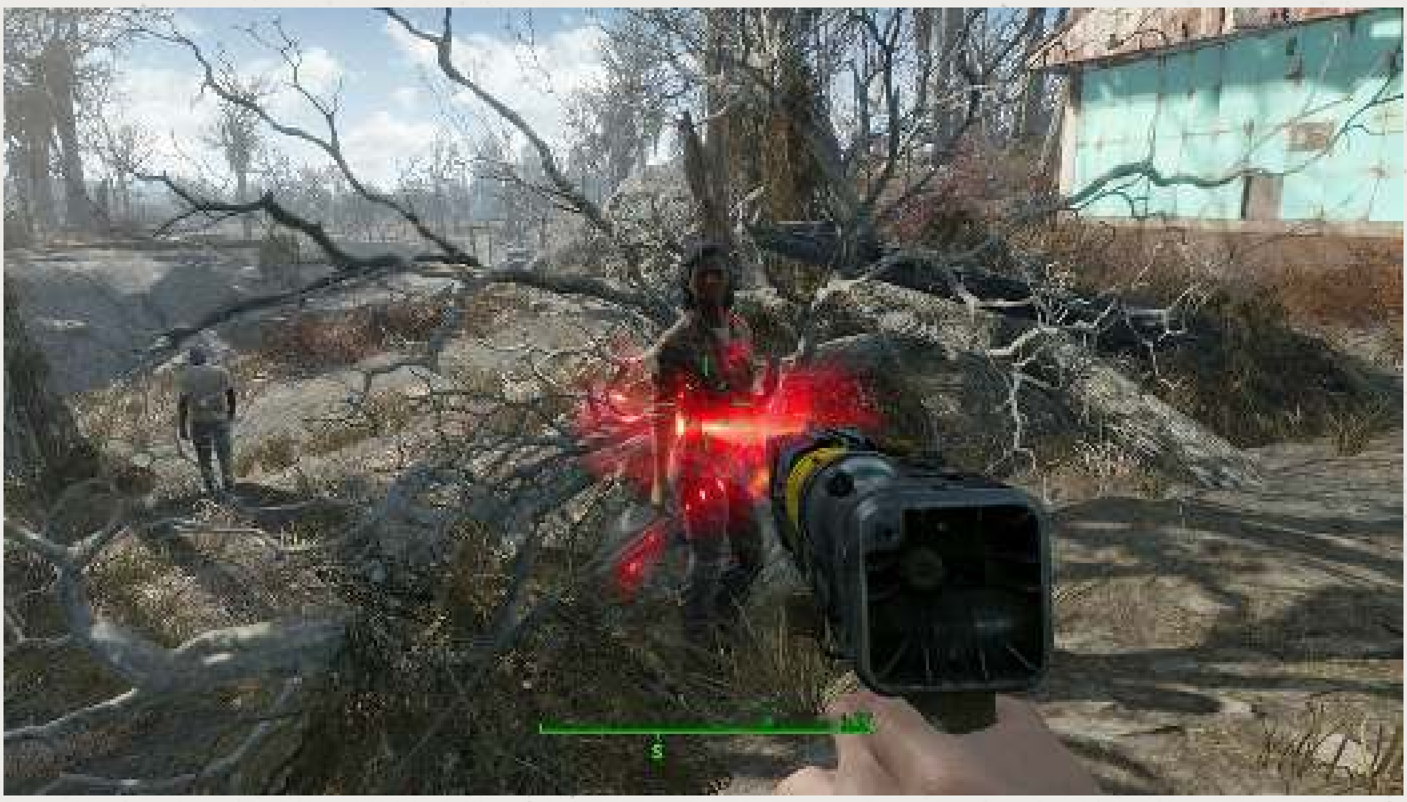
Nuka-World

Nuka-World Radiant Quests

Capture

1. Meet your Gang outside [a random Settlement]
2. Wipe out Targets at [the random Settlement]
3. Build and raise the Signal flag at [the random Settlement]

This is a more violent version of the Radiant Quest: Clear Out. Receive this quest from Shank. Head to the Commonwealth Settlement that you need to turn into a Raider Outpost, and slay every living thing connected to it. These could be factions you were previously aligned with, such as the Brotherhood of Steel or the Minutemen. When everyone is dead, including any reinforcements, send up a flag and start building up this Outpost, initially as part of Main Quest: Home Sweet Home. Return to Shank for the reward.



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Nuka-World

Nuka-World Radiant Quests

Claiming the Commonwealth

1. Establish Raider Outposts to Unlock Stores
2. Establish Raider Outposts to Unlock Tribute Chests

Receive this quest automatically once Main Quest: **Home Sweet Home** has been concluded. This is an **overview** quest, which gradually becomes complete as you finish up other Radiant Quests that are more specific. Simply claim more Commonwealth Settlements as Raider Outposts, and build them up in a similar manner to those in the Commonwealth, while catering to the Raiders' needs (they don't like to farm, so feeder Settlements must be claimed from nearby Settlements over time). With Wasteland Warlord Rank 3, you can create Tribute chests and gather the contents periodically to bolster your inventory.

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Nuka-World

Nuka-World Radiant Quests

Cleaning House

1. Destroy enemy Outposts

Receive this quest from Porter Gage once Main Quest: Power Play has been concluded. This involves you moving to any Commonwealth Outposts that were given to the Nuka-World Raider gang who double-crossed you, and slaying all of those mutineers. It's worth minimizing such locations by overwhelmingly favoring two of the three Raider gangs. If you didn't even give the mutinous gang one Commonwealth settlement, this quest never occurs.

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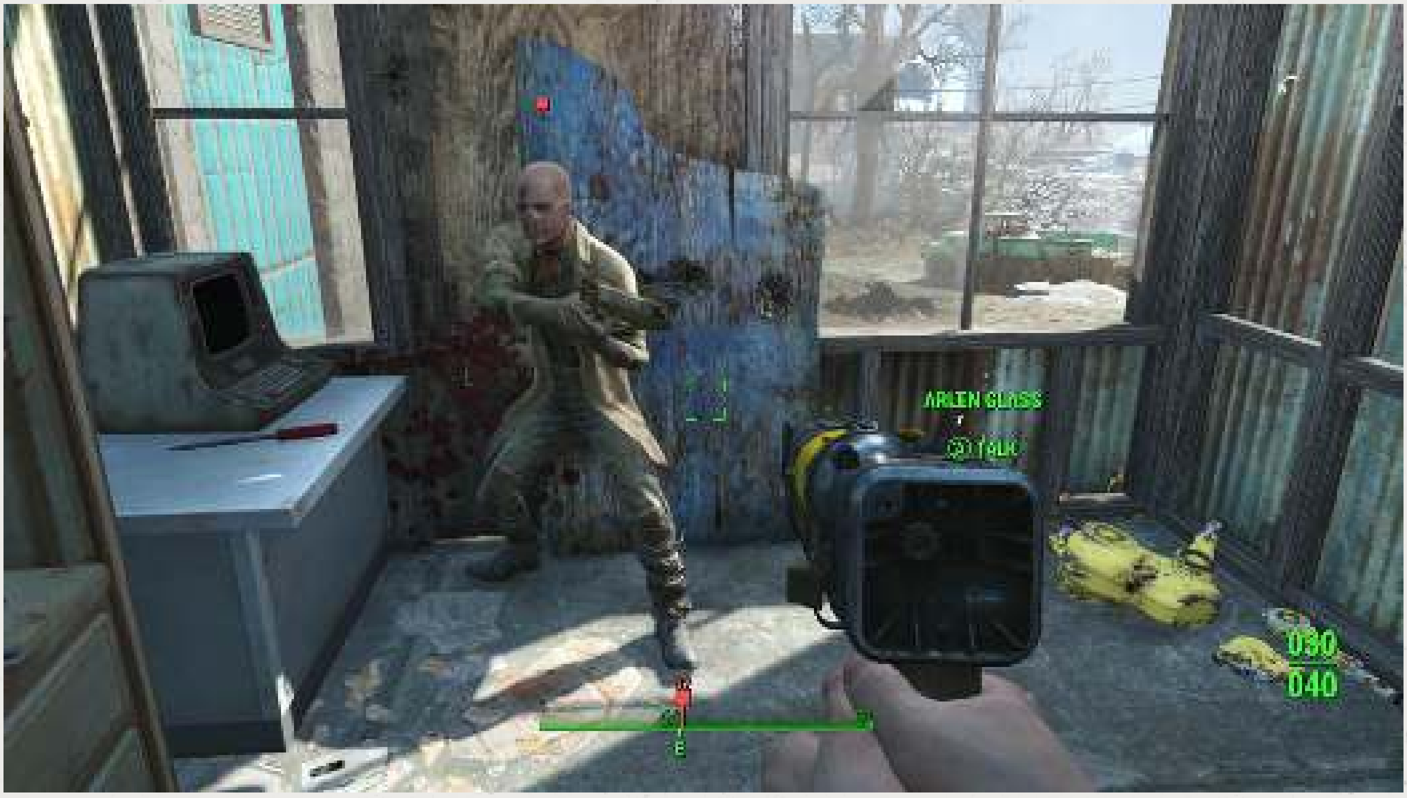
Nuka-World

Nuka-World Radiant Quests

Clear Out

1. Convince the settlers at [a random Settlement] to Leave
2. (Optional) Target the Settlement Leader with a Persuasion Grenade
3. (Optional) Power a Nuka-World Radio Transmitter at [the random Settlement]
4. Build your Gang's Signal Flag using the Workshop at [the random Settlement]

This is a less violent version of the Radiant Quest: Capture. Receive this quest from Shank. It follows the basic plan that occurs up to eight times during Main Quest: Home Sweet Home; you must visit the indicated Settlement in the Commonwealth (which may or may not have been given to one of your previously-friendly factions), convince the leader to leave along with all of their friends, so that the Raiders can turn this into an Outpost. In return, the settlers won't be murdered. You can use a Persuasion grenade to increase your chances in this conversation, and place a Nuka-World Radio Transmitter (assuming you have the Wasteland Warlord perk), which reduces bribery amounts and the difficulty of Speech checks; this helps with the intimidation, and also attracts Raiders once the Outpost is in Raider gang hands. Then return to Shank to collect your reward. The quest then concludes.



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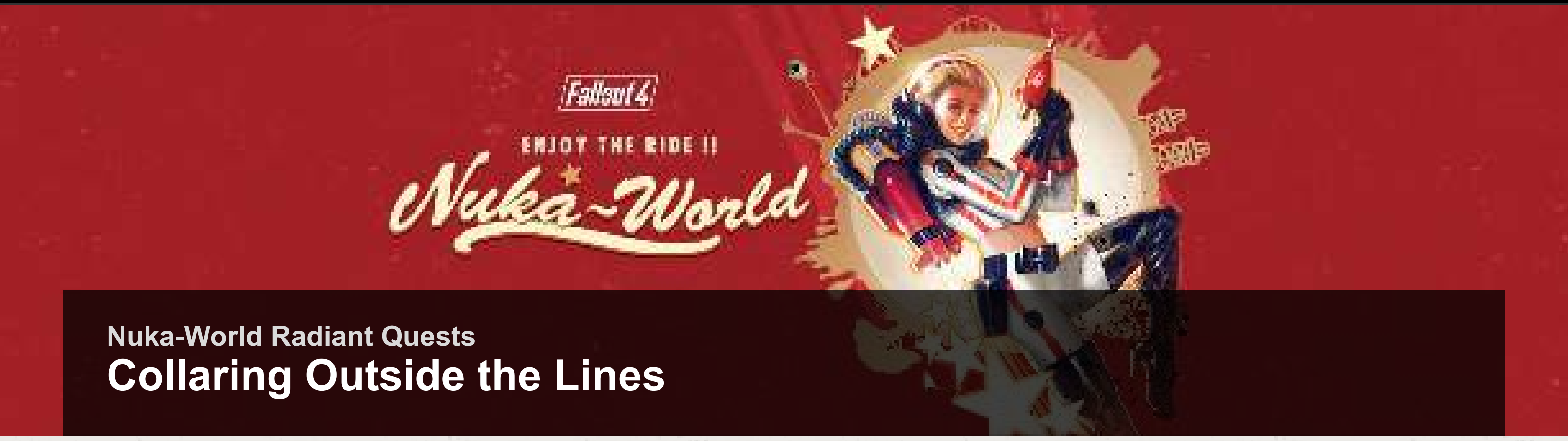
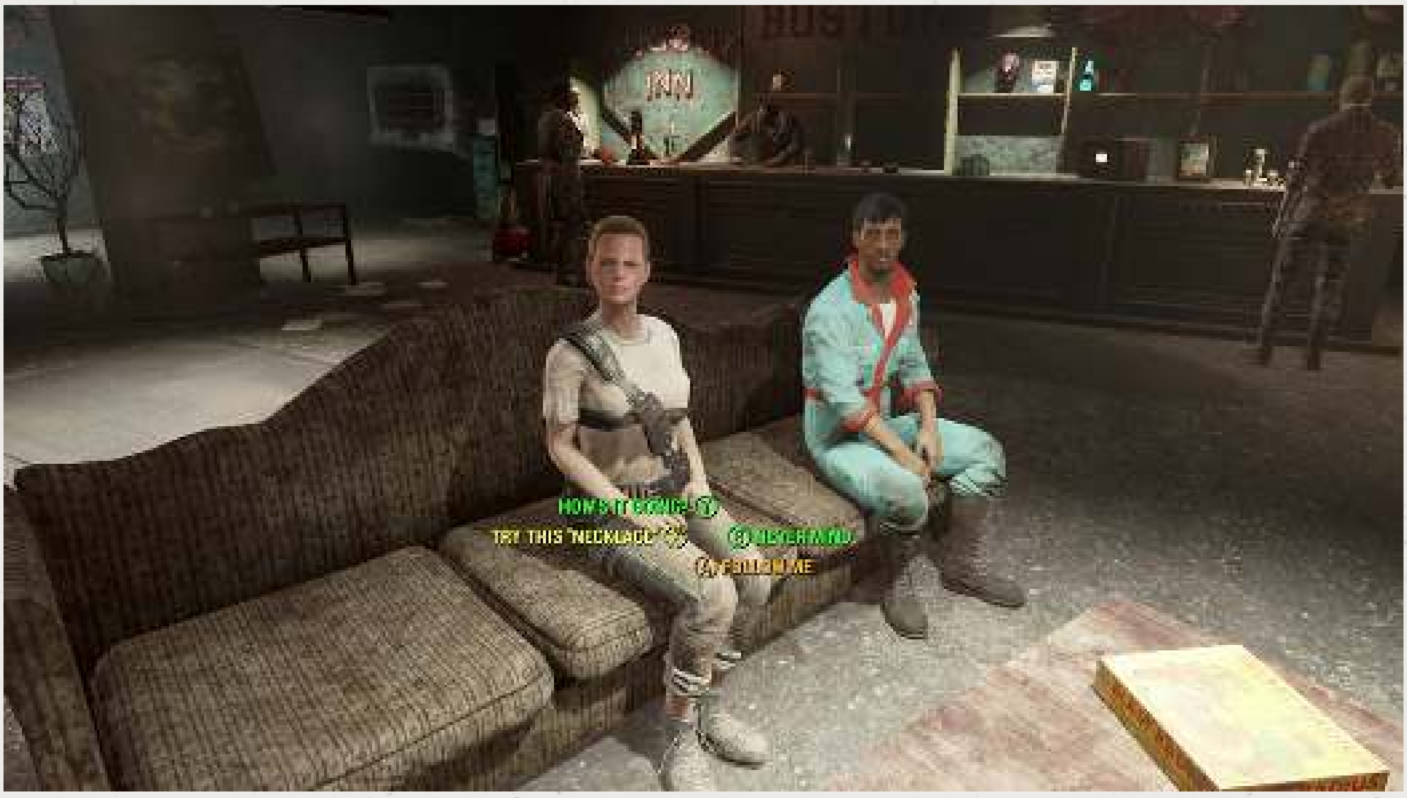


Nuka-World Radiant Quests

Collaring Outside the Lines

1. Collar [the target] in [a random location]
2. Return to [the quest-giver]

This offers the same plan as Radiant Quest: Under the Collar. Receive this quest from Mason, Nisha, or Mags Black. You are to search for a particular individual and affix a collar to them. Expect to sneak up and clamp on the collar, but if the foe is with other enemies, they should be defeated first (ideally using stealth tactics). You can also use unarmed attacks to beat the target to a prone position, but don't kill them! Or, speak to the individual, as you may be able to lead them away from the Settlement to a remote location where you can clamp on the collar. With the collar around the target's neck, return to the quest-giver to collect your reward. The quest then concludes.



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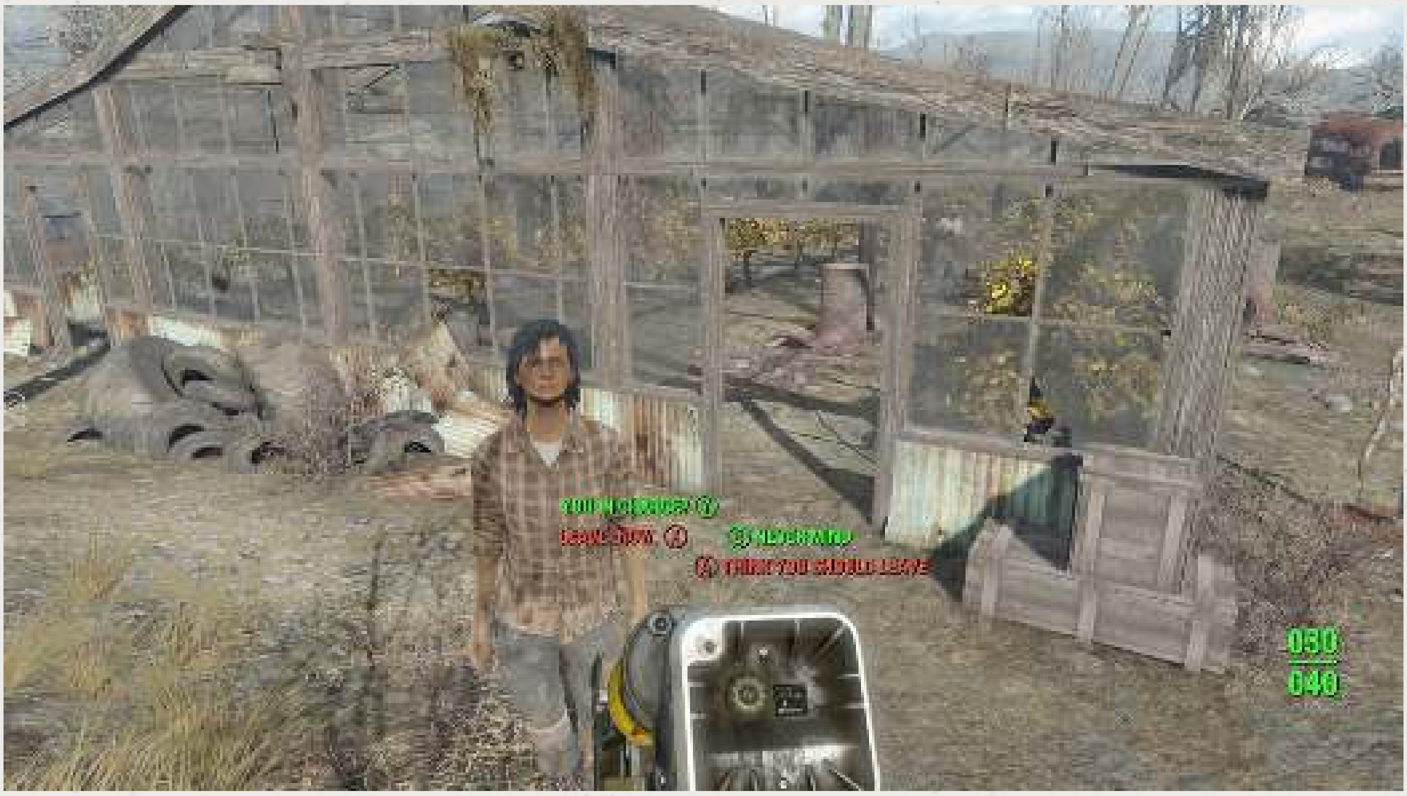
Fallout 4
ENJOY THE RIDE !!
Nuka-World

Nuka-World Radiant Quests

Shake Down

1. Convince the settlers at [a random Settlement] to Supply your Gang
2. (Optional) Target the Settlement Leader with a Persuasion Grenade
3. (Optional) Power a Nuka-World Radio Transmitter at [the random Settlement]

This is a less violent version of the Radiant Quest: Subdue. Receive this quest from Shank. Then visit the indicated Settlement and speak to the leader, convincing him or her to agree to your terms; their Settlement will "feed" the nearby Raider Outpost. In return, the settlers won't be murdered. You can use a Persuasion grenade to increase your chances in this conversation, and place a Nuka-World Radio Transmitter (assuming you have the Wasteland Warlord perk), which reduces bribery amounts and the difficulty of Speech checks; this helps with the intimidation. Then return to Shank to collect your reward. The quest then concludes.



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Nuka-World

Nuka-World Radiant Quests

Subdue

1. Meet your Gang outside [a random Settlement]
2. Cripple the settlers at [the random Settlement]
3. Kill the Back-up Defending [the random Settlement]
4. Confront the Settlement Leader

This is a more violent version of the Radiant Quest: Shakedown. Receive this quest from Shank. It seems a Settlement that would be an excellent choice for supplying one of the Outposts you've already claimed in the Commonwealth has some inhabitants that need to be taught the ways of the Raider! Gear up, bring your chosen faction members with you, and begin crippling (shooting in the legs for example) all the settlers. When the armed back-up foes arrive, massacre them. Then find the leader, explain to him or her the new arrangement (that this Settlement will become a "feeder" settlement to the nearby Outpost you own), and then return to Shank to collect your reward. The quest then concludes.

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Fallout 4
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Nuka-World

Taking Out the Trash

1. Kill [the target] at [a random Settlement]
2. Return to [the quest-giver]

Receive this quest from Mason, Nisha, or Mags Black. Your plan is straightforward; you must hunt down the target marked on your compass map, who is located at a [random] Commonwealth Settlement. Avoid potential mass combat by speaking to the individual and leading them away to a remote area where you can murder them. Then return to the quest-giver to collect your reward. The quest then concludes.

HIRED GUN
030
040

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Nuka-World

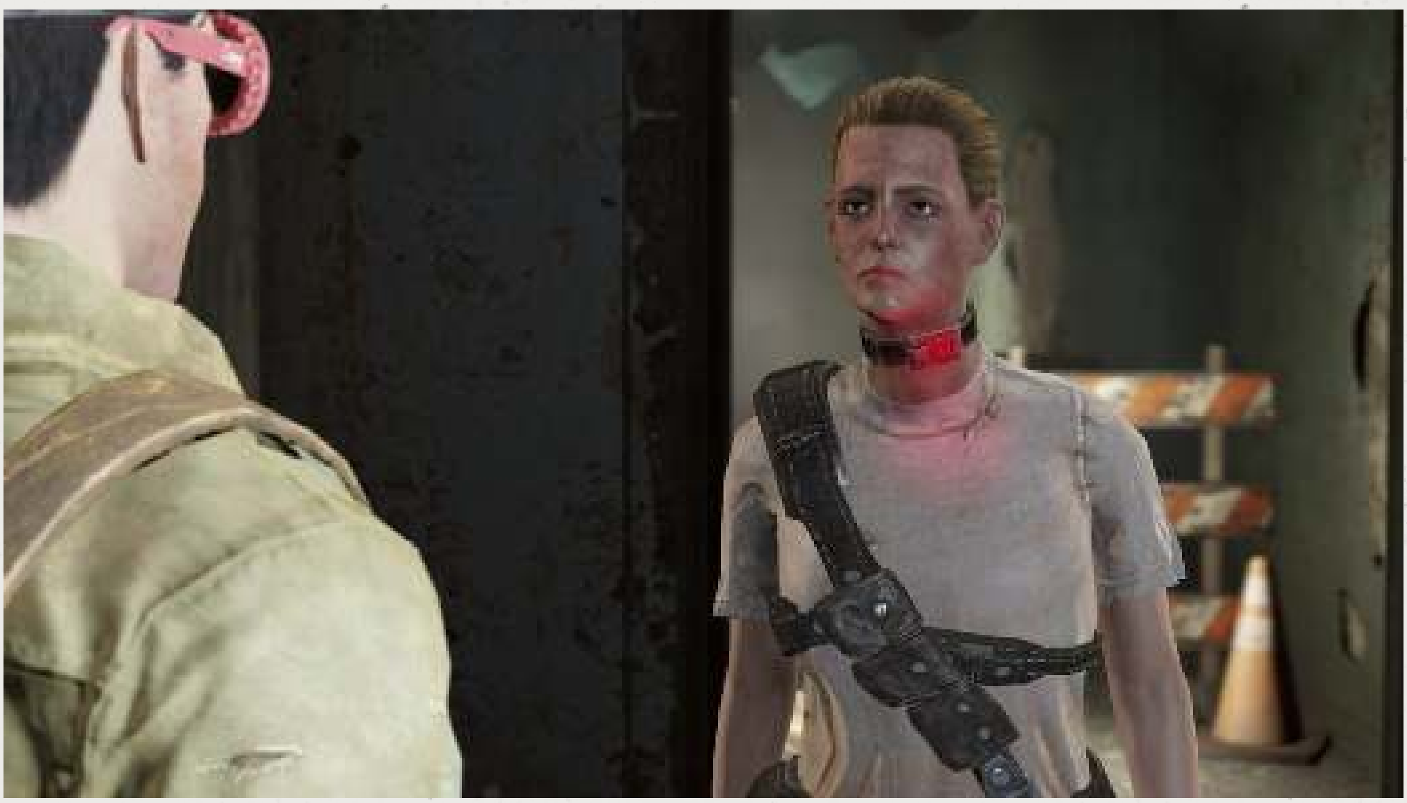
Nuka-World Radiant Quests

Under the Collar

1. Collar [the target] at [a random Settlement]

2. Return to [the quest-giver]

This offers the same plan as Radiant Quest: Collaring Outside the Lines. Receive this quest from Mason, Nisha, or Mags Black. You are to search for a particular individual and affix a collar to them. Expect to sneak up and clamp on the collar, but if the foe is with other enemies, they should be defeated first (ideally using stealth tactics). You can also use unarmed attacks to beat the target to a prone position, but don't kill them! Or, speak to the individual, as you may be able to lead them away from the Settlement to a remote location where you can clamp on the collar. With the collar around the target's neck, return to the quest-giver to collect your reward. The quest then concludes.



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Nuka-World

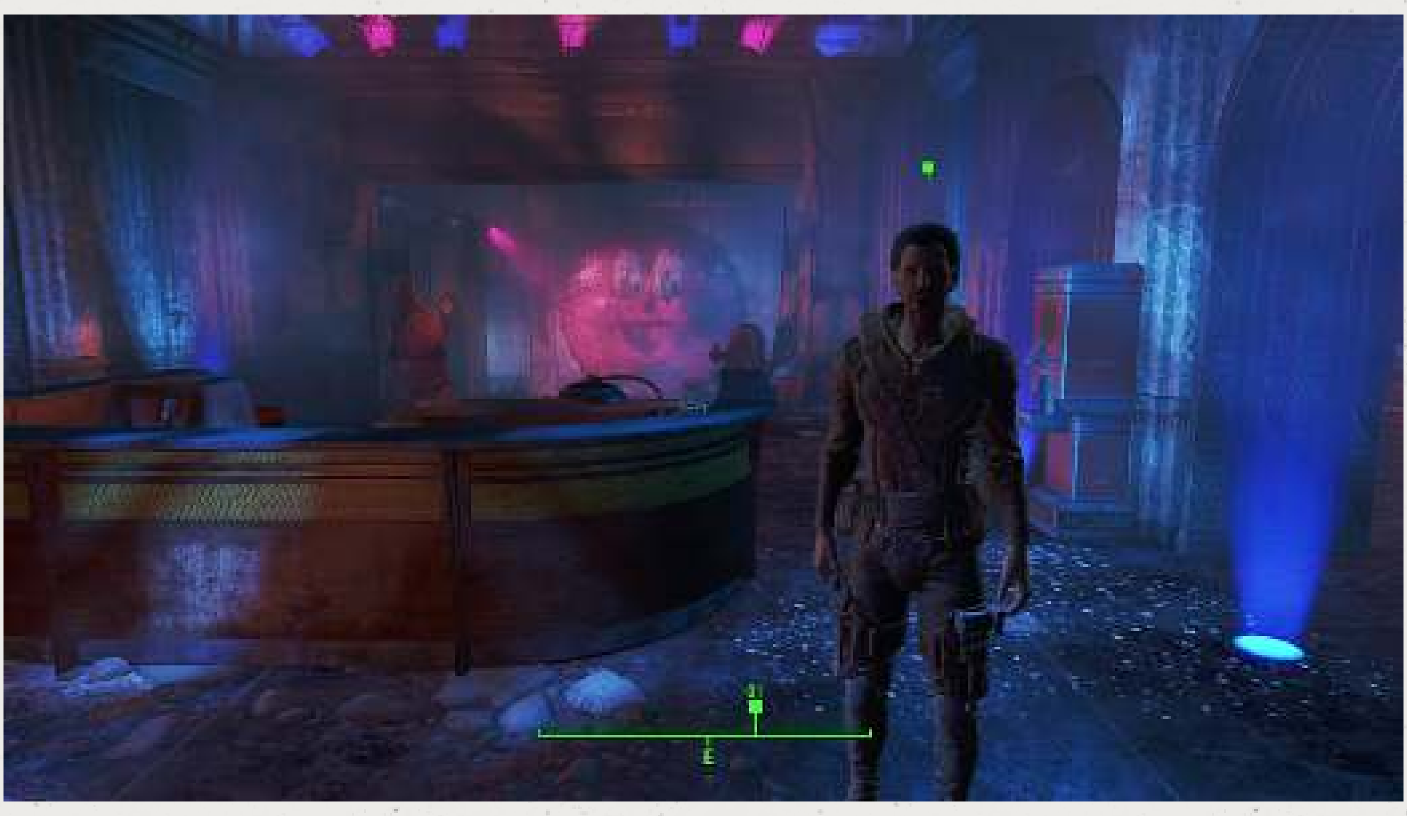
Nuka-World Side Quests

Amoral Combat

1. Check with a Raider guard about the alarm
2. Talk to Fritsch
3. Enter the Cola-Cars Arena
4. Defeat the Challenger

TIME TO PUT ON A SHOW?

This Side Quest becomes accessible once you've completed Main Quest: The Grand Tour and you visit Nuka-Town USA. A Raider gang member, usually at a threshold, will mention that there's a new challenger who has maneuvered through the Gauntlet that you had to complete in order to get here. A man named Fritsch has the details, and he's in the Nuka-Cade.

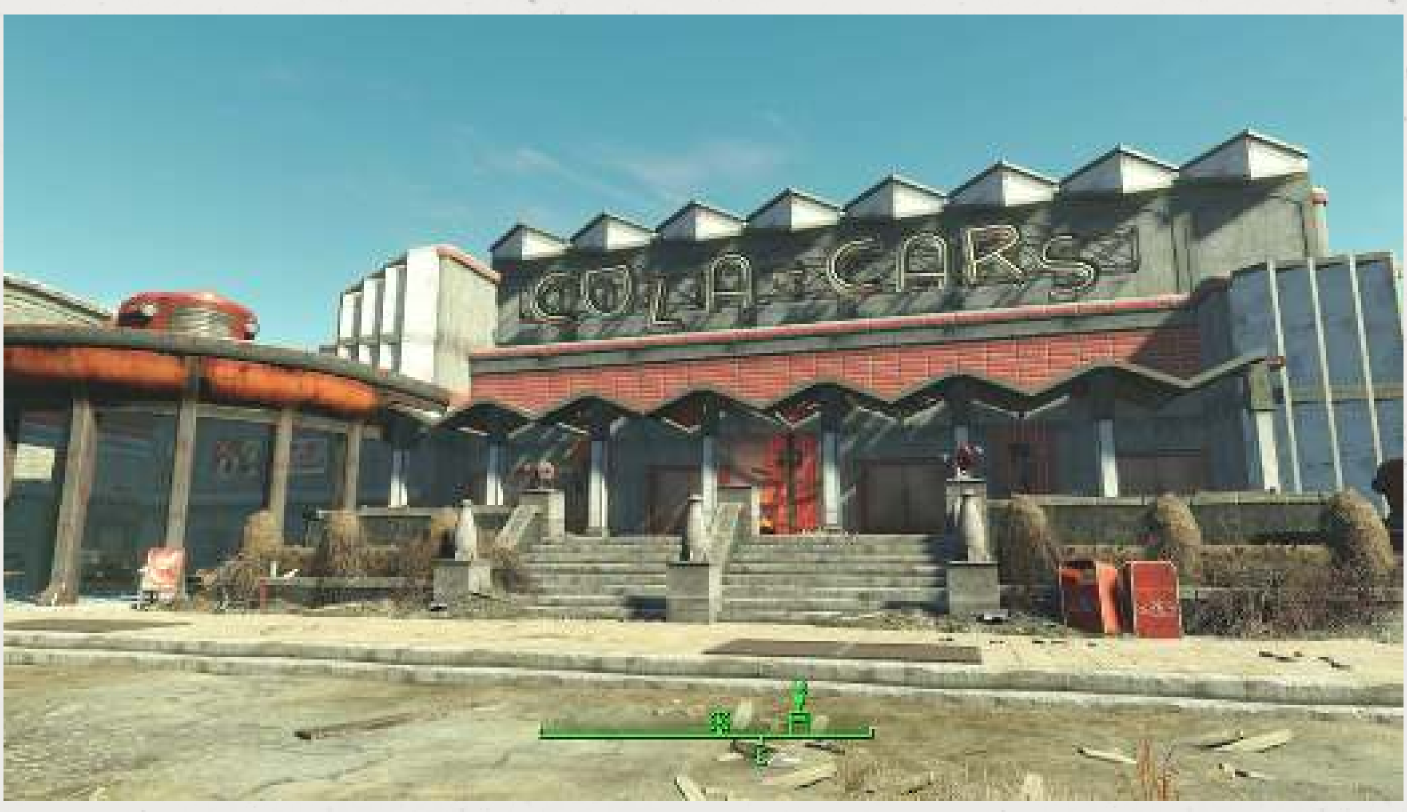


Head over and talk to Fritsch at the main desk, and he explains you have two options. You can:

- Allow the challenger into the arena where you squirted water over the old Overboss and became the new leader of the Nuka-World Raiders. Gear up, head into the Cola-Cars Arena, and take care of this upstart punk!
- Or they can be prevented from finishing the Gauntlet and effectively massacred. This doesn't seem proper, but completes the quest here without you needing to even see who this challenger is, let alone face them.

A NEW CHALLENGER AWAITS!

Use your map compass to retrace your steps back to the Cola-Cars Arena where you slew Colter. Head through the double doors, then into the arena itself, and defeat the challenger in combat. There's usually some reasonable loot to pick from the corpse. Once the enemy is defeated, the quest concludes.



MORE CHALLENGERS AWAIT!

This quest is infinitely repeatable! If you're interested in meeting and beating a series of challengers from the following list, simply check in with Fritsch periodically. The challengers listed are in alphabetical order.

- **Commander Bear:** A heavily-armored human with an assault rifle and T-45 Power Armor.
- **Rage:** A Super Mutant with a Super Sledge hammer and a bad attitude.
- **Rogue Knight:** A Brotherhood of Steel rogue human clad in T-60 Power Armor and carrying Aeternus, an infinitely-firing Gatling Laser. This weapon is the ultimate prize for finishing this quest.
- **Sabine:** A human favoring stealth, she uses a Power Fist and Stealth Boy to get this point across.
- **Sabot:** A human wearing heavy combat armor and using a combat rifle.
- **Wretch:** A human Raider clad in Raider Power Armor, and using Nuka Grenades, Knuckles, and a Laser rifle.

Enemies with specific and proper names are encountered first, and once the ultimate adversary is slain (the Rogue Knight), and his fancy weapon is acquired (which is basically the reason to continue to repeat this quest), you begin to see enemy "types" (Gunner Commanders, Raider Veterans, and Super Mutant Warlords) as the quest continues infinitely:

- **Gunner Commander:** The most dangerous Gunner foe, usually clad in T-45A Power Armor.
- **Raider Veteran:** The most dangerous Raider foe (not from the three Nuka-World clans), clad in random gear.
- **Super Mutant Warlord:** A bullet-sponge with a huge constitution and a random weapon; usually something blunt and heavy.

HELPFUL HINT FROM VAULT BOY!

Aeternus is a unique Gatling Laser, with a Never Ending legendary effect. Though it eventually uses up Fusion Cores, it is basically able to strafe infinitely each time you engage the enemy. It's perfect for crowd control circumstances!

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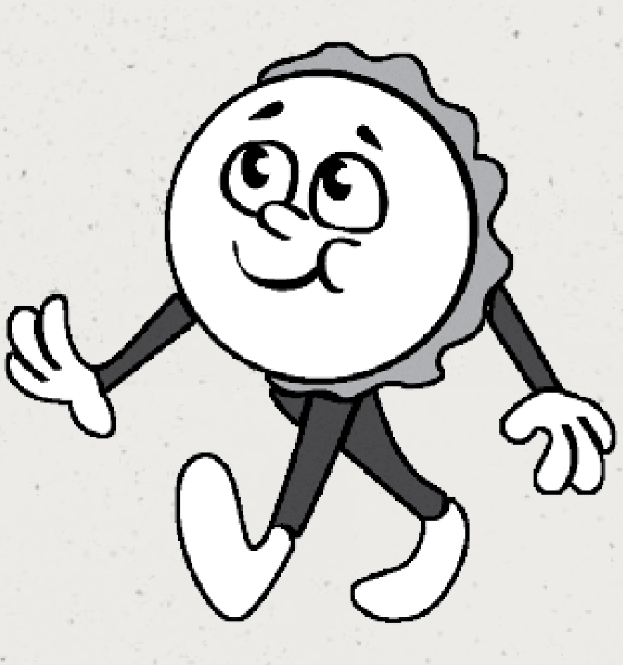
Nuka-World

Nuka-World Side Quests

Cappy in a Haystack



1. Follow Sierra on her Tour
2. Talk to Sierra
3. Equip the Cappy Glasses
4. Find the Hidden Cappy in Nuka-Town USA
5. Find the Hidden Cappys in Dry Rock Gulch
6. Find the Hidden Cappys in Galactic Zone
7. Find the Hidden Cappys in Kiddie Kingdom
8. Find the Hidden Cappys in Safari Adventure
9. Find the Hidden Cappy in the Bottling Plant
10. Return to Sierra Petrovita
11. Use the Keypad
12. Search the Office
13. Explore the Vault
14. Talk to the Head
15. Accept Sierra's Offer OR Shut Off the Power
16. Obtain the Nuka-Cola Formula
17. Give the Nuka-Cola Formula to Sierra

THE WORLD'S BIGGEST NUKA-COLA FAN

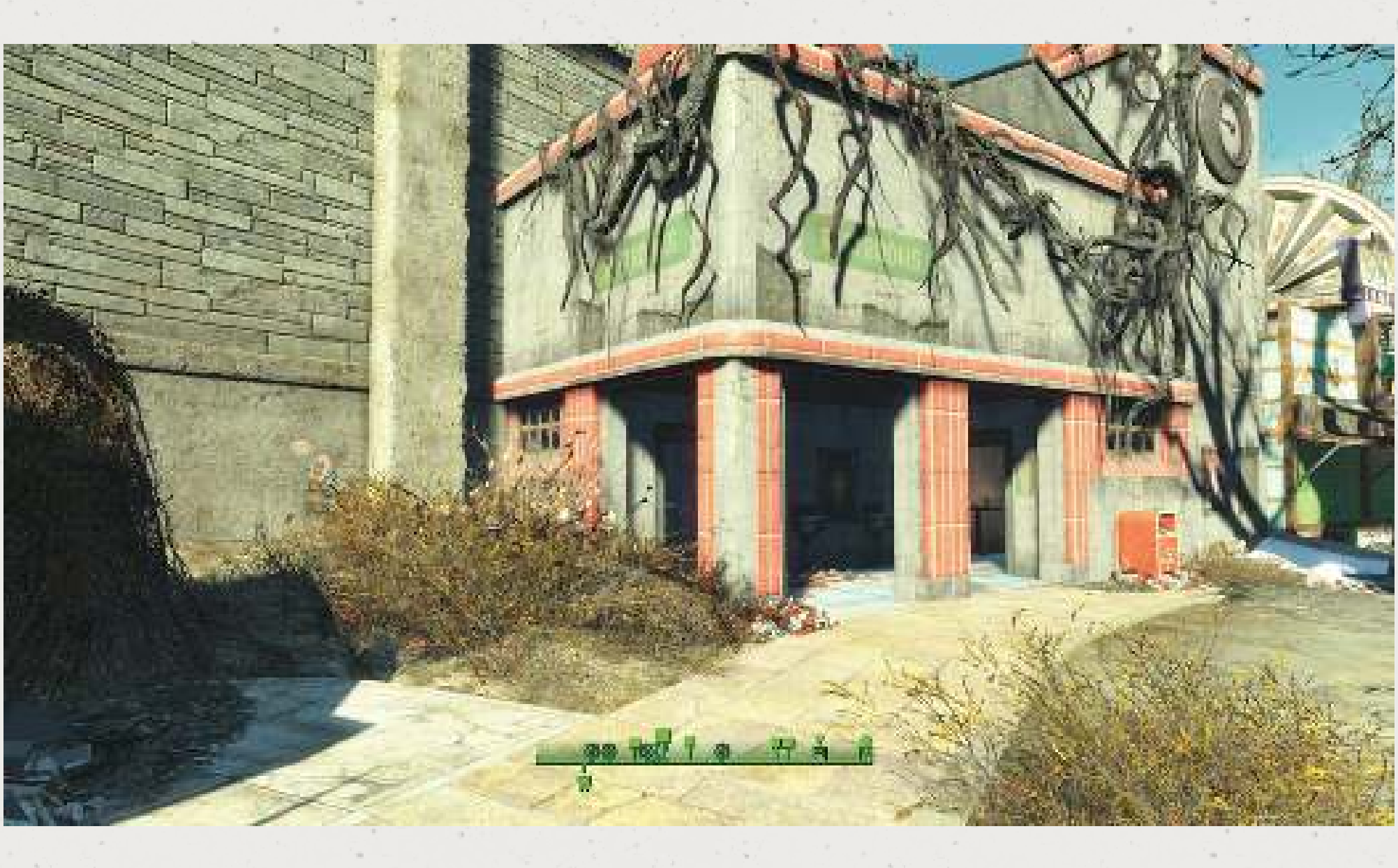
This Side Quest becomes accessible once you encounter Sierra Petrovita, who is enthusiastically chatting to a Raider about the wonders of Nuka-Cola, for the first time. Sierra is usually found mid-way between The Parlor and Fizztop Grille, and the ideal opportunity to complete this quest is during Main Quest: The Grand Tour. Answer this Nuka-Cola fanatic however you wish, with an optional Speech (Easy) answer when she asks if you've heard of her Nuka-Cola Museum, and then wonders whether you'd like a tour. Agree to begin the tour.

Sierra wanders through to point out Fizztop Grille, then strolls over to the Nuka-Cade, then wanders to the Parlor, saunters across to Cappy's Café, then through the doors to the entrance plaza, offering a "fascinating" history of each locale. Speak to Sierra again, and she tells you the Cappy Glasses she's wearing aren't just ordinary, as well as chatting about John-Caleb Bradberton: the guy who invented Nuka-Cola! Apparently, the glasses can reveal special Cappy images across the park, and finding all ten unlocks Bradberton's office, and a possible formula for Nuka-Cola! Sierra reckons Bradberton made a host of other inventions; you can have them all while Sierra wants that recipe. Agree to help, and you're given her Cappy Glasses and the Hidden Cappy Contest Hints Holotape. Your hunt begins now!

A REFRESHING HIDDEN CAPPY HUNT:

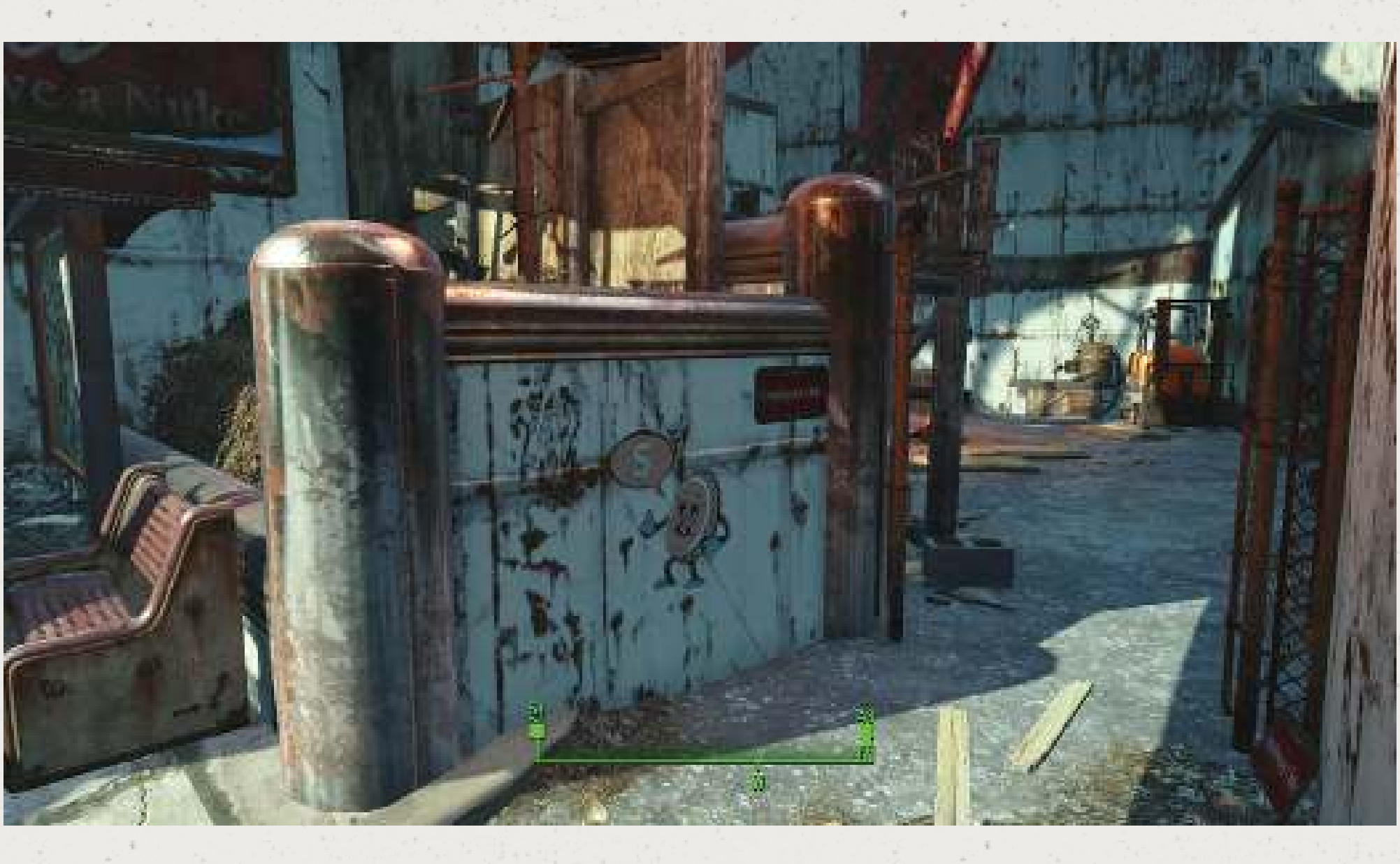
HELPFUL HINT FROM VAULT BOY!

Your hunt begins now! Equip the glasses so that you can actually see the Cappy images, and search for them in the following places. This can be done in any order you like, but keep track so you know how many of the ten Cappy images there are left to find. Remember that you need to interact and "record" each image when you find it; don't just look at them!



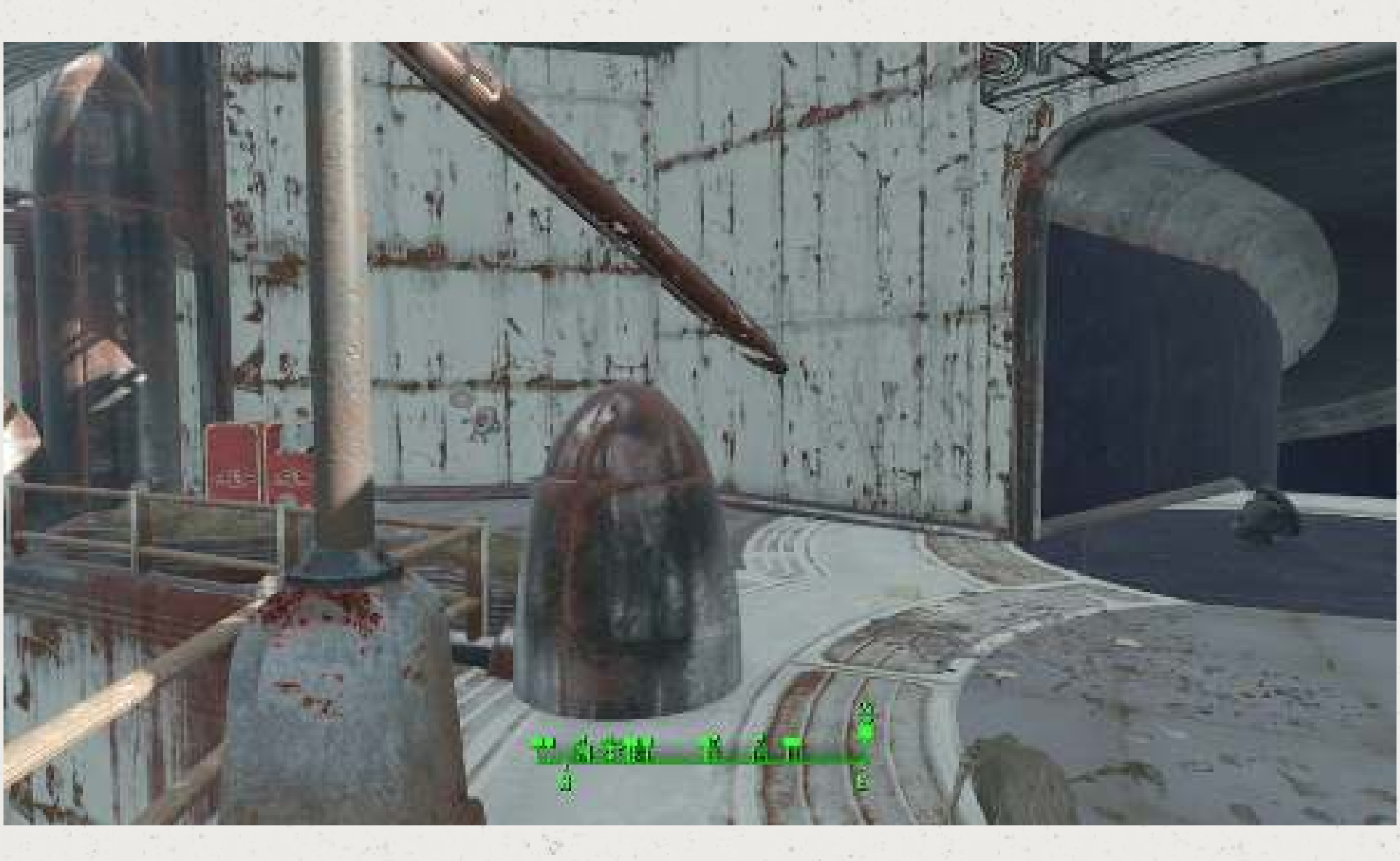
#1: Nuka-Town USA: "G"

Head out of the arcade street, with the Nuka-Cade on your left, so Fizztop Grille is seen ahead in the distance. Turn left, heading northwest towards the restroom (with the two red spires). The Cappy is on the tall wall to the left of the restrooms, by the scrub grass.



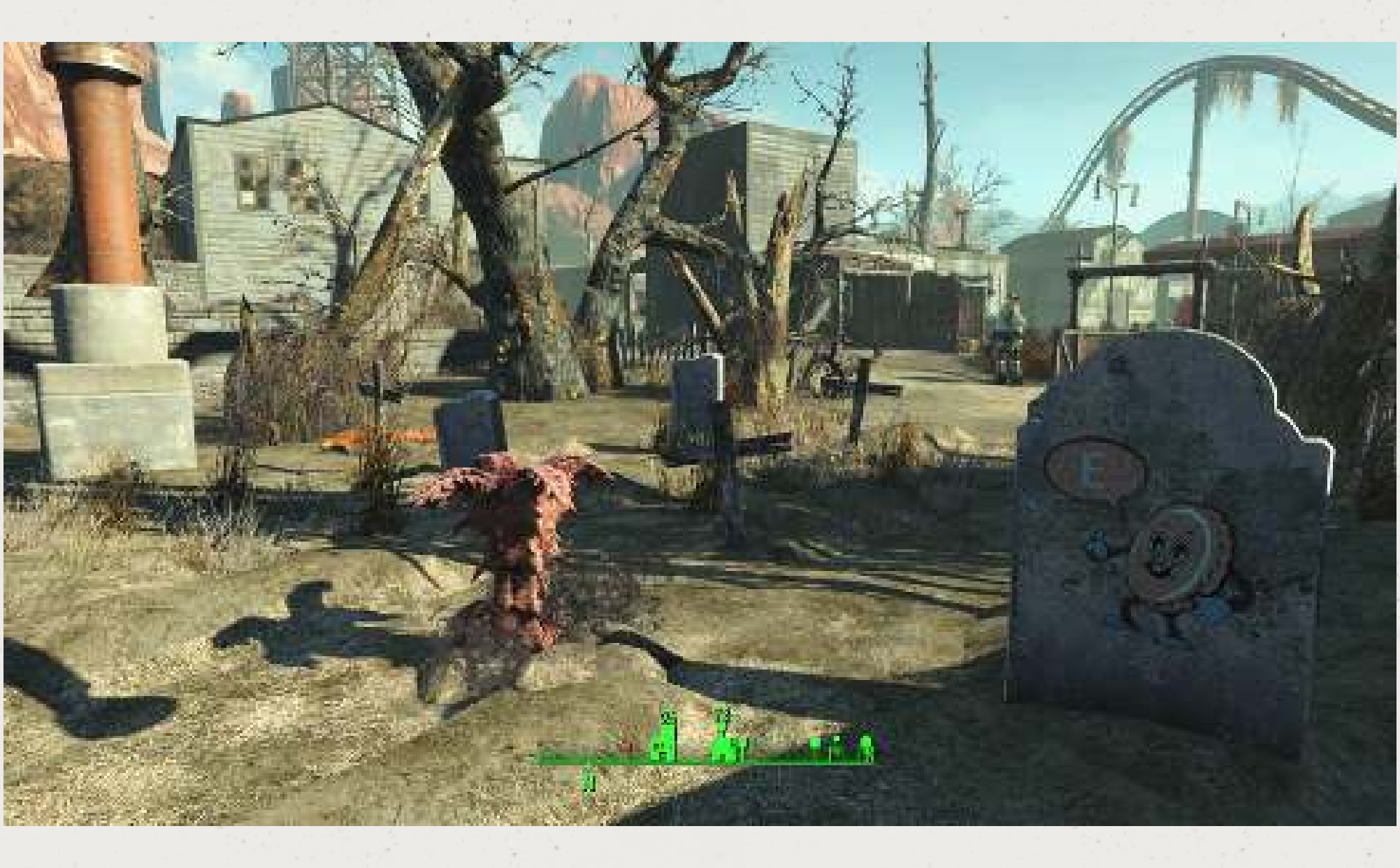
#2: Galactic Zone: "S"

Head to Starport Nuka, moving around the left side of the circular structure, to the "Employees Only" gate on the ground level. The Cappy is on the same small section of wall as the sign.



#3: Galactic Zone: "R"

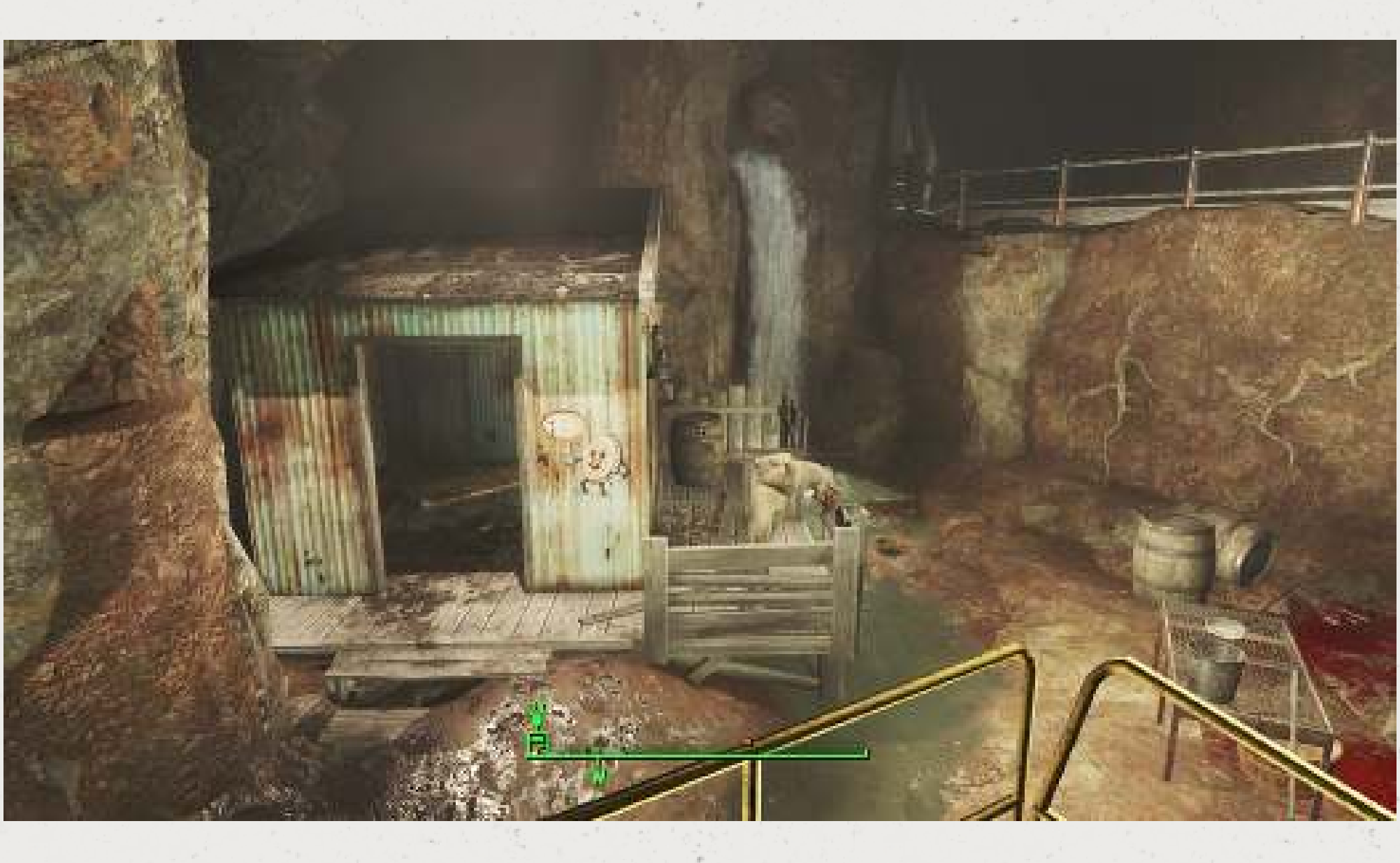
Remain in the Galactic Zone and climb the exterior steps to the right of Starport Nuka, moving toward the upper entrance to the Spacewalk exhibit. Ignore this entrance and look to the left. The Cappy is on the wall between a bench and two trash cans.



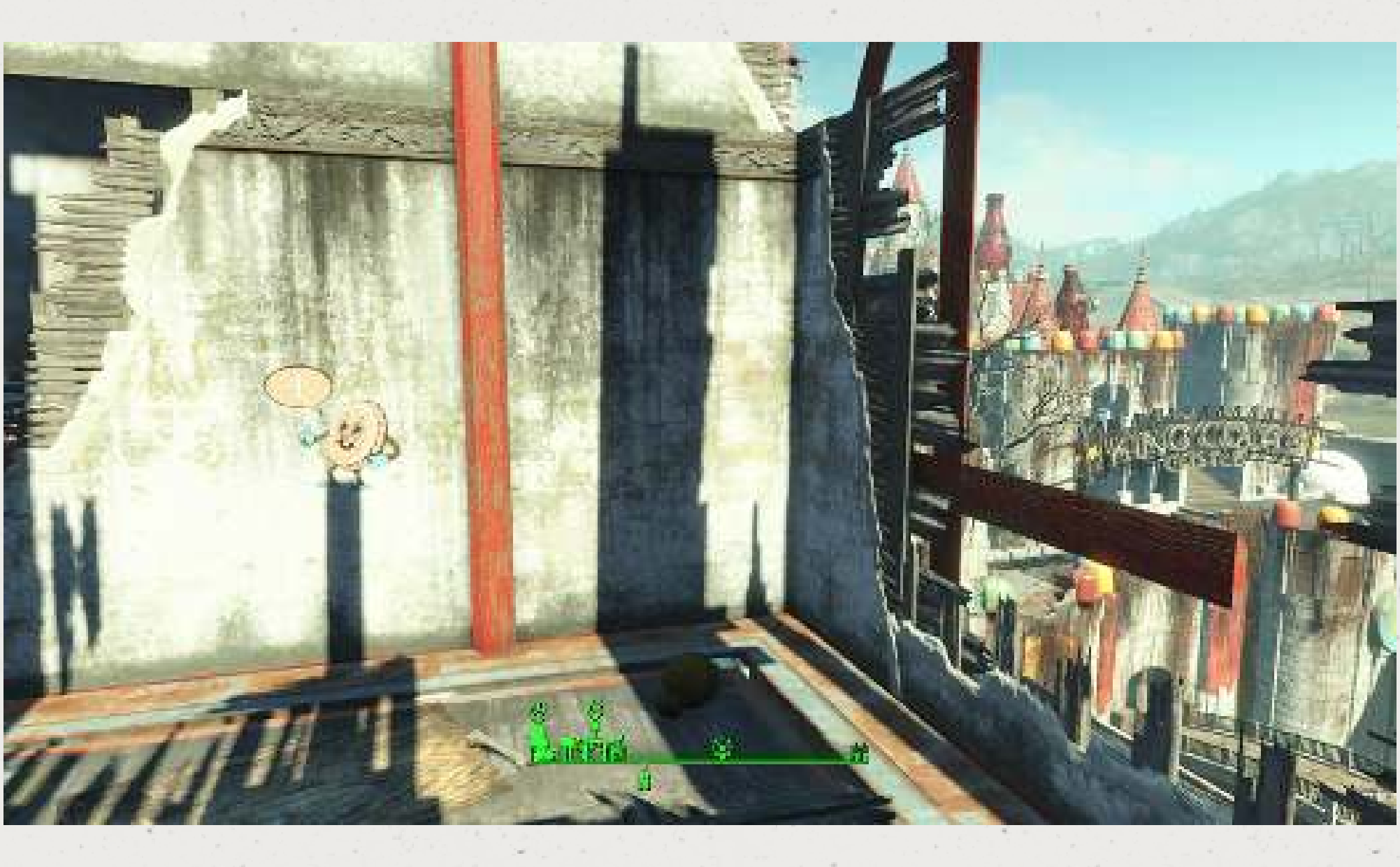
#4: Dry Rock Gulch: "E"

Enter Dry Rock Gulch, and speak to either of the Protectron sheriffs to begin Main Quest: High Noon at the Gulch. Then visit the small cemetery further into this zone, checking behind a gravestone near the south wall of the cemetery. The Cappy is on the back of the gravestone.

#5: Dry Rock Gulch: "H"

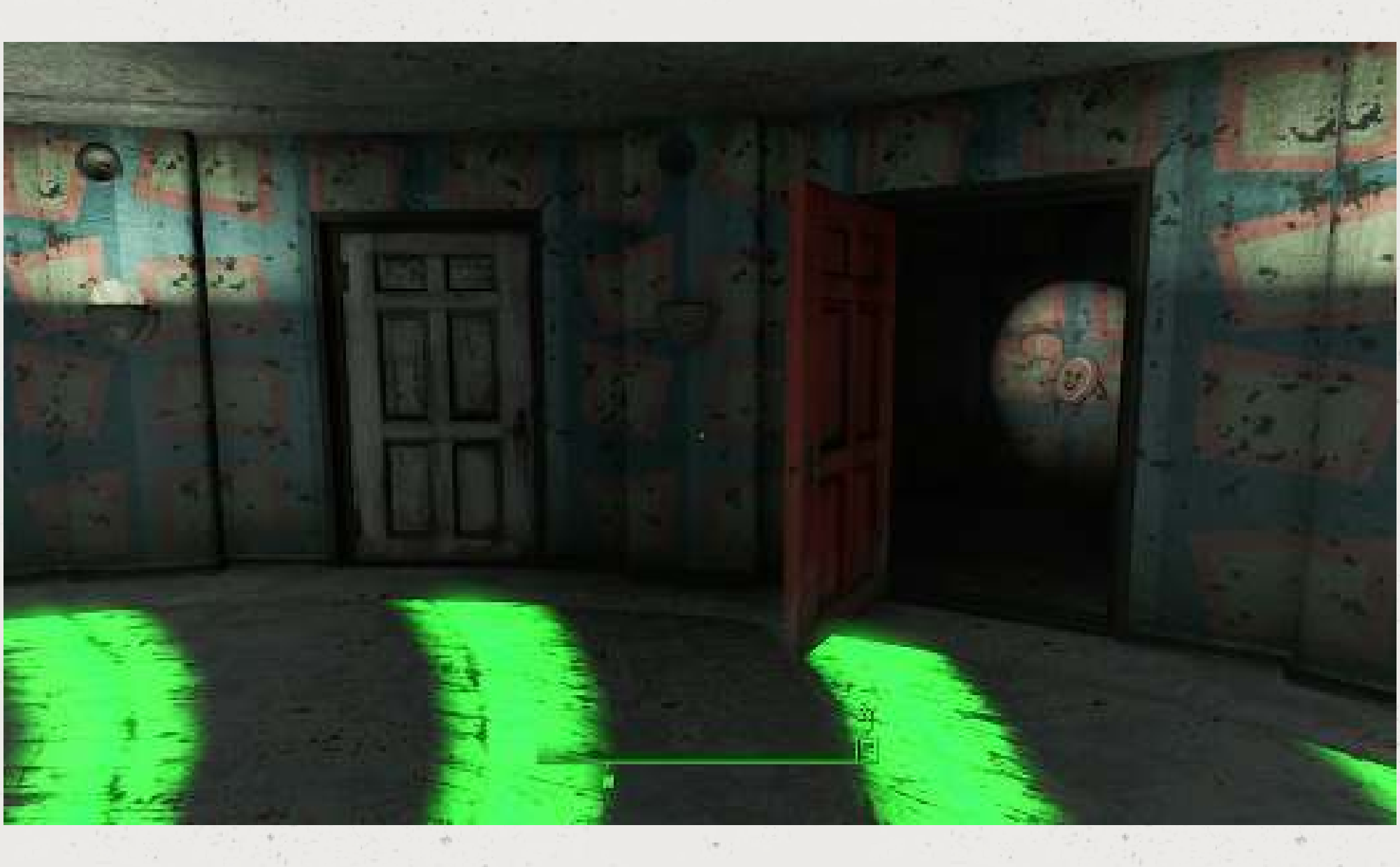


Now complete parts of Main Quest: High Noon at the Gulch, until you receive the key that opens Mad Mulligan's Minecart Coaster. Unlock the entrance and enter the mine, weaving through the mine tunnel to the larger chamber with a hut and waterfall. The Cappy is on the side of the hut.



#6: Kiddie Kingdom: "I"

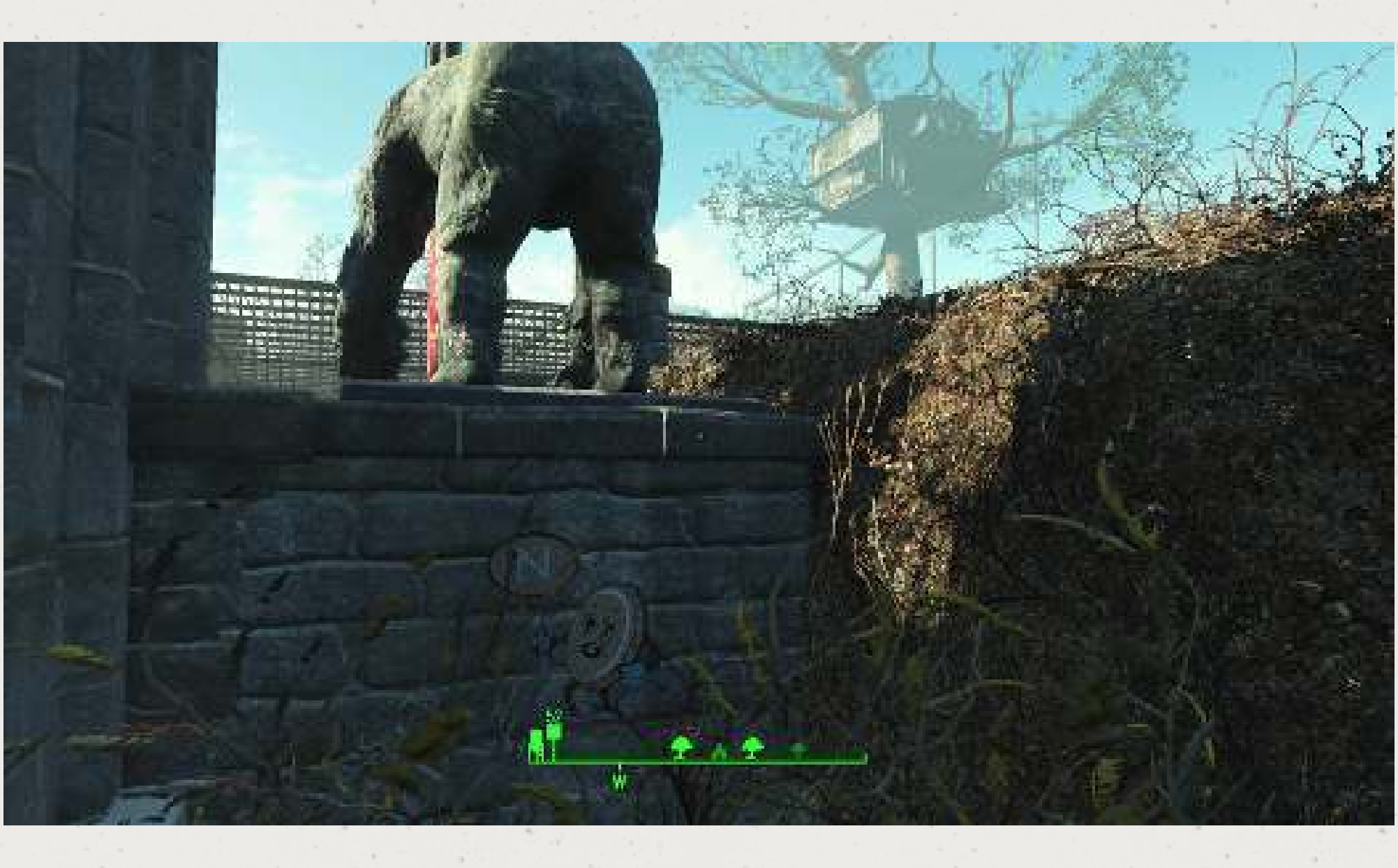
Inside this zone, move to the King Cola's Castle entrance, but don't head up there. Instead, turn left (west), and locate the ruined tower. Climb to the top using the interior staircase. The Cappy is on an interior wall at the top of the steps, in the ruins of the attic roof.



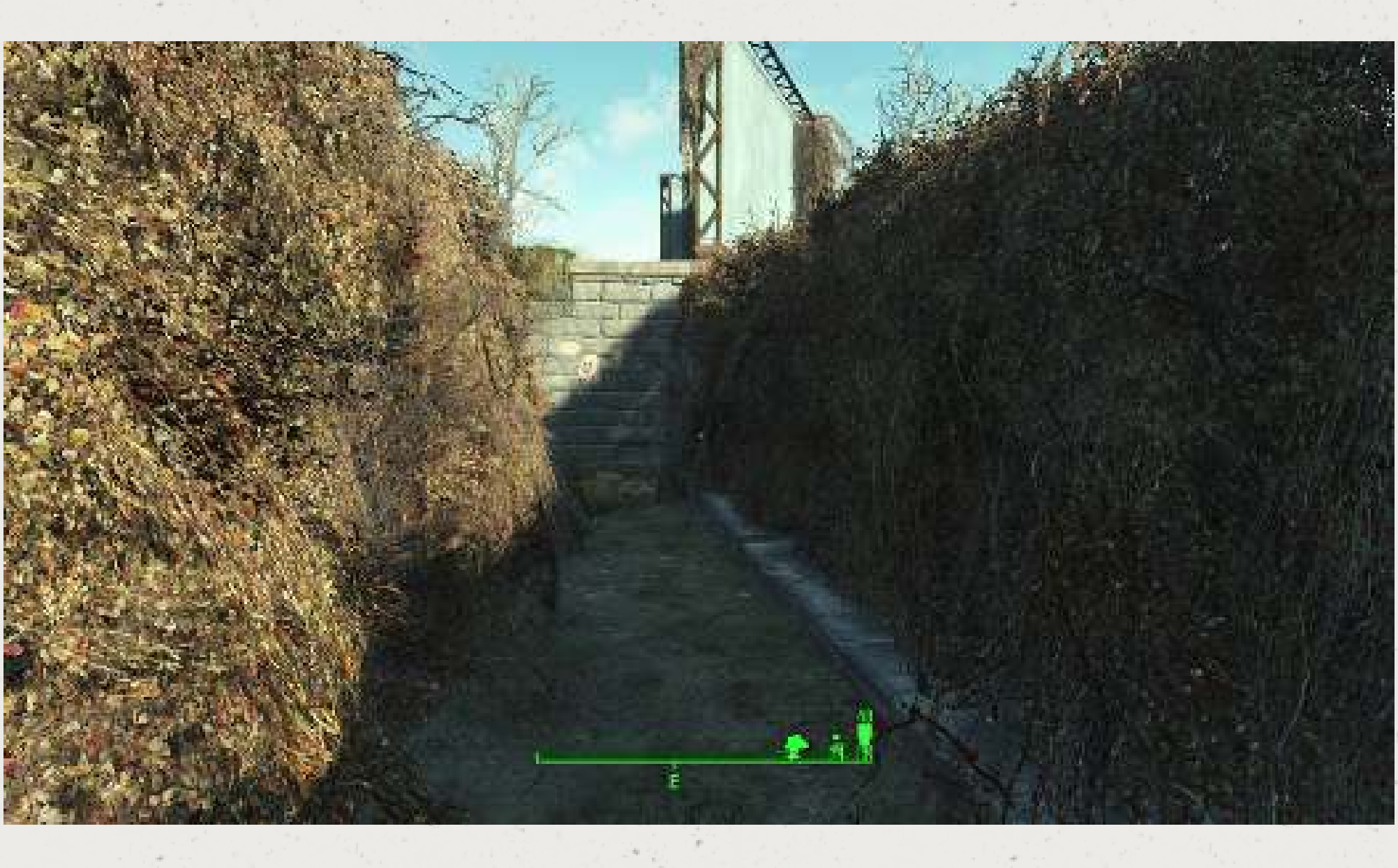
#7: Kiddie Kingdom: "F"

The second Kiddie Kingdom Cappy is inside the Fun House. Head inside, maneuvering through into the spiral room, the upside-down room, and into the final spinning chamber. Access the door immediately left (northwest) of the one you entered. Behind this red door is a small wallpapered alcove with Cappy on the wall.

#8: Safari Adventure: "N"



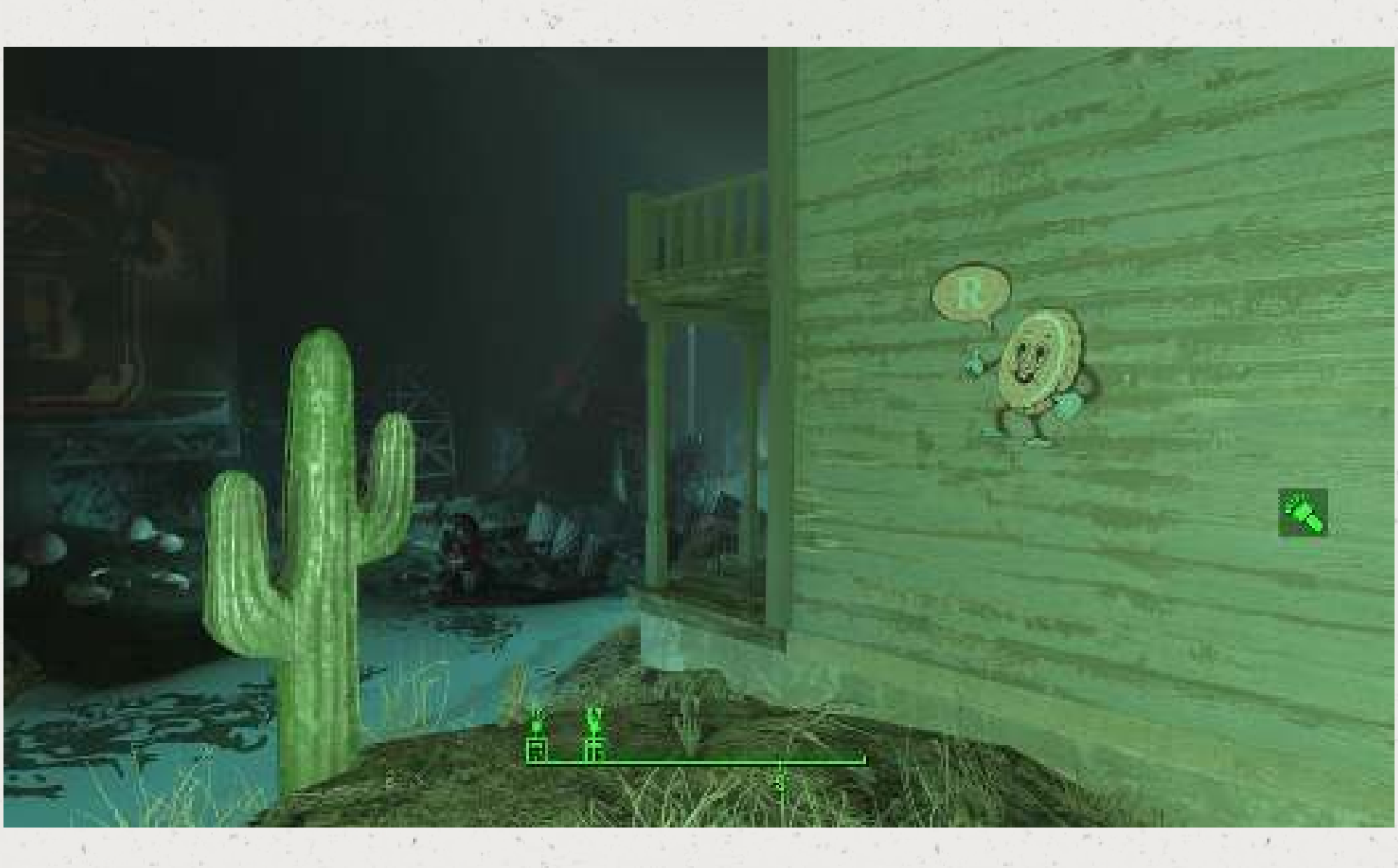
Enter this zone and head for the Primate building with the gorilla statue outside. Don't enter the building, but instead maneuver behind the gorilla statue, to find the Cappy image on the statue's base, to the rear of the gorilla.



#9: Safari Adventure: "E"

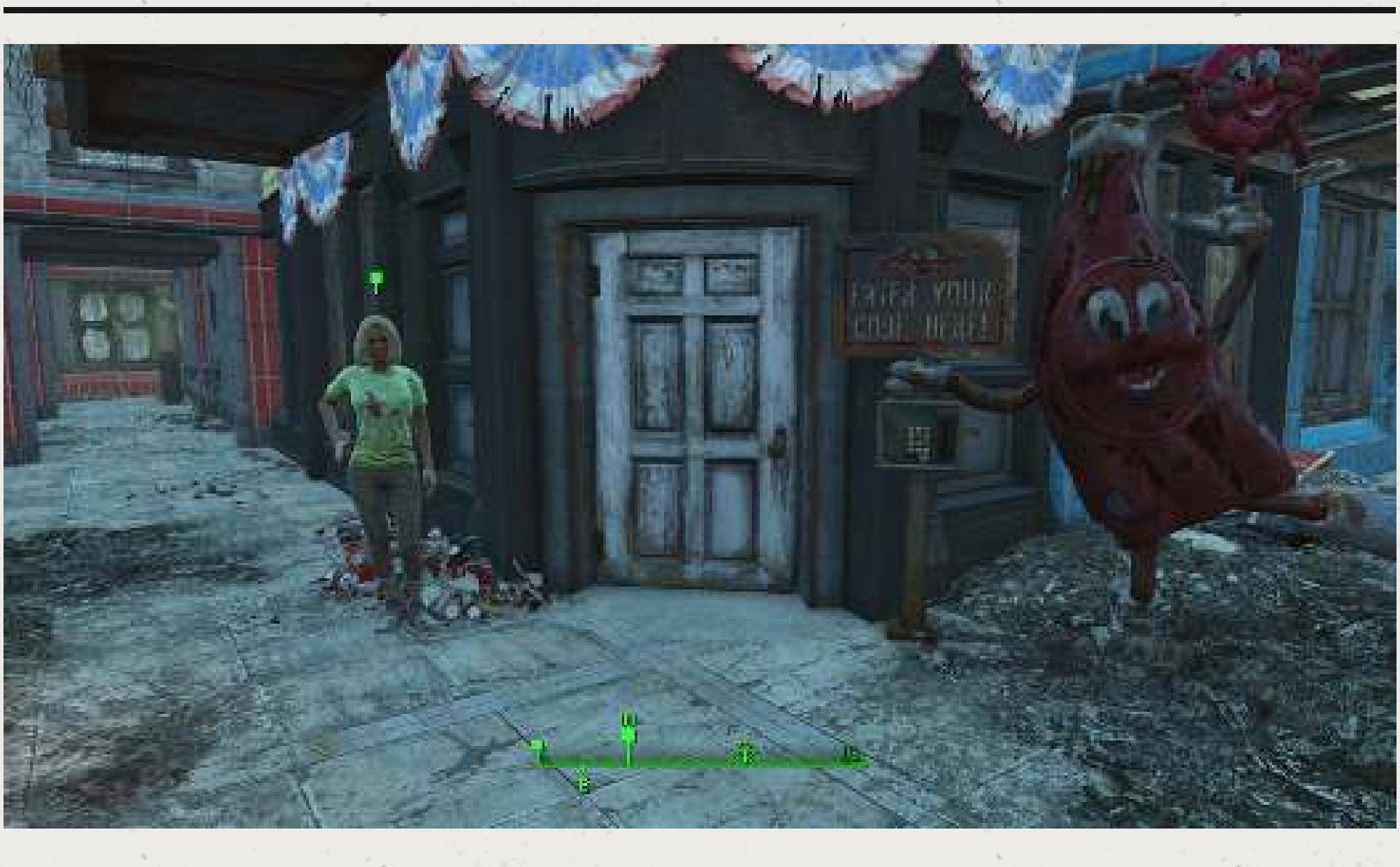
Now head into the Cappy Treehouse maze, inside Safari Adventure. Turn right (east), right again (south), turn left and weave eastwards to a brick wall with the Cappy on it.

#10: World Of Refreshment: "R"

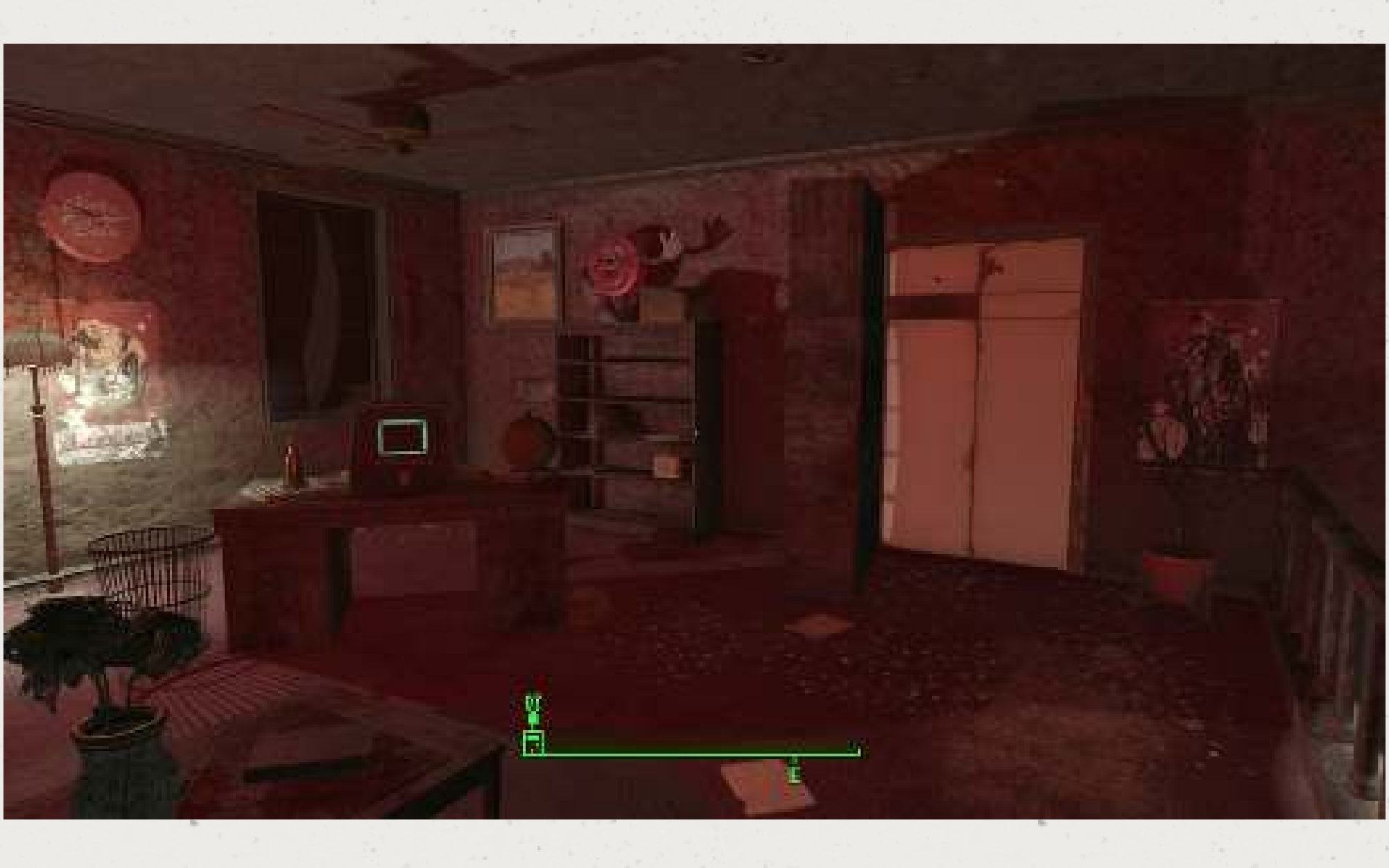


North of Kiddie Kingdom, head to the exterior of the bottling plant, drop down into the Nuka-Cola Quantum river, accessing the World of Refreshement this way, and quickly follow the river to the wild-western village area. On your left are three cacti; step onto the left bank at the third cactus, and check the adjacent building wall (facing south) for the Cappy.

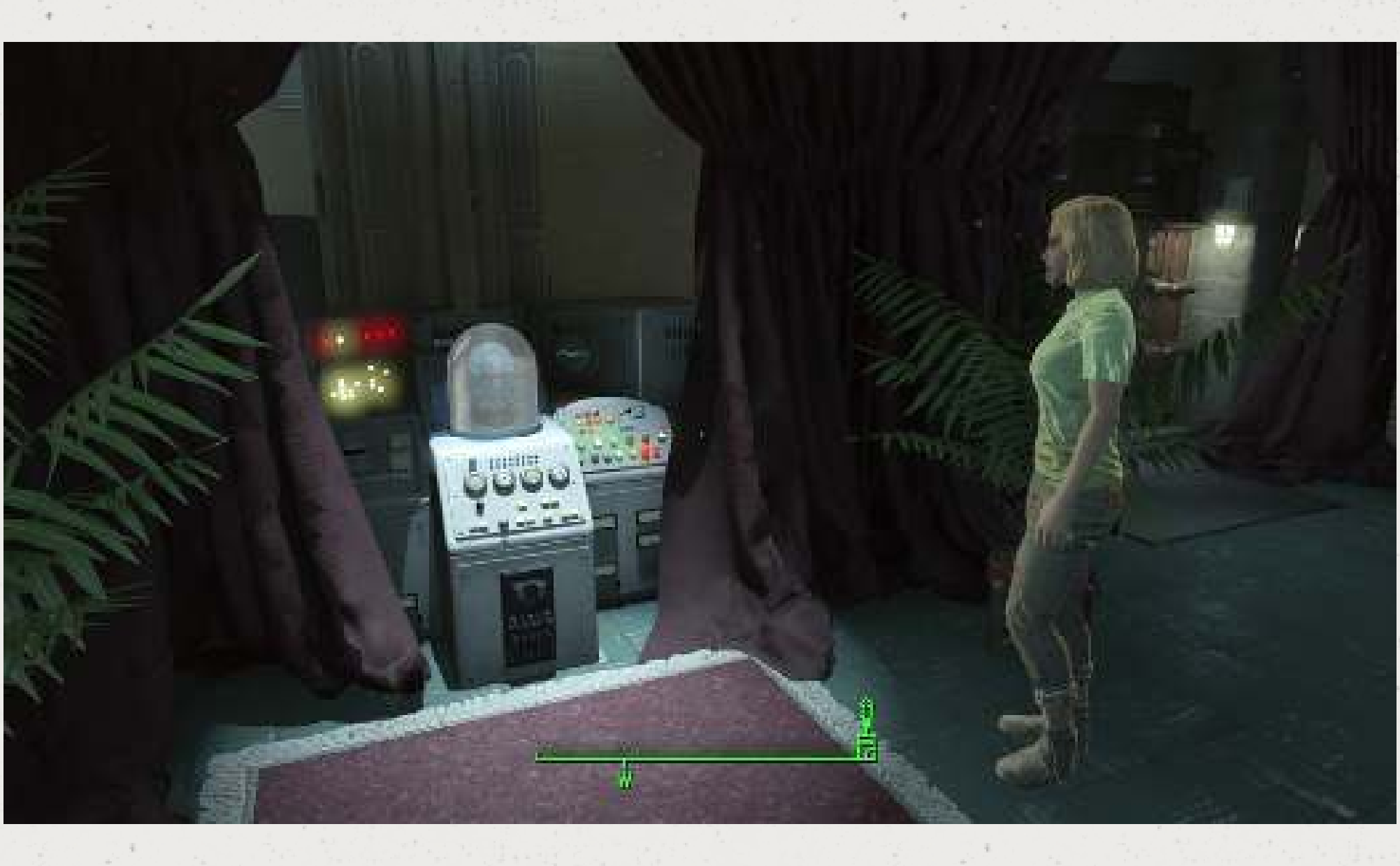
GETTING A-HEAD WITH BRADBERTON



After you find and give the contest information to Sierra, she solves the elementary puzzle, and you can enter the word "REFRESHING" in the keypad to Bradberton's Office, which is adjacent to where Sierra is standing. Enter the office.



Head upstairs, gazing at the Nuka-Cola items, and when you reach the desk with the terminal on it, check behind the Nuka-Cola machine in the northwest corner. There's a button hidden on it; press the button and a bookcase shifts, revealing a hidden elevator door near the stairwell! Enter and descend using the elevator.



It seems Bradberton created a mini-vault; head through the door to a rather grand-looking foyer, with some pristine Nuka-Cola valuables. But of greater interest is the head in the jar ahead of you; it belongs to the still-living John-Caleb Bradberton! Answer Bradberton as you wish, who tells you about Project Cobalt. At the end of the conversation, Bradberton pleads with you to end his torment and shut off the power to his life-support system. Naturally, Sierra wants him to stay alive, and protests this plan. Time to pick a side. You can:

- Move to the wall panel to the right side of Bradberton and shut down the power. A nearby vault door opens, allowing you to gather a Nuka-Nuke Launcher with ammunition, various types of Nuka-Cola, the formula for Nuka-Cola itself, and a key to the man's office vault. Give the formula to a despondent Sierra if you wish; she gives you a Caps reward.
- Move to speak to Sierra and agree to keep Bradberton alive. She excitedly keeps Bradberton company, and offers a limited-edition Nuka-World Jumpsuit as your reward.
- Or, you can side with Sierra to start with, wait until she gives you the jumpsuit, then switch off the power. Sierra becomes hostile after this, so clear out Bradberton's vault quickly and leave if you don't want to kill her.

After your decision is made, the quest concludes.

HELPFUL HINT FROM VAULT BOY!

Do you like the devastating power of a Fat Man launcher, but wish it was 50 percent more damaging? Then the Nuka-Nuke Launcher is for you! Its quantum-enhanced payload delivers incredible carnage, and although it's not quite as powerful as a Fat Man with the MIRV mod, it does have a great range!

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Fallout 4
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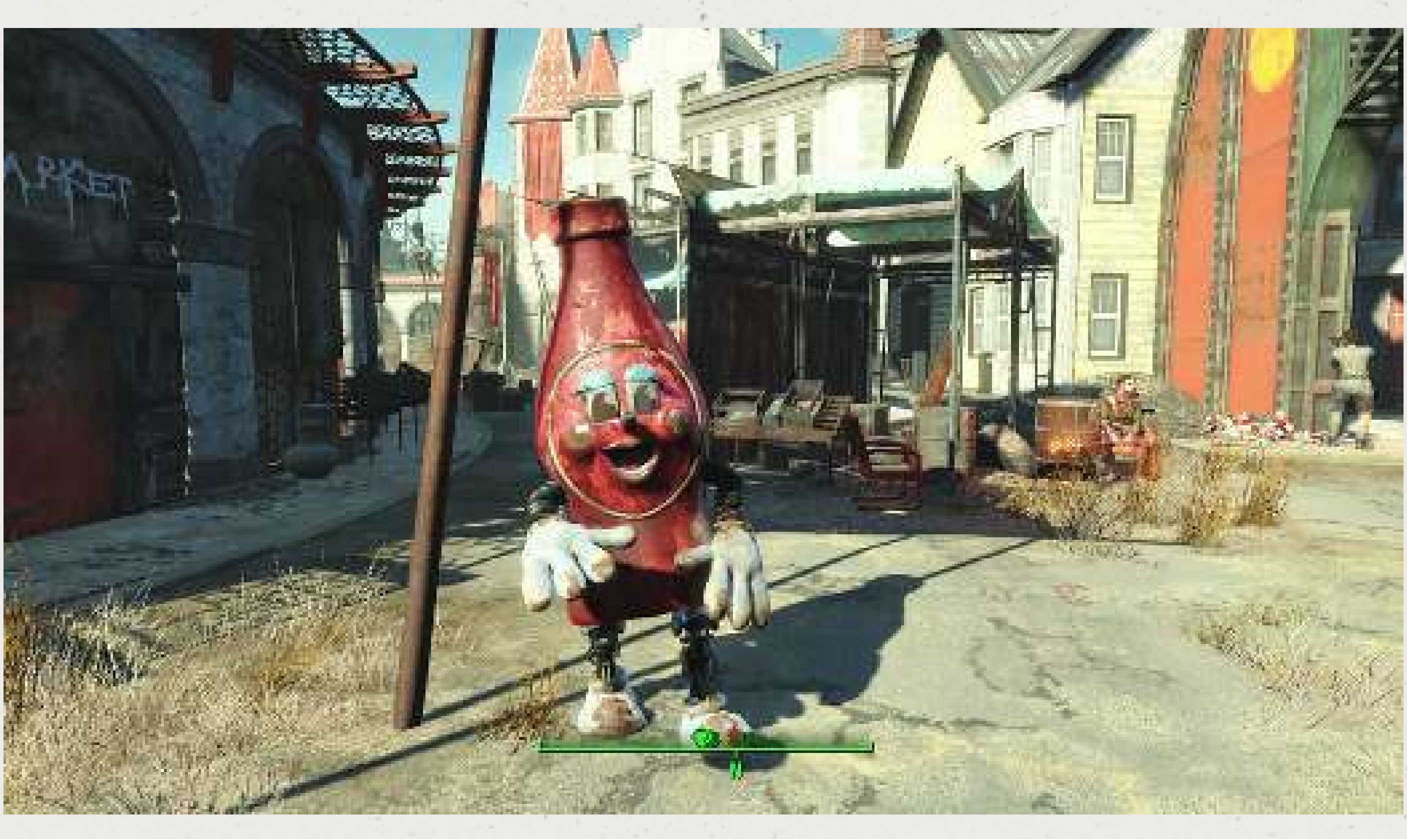
Nuka-World

Nuka-World Side Quests

Precious Medals

1. Collect a Park Medallion from the Ferris Wheel
2. Collect a Park Medallion from Mad Mulligan's Minecart Ride
3. Collect a Park Medallion from Nuka-Galaxy
4. Collect a Park Medallion from the Treehouse
5. Collect a Park Medallion from Nuka Racers
6. Collect a Park Medallion from Vault-Tec: Among the Stars
7. Collect a Park Medallion from The World of Refreshment
8. Collect your Reward from N.I.R.A.

WHAT DO YOU WANT, A MEDAL?

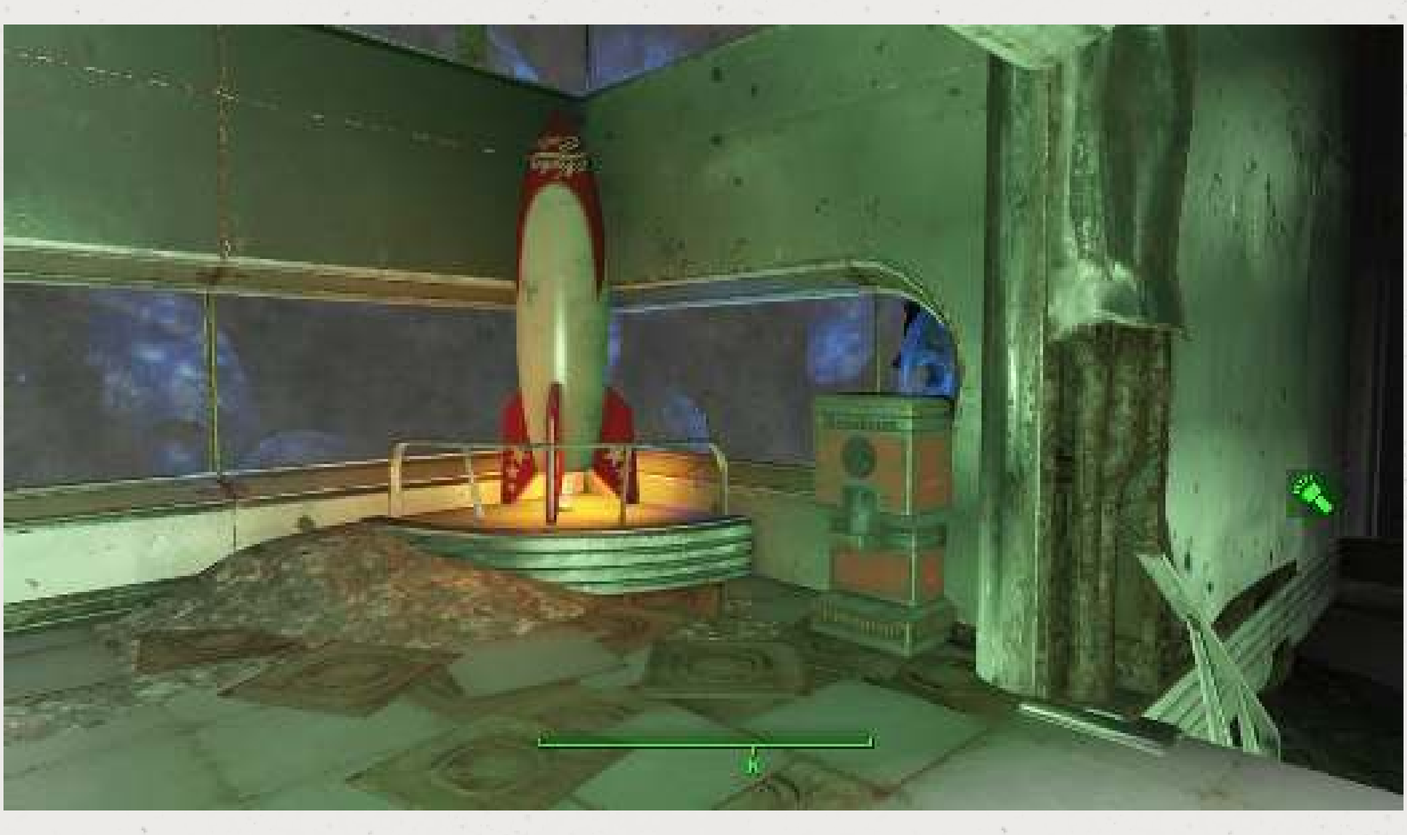


This Quest becomes accessible once you've visited Nuka-Town USA for the first time and encountered N.I.R.A., a bottle-shaped robot guide to navigating the Theme Park. She recommends you start looking for special park medallions, found in all the main zones of the park. Collect all seven of them, and you can expect a fancy reward.

HELPFUL HINT FROM VAULT BOY!

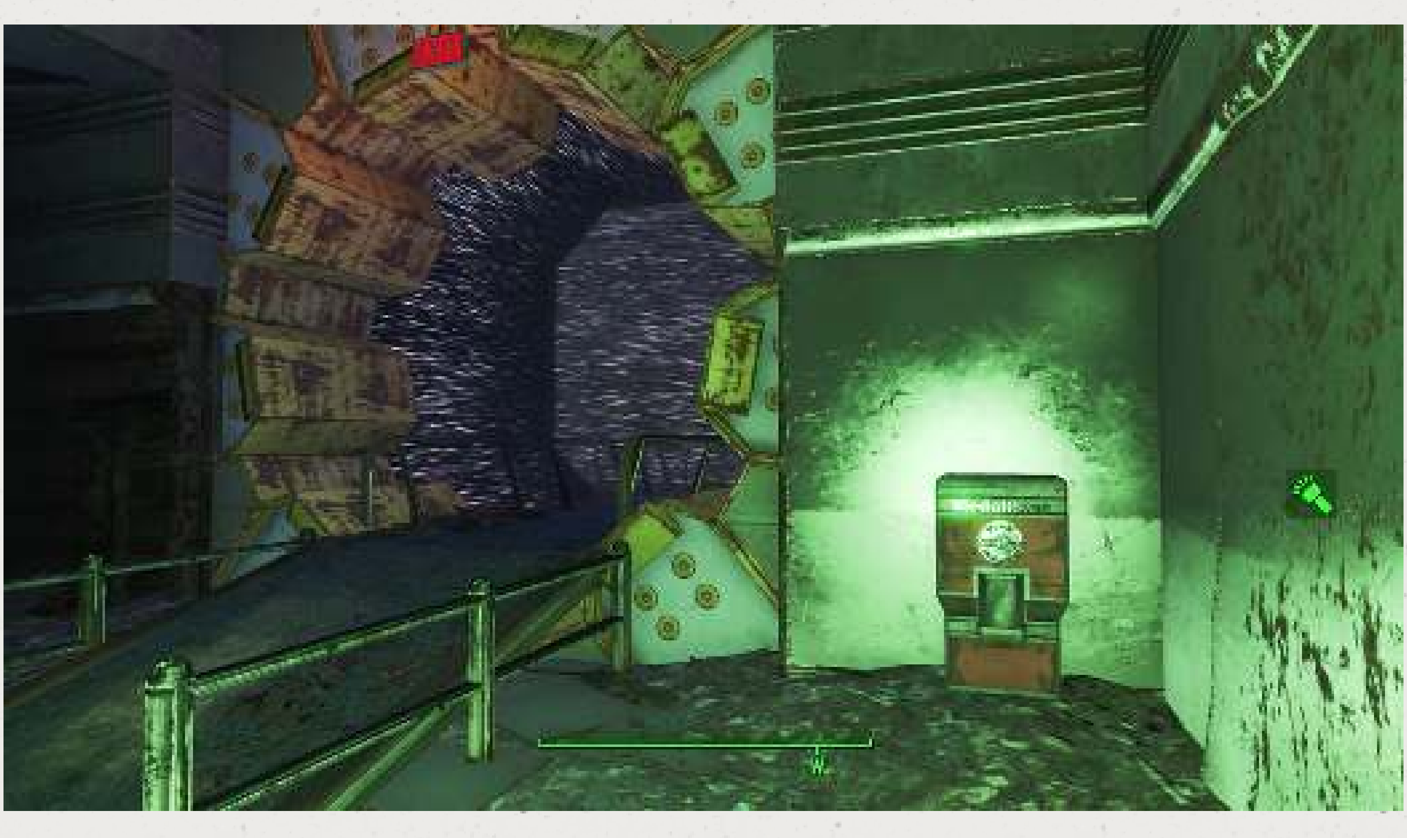
When's the best time to try out this quest? Usually, it's during Main Quest: **The Grand Tour**, as all the locations you visit in this quest are mandatory locations in **The Grand Tour**, too. Don't forget to check each park medallion dispenser before you leave a zone!

MEDALLION #1: NUKA-GALAXY (GALACTIC ZONE)



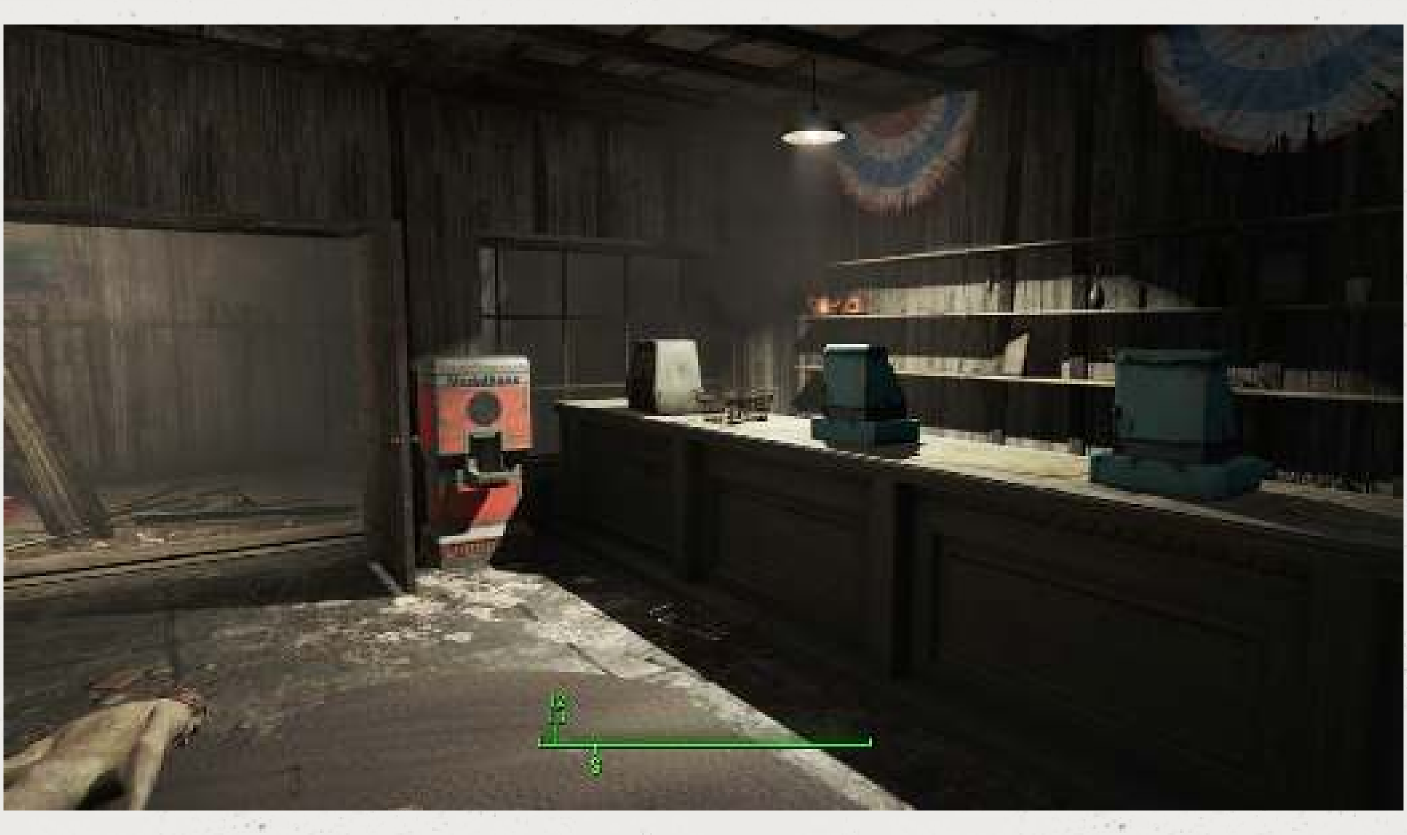
Once inside the Galactic Zone, head up the ramp and into Nuka-Galaxy, through the entrance turnstile and up the side steps to the left. Head up the stepped corridor, turning right (west) through the opening marked Launch Bay, down the ramp, and turn left (southeast), following the tracks around to the right (southwest), to the next "stop." Pass the Nuka-Cola gal on the rocket, head up the metal steps to the side of her, and reach the dispenser by a windowed alcove with a model rocket next to it.

MEDALLION #2: VAULT-TEC: AMONG THE STARS (GALACTIC ZONE)



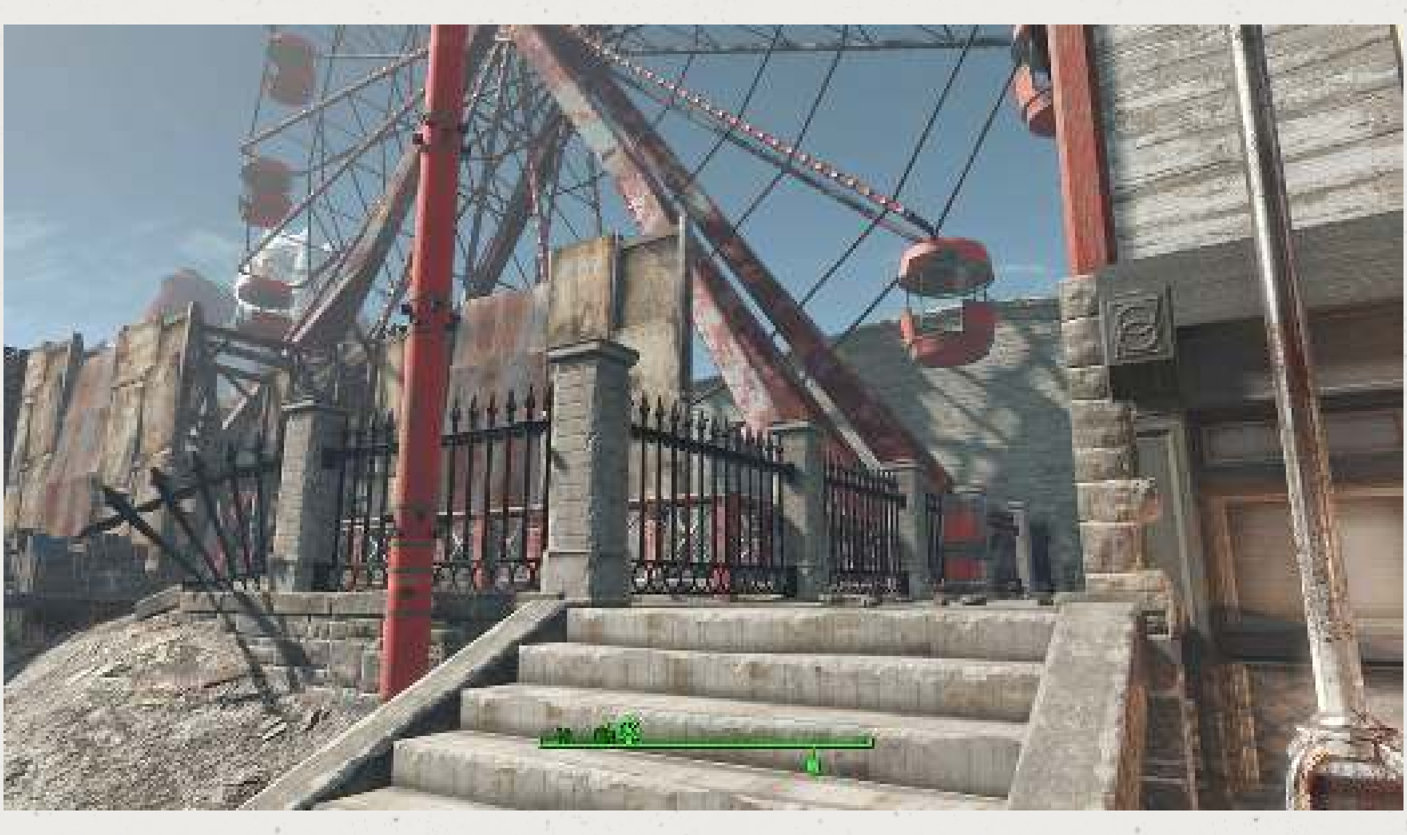
Next, head south to the Vault-Tec: Among the Stars exhibit, clear it out, locate the double exit doors, and head inside. The dispenser is at the end of the tunnel, just right (west) of the exit doors, inside the exit lobby.

MEDALLION #3: MAD MULLIGAN'S MINECART RIDE (DRY ROCK GULCH)



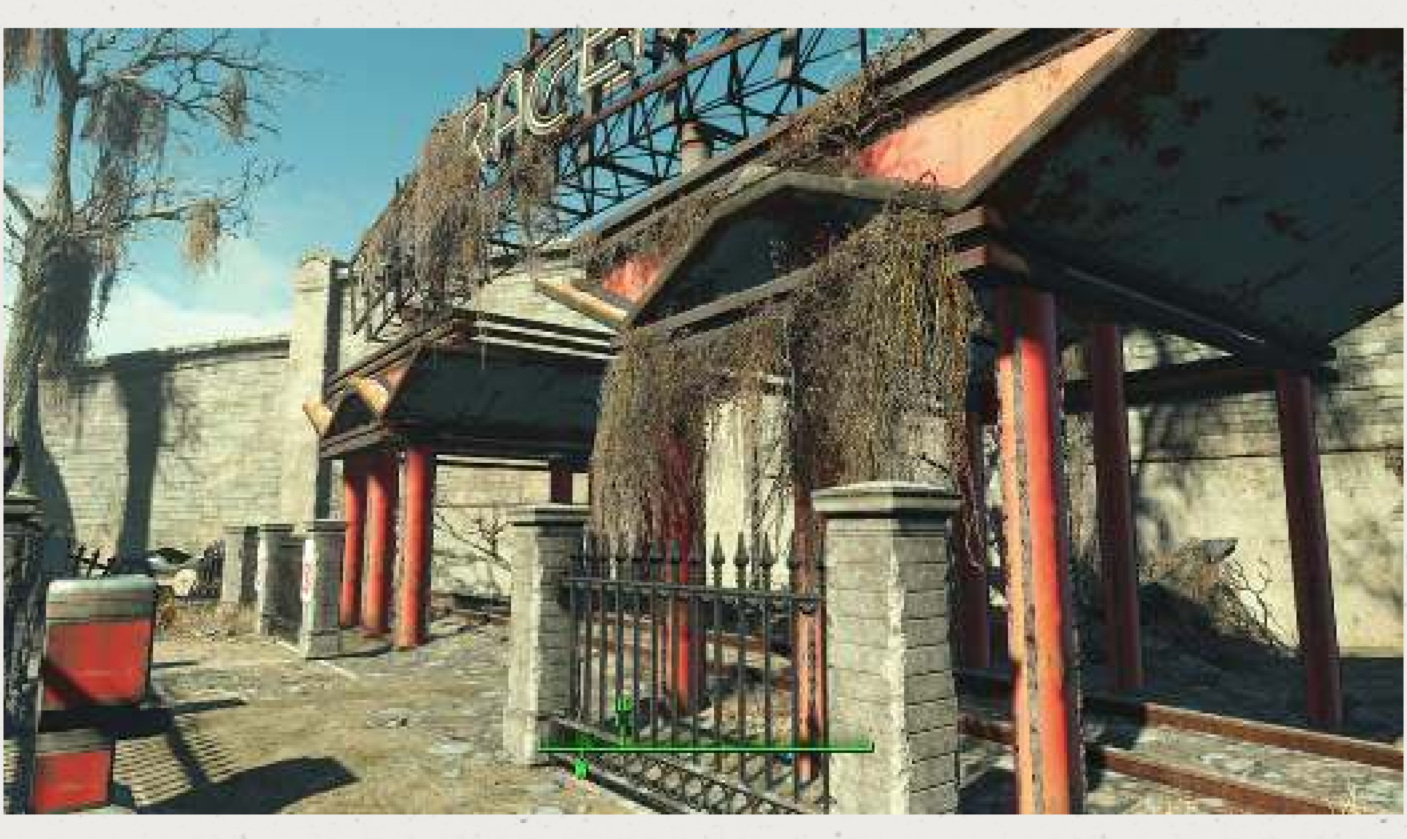
Find this ride inside the Dry Rock Gulch zone, in the northeastern area. Enter the ride, head into the mine tunnels, and just after you exit the hut and waterfall chamber, on the small wooden bridge, drop down to the left. Head into the gift shop to find the dispenser near the main counter and cash register.

MEDALLION #4: FERRIS WHEEL (KIDDIE KINGDOM)



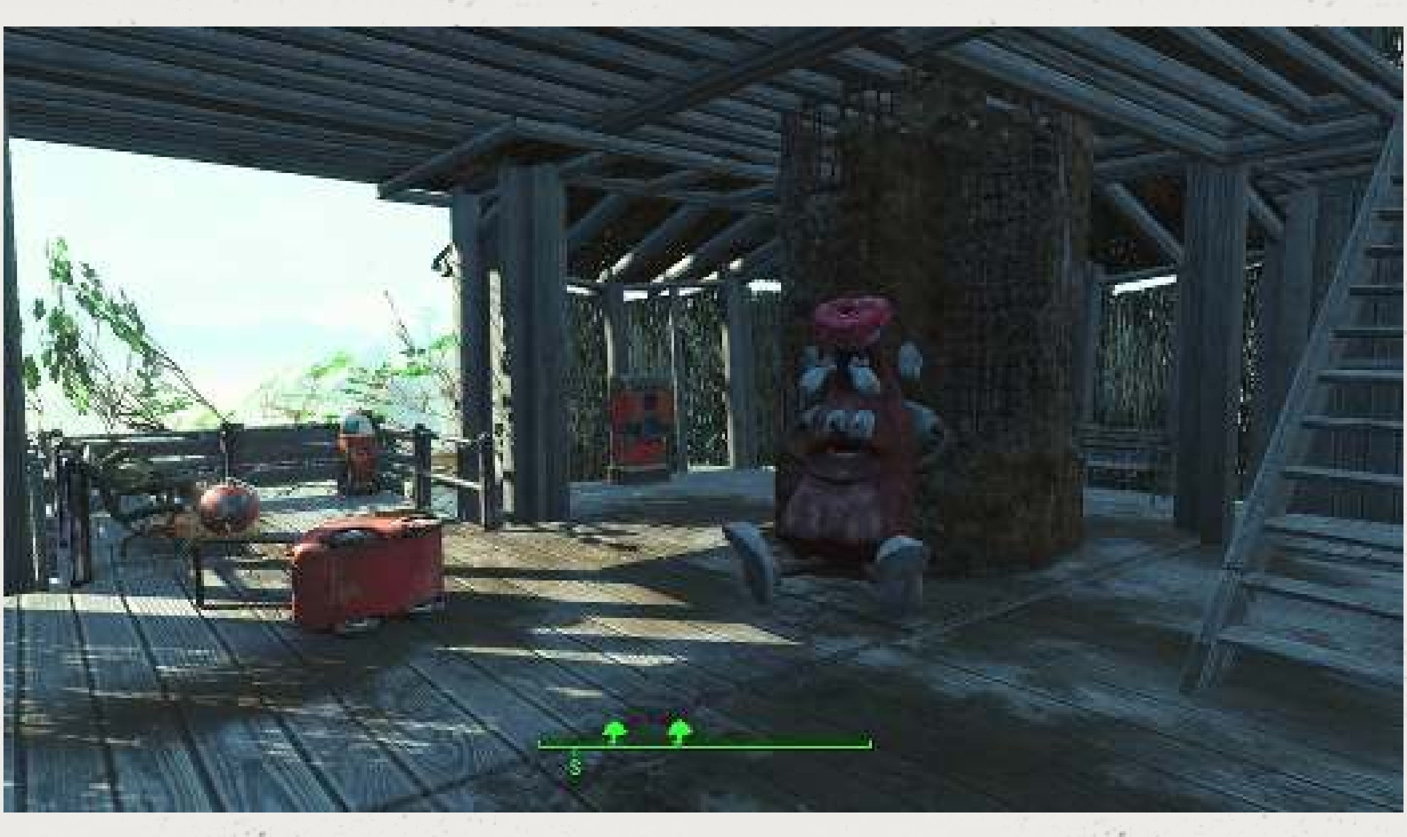
Find the Ferris Wheel in the southwestern corner of Kiddie Kingdom. The dispenser is on the side boardwalk at the base of the ride, between it and a saloon "restroom" structure.

MEDALLION #5: NUKA RACERS (KIDDIE KINGDOM)



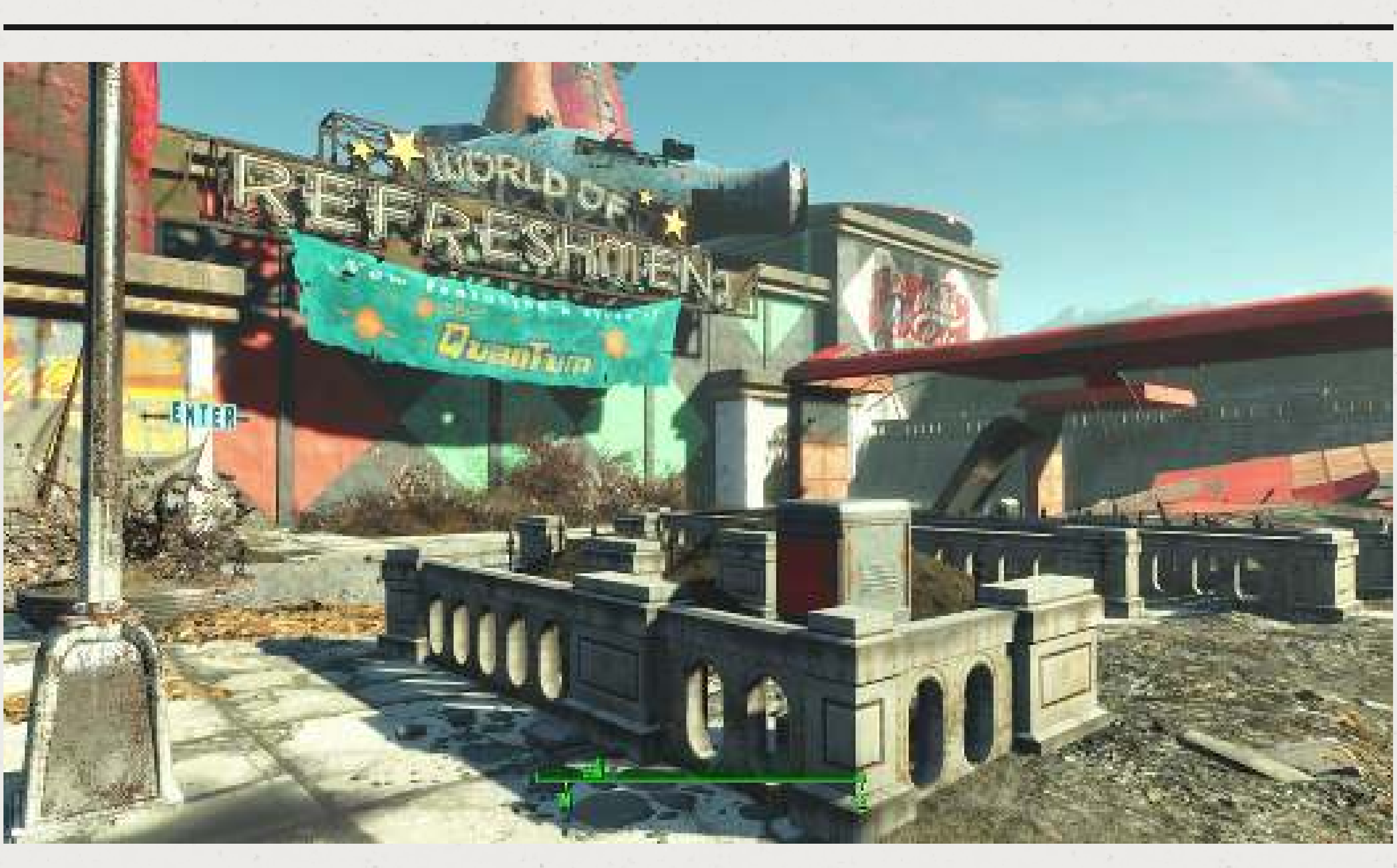
Find this in the northwest corner of Kiddie Kingdom; head to the black metal fencing where folks used to line up for the ride; the dispenser is by one of the stone fence columns.

MEDALLION #6: THE TREEHOUSE (SAFARI ADVENTURE)



Head to Cappy's Treehouse inside Safari Adventure, and enter the maze, turning right (east), left (north), right (east), left (north) just before the metal gazebo, left (west), heading diagonally left under the other gazebo, left (south), right (west), right (north), under another gazebo, right (east), under a gazebo at some concrete steps, and onto the bench. Activate it and ride it up into the treehouse where the dispenser is.

MEDALLION #7: THE WORLD OF REFRESHMENT



Locate the main exterior entrance to the World of Refreshment, and the dispenser is in the scrub ground and low stone wall by this entrance.

CONCLUSION: BUILDING UP A THIRST

With all seven Medallions, head back to Nuka-Town USA and speak with N.I.R.A for a bottle each of Nuka-Cola Dark, Grape, and Quantum. The quest then concludes.

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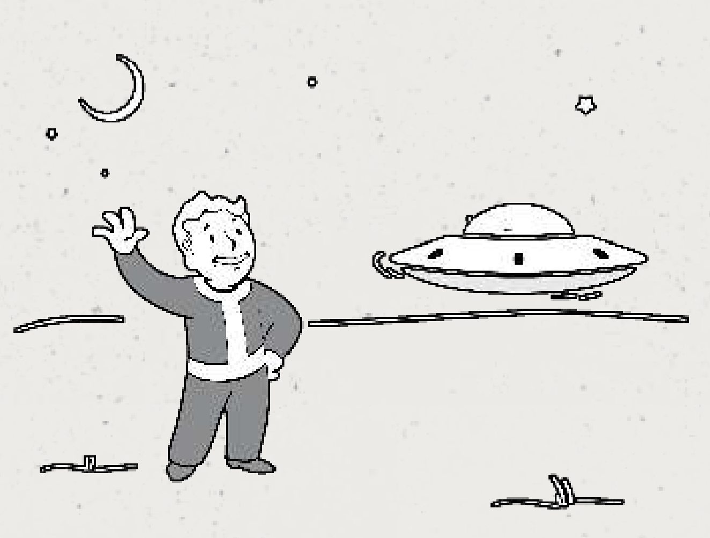
Fallout 4
ENJOY THE RIDE !!
Nuka-World

Nuka-World Side Quests

Trip to the Stars



1. Follow Cleansed
2. Talk to Dara
3. Get spacesuits
4. Deliver spacesuits to Dara
5. Talk and listen to Dara
6. Clear the Junkyard
7. Take to Dara after her speech
8. Use three Fusion Cores to power the spaceship
9. Install a power distributor
10. Talk to Dara
11. Start the ride

SUITED AND BOOTED

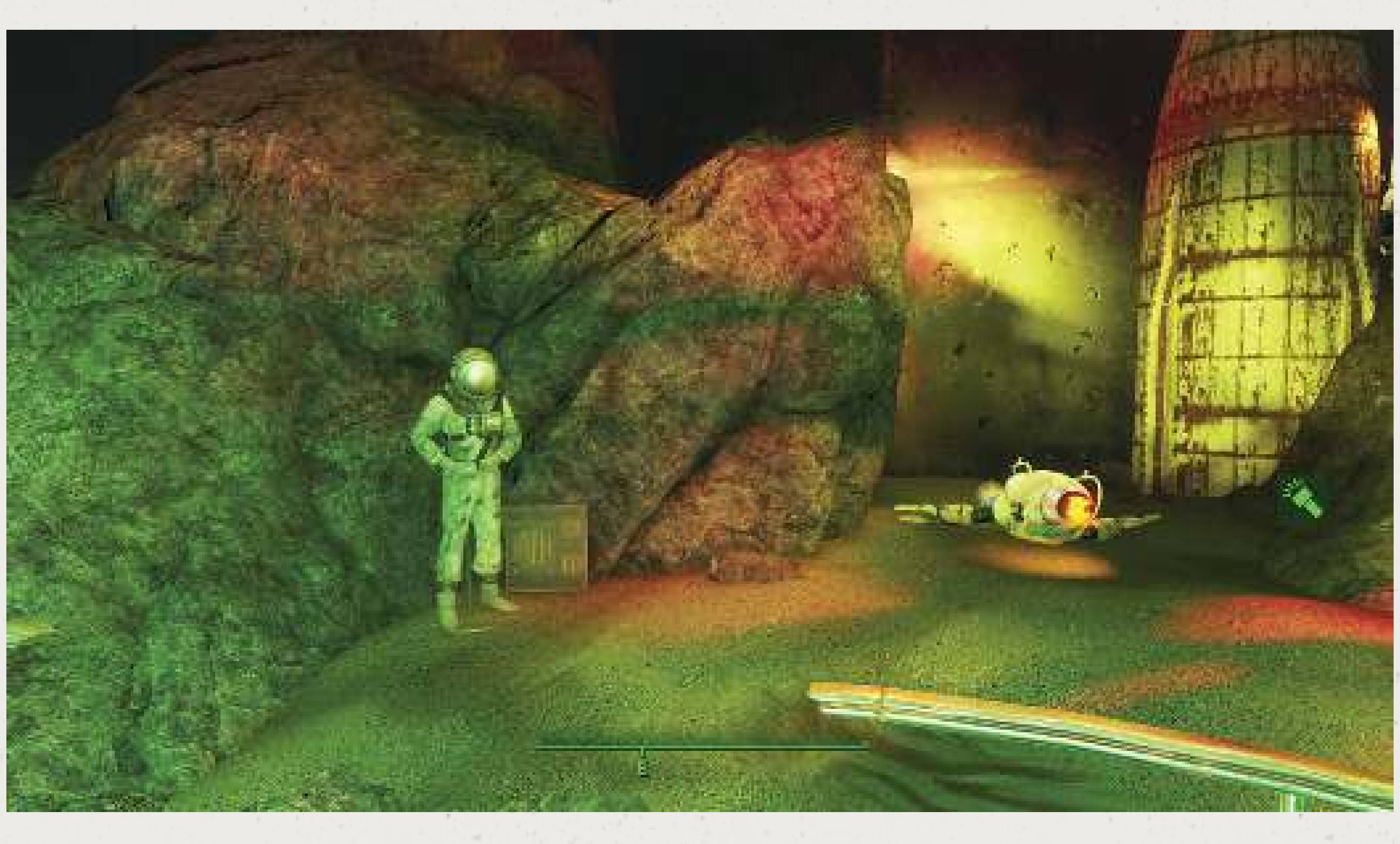
This Side Quest becomes accessible once you visit The Galactic Zone for the first time, and the ideal opportunity to complete this quest is during Main Quest: The Grand Tour. Begin the quest by visiting the Hubologist's Camp, which is located in the wastes of the southwestern corner of Nuka-World, technically outside the theme park walls. The camp is centered around an old diner. Speak to any Hubologist and they will point you in the direction of Dara Hubbell. Dara is the cult's leader, basing her religion on the teachings of an old sci-fi writer. They crave spacesuits, just like the one Dara is wearing. Feel free to try a Speech check (Medium) to ask why the suits are needed (for a "battle to come"), before agreeing to find these suits and beginning the quest.

HELPFUL HINT FROM VAULT BOY!

Have you met the Hubologists before? They're a nutty bunch, who believe you must be "aligned" in order to destroy "neurodynes," spirits of the dead that aren't allowing your mind to be clear. If you pay a fee (starting at 50 caps, and ending at 10,000!), you can raise your Aligned Hub Seeker (or AHS) rank from 1 to a maximum of 8. You receive a temporary INT boost for each rank to attain, as well as additional rads that should be resisted or cured through normal means. Note that you can't reach level AHS-4 or higher until this Side Quest is complete.

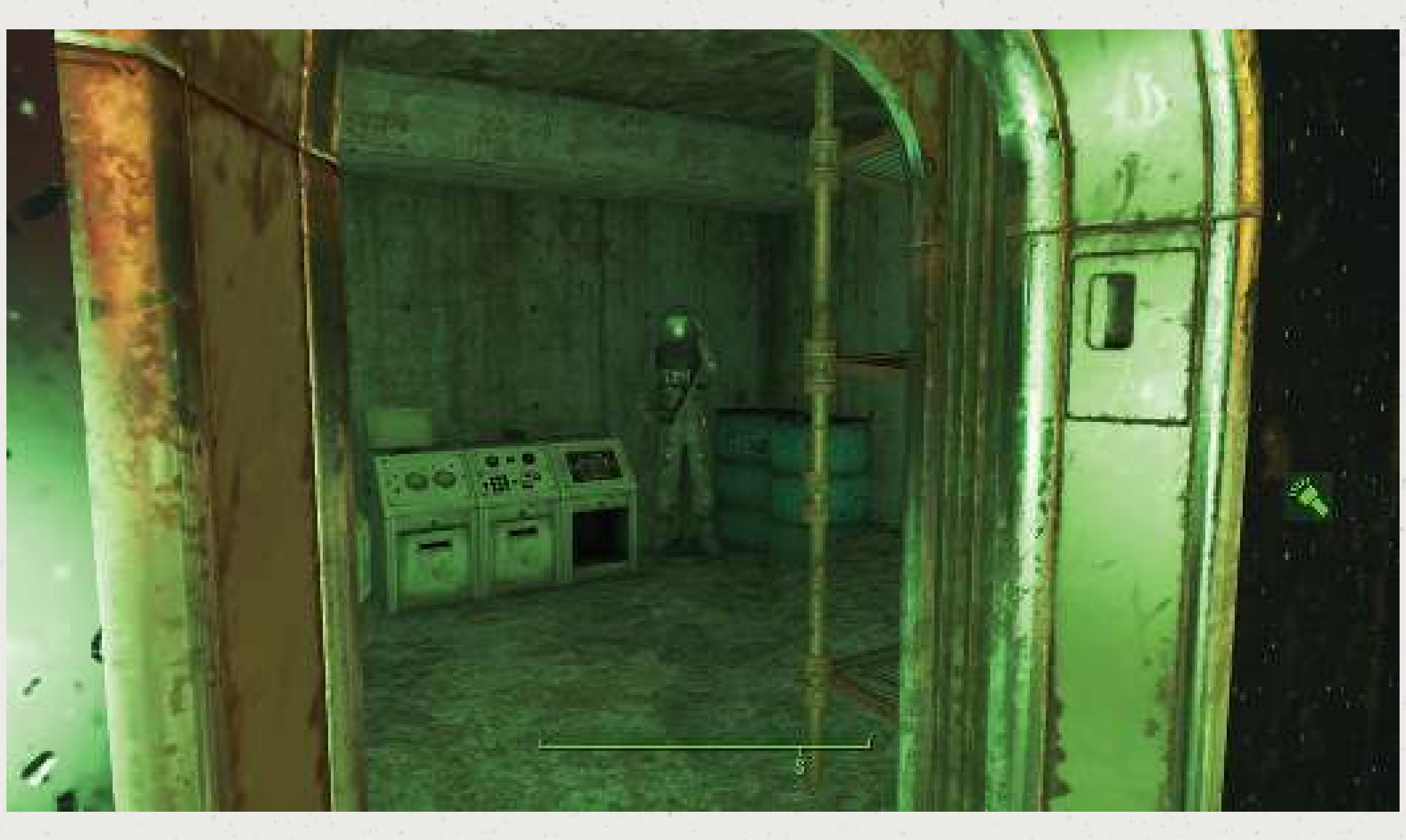
Fortunately, the five spacesuits are located in the same general area: the interior of Vault-Tec: Among the Stars, an exhibit inside the Galactic Zone. Head there, and begin searching for spacesuits (which can be gathered in any order you like):

Spacesuit #1



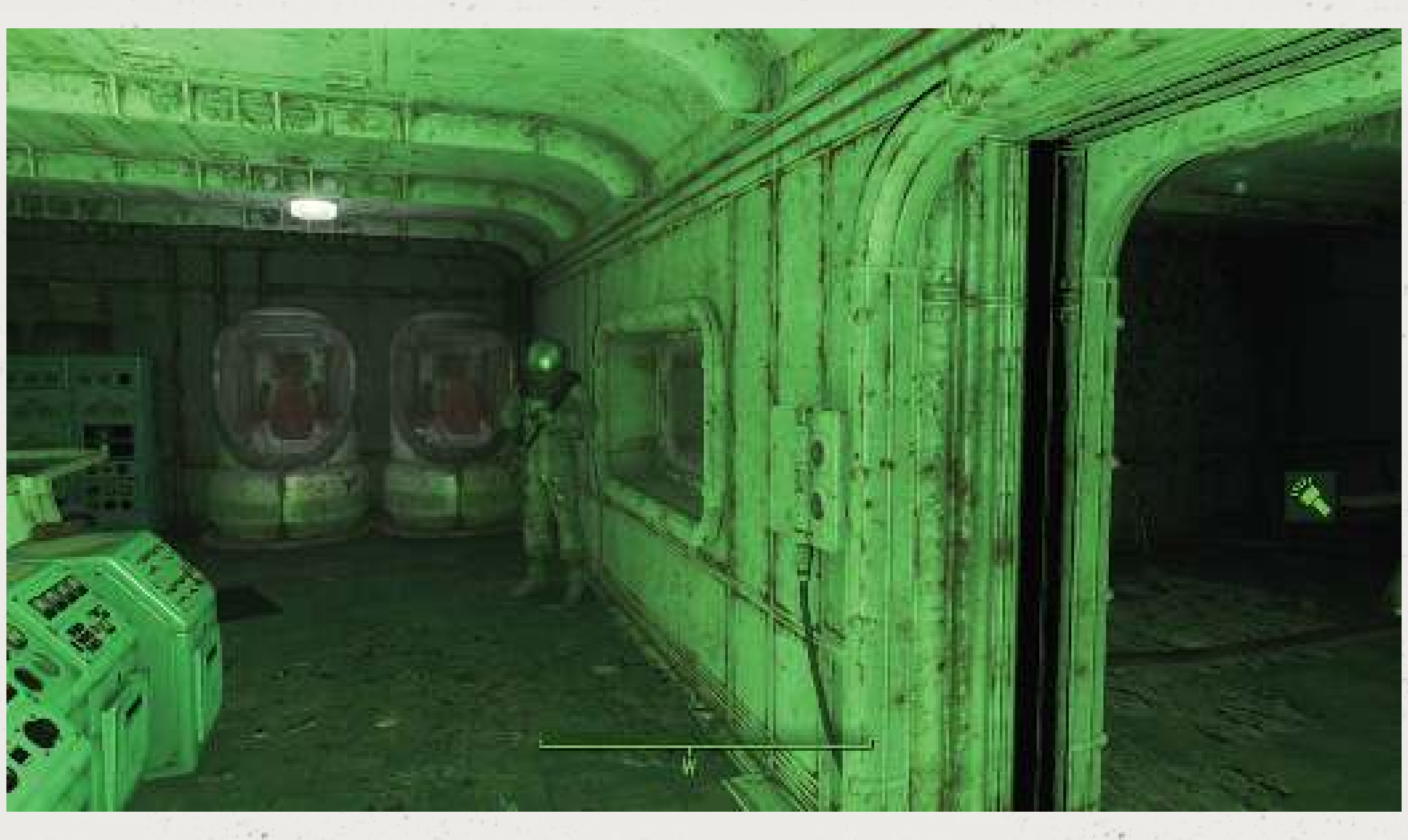
Enter the lobby, head to the right and through the star corridor, then to the rocky area exhibit and your first spacesuit! Gather it from the standing mannequin.

Spacesuit #2



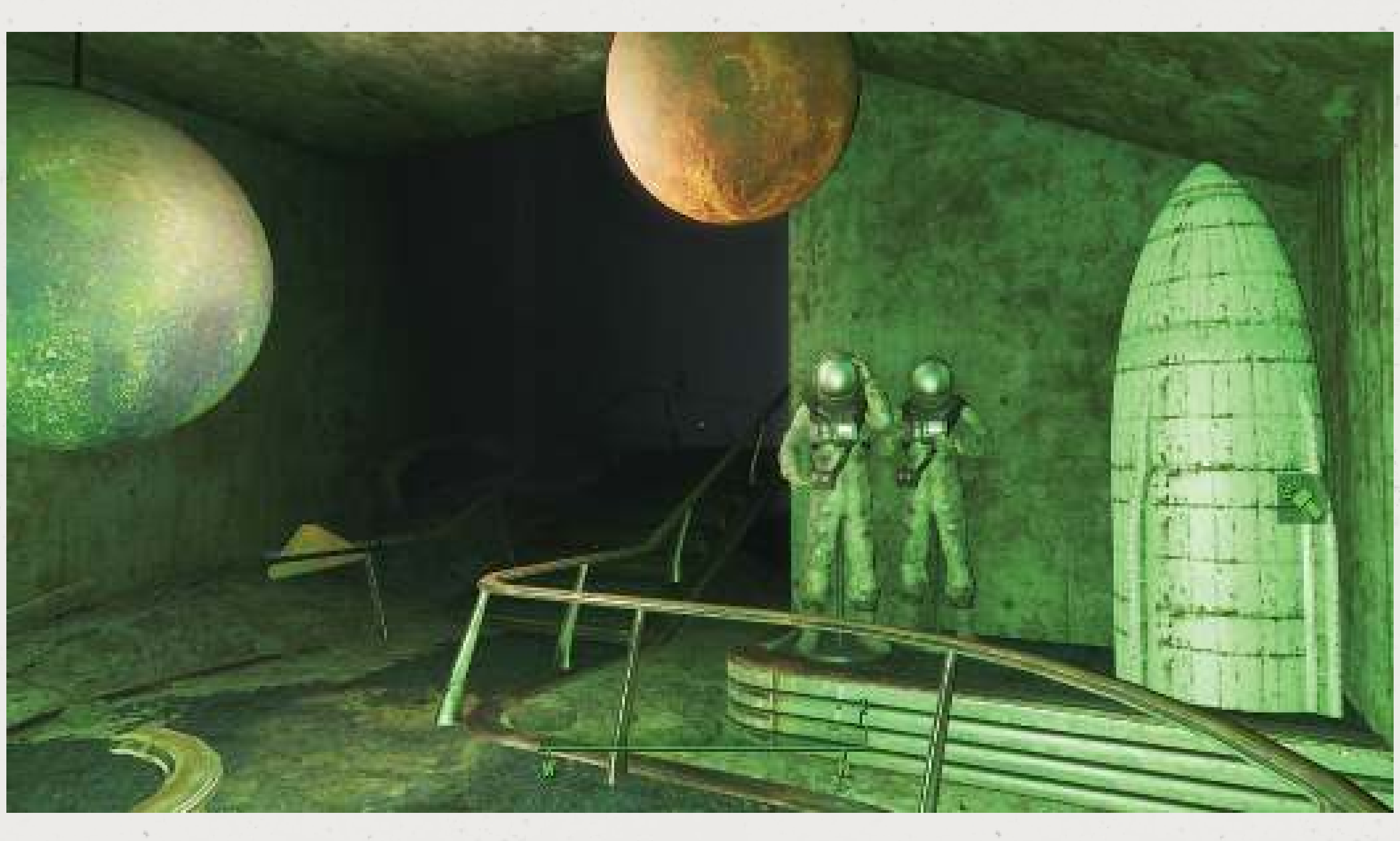
Head down the corridor into the Arcturus colony entrance, open the sliding door ahead of you, and grab a spacesuit from the tiny storage room. It's on a standing mannequin.

Spacesuit #3



Descend the steps marked "Atrium," turn right (west), and descend the steps to the "Residential" area, into the "Reactor" room (accessed via the corridor or the hole in the far kitchen wall), and grab another suit.

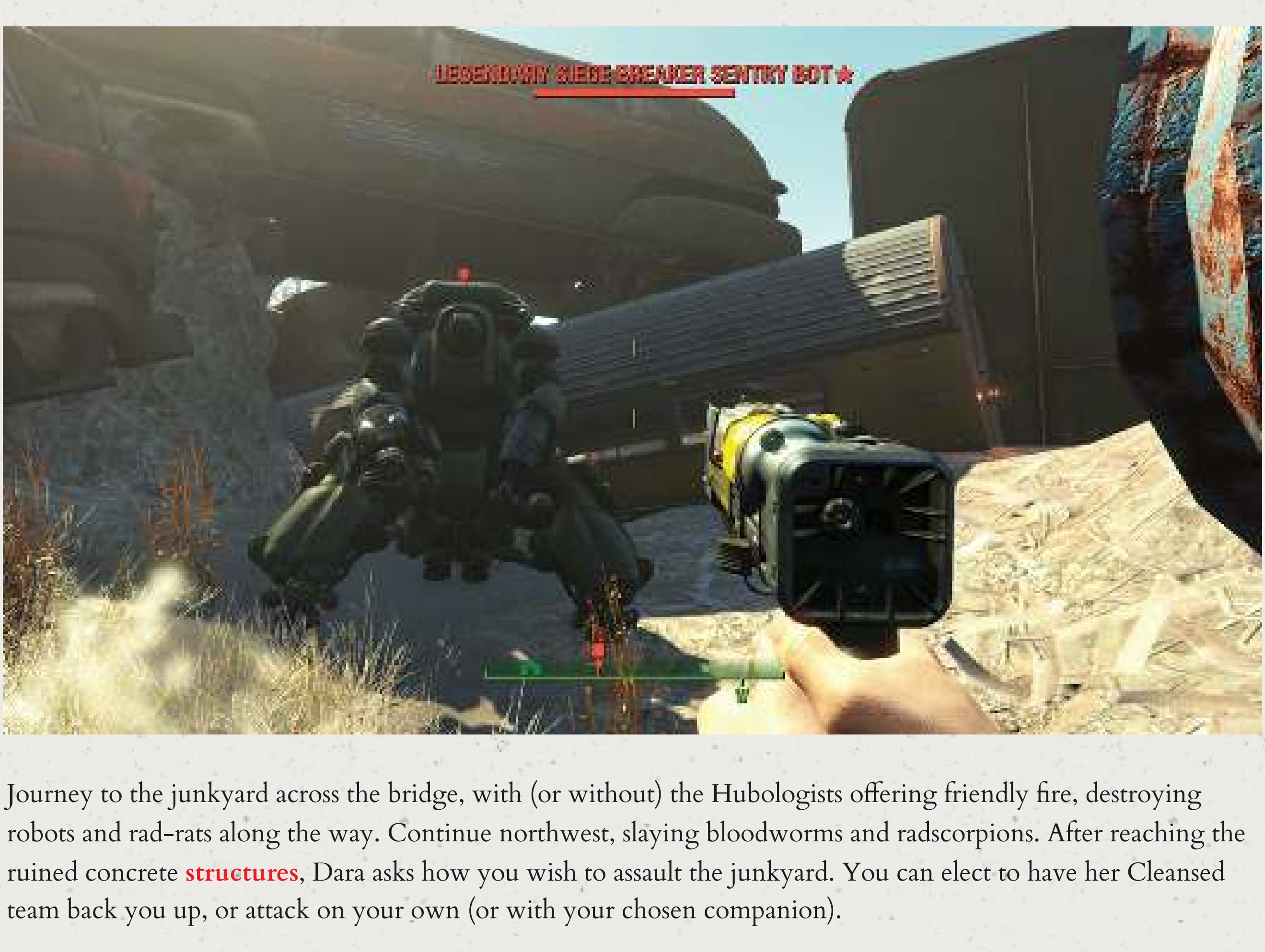
Spacesuits #4 And #5



Head through the "Exit Zone" doorway, around to the pair of mannequins, and gather the spacesuits from both of them, near the rocket ship and floating globe. Then exit the building.

JUNKYARD RUMMAGING

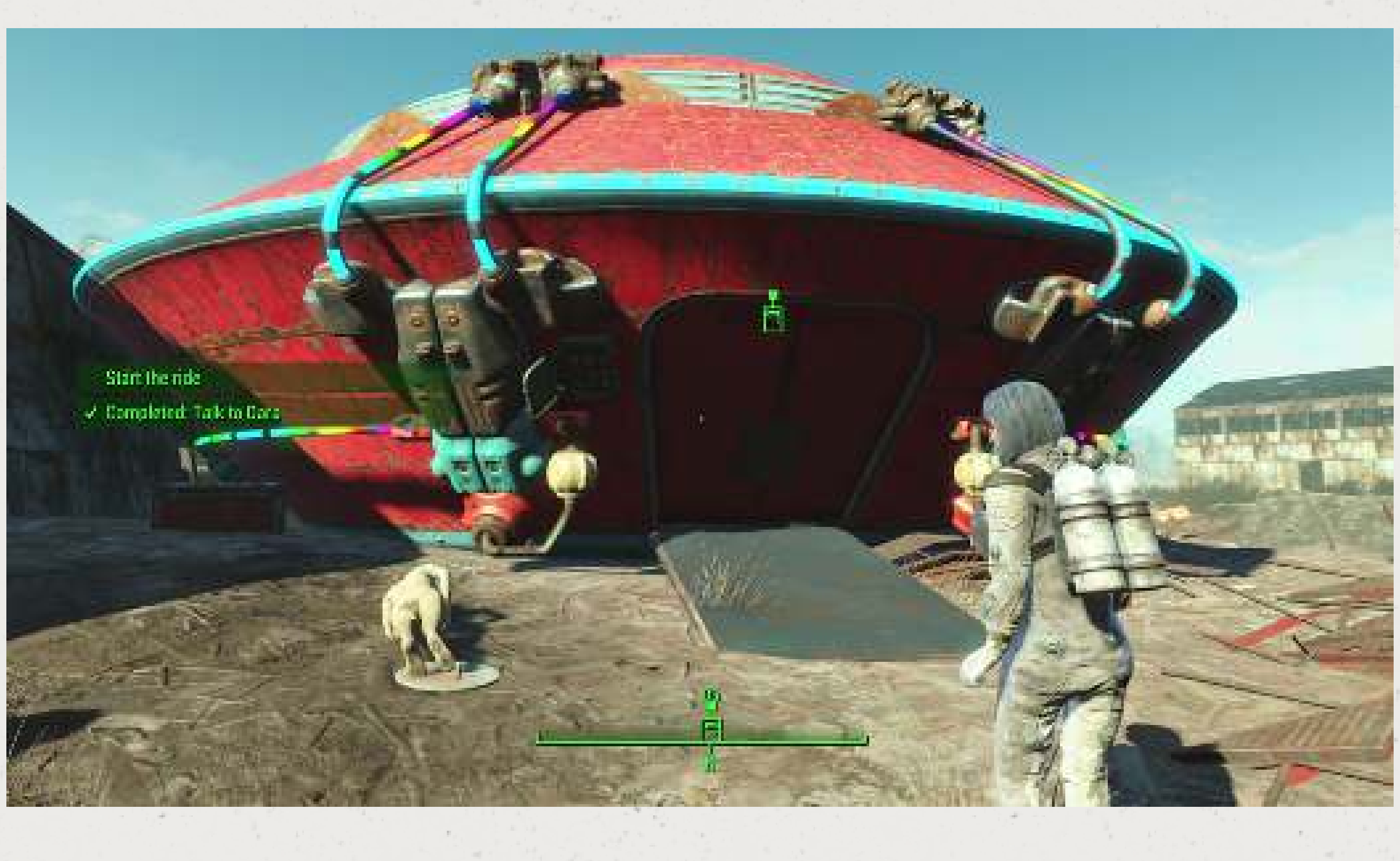
Back at the Hubologist's Camp, head to Dara, who is usually looking through a telescope at a "spaceship" in a nearby junkyard. Mention you have the spacesuits, and Dara asks for help in securing the spaceship. Succeed, and you'll receive a special reward known only to Hubologists. Answer how you wish, and agree to help. Dara gathers the rest of her lunatics (known collectively as the "Cleansed"), and they put on the spacesuits, which Dara thinks are likely to protect them against the robots of the junkyard. That might be wishful thinking.



Journey to the junkyard across the bridge, with (or without) the Hubologists offering friendly fire, destroying robots and rad-rats along the way. Continue northwest, slaying bloodworms and radscorpions. After reaching the ruined concrete structures, Dara asks how you wish to assault the junkyard. You can elect to have her Cleansed team back you up, or attack on your own (or with your chosen companion).

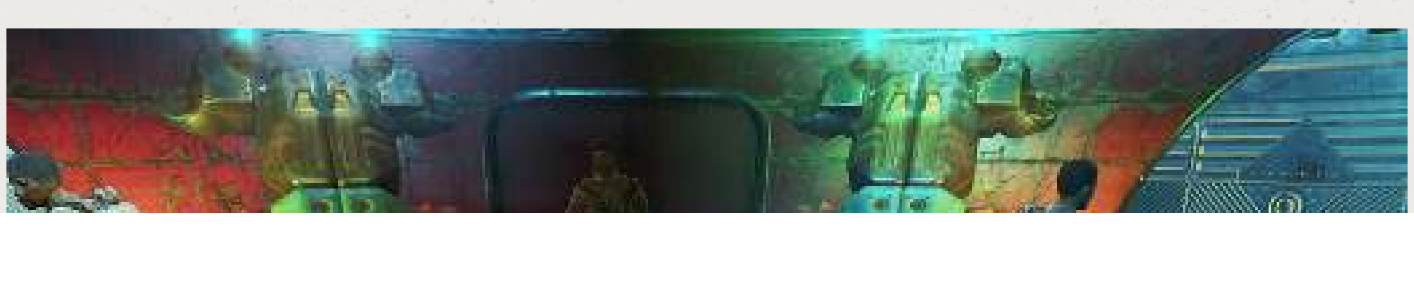
Aside from ants, you will face Sentry Bots (flagged on your compass map) and Sentinels as you work your way through the junkyard. Though you can wipe out the entire area, only the flagged foes are necessary to kill. Once the robots are destroyed, return to Dara and let her know. She's particularly happy with this outcome, and rewards you with Hub's Alien Blaster (a unique energy weapon with the Lucky effect).

NEXT STOP: THE STARS!



All Dara needs now are some components to power the spacecraft that the Hubologists have gathered around. Complete this task, and she'll give you ammunition for the Alien Blaster you received. She needs a Power Distributor, and three Fusion Cores. You can:

- Agree to help, find the components, and plug them into the side of the spacecraft, while following the instructions exactly.
- The Power Distributor is found inside the large warehouse (upper floor on a desk, near the animatronic alien).
- Fusion Cores can usually be found powering the Sentry Bot patrolling the junkyard, close to the spaceship, during the clearing of this area.
- A Fusion Core can be found inside the barn, slotted into the generator.
- Another can be found inside the barn, on the floor of the gondola car, after you make a precise jump down from above.
- Another can be found in the tunnel below the junkyard's central area, where the landmines and insects lurk, in the mouth of a mounted bear head.
- Another can be found inside the subway carriage (base of spaceship) on a shelf.
- Another can be found on the teacup above the subway carriage.

INTO THE VOMIT COMET